paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Pathfinder®

Roleplaying Game™



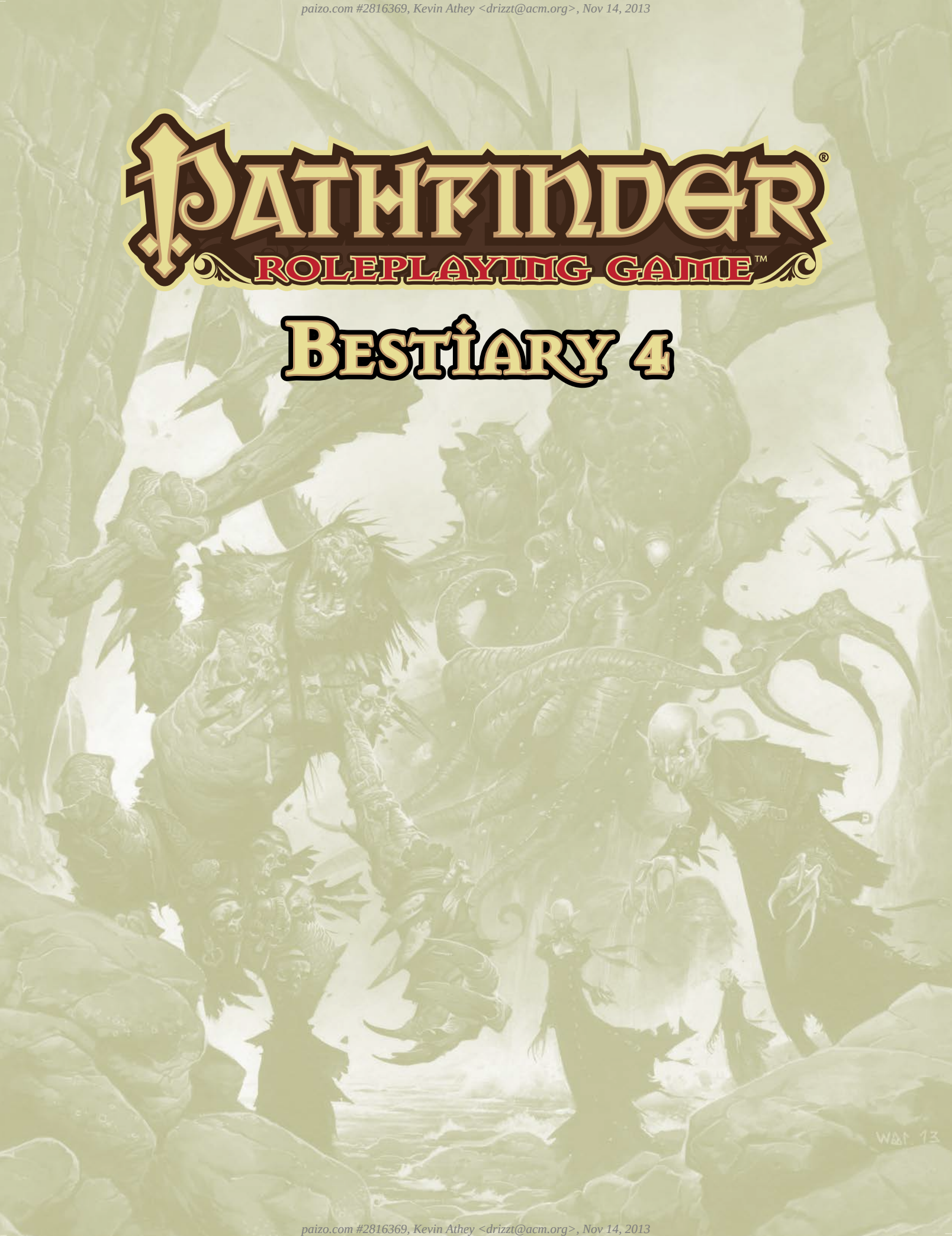
Bestiary 4

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Pathfinder® Roleplaying Game™

Bestiary 4



paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Pathfinder Roleplaying Game

Bestiary 4

Credits

Lead Designer • Jason Bulmahn
Design Team • Stephen Radney-MacFarland and Sean K Reynolds
Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor

Cover Artist • Wayne Reynolds
Interior Artists • Alexandur Alexandrov, Dave Allsop, Helge C. Balzer, Rayph Beisner, Eric Belisle, Peter Bergting, Branko Bistrovic, Filip Burburan, Dmitry Burmak, Mike Corriero, Alberto Dal Lago, Vincent Devault, Steve Ellie, Mattias Fahlberg, Jorge Fares, Fabio Gorla, Andrew Hou, Lake Hurwitz, Damien Mammoliti, Diana Martinez, Joshua Meehan, David Melvin, Brynn Metheney, Mark Molnar, Jim Nelson, Miroslav Petrov, Emiliano Petrozzi, Roberto Pitturru, Dmitry Prosvirnin, Scott Purdy, Maichol Quinto, Jean-Baptiste Reynaud, Rudy Rodriguez, Chris Seaman, Shreya Shetty, Dean Spencer, Xia Taptara, Tyler Walpole, Eva Widermann, Ben Wootten, and Kieran Yanner

Creative Director • James Jacobs
Editor-in-Chief • F. Wesley Schneider
Senior Editor • James L. Sutter
Development Team • Logan Bonner, John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie
Editorial Team • Judy Bauer, Christopher Carey, and Ryan Macklin
Editorial Interns • Jay Loomis and Cassidy Werner

Senior Art Director • Sarah E. Robinson
Art Director • Andrew Vallas
Graphic Designers • Emily Crowell and Sonja Morris

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Finance Manager • Christopher Self
Staff Accountant • Ashley Gillaspie
Chief Technical Officer • Vic Wertz
Senior Software Developer • Gary Teter
Campaign Coordinator • Mike Brock
Project Manager • Jessica Price
Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Justin Riddler, and Sara Marie Teter
Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, Crystal Frasier, Liz Courts, Lissa Guillet, and Chris Lambertz

Special Thanks • Ryan Dancey, Clark Peterson, and the proud participants of the Open Gaming Movement.

This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Roleplaying Game Bestiary 4 is published by Paizo Publishing, LLC under the Open Game License version 1.0a © 2000 Wizards of the Coast, Inc. Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Society, Pathfinder Tales, and Rise of the Runelords are trademarks of Paizo Publishing, LLC. © 2013 Paizo Publishing, LLC.

First printing October 2013.
Printed in China.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

TABLE OF CONTENTS

INTRODUCTION 5
MONSTERS A TO Z 7–287
APPENDIX 1: MONSTER CREATION 288
APPENDIX 2: MONSTER ADVANCEMENT 288
APPENDIX 3: GLOSSARY 290
APPENDIX 4: MONSTERS AS PCS 308
APPENDIX 5: MONSTER FEATS 308
APPENDIX 6: MONSTER COHORTS 310
APPENDIX 7: ANIMAL COMPANIONS 311
APPENDIX 8: MONSTERS BY TYPE 312
APPENDIX 9: MONSTERS BY CR 312
APPENDIX 10: MONSTERS BY TERRAIN 314
APPENDIX 11: VARIANT MONSTER INDEX 316
APPENDIX 12: ABILITY INDEX 316
APPENDIX 13: MONSTER ROLES 316
APPENDIX 14: ADVANCED AWARDS 318
APPENDIX 15: MYTHIC CREATURES 318

ALPHABETICAL LISTING OF MONSTERS

Abaia 7
Agyra (kaiju) 166–167
Almiraj 8
Alpluachra 9
Ankou 10
Aoandon 11
Apocalypse locust 12
Archaeopteryx (familiar) 96
Argus 13
Astral leviathan 14
Bakekujira 15
Barometz 16
Beheaded 17
Bezravnis (kaiju) 168–169
Bhole 18
Blood golem 130
Blood hag 19
Bodythief 20–21
Boilborn 22
Bokrug (Great Old One) 136–137
Brethedan 23
Broken soul 24–25
Buggane 26
Bull shark 241
Catrina (psychopomp) 218
Cephalophore 27
Cernunnos (empyreal lord) 88–89
Chaneque 28
Changeling 29
Cliff giant 126
Clockwork dragon 30–31
Clockwork mage 32
Clockwork steed 33
Colour out of space 38–39
Comozant wyrd 40
Contemplative 41
Coral golem 131
Cthulhu (Great Old One) 138–139
Dagon (demon lord) 46–47
Dark caller 42
Dark dancer 43
Death dog 44
Devilbound creature 56–57
Dimorphodon (dinosaur) 58
Diplodocus (dinosaur) 58
Dire weasel 275
Divine guardian 60–61
Dodo (familiar) 96
Dorvae 62
Dossenus 63
Drakainia 76–77
Drowning devil 52
Ectoplasmic creature 82–83
Einherji 84
Elder thing 85
Elohim 86
Emperor walrus 271
Erlking 94
Executioner's hood (lurking ray) 186
Fachen 95
Festering spirit 98
Flesh colossus 35
Fleshdreg 100
Flying polyp 106–107
Fomorian titan 261
Formian myrmarch 109
Formian queen 110
Formian taskmaster 111
Formian warrior 112
Formian worker 113
Fossegrim 114
Freezing flow 115
Fungal creature 116–117
Gaki 118
Gallowdead 119
Galvo 120
Gashadokuro 121
Gathlain 122
Gearghost 123
Geist 124
Gholdako 125
Ghonhatine (fleshwarp) 102
Giant emperor scorpion 232
Giant flea 99
Giant locust 183
Giant seahorse 234
Giant tortoise 263
Giant water strider 273
Giant weasel 275
Giraffe (herd animal) 150
Goliath spider 252
Graeae 134
Great white shark 241
Greensting scorpion 232
Grendel 145
Grimple (gremlin) 142
Grothlut (fleshwarp) 103
Guardian dragon 146–147
Halsora (fleshwarp) 104
Hamadryad 148
Haniver (gremlin) 143
Harionago 149
Hastur (Great Old One) 140–141
Host devil 53
Huldra 151
Hungry flesh 152
Hyakume 153
Hypnalis 154
Ijiraq 155
Immense tortoise 263
Immortal ichor 156

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Incutilis 157
Irminsul 158
Irnakurse (fleshwarp) 105
Iron colossus 36
Isitoq 159
Jack-o'-lantern 160
Jinmenju 161
Juggernaut 162–163
Julunggali 164
Junk golem 132
Juvenile seps 237
Kapre 172
Karkinoi 173
Kasatha 174
Killer seahorse 234
Kitsune 175
Korada (empyreal lord) 90–91
Kostchtchie (demon lord) 48–49
Lampad 178
Lava drake 78
Leaf ray 179
Leanen sidhe 180
Living topiary 181
Living wall 182
Locust swarm 183
Lorelei 184
Lunar dragon 66–67
Lunarma 185
Lurker above (lurking ray) 187
Maenad 191
Mammoth flea 99
Manitou 192
Mi-go 193
Mindslaver mold 194
Mist drake 79
Mogaru (kaiju) 170–171
Monaciello (gremlin) 144
Morrigna (psychopomp) 219
Mudlord 195
Mummified creature 196–197
Myrmecoleon 198
Nagaji 199
Necrocraft 200–201
Nemisis devil 54–55
Nependis 202
Nightgaunt 203
Nightmare creature 204–205
Ningyo 206
Nosferatu (vampire) 268–269
Nosoi (psychopomp) 220
Nycar 207
Nymph water strider 273
Ocean giant 127
Oceanid 208
Oma 209
Ostiarius (kyton) 176
Owb 210
Pard 211
Pazuzu (demon lord) 50–51
Peluda 212
Phantom armor 213
Pickled punk 214
Pipefox 215
Platypus (familiar) 96
Pooka 216
Qallupilluk 224
Rat king 225
Ratling 226
River giant 128
Rokurokubi 227
Rukh 228
Sacristan (kyton) 177
Saguaroi 229
Samsaran 230
Sayona 231
Scarlet spider 252
Sea cat 233
Seaweed siren 235
Selkie 236
Seps 237
Shadow creature 238–239
Shadow drake 80
Shard slag 240
Shobhad 242
Shredskin 243
Shriezyx 244
Shulsaga 245
Skinstitch 246
Slag giant 129
Sloth (familiar) 97
Snallygaster 247
Solar dragon 68–69
Soulbound mannequin 248
Soulbound shell 249
Soulsilver 250
Spawn of Yog-Sothoth 251
Spire drake 81
Spring-Heeled Jack 253
Stag (herd animal) 150
Star-spawn of Cthulhu 254–255
Stone colossus 37
Styracosaurus (dinosaur) 59
Svartalfar 256
Swan maiden 257
Taniniver 258
Tiberolith 259
Tikbalang 260
Time dragon 70–71
Tooth fairy 262
Trapper (lurking ray) 187
Trox 264
Trumpeter swan 257
Tuatara (familiar) 97
Tunche 265
Tyrant jelly 266
Udaeus 267
Vanth (psychopomp) 221
Velociraptor (dinosaur) 59
Vildeis (empyreal lord) 92–93
Void dragon 72–73
Vortex dragon 74–75
Vouivre 270
Walrus 271
Warsworn 272
Wax golem 133
Wayang 274
Weedwhip 276
Werebat (lycanthrope) 188
Werecrocodile (lycanthrope) 189
Wereshark (lycanthrope) 190
Wickerman 277
Wikkawak 278
Winter hag 279
Wyrwood 280
Wyvaran 281
Xanthos 282
Xenopterid 283
Yamaraj (psychopomp) 222–223
Yaoguai 284
Ypotryll 285
Zombie lord 286
Zomok 287

Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

Advanced Player's Guide	APG
Bestiary	B1
Bestiary 2	B2
Bestiary 3	B3
Mythic Adventures	MA
Ultimate Combat	UC
Ultimate Magic	UM

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Introduction

Welcome to *Pathfinder Roleplaying Game Bestiary 4*! Within the pages of this tome lurk a wide range of monsters, ready to challenge adventurers of every type and level. In order to fully use the creatures in *Pathfinder RPG Bestiary 4*, you'll need a copy of the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Mythic Adventures*.

While each monster is a unique creature, many possess similar special attacks, defenses, and qualities. Unique abilities are described below the monster's stat block. Many abilities common to several monsters appear in the universal monster rules or type and subtype rules in Appendix 3. If a monster's listed special ability does not appear in its description, you'll find it there.

Each monster description on the following pages is presented in the same format, split into three specific areas: Introduction, Stat Block, and Description.

Introduction

Each monster is presented alphabetically. In the case of a group of monsters that share similar traits (such as outsider races and some animals or vermin), the monster's basic name is listed first.

Stat Block

This is where you'll find all of the information you need to run the monster in an encounter. A stat block is organized as follows (note that in cases where a line in a stat block has no value, that line is omitted).

Name and CR: The monster's name is presented first, along with its challenge rating (CR) and three icons you can use to quickly identify the creature's role in the game. Challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature. Challenge rating is detailed on page 397 of the *Core Rulebook*. Some monsters have a mythic rank (MR) listed next to their CR. This is an indication of the creature's overall mythic power (see *Mythic Adventures*). This affects the creature's overall CR, which has already been adjusted and is reflected in the listed CR and XP. If you are not using *Mythic Adventures*, the creature can still be used as a creature of the listed CR.

XP: Listed here are the total experience points that PCs earn for defeating the monster.

Race, Class, and Level: Some monsters do not possess racial Hit Dice and are instead defined by their class levels. For these monsters, their race, class, and level appear here. Unless otherwise noted, the first class listed is the class chosen by the monster as its favored class.

Alignment, Size, and Type: While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), alignment is far more fluid. The alignments listed for the monsters in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters (creatures with an Intelligence score of 2 or lower are almost never anything other than neutral) and planar monsters (outsiders with alignments other than those listed are unusual and typically outcasts from their kind) is the listed alignment relatively unchangeable.

Init and Senses: The creature's initiative modifier followed by any special senses and its Perception check modifier. If a creature has a superscript "M" after its initiative modifier, it has the mythic version of Improved Initiative (see page 67 of *Mythic Adventures*) and can expend one use of mythic power to treat its initiative roll as a natural "20" on the die.

Aura: If the creature has a particular magical or exceptional aura, that aura is listed here, along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.

Monster Icons

Each monster in this book is presented with three visual cues to help you quickly identify the monster's role and niche in the game. The first of these icons indicates the monster's type. The second indicates the terrain where the creature can normally be encountered. The third shows what sort of climate the creature prefers. More precise notes on each monster's type (and subtypes), preferred terrain, and climate appear elsewhere in its stat block, but these three icons can help you recognize this basic information at a glance.

Creature Type

- Aberration
- Animal
- Construct
- Dragon
- Fey
- Humanoid
- Magical Beast
- Monstrous Humanoid
- Ooze
- Outsider
- Plant
- Undead
- Vermin

Terrain

- Deserts
- Forests/Jungles
- Hills
- Mountains
- Plains
- Ruins/Dungeons
- Sky
- Swamps
- Underground
- Urban
- Water

Climate

- Cold
- Extraplanar
- Temperate
- Tropical

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities/DR/Immune/Resist/SR: All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

Weaknesses: All of the creature's unusual weaknesses are listed here.

Speed: The creature's land speed, and additional speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name, followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space/Reach: The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules in Appendix 3.

Spell-Like Abilities: After listing the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled. A creature can reactivate a constant spell-like ability as a swift action.

Spells Known/Prepared: If the creature can cast spells, its caster level is indicated here, followed by the spells it knows or typically has prepared. Unless otherwise indicated, a spellcasting creature does not receive any of a spellcasting class's other abilities, such as a cleric's ability to spontaneously convert prepared spells to cure or inflict spells. If a spell has a superscript "M" after it, that means it is a mythic spell and the creature can enhance the spell when casting it by expending one use of its mythic power (see Chapter 3 of *Mythic Adventures*).

Ability Scores: The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11. Creatures with NPC class levels have stats in the standard array (13, 12, 11, 10, 9, 8), while creatures with character class levels have the elite array (15, 14, 13, 12, 10, 8); in both cases, the creature's ability score modifiers are listed at the end of its description.

Base Atk/CMB/CMD: These values give the creature's base attack bonus, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B." A feat with a superscript "M" is a mythic feat and has a greater effect (see Chapter 2 of *Mythic Adventures*). If you are not using that book, refer to the normal version of the feat.

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with a higher than normal Intelligence score receives the appropriate number of bonus languages.

SQ: Any special qualities possessed by the creature.

Environment: The regions and climates in which the creature is typically encountered are listed here; these often present wider ranges than the icons at the top of the stat block indicate. In this case, the icon listed at the top of the stat block indicates the creature's preferred terrain.

Organization: This lists how creatures of this kind are organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on whether you're running a slow, medium, or fast game, as summarized on Table 12–5 on page 399 of the *Core Rulebook*. In cases where a creature has specific magical gear assigned to it, the assumption is a medium game—if you're running a fast or slow game, you'll want to adjust the monster's gear as appropriate. "Standard" treasure indicates the total value of the creature's treasure is that of a CR equal to the average party level, as listed on Table 12–5 on page 399 in the *Core Rulebook*. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR (see page 454 of the *Core Rulebook*).

Special Abilities: Finally, any of the creature's more unique special abilities are detailed in full here.

Description

Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature when your PCs encounter it. Some monsters have additional sections that cover variant creatures, notes on using the monsters as PCs, methods of constructing the creature, and so on.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Abaia

This multi-eyed eel's brightly colored markings shift in complex, ever-changing patterns.

ABAIA **CR 10**

XP 9,600

N Huge magical beast (aquatic)

Init +3; **Senses** *arcane sight*, darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, –2 size)

hp 147 (14d10+70)

Fort +14, **Ref** +12, **Will** +8

SR 21 (in water only)

OFFENSE

Speed 20 ft., swim 80 ft.

Melee bite +21 (3d6+8/19–20 plus grab), tail slap +15 (2d6+4 plus grab)

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

Special Attacks constrict (2d6+12), endless coils

Spell-Like Abilities (CL 14th; concentration +17)

Constant—*arcane sight*, *speak with animals*

At will—*control water*, *hydraulic torrent*[APG], *rainbow pattern* (DC 17)

1/day—*control weather*

STATISTICS

Str 26, **Dex** 16, **Con** 21, **Int** 17, **Wis** 14, **Cha** 17

Base Atk +14; **CMB** +24 (+28 grapple); **CMD** 37 (can't be tripped)

Feats Critical Focus, Improved Critical (bite), Iron Will, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (bite)

Skills Knowledge (arcana) +17, Knowledge (nature) +17, Perception +19, Spellcraft +17, Stealth +12 (+24 in water), Swim +16; **Racial Modifiers** +12 Stealth in water

Languages Aquan, Sylvan; *speak with animals*

SQ eldritch gizzard, wave rider

ECOLOGY

Environment warm lakes

Organization solitary

Treasure standard (particularly staves and wands)

SPECIAL ABILITIES

Eldritch Gizzard (Su) An abaia can activate arcane spell trigger items as if it were a 14th-level sorcerer. It can store items in a special compartment within its stomach and activate them as if it were holding them. It can swallow or regurgitate an item as a standard action.

Endless Coils (Ex) As a full-round action, an abaia can attempt a single combat maneuver check to grapple up to two Large or four Medium or smaller creatures within its reach. Any targets successfully grabbed take constrict damage. The abaia only needs to succeed at one grapple check to maintain a grapple against multiple opponents.

Wave Rider (Su) An abaia moving onto land brings a sheath of water with it, allowing it to swim on land. Its swim speed drops by 10 feet at the start of its turn if it is out of the water, and the sheath dissipates entirely when the abaia's swim speed reaches 20 feet. An abaia wave riding on land retains its spell resistance but loses its bonus to Stealth.

Originally from the primal world of the fey, an abaia protects lakes and their surroundings from exploitation, in particular by magic and overfishing. It favors waters with a mystical nature or supernatural properties. An abaia ignores creatures that take only what they need from the lake and otherwise show proper respect to the waters. Those that abuse an abaia's lake risk capsized boats, floods, torrential rains, and even direct attacks. After sinking a vessel, an abaia searches the wreckage for magical treasure.



Illustration by Rudy Rodriguez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Almiraj

This oversized rabbit has a single long, pearlescent horn protruding from its crown.

ALMIRAJ **CR 1**

XP 400

N Small magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

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

hp 13 (2d10+2)

Fort +4, **Ref** +5, **Will** +0; –2 vs. witch hexes

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee +1 gore +6 (2d4–1)

Special Attacks magic horn

STATISTICS

Str 6, **Dex** 15, **Con** 12, **Int** 5, **Wis** 11, **Cha** 6

Base Atk +2; **CMB** –1; **CMD** 11 (15 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +6 (+14 when jumping), Perception +4, Stealth +14; **Racial Modifiers** +8 Acrobatics when jumping, +4 Perception, +4 Stealth

Languages Sylvan (can't speak)

SQ hex-prone



Illustration by Mattias Fahlberg

ECOLOGY

Environment temperate hills, plains, or forests

Organization solitary

Treasure incidental (magic horn)

SPECIAL ABILITIES

Hex-Prone (Su) An almiraj takes a –2 penalty on all saving throws against harmful witch hexes. The duration of any beneficial hexes longer than 1 round that affect an almiraj is increased by 50%.

Magic Horn (Su) While on the creature's head, an almiraj's horn is treated as a *+1* weapon. Any living creature slain by an almiraj's gore attack immediately turns to stone (as if by the *flesh to stone* spell, with no saving throw, and the creature is still dead). A severed almiraj horn retains a wisp of its former magic, and counts as a masterwork weapon if used to create a magical dagger or similar small piercing weapon.

The almiraj is a surprisingly dangerous predator. Almirajes' strong affinity with witches, magical gore attacks, and susceptibility to hexes suggest they have arcane origins, perhaps the result of experiments by witches seeking to deliberately create a new kind of familiar.

Reminiscent of a unicorn horn, an almiraj's most prominent feature serves as both a deterrent and deadly weapon. The almiraj uses its horn to hunt, stalking and spearing prey on the brutal appendage. The horn's unique magical properties have the gruesome side effect of forcing the almiraj to consume its prey while it still lives, before it turns to stone—when hunting smaller creatures, the almiraj strikes to slow its prey through blood loss and to disable it by maiming its limbs. Occasionally, an enterprising individual will hunt an almiraj for its horn, but success is limited since almirajes are exceptionally vicious, stealthy, and athletic targets—their acrobatic leaps bring their horns within reach of the vital organs of much larger creatures.

Almirajes are fiercely territorial, although they flee if unable to fight on their terms, only to return later to defend their territory. They demonstrate their territorial claims to others of their kind with acrobatic displays and mock horn battles rather than fighting in earnest. Other intruders are met with aggressive posturing and warning calls, though almirajes prefer not to fight. If an interloper refuses to withdraw, however, the almiraj will fight to the death to defend its claim.

It's unclear how almirajes reproduce, since females are rare and the creatures are always encountered alone. Records indicate that they live for 40 to 60 years and some communities are able to build respectful, if wary, relationships with them.

Almirajes are particularly popular with witches as familiars. Spellcasters of any alignment with the Improved Familiar feat can gain an almiraj as a familiar at 5th level.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Alpluachra

This minuscule creature resembles a newt with three tails. It's covered in a transparent slime, and looks hungry.

ALPLUACHRA **CR 1/2**

XP 200

CN Diminutive fey (aquatic)

Init +1; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 5 (1d6+2)

Fort +2, **Ref** +3, **Will** +2

Defensive Abilities numbing slime

Weaknesses vulnerable to salt

OFFENSE

Speed 10 ft., swim 10 ft.

Melee bite +1 (1d2–3)

Special Attacks implant

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 13, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +0; **CMB** –3; **CMD** 4 (8 vs. trip)

Feats Skill Focus (Stealth)

Skills Escape Artist +5, Perception +4, Stealth +20, Swim +5

Languages Aklo

SQ amphibious

ECOLOGY

Environment temperate forests or fresh water

Organization solitary

Treasure none

SPECIAL ABILITIES

Implant (Ex) As a full-round action, an alpluachra can crawl into the mouth of a helpless creature (no more than three size categories larger than itself) and implant itself into the creature's throat. Once implanted, anything that the creature ingests is instead consumed by the alpluachra, including such substances as elixirs and potions or ingested alchemical items, diseases, drugs, or poisons. Once the alpluachra is implanted, the host creature begins suffering the effects of starvation and thirst (*Pathfinder RPG Core Rulebook* 444). Due in part to its numbing slime, an implanted alpluachra is difficult to detect. Each time the host creature ingests anything, it gains an automatic Perception check against the alpluachra's Stealth. After the newtlike fey is detected, it can be removed either by consuming at least half a pound of salt or a gallon of salt water, by a *remove disease* spell cast on the host creature, or by treating the host with a successful DC 15 Heal check. When a Heal check made for this purpose fails by 5 or more, the host creature takes 1d6 points of damage. If the host attempts to remove the alpluachra by eating salt or drinking salt water, it must succeed at a DC 12 Fortitude save or become sickened for 1d8 hours from the reaction with the alpluachra. If the alpluachra dies or becomes unconscious, it is immediately detected by the host creature, and can be removed safely as a full-round action. While implanted, an alpluachra is considered helpless.

Numbing Slime (Ex) Any creature that deals damage to an alpluachra with a natural attack or an unarmed strike, comes into contact with an alpluachra, or is host to an alpluachra must succeed at a DC 12 Fortitude save or take a –4 penalty on all tactile Perception checks, as well as other skill checks requiring tactile senses (such as Disable Device and Sleight of Hand) for 24 hours. A host creature that fails this saving throw takes the penalty to detect the alpluachra implanted inside it. If the host creature succeeds at the saving throw, it can't be affected by the same alpluachra's numbing slime for another 24 hours.

Vulnerable to Salt (Ex) Half a pound of salt or a gallon of salt water poured over an alpluachra or consumed by a creature an alpluachra has implanted itself in deals 1d3 points of damage to the alpluachra.

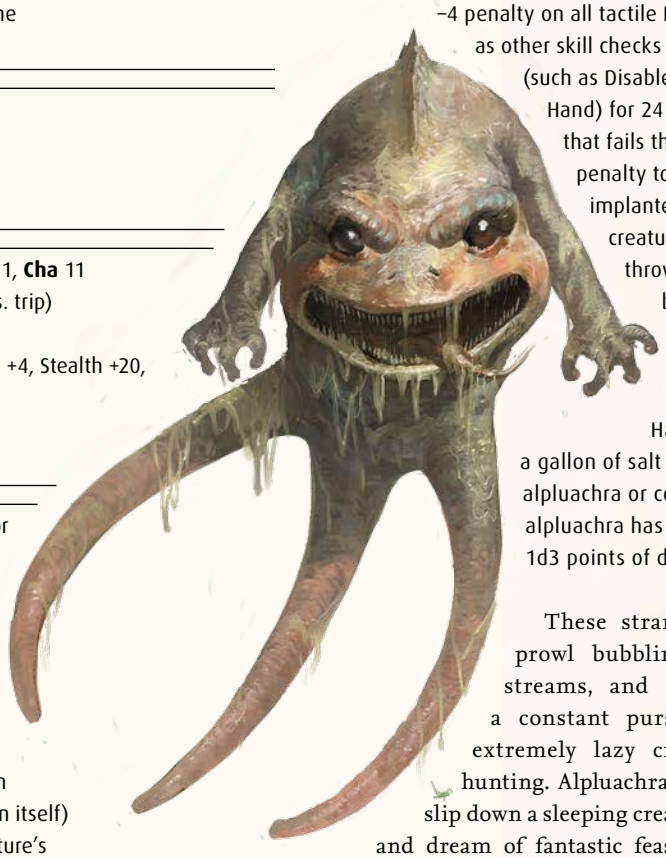


Illustration by Jorge Fares

These strange and insatiable fey prowl bubbling brooks, sauntering streams, and slow-moving rivers in a constant pursuit of food, but the extremely lazy creatures often tire of hunting. Alpluachras find it much easier to slip down a sleeping creature's throat, fall asleep, and dream of fantastic feasts and warm bubbling pools while its host does the eating for it. Because of this, alpluachras always keep an eye on riverbanks, looking for creatures napping near waterways. Once they find potential hosts, alpluachras stealthily slither up and slide down their snoring gullets.

Once inside, an alpluachra rests along the walls of the esophagus and devours all the food that comes down the host's throat. The host often starves to death in the process, as the parasite becomes more ravenous over time.

Despite their propensity to slowly kill their hosts, alpluachras are slothful rather than cruel. They have no concept of the harm they are doing, lazily enjoying the benefits while the host is still alive.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Ankou

Cloaked by wings of darkness, this horrific, skeletal creature appears to burn from within.

ANKOU **CR 14**

XP 38,400

LE Large fey (extraplanar)

Init +13; **Senses** blindsense 120 ft., low-light vision; Perception +21

DEFENSE

AC 31, touch 19, flat-footed 21 (+9 Dex, +1 dodge, +12 natural, –1 size)

hp 133 (14d6+84)

Fort +10, **Ref** +18, **Will** +13

DR 10/cold iron

OFFENSE

Speed fly 90 ft. (perfect)

Melee 2 claws +14 (1d6+8), tail slap +9 (1d8+4 plus bleed), 2 wings +9 (1d8+4 plus bleed)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bleed (2d6), cold iron killer, shadow doubles, sneak attack +3d6

Spell-Like Abilities (CL 15th; concentration +22)

At will—*deeper darkness*, *ray of exhaustion* (DC 20), *silence* (self only)

3/day—*dimensional anchor*, *greater teleport*, *true seeing*

1/day—*circle of death* (DC 23), *discern location*, *prismatic spray* (DC 24)

STATISTICS

Str 26, **Dex** 28, **Con** 22, **Int** 17, **Wis** 19, **Cha** 25

Base Atk +7; **CMB** +16; **CMD** 36

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Lightning Stance, Wind Stance

Skills Bluff +24, Escape Artist +26, Fly +32, Intimidate +21, Knowledge (nature) +20, Knowledge (planes) +17, Perception +21, Sense Motive +21, Stealth +22

Languages Common, Sylvan (can't speak any language); telepathy 100 ft.

ECOLOGY

Environment any (primal land of fey)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cold Iron Killer (Su) All of an ankou's natural weapons are treated as cold iron for the purpose of overcoming damage reduction.

Shadow Doubles (Su) Once per day as a free action, an ankou can conjure up to four shadowy duplicates, which appear anywhere within 60 feet of the ankou and last a number of rounds equal to the ankou's Charisma modifier (typically 7 rounds). These shadow doubles are identical to the original in all respects except that when conjured they have a number of hit points equal to 20% of the true ankou's total hit points (26 hit points if conjured by an ankou with full hit points). The doubles have all of the true ankou's melee attacks and abilities, except they can't create more shadow doubles or use the ankou's spell-like abilities except for *deeper darkness*. Any creature that interacts with a shadow double can attempt a Will save to disbelieve the duplicate (DC 10 + 1/2 the ankou's Hit Dice + the ankou's Charisma modifier, typically DC 24). Against a creature that recognizes a shadow double for what it is, the double functions as a *shadow conjuration* (*Pathfinder RPG Core Rulebook* 340). Shadow doubles take double damage from spells with the light descriptor. If the true ankou is slain, is rendered unconscious, or is ever more than 120 feet from a shadow double, the duplicates instantly vanish.



Illustration by Damien Mammoliti

Ankous are assassins for powerful fey nobles, sent to kill, terrify, and torture. They never speak, only telepathically whisper their lord's verdict to victims. A typical ankou is 10 feet tall and has an 8-foot wingspan, but weighs less than 100 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Aoandon

This translucent, shaggy, horned monster shines with an eerie blue light, and its form trickles into vapor below the waist.

AOANDON **CR 12**

XP 19,200

CE Medium outsider (incorporeal, native)

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +20

DEFENSE

AC 24, touch 24, flat-footed 16 (+6 deflection, +7 Dex, +1 dodge)

hp 152 (16d10+64)

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

Defensive Abilities incorporeal

OFFENSE

Speed fly 60 ft. (perfect)

Melee touch of madness +19 touch (10d6)

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*true seeing*

At will—*darkness*

3/day—*bestow curse* (DC 20), *suffocation*[APG] (DC 21)

1/day—*mass pain strike*[APG] (DC 21), *waves of fatigue*

STATISTICS

Str —, **Dex** 24, **Con** 19, **Int** 20, **Wis** 15, **Cha** 22

Base Atk +16; **CMB** +23; **CMD** 40

Feats Combat Reflexes, Dodge, Mobility, Skill Focus (Fly), Skill Focus (Intimidate), Spring Attack, Weapon Finesse, Weapon Focus (touch)

Skills Acrobatics +22, Bluff +25, Diplomacy +19, Fly +40, Intimidate +31, Knowledge (arcana) +20, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +12, Knowledge (planes) +18, Knowledge (religion) +13, Perception +20, Sense Motive +20, Spellcraft +22, Stealth +22

Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Touch of Madness (Su) The touch of an aoandon causes maddening fear. As a standard action it can make an incorporeal touch attack that deals 10d6 damage. Any living creature damaged by an aoandon's touch attack must succeed at a DC 24 Will save or be confused for 1d4 rounds. A creature that succeeds at this saving throw can't be confused again by this aoandon's touch of madness for 10 minutes. This is a mind-affecting fear effect. The save DC is Charisma-based.

An aoandon is an incorporeal outsider formed from the spirit of a woman who died pursuing some ill-fated relationship. An aoandon waits for her chance to seek revenge on those who wronged her in her mortal life. If that person is dead, she finds a surrogate—someone who reminds her of the wrongdoer—and acts out her delusions with unrelenting vindictiveness. These spirits can also appear as a result of mishaps with calling spells, but such instances are rare.

Calling an Aoandon

Calling an aoandon requires a paper lantern inscribed with runes and fueled by oils costing no less than 5,000 gp. Three or more creatures must chant the creature's name for 1 minute, then extinguish the lantern. There's a 1% chance per Hit Die the callers collectively possess that the aoandon is called. Relatives of the aoandon count as triple their normal Hit Dice. The aoandon isn't under the control of its conjurers, and can return to where she came from only after she has murdered at least one person she feels is responsible for her anguish.



Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Apocalypse Locust

An unnerving, buzzing drone emerges from a creature resembling a tortured human half transformed into a giant, winged scorpion.

APOCALYPSE LOCUST CR 6/MR 3

XP 2,400

CE Large outsider (evil, extraplanar, mythic)

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 75 (6d10+42)

Fort +7, **Ref** +2, **Will** +6

DR 5/epic

OFFENSE

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

Melee 2 pincers +7 (1d8+3 plus grab), sting +11 (1d6+6 plus sting)

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

Special Attacks abyssal torment, breath weapon (30-ft. line, 1d6 fire damage plus accursed brand, Will DC 15 negates, usable every 2d4 rounds), constrict (1d8+9), maddening buzz, mythic power (3/day, surge +1d6), sting

Spell-Like Abilities (CL 6th; concentration +8)

1/day—*summon swarm* (locusts only)

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 23

Feats Flyby Attack, Power Attack[M], Weapon Focus[M] (pincer)

Skills Bluff +11, Fly +11, Intimidate +11, Perception +10, Stealth +5, Survival +10

Languages Abyssal

ECOLOGY

Environment any evil-aligned planes

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

Treasure standard

SPECIAL ABILITIES

Abyssal Torment (Su) An apocalypse locust's sting is designed to torment its victims with wracking pain. A victim of the creature's venomous sting also takes a –4 penalty on attack rolls, skill checks, and ability checks. The effects of abyssal torment last until the sting's poison is cured.

Accursed Brand (Su) Whenever a victim fails its save against an apocalypse locust's breath weapon, the unholy fire burns an accursed brand into his flesh. For the next 24 hours, the branded victim is subjected to auditory hallucinations of foul desires and sinful deeds. The hallucinations cause lawful and good victims to become tainted; good-aligned clerics, druids, paladins, and even lawful monks are treated as though they've temporarily broken their codes of conduct. Any character marked by the accursed brand who has a class that's restricted to a good alignment or lawful alignment is treated as an ex-member of that class for 24 hours; an *atonement* spell can end this effect.

Maddening Buzz (Su) When three or more apocalypse locusts in a group simultaneously flap their wings, they create a loud buzzing sound capable of driving other creatures mad. Any creature within a range of 100 feet + 10 additional feet per locust must succeed at a DC 15 Will save or go mad as if affected by a *confusion* spell (caster level equal to the locusts' CR plus the number of locusts present). This is a sonic mind-affecting effect. The DC for the save is Charisma-based.

Sting (Ex) Poison—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1 Con plus abyssal torment; *cure* 2 consecutive saves. The save DC is Constitution-based.



Illustration by Mark Molnar

Apocalypse locusts are damned humans twisted and fused into the form of massive, fiendish insects. They delight in torturing living creatures, drawing out the torment for as long as possible. Though these creatures have average intelligence, they are consumed by hatred and eternal pain, and therefore lack any kind of empathy or sanity. Apocalypse locusts particularly enjoy watching holy warriors suffer their hallucinatory stings.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Argus

This misshapen giant is covered in horns, tumorous tentacles, unsightly warts, and strange, staring eyes.

ARGUS **CR 13/MR 6**

XP 25,600

LN Gargantuan aberration (mythic)

Init +12[M]; **Senses** all-around vision, *arcane sight*, darkvision 60 ft., *detect scrying*, limitless vision, mistsight, see in darkness, *true seeing*; Perception +29

Aura frightful presence (40 ft., DC 16)

DEFENSE

AC 30, touch 12, flat-footed 28 (+2 Dex, +4 insight, +18 natural, –4 size)

hp 184 (13d8+126)

Fort +10, **Ref** +6, **Will** +9

Defensive Abilities absolute readiness, rock catching; **DR** 10/epic; **Immune** blindness, dazzled; **Resist** cold 30, fire 30

Weaknesses vulnerable to fascination and sleep

OFFENSE

Speed 40 ft.

Melee 2 claws +20 (3d6+14 plus grab), bite +19 (2d8+14)

Ranged rock +8 (3d6+14)

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

Special Attacks accurate strikes, constrict (3d6+14), eye gouge, fascinating gaze, mythic power (6/day, surge +1d8), rend (2 claws, 3d6+21), rock throwing (200 ft.)

Spell-Like Abilities (CL 14th; concentration +20)

Constant—*arcane sight*, *detect scrying*, *true seeing*

At will—*arcane eye*, *clairaudience/clairvoyance*, *status*, *true strike*

3/day—quickened *true strike*

STATISTICS

Str 39, **Dex** 14, **Con** 23, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +27 (+31 grapple); **CMD** 43

Feats Alertness[M], Combat Reflexes[M], Improved Initiative[M], Intimidating Prowess, Quicken Spell-Like Ability (*true strike*), Skill Focus (Perception), Weapon Focus (claw)

Skills Climb +24, Handle Animal +6, Intimidate +30, Knowledge (history) +10, Perception +29 (+37 on vision-based Perception checks), Sense Motive +23, Swim +24; **Racial Modifiers** +8 on vision-based Perception checks

Languages Aklo, Celestial, Common

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Absolute Readiness (Ex) An argus is never surprised or flat-footed. It can act in the surprise round as if it were a normal round.

Accurate Strikes (Ex) An argus's attacks ignore the AC bonus granted to targets by any cover less than total cover, and the miss chance granted to targets by any concealment less than total concealment.

Eye Gouge (Ex) If an argus rends or pins an opponent, as a swift action it can attempt a dirty trick maneuver to blind the target. If its combat maneuver check exceeds the DC by 10 or more, the opponent is permanently blinded.

Fascinating Gaze (Su) A creature within 40 feet of an argus must succeed at a DC 16 Will saving throw or be fascinated for 5d6 rounds. If the creature has 4 or fewer Hit Dice, it is instead dazed for 5d6 rounds. An argus can't use this ability in the same round it uses frightful presence. The save DC is Charisma-based.

Limitless Vision (Ex) An argus takes no distance penalties on Perception checks.



Illustration by Filip Burburan

An argus is an ancient creature related to the titans (*Pathfinder RPG Bestiary 2* 266–267), transformed by a deity into a vigilant and restless sentry, usually as a punishment for some affront or rebellion. Within its hideous and misshapen body lies a lonely heart that craves music and beauty to comfort it in its forlorn and unending vigil. It might talk peaceably with visitors if they promise to sing songs or tell stories (and it believes its guests don't intend to harm it or steal what it guards). If insulted or mocked, an argus is quick to anger, dispatching foes so it can go back to brooding in peace.

An argus stands 25 feet tall and weighs 18,000 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Astral Leviathan

Above this brobdingnagian, whalelike creature's cavernous maw of freakish teeth, multiple eyes peer out in different directions.

ASTRAL LEVIATHAN **CR 18**

XP 153,600

N Colossal outsider (extraplanar)

Init +6; **Senses** astral locating, blindsight 180 ft., darkvision 60 ft., low-light vision; Perception +31

DEFENSE

AC 34, touch 4, flat-footed 32 (+2 Dex, +30 natural, –8 size)

hp 310 (20d10+200); regeneration 5 (acid and fire)

Fort +24, **Ref** +8, **Will** +16

DR 10/adamantine; **Immune** cold; **Resist** electricity 30, fire 30

OFFENSE

Speed fly 90 ft. (average)

Melee bite +24 (4d6+12/19–20 plus grab), 2 slams +24 (2d8+12), tail slap +19 (4d6+6)

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

Special Attacks fast swallow, gulping tide, swallow whole (4d6+18 damage, AC 25, 31 hp)

Spell-Like Abilities (CL 20th; concentration +22)

3/day—*dimension door*

STATISTICS

Str 35, **Dex** 14, **Con** 31, **Int** 6, **Wis** 15, **Cha** 14

Base Atk +20; **CMB** +40 (+42 bull rush, +44 grapple); **CMD** 52 (54 vs. bull rush, can't be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Fly –6, Intimidate +22, Knowledge (planes) +21, Perception +31, Survival +22

Languages telepathy 30 ft.

ECOLOGY

Environment any (Astral Plane)

Organization solitary or pod (2–5 plus 1–2 young)

Treasure standard

SPECIAL ABILITIES

Astral Locating (Su) An astral leviathan automatically knows the distance and direction to any place on the Astral Plane it has ever visited. Once per day it can use this ability to determine the location of a creature on the Astral Plane (as if using *locate creature* with unlimited range).

Gulping Tide (Ex) An astral leviathan can create a 60-foot cone of roiling astral material, pulling all Large or smaller creatures and objects into its mouth so it can swallow them. Any creature in the area that succeeds at a DC 30 Fortitude save moves up to 60 feet toward the cone's origin; creatures that fail are swallowed. The leviathan can use this ability only once per minute. The save DC is Constitution-based.

An astral leviathan is an immense predator that patrols the silvery void of the Astral Plane in search of food and new experiences. Dangerous if provoked, it is intelligent enough to be reasoned with, though most visitors to that plane mistakenly believe it is just a beast. It requires only a minimal amount of physical food, as it primarily sustains itself on planar energies (particularly those radiating from natural portals to other planes) and invisible streamers of astral dust. Astral leviathans are curious about types of creatures they've never met before and places they haven't visited. Civilized inhabitants of the Astral Plane might befriend, bribe, or tame leviathans, using them as cargo vessels or navigators on journeys to remote locations. More savage races enslave them with enchantments and hooked barbs and use them for the same purpose.

An astral leviathan is approximately 70 feet long and weighs 60 tons.

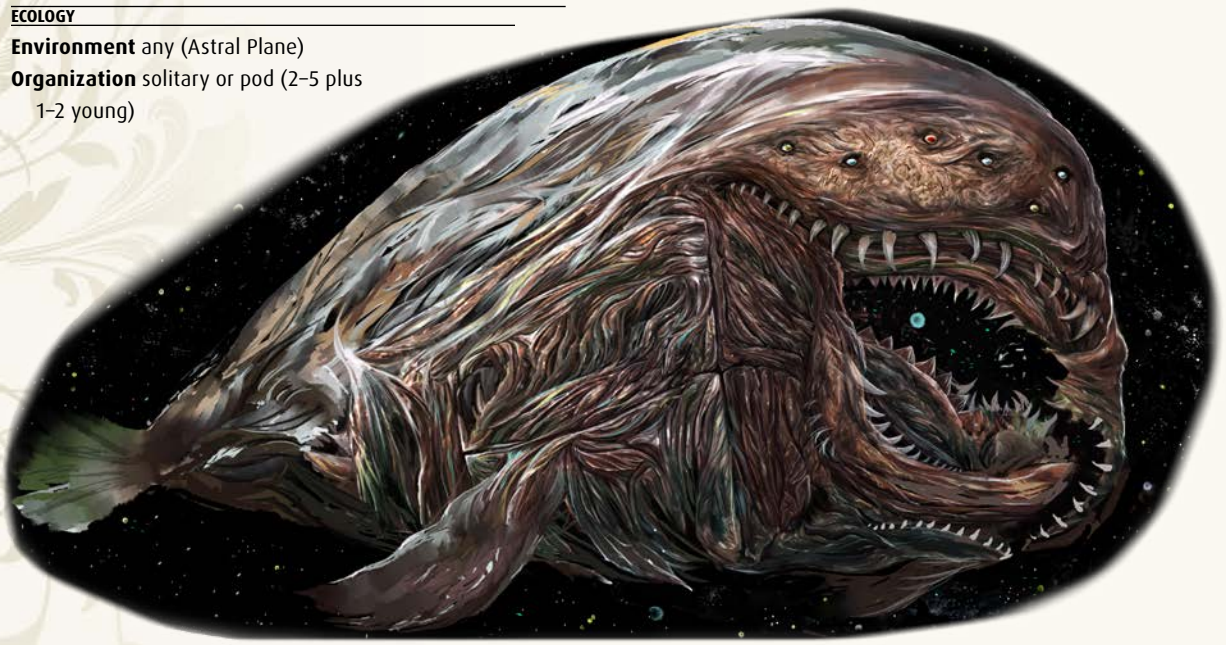


Illustration by Rudy Rodriguez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Bakekujira

This hulking mass of blubber and bone looks like it was once a whale. Ghostly flames glow in each of its eye sockets.

BAKEKUJIRA **CR 17**

XP 102,400

NE Colossal undead (aquatic)

Init +4; **Senses** darkvision 60 ft.; **Perception** +20

Aura undead parasites (30 ft., DC 28)

DEFENSE

AC 32, touch 2, flat-footed 32 (+30 natural, –8 size)

hp 262 (25d8+150)

Fort +14, **Ref** +10, **Will** +14

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning; **Immune** undead traits

OFFENSE

Speed 15 ft., swim 60 ft.

Melee bite +27 (6d6+16/19–20), tail slap +21 (4d6+8)

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

Special Attacks capsize, leviathan's call, resonant song, smashing breach

STATISTICS

Str 42, **Dex** 10, **Con** —, **Int** 2, **Wis** 11, **Cha** 23

Base Atk +18; **CMB** +42 (+46 bull rush); **CMD** 52 (54 vs. bull rush, can't be tripped)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Staggering Critical, Stunning Critical, Weapon Focus (bite)

Skills Intimidate +16, Perception +20, Swim +28

ECOLOGY

Environment any oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Leviathan's Call (Su) The tone of a bakekujira's eerie song varies from that of a wistful memory to a burning hatred. As a standard action, a bakekujira can sing. Living creatures within a 120-foot radius of a singing bakekujira must succeed at a DC 28 Will save or become fascinated or frightened (bakekujira's choice) for 1 round. Any creature that succeeds at this save cannot be affected by the same bakekujira's leviathan's call ability for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Resonant Song (Su) As a standard action every 1d4 rounds, the bakekujira can release a damaging resonance, dealing 12d8 points of sonic damage to creatures in a 60-foot cone (Fortitude DC 28 for half). The save DC is Charisma-based.

Smashing Breach (Ex) As a full-round action, a swimming bakekujira can make a special charge attack against a creature on the water's surface. At the end of its charge, the whale breaches, slamming down with incredible force. Any Huge or smaller creatures in the bakekujira's space must succeed at a DC 28 Reflex save or take 4d8+24 points of bludgeoning damage and be forced into the nearest empty square adjacent to the bakekujira. Humanoid creatures killed by this ability rise as draugr (*Pathfinder RPG Bestiary 2* 110) in 1d6 hours. A bakekujira can use its capsize special attack in conjunction with this ability. The save DC is Charisma-based.

Undead Parasites (Su) A 30-foot-radius cloud of undead fish and sea birds surrounds a bakekujira. Creatures starting their turn within the cloud must succeed at a DC 28 Will save or be nauseated for 1 round and take 6d6 points of damage. Creatures with the ability to channel positive energy can suppress this aura for 1 round by expending one use of channel energy. The bakekujira receives a Will save against this effect. The save DC is equal to 10 + 1/2 the channeler's caster level + the channeler's Charisma modifier. The channeled energy has no other effect.

Sometimes, a whale that dies after days of anger and pain arises as an undead monstrosity known as a bakekujira. A bakekujira weighs about 50 tons, and measures from 50 to 60 feet long.

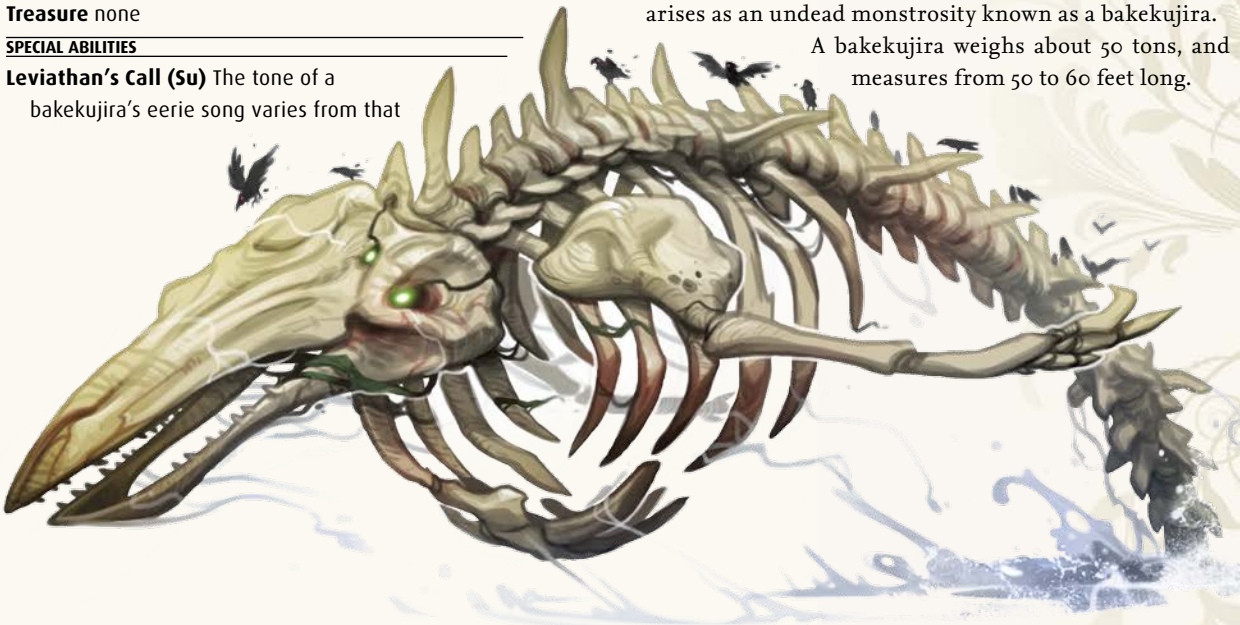


Illustration by Andrew Hou

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Barometz

This massive green ramlike creature's pelt is actually a tangle of vines, and its horns are wickedly sharp wooden branches.

BAROMETZ **CR 15**

XP 51,200

N Gargantuan plant

Init +5; **Senses** low-light vision; Perception +27

DEFENSE

AC 31, touch 11, flat-footed 26 (+5 Dex, +20 natural, –4 size)

hp 253 (22d8+154)

Fort +20, **Ref** +12, **Will** +11

Immune electricity, plant traits

OFFENSE

Speed 40 ft.

Melee gore +23 (5d10+15/19–20)

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

Special Attacks powerful charge (gore, 10d10+15), trample (5d10+15, DC 31)

STATISTICS

Str 30, **Dex** 21, **Con** 24, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +16; **CMB** +30 (+34 bull rush or overrun); **CMD** 45 (47 vs. bull rush or overrun, 49 vs. trip)

Feats Awesome Blow, Bleeding Critical, Critical Focus, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (gore), Improved Overrun, Iron Will, Power Attack, Weapon Focus (gore)

Skills Perception +27

ECOLOGY

Environment any forests

Organization solitary or serving druid masters

Treasure none



Illustration by Mattias Fahlberg

These massive plant juggernauts were not created by nature, but grown by druids who use them as protectors and dispensers of savage judgment. Pruned into a form resembling a stout ram, a barometz is granted a degree of intelligence by natural spirits bound into its verdant bulk.

Barometzes are typically found in the service of the powerful druids who cultivate them and help them protect sacred primeval forests.

Growing a Barometz

The process of growing a barometz has some similarities to making a construct, but doesn't require the Craft Construct feat. The process requires five cultivators. Typically, these are powerful druids, though anyone capable of making the required Knowledge checks and casting the required spells may attempt the process.

Growing the body takes 1 year. One creator, typically the creature who becomes the barometz's master, cultivates an oak tree to be harvested for the horns. After harvest, the creator shapes the horns and strengthens them with an *ironwood* spell. Four cultivators plant four trees and weave a lattice from the branches. This frame supports the stone-and-ivy skin and provides the space in which the plant matter that will make up the barometz can grow. Each cultivator attempts a DC 25 Knowledge (nature) check when forming the body. If one or more of the checks fail, the plant withers and dies and the cultivators must begin anew.

If the skill checks are successful, the cultivators then perform a special ritual within a day of the cultivation. This ritual takes 24 hours to perform and must be led by the creature that is to become the master of the barometz. At the ritual's climax, there's a 50% chance that the attempt to create a barometz succeeds—if this final check fails, no appropriate spirit is close enough to answer the call. The plant body rots and the creators must begin anew with fresh materials. At the GM's discretion, this final chance for success might increase to 75% or even 100% for particularly magical areas where the necessary spirits are more common. Discovering such a rare and magical site should be the focus of its own adventure.

BAROMETZ

CL 15th; **Price** 80,500

RITUAL

Requirements Knowledge (nature) 15 ranks, *plant growth, entangle, ironwood, summon nature's ally VII*; **Skill** Knowledge (nature) DC 25; **Cost**: 40,200 gp

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Beheaded

A decaying humanoid head floats silently and ominously, its graying teeth eerily clattering.

BEHEADED **CR 1/3**

XP 135

NE Tiny undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

Immune undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee slam +2 (1d2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 11, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

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

Skills Fly +14

ECOLOGY

Environment any

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

Treasure none



A beheaded is a severed head or skull animated as a mindless undead sentinel that silently floats at eye level as it lies in wait for living prey or is sent out into the lands of the living to terrorize everyone it finds. A beheaded set loose near populated areas thumps ominously against shut doors and windows, biding its time until someone responds to the incessant knocking. The beheaded then assaults this victim.

Beheaded also guard grim crypts, abattoirs, and hideouts of murders who like to keep reminders of their past sins close at hand. Beheaded come in many varieties, usually based on the creature the head came from. A beheaded prefers to float at head height so it can more easily attack the face, neck, and shoulders of its victim.

A neutral evil spellcaster can gain a beheaded as a familiar at 3rd level by taking the Improved Familiar feat. A beheaded familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.

Creating Beheaded

A spellcaster can create a beheaded with *animate dead*. Each beheaded created requires two onyx gems worth 100 gp and the casting of one *air walk* or *fly* spell. Beheaded can be created with additional abilities from the list below. Creating a variant beheaded counts as 1 additional Hit Die toward the caster's maximum Hit Dice of controlled undead. For every two abilities added, increase the beheaded's CR by 1.

Belching (Su): The beheaded can make a ranged touch attack with a maximum range of 30 feet that deals 1d6 points of energy damage (acid, cold, electricity, or fire, chosen at the time of creation).

Flaming (Su): The beheaded gains fire immunity and a +2 bonus to Charisma. Its slam attack also deals 1d6 points of fire damage and might catch the target on fire (*Pathfinder RPG Core Rulebook* 444).

Grabbing (Ex): This type of beheaded has long tendrils of ragged hair or other limblike growths (such as a medusa's snake hair). Its slam attack gains the grab (Medium) special ability.

Screaming (Su): This type of beheaded can scream out once every 1d4 rounds. Every creature within 30 feet must succeed at a Will save or be shaken for 1d4 rounds. The save DC is equal to 10 + 1/2 the screaming skull's racial Hit Dice + the screaming skull's Charisma modifier. This is a sonic mind-affecting fear effect. Whether or not the save is successful, any creature in the area can't be affected by that beheaded's scream for the next 24 hours.

Swarming (Ex): The beheaded gains 1 additional Hit Die, the swarm subtype, swarm immunities, and the distraction special ability. It loses its slam attack but gains a swarm attack that deals 1d6 points of damage. This counts as two abilities for the purpose of determining the beheaded's CR.

Illustration by Jean-Baptiste Reynaud

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Bhole

This titanic worm heaves its endless bulk into the air, raising one end as if ready to strike with a massive set of hooked jaws.

BHOLE **CR 17**

XP 102,400

CN Colossal magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 33, touch 1, flat-footed 33 (–1 Dex, +32 natural, –8 size)

hp 290 (20d10+180)

Fort +21, **Ref** +13, **Will** +11

DR 10/—; **Immune** acid, fire, disease, magical control, paralysis, poison, sleep, stun; **SR** 28

OFFENSE

Speed 50 ft., burrow 50 ft.

Melee bite +29 (6d6+25/19–20 plus grab), slam +29 (3d8+25/19–20)

Space 30 ft.; **Reach** 60 ft.

Special Attacks breath weapon, overwhelming strength, swallow whole (20d6 acid damage, AC 26, 29 hp), trample (DC 37)

STATISTICS

Str 44, **Dex** 8, **Con** 28, **Int** 3, **Wis** 21, **Cha** 23

Base Atk +20; CMB +45 (+47 bull rush, +49 grapple); **CMD** 54 (56 vs. bull rush, can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Perception +28

Languages Aklo (rarely speaks)

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) Once every minute, a bhole can expel a prodigious amount of thick slime from its gullet. This breath weapon has a range of 900 feet, and creates a 40-foot-diameter spread of slime in its targeted area. Any creature within this area must succeed at a DC 29 Fortitude save or be stunned for 1d4 rounds. The slime transforms the area it coats into difficult terrain. Furthermore, any creature that is in the area (or that attempts to enter the area) must succeed at a DC 29 Reflex save or be entangled by the slime. Bhole slime persists for 2d6 hours and bhole lairs are typically pre-caked with the stuff. A bhole can move through bhole slime without penalty. The save DC is Constitution-based.

Immune to Magical Control (Ex) A bhole is immune to nearly all forms of mind control, including all charm, *suggestion*, and dominate spells. It is similarly immune to *magic jar* and possession attempts. *Confusion* and other mind-affecting effects that don't allow another creature to directly control a bhole work normally. Rare effects that allow a creature to manipulate the exact effects of *confusion* on a creature provide one of the few ways to magically control a bhole. Other methods, particularly those tied to strange and powerful artifacts, may work as well.

Overwhelming Strength (Ex) A bhole always applies 1-1/2 times its Strength modifier on all natural weapon attacks.

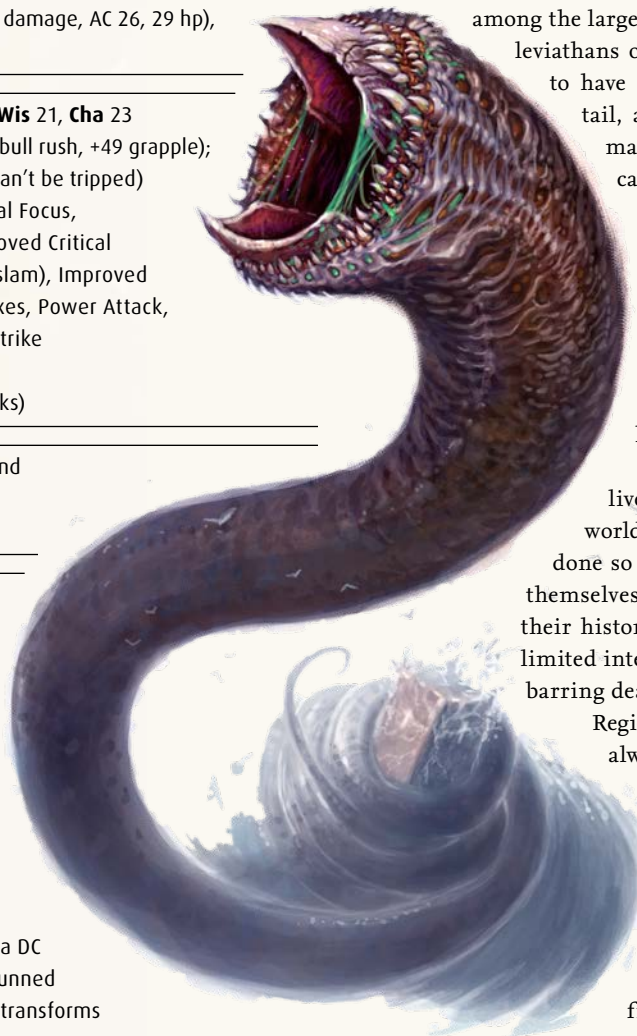


Illustration by Scott Purdy

Known on some worlds as dholes, bholes are among the largest of living creatures, wormlike leviathans of such size that few can claim to have seen one wholly from head to tail, and those who do suffer from madness or other afflictions that cause others to doubt these tales. The coloration of these creature ranges widely, from dark blues and purples to pale grays, yellows, or white. A bhole's cavernous mouth consists of long, bony jaws that extend and unfold from the creature's head when it feeds.

Bholes are incredibly long-lived—those that exist in remote worlds or in other dimensions have done so for countless eons. The bholes themselves seem to have no interest in their history, perhaps as a result of their limited intellect, but they can live forever, barring death by violence.

Regions inhabited by bholes are always wastelands. Bholes seem able to eat and digest anything and everything, and in time can reduce a huge area to just a honeycombed network of immense tunnels. These regions swiftly collapse in on themselves, leaving rubble-filled pits of terrifying size.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Blood Hag

This woman would be pretty if it were not for her sharp teeth and nails, and her ghastly pale skin.

BLOOD HAG **CR 8**

XP 4,800

NE Medium monstrous humanoid (shapechanger)

Init +10; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +18

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 90 (12d10+24)

Fort +6, **Ref** +14, **Will** +11

DR 5/cold iron and magic; **Immune** charm, disease, fear, fire, sleep; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (perfect; in fiery form only)

Melee bite +18 (2d4+4), 2 claws +18 (1d6+4 plus grab)

Special Attacks blood drain (1d2 Con), detonate

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*detect good*, *detect magic*

At will—*inflict moderate wounds* (DC 16), *scorching ray*, *spider climb* (self only)

3/day—*deep slumber* (DC 17)

STATISTICS

Str 18, **Dex** 22, **Con** 15, **Int** 14, **Wis** 17, **Cha** 19

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 33

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +18, Bluff +16, Disguise +16, Fly +14, Intimidate +19, Perception +18, Stealth +21

Languages Abyssal, Common, Giant, Infernal

SQ fiery form (DC 20), mask evil

ECOLOGY

Environment any land

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Detonate (Su) A blood hag in fiery form can explode in a 30-foot-radius burst that deals 8d6 points of fire damage (Reflex DC 18 for half). Using this ability returns a blood hag to her normal form. The save DC is Constitution-based.

Fiery Form (Su): As a standard action, a blood hag who has removed her skin by using mask evil can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a blood hag must wait 1d4 rounds before assuming it again. A blood hag in this form who enters the same space as another creature stops moving for that round and deals 3d6 points of fire damage (Reflex DC 20 negates) to that creature. A blood hag can suppress her heat and dim her light to that of an ember if she chooses, and can pass through openings and cracks as though in *gaseous form*. A blood hag in fiery form retains her AC and also has immunity to nonmagical attacks and effects. A successful targeted *dispel magic* spell or 20 points of cold damage returns her from her fiery form to her normal form. A blood hag can assume fiery form a number of times per day equal to her Charisma modifier (typically 4). The save DC is Charisma-based.

Mask Evil (Su) During the day, a blood hag "wears her skin," giving her the appearance of a young woman. When so disguised, the blood hag can't use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a blood hag is wearing her skin, her alignment is masked as though by a constant *undetectable alignment* spell.

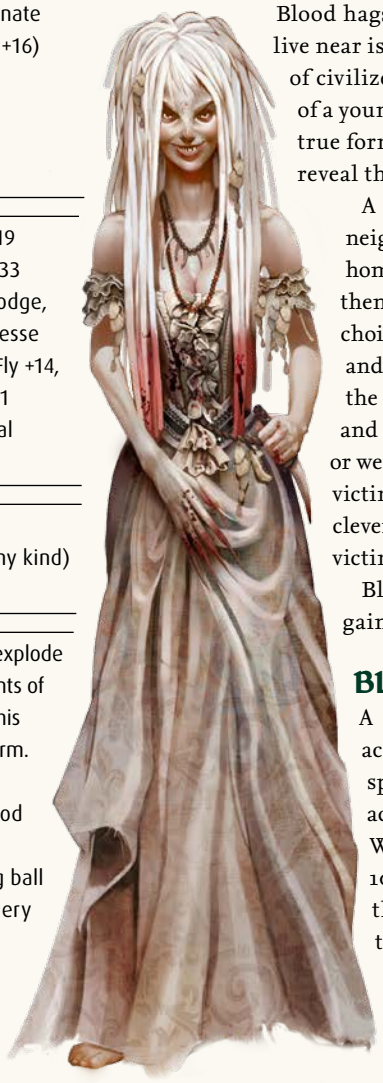


Illustration by Diana Martinez

Blood hags, known to some as soucouyants, prefer to live near isolated human communities or on the edge of civilized lands. A blood hag takes the appearance of a young woman by day. At night, she assumes her true form, as her skin peels back and sloughs off to reveal the monstrosity beneath.

A hunting blood hag preys on unsuspecting neighbors during the night, sneaking into their homes and feeding off their blood or burning them alive. When a blood hag finds a particularly choice victim, she forgoes simply feeding on her, and instead abducts her, spiriting her away to the hag's hidden lair, where she'll be tortured and drained dry of blood over the course of days or weeks. Once the hag has properly prepared the victim's skin, she wears it. Bold and particularly clever blood hags attempt to masquerade as their victims for a time.

Blood hags of exceptional talent typically gain levels in the witch class.

Blood Hag Covens

A hag coven containing a blood hag loses access to the *control weather* and *speak with dead* spell-like abilities. Instead, the coven gains access to *death ward*, *fire storm*, and *nightmare*. When all three hags of the coven are within 10 feet of one another, the other hags gain the fire immunity and spell resistance of the blood hag. Blood hags absolutely loathe submitting to the authority of others, and rarely form covens with other blood hags or with any hags of power comparable to or greater than their own.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Bodythief

This immense plant has jaws inside its central flower and vines that thresh the air. Its ovular seedpods throb like beating hearts.

BODYTHIEF **CR 14**

XP 38,400

LE Gargantuan plant

Init –1; **Senses** low-light vision; Perception +30

DEFENSE

AC 26, touch 1, flat-footed 25 (–5 Dex, +25 natural, –4 size)

hp 230 (20d8+140)

Fort +19, **Ref** +1, **Will** +11

Defensive Abilities vexing vines; **Immune** plant traits, sonic; **Resist** cold 20

OFFENSE

Speed 5 ft.

Melee bite +23 (2d8+12 plus grab), 4 tentacles +21 (1d8+6 plus grab)

Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)

Special Attacks breath weapon (80-ft. line, 12d6 acid damage, Reflex DC 27 half, usable every 1d4 rounds), swallow whole (4d6 acid damage plus absorb essence; AC 22, 23 hp), transfer

STATISTICS

Str 34, **Dex** 1, **Con** 25, **Int** 21, **Wis** 16, **Cha** 14

Base Atk +15; **CMB** +31 (+35 disarm, +35 grapple, +33 trip); **CMD** 38 (40 vs. disarm, can't be tripped)

Feats Alertness, Combat Expertise, Greater Disarm, Improved Disarm, Improved Initiative, Improved Iron Will, Improved Trip, Iron Will, Multiattack, Skill Focus (Knowledge [nature])

Skills Disguise +27, Knowledge (geography, history, local, nobility) +20, Knowledge (nature) +31, Perception +30, Sense Motive +27; **Racial Modifiers** +5 Disguise

Languages Common, Dwarven, Elven, Orc, Sylvan (can't speak any language); telepathy 1,000 ft. (with spawn only)

SQ spawn pod creature

ECOLOGY

Environment temperate or warm forests

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Absorb Essence (Su) Creatures in a bodythief's stomach gain 4 negative levels (Fortitude DC 27 half) each round at the start of the bodythief's turn. A check to remove a negative level gained in this way is also DC 27. If the creature dies from the negative levels, its body disintegrates and the bodythief absorbs its life essence. This is a death effect.

Spawn Pod Creature (Su) Once a bodythief has absorbed the life essence of a Large or smaller creature, it can begin growing a duplicate of that creature as a free action. Growing a Tiny or smaller duplicate takes 1 round, a Small duplicate 3 rounds, a Medium duplicate 5 rounds, and a Large duplicate 10 rounds. Duplicates are identical to the creature whose life essence has been devoured, but they gain the pod creature template. They closely resemble the original creature and retain all its memories. The newly created spawn has none of the original creature's equipment, though the bodythief can vomit forth any surviving swallowed gear as a move action. As the duplicate hatches, the bodythief makes a Disguise check to determine the resemblance to the original. The duplicate must be grown within 24 hours of the original's digestion, or its essence and memories dissipate. Only a single duplicate can made of any given creature.

Transfer (Ex) A bodythief can transfer a creature grappled with a tentacle to its mouth with a move action and a successful grapple combat maneuver check.

Vexing Vines (Ex) Each of the bodythief's tentacle vines plus its bite attack can deliver its own attack of opportunity, giving the bodythief five attacks of opportunity per round. It cannot deliver attacks of opportunity with a portion of its body being used to grapple. The bodythief can give up an attack of opportunity with a tentacle to deflect a missile as though it had the Deflect Arrows feat.

Plants of frightfully advanced intellect, bodythieves cannot abide the irrationalities of other intelligent life, particularly emotions. They seek to create a world of perfect order by replacing other life forms with nearly perfect duplicates spawned by the bodythief itself. Indeed, these duplicates improve on the originals, as they can communicate telepathically with the bodythief, and they lack wasteful emotions. Individual bodythieves vary as to their specific plans for building a perfect society of duplicates. A common, though recognized, flaw in their plans is the infertility of their duplicates. To maintain a stable society, the bodythieves must capture creatures to replace the inevitable loss of healthy duplicates.

Bodythieves are nearly immobile, though they can drag themselves along with their vines in extremis. When they must move large distances, they enlist the aid of their spawn.

Pod-Spawned Creature (CR 0, –1, or –2)

A creature with the pod-spawned template is a duplicate created by the bodythief. It resembles the original and has all its memories, but can't exhibit sincere emotion.

Pod-spawned creatures can't reproduce and remain the same apparent age as their original at the time of replacement.

POD-SPAWNED GUARD CAPTAIN **CR 8**

XP 4,800

Human fighter 9

LE Medium plant (augmented humanoid)

Init +5; **Senses** low-light vision; Perception +3

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)
hp 90 (9d10+36)
Fort +8, **Ref** +4, **Will** +4 (+2 vs. fear)
Defensive Abilities bravery +2; **Immune** plant traits

OFFENSE

Speed 30 ft.
Melee *+2 longsword* +19/+14 (1d8+10/17–20)
Ranged mwk light crossbow +12 (1d8+1/19–20/×2)
Special Attacks weapon training (heavy blades +2, crossbows +1)

STATISTICS

Str 19, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 4
Base Atk +9; **CMB** +13; **CMD** 24
Feats Alertness, Cleave, Great Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Power Attack, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Climb +13, Perception +3, Ride +10, Sense Motive +3, Swim +13
Languages Common
SQ armor training 2, mimic

ECOLOGY

Environment any
Organization any
Treasure NPC gear (*+1 breastplate*, heavy steel shield, *+2 longsword*, mwk light crossbow with 20 bolts, other treasure)

Creating a Pod-Spawned Creature

"Pod-spawned" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

CR: For creatures with no class levels or only NPC class levels, this is the same as that of the base creature. For creatures with PC class levels, this is the same as that of the base creature –1. Creatures with a significant number of spells, spell-like abilities, or supernatural abilities have their CR further reduced by 1.

Type: Type changes to plant. Do not recalculate BAB, hit points, saves, or skill ranks.

Alignment: Alignment changes to lawful evil.

Senses: A pod-spawned creature gains low-light vision.

Defensive Abilities: A pod-spawned creature gains plant traits.

Special Abilities: The pod-spawned creature gains the mimic ability.

Mimic (Ex) A pod-spawned creature retains all the knowledge of its original. It can impersonate the original perfectly except for its lack of emotion. This emotionlessness can be detected with a successful DC 20 Sense Motive check. A creature familiar with the original gains a +5 circumstance bonus on this check. If the pod-spawned creature feigns sincere emotion, the Sense Motive check is opposed by its Bluff check instead. Pod-spawned creatures resemble the original down to hair and blood. Noticing small physical imperfections requires a successful Perception check with a DC determined by the spawning bodythief's Disguise check, made when the pod hatches.

Ability Scores: Cha –4.

Feats: All feats are retained, even if the pod-spawned creature no longer qualifies for their prerequisites.

Special Abilities: The creature loses any spellcasting ability and all spell-like and supernatural abilities.



Illustration by David Melvin

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Boilborn

Like some taut pustule ready to burst, this mobile wound scuttles on a bristle of slick hairs.

BOILBORN **CR 1**

XP 400

N Tiny ooze

Init –5; **Senses** blindsight 30 ft.; Perception –4

DEFENSE

AC 7, touch 7, flat-footed 7 (–5 Dex, +2 size)

hp 15 (2d8+6)

Fort +3, **Ref** –5, **Will** –4

Immune ooze traits; **Resist** acid 10

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee slam +4 (1d2+1 plus disease)

Special Attacks death throes, disease

Space 2 ft.; **Reach** 0 ft.

STATISTICS

Str 12, **Dex** 1, **Con** 17, **Int** —, **Wis** 2, **Cha** 1

Base Atk +1; **CMB** –6; **CMD** 5 (can't be tripped)

Skills Climb +9, Swim +9

ECOLOGY

Environment any

Organization solitary or infestation (2–20)

Treasure none

SPECIAL ABILITIES

Death Throes (Su) When killed, a boilborn pops in a 10-foot-radius burst that deals 2d6 points of acid damage (DC 14 Reflex half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract leprosy.

Disease (Su) *Leprosy*: Injury; *save* Fort DC 12; *onset* 2d4 weeks; *frequency* 1/week; *effect* 1d2 Cha damage; *cure* 2 consecutive saves. This save is Constitution-based.

Purulent wounds that crawl out from piles of diseased dead and areas of massive contagion, these oozes slop about thoughtlessly, quivering and ready to burst and infect anything that moves. The creatures manifest in areas wracked by plagues, where rot and ruin run rampant. Crawling from the afflicted areas, boilborn spread out in all directions to disperse their infection.

Though carefully studied by healers and naturalists focusing on oozes, living boilborn are dangerous to experiment upon. This is because their death throes can sometimes be triggered accidentally, even when the creatures are handled gently and no harm has been done to them. Some posit that boilborn have only a limited lifespan, and self-destruct when that period ends. Others have labored for years under the hope that the infectious fluids contained within boilborn might somehow be used to find both cures and immunities to any number of diseases that plague the world. Though this experimentation has resulted in certain indicators that boilborn might indeed be put to such positive use, a reliable concoction has yet to be developed.

The boilborn detailed here is by far the most common, but as with diseases, other mutations exist. Use the following to represent some of the other virulent strains of these disgusting creatures. All diseases listed below appear on page 557 of the *Pathfinder RPG Core Rulebook*.

Abyssal Boilborn (CR 3): Colored in hues of bruised blue and bloody red and smelling like bile and pus, this dangerous boilborn has squeezed through a rift from the Abyss. It has the fiendish creature simple template and the advanced creature simple template, and infects its victims with demon fever.

Blindborn (CR 1): Pale greenish gray in color and slightly luminescent, this boilborn transmits blinding sickness (Fortitude DC 14) to creatures affected by its slam attack or death throes ability.

Infernal Boilborn (CR 3): Accompanied by the smell of brimstone, this black-skinned boilborn has the advanced creature simple template and the fiendish creature simple template, and infects victims it slams or splatters upon with devil chills.

Plagueborn (CR 2): Sickly yellow and wracked with perpetual palpitations that emit a fine mist, this boilborn has the giant simple template. Any creatures within 5 feet of a plagueborn must succeed at a DC 16 Fortitude save or contract cackle fever.



Illustration by Mattias Fahlberg

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Brethedan

This amorphous creature looks like an iridescent, blimp-shaped jellyfish, with a line of tentacles dangling down beneath it.

BRETHEDAN **CR 5**

XP 1,600

N Large aberration

Init +0; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 66 (7d8+35); regeneration 2 (acid)

Fort +7, **Ref** +2, **Will** +9

Defensive Abilities amorphous

OFFENSE

Speed 0 ft., fly 30 ft. (good)

Melee 2 slams +9 (1d6+4 plus grab)

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

Special Attacks constrict (1d6+4), engulf (DC 17, 1d6 acid and paralysis)

STATISTICS

Str 19, **Dex** 11, **Con** 20, **Int** 12, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)

Feats Combat Reflexes, Iron Will, Power Attack, Weapon Focus (slam)

Skills Escape Artist +10, Fly +12, Handle Animal +7, Perception +12, Stealth +6

Languages Brethedan; telepathy 100 ft.

SQ adaptation, combine

ECOLOGY

Environment any sky

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

Treasure none

SPECIAL ABILITIES

Adaptation (Ex) A brethedan's body is extremely mutable, and can adapt to respond to virtually any situation. Once per round as a swift action that does not provoke attacks of opportunity, a brethedan can reshape its body and chemistry to adopt any of the following qualities.

- It gains resistance 5 against a single energy type (acid, cold, electricity, or fire).
- It gains an additional natural attack (bite, tentacle, etc.) with damage appropriate to its size.
- Its slam damage type changes to slashing or piercing.
- Its slam damage die increases by one step (from 1d6 to 1d8 for most brethedans).
- It gains a +4 natural armor bonus to AC.
- Its reach increases to 20 feet.

A brethedan can only have one modification in effect at any one time—if it selects a new adaptation, it loses any other in effect. More extreme adaptations are also possible (at the GM's discretion), but generally take days or even months to adopt.

Combine (Ex) Thanks to their perfect communication, brethedans can combine to work together as parts of a larger organism. As a swift action, a brethedan adjacent to another can merge with it, becoming a single creature occupying both spaces. The merging brethedan forfeits its actions to augment the other, and adds its hit points (though not its Hit Dice) to the new creature's collective total. At this time, it also chooses one adaptation—the combined creature gains this benefit, and it cannot be changed unless the combined creature uses its single adaptation action each round to do so. Any number of brethedans can merge in this fashion, but each adaptation can be gained only once (though resistances to multiple energy types are allowed). The combined creature retains the ability to swap one adaptation each round (not once per component creature). Splitting into the component creatures again is a full-round action in which all component creatures are released and the remaining hit points are divided evenly. For the purposes of Hit Die-related effects, the Hit Dice of a combined brethedan are equal to those of the component creature with the highest CR.

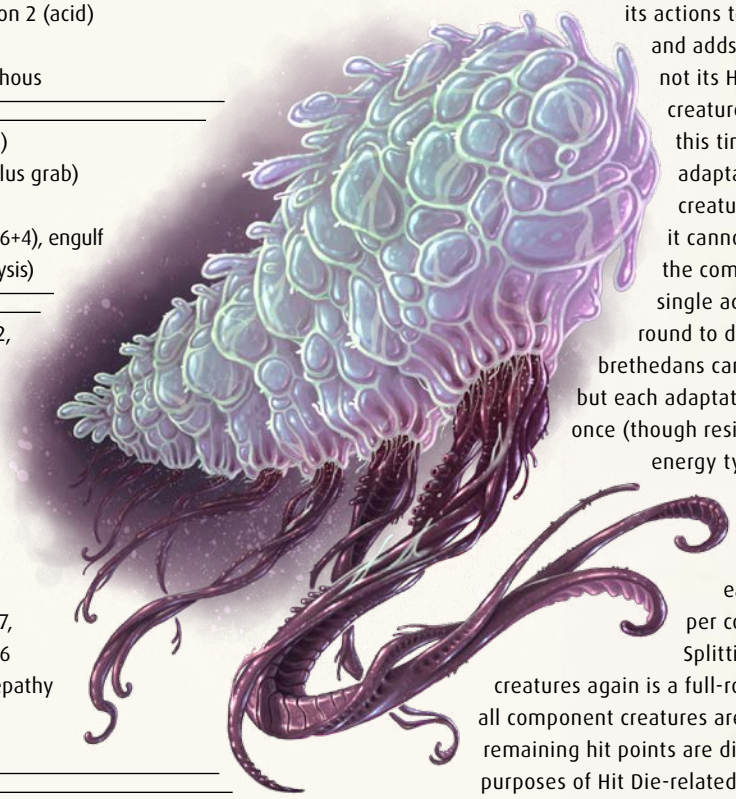


Illustration by Jean-Baptiste Reynaud

Brethedans are an adaptive race of floating, telepathic creatures that live on gas giant worlds. Though highly intelligent, they disdain physical tools, likely because of the lack of raw materials available in the clouds of their vast homes. Instead, brethedans have evolved to solve problems by combining and modifying their bodies or producing tailored biological agents inside themselves. Though humanoids rarely understand the placid race's obscure and alien goals, brethedans do sometimes travel to and even colonize other gaseous worlds, and are believed to be the first creatures to have tamed oma for use as living spaceships. A typical Brethedan is 10 feet long and weighs 200 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Broken Soul

Once a beautiful celestial with the torso of a winged woman and a snakelike body below, this creature is a mess of blood and scars.

BROKEN SOUL LILLEND **CR 9**

XP 6,400

CE Large outsider (azata, chaotic, extraplanar, evil)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, –1 size)

hp 101 (7d10+63)

Fort +12, **Ref** +10, **Will** +6

DR 5/—; **Immune** electricity, petrification, poison; **Resist** acid 5, cold 10, fire 10, sonic 5

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee *+1 longsword* +12/+7 (2d6+8/19–20), tail slap +6 (2d6+2 plus grab) or
torturous touch +11 touch (2d6 plus 1d6 Dex damage and convulsions), tail slap +6 (2d6+2 plus grab)

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

Special Attacks agonized wail (DC 18), baleful gaze (DC 18), bardic performance (21 rounds/day), constrict (2d6+5)

Spell-Like Abilities (CL 7th; concentration +2)
3/day—*darkness*, *hallucinatory terrain* (DC 19), *knock*, *light*
1/day—*charm person* (DC 16), *speak with animals*, *speak with plants*

Bard Spells Known (CL 7th; concentration +2)
3rd (2/day)—*crushing despair* (DC 18), *terrible remorse*[UM] (DC 18)
2nd (4/day)—*blindness/deafness* (DC 17), *piercing shriek*[UM] (DC 17), *rage*, *suggestion* (DC 17)
1st (6/day)—*cause fear* (DC 16), *charm person* (DC 16), *ear-piercing scream*[UM] (DC 16), *hideous laughter* (DC 16), *lesser confusion* (DC 16)
0 (at will)—*dancing lights*, *daze* (DC 15), *detect magic*, *ghost sound* (DC 15), *read magic*, *resistance*

STATISTICS

Str 20, **Dex** 17, **Con** 27, **Int** 14, **Wis** 8, **Cha** 21

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)

Feats Combat Casting, Diehard[B], Endurance[B], Great Fortitude[B], Hover, Iron Will, Lightning Reflexes, Toughness[B]

Skills Bluff +15, Fly +11, Intimidate +13, Knowledge (nature) +9, Perception +9, Perform (string) +17, Sense Motive +9, Stealth +9, Survival +10; **Racial Modifiers** +8 Intimidate, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any

Organization solitary

Treasure standard *(+1 longsword*, masterwork harp, other treasure)

SPECIAL ABILITIES

Bardic Performance A lillend has the bardic performance ability of a 7th-level bard, granting her access to the countersong, fascinate, inspire courage, inspire competence, and *suggestion* aspects of bardic performance.

Spells A lillend casts spells as a 7th-level bard.

A broken soul is torment and pain made manifest. Tortured to the extremes of both physical and mental endurance, and then taken beyond those barriers, a broken soul gains extraordinary reserves of fortitude and resilience as well as the ability to inflict a measure of its own terrible suffering on others.

Each broken soul has a unique appearance, the torture it has endured plainly visible on its body. Its skin is a mass of scar tissue, marred with bruises that do not fade and scored with countless scars. In some cases, a broken soul's flesh has been flayed away, revealing the musculature and bone underneath. Weeping sores and open cuts cover a broken soul's body, wounds that never fully heal. Its limbs are often twisted, the result of broken bones that were never set properly, and it might be missing fingers, toes, ears, or other appendages. A broken soul's existence is one of unending suffering, and the constant pain often drives the creature irrevocably mad. In their insanity, these unfortunates hate all other creatures and seek to inflict their wounds and their agony on all they encounter.

The creation of a broken soul can happen in a number of ways. Some broken souls arise spontaneously, the result of horrific treatment at the hands of cruel abusers. With no way to escape their torment, these creatures embrace the pain and anguish and transcend them, making them a part of their very being. In so doing, they become something both more and less than they were. Other broken souls are purposefully created out of helpless prisoners by sadistic torturers through a harrowing gauntlet of mental and physical torments. By breaking a creature's mind and body, these torturers hope to create guardians or servants whose loyalty is ensured by the constant pain they must endure. Even more harrowing, some broken souls take it upon themselves to create more of their kind, fashioning gruesome works of living, mutilated art in an effort to share their suffering. These "artists" often turn on their own torturers first, perfecting their skills on those who created them before turning their attention to any other unfortunate creatures they can find.

Creating a Broken Soul

"Broken soul" is an acquired template that can be added to any living creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature). A broken soul uses all the base creature's statistics and special abilities except as noted here.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

CR: Same as the base creature +2.

Alignment: Usually chaotic evil.

Armor Class: A mass of scar tissue covers every inch of the broken soul's body, increasing the base creature's natural armor bonus by +4.

Defensive Abilities: Inured to pain and abuse, a broken soul gains damage reduction 5/— and acid, cold, electricity, fire, and sonic resistance 5.

Speed: Because a broken soul is in constant agony, reduce each of its speeds by 10 feet (minimum speed of 5 feet).

Special Attacks: A broken soul gains the following special attacks. Save DCs are equal to 10 + 1/2 the broken soul's Hit Dice + the broken soul's Charisma modifier unless otherwise noted.

Agonized Wail (Su): As a standard action, a broken soul can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a Will save or become shaken for as long as they remain within 120 feet of the broken soul. A successful save renders a creature immune to that broken soul's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

Baleful Gaze (Su): Any creature within 60 feet of a broken soul must succeed at a Fortitude save or take 1d4 points of Strength, Constitution, and Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute.

Torturous Touch (Su): A broken soul can make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful Fortitude save negates the Dexterity damage and the convulsive fit.

Abilities: Con +6, Wis –2 (minimum 1). In addition, a broken soul gains a +2 bonus to one ability score of its choice and a –6 penalty to another ability score of its choice (minimum 1), which can apply to the ability scores modified by this template.

Feats: A broken soul gains Diehard, Endurance, Great Fortitude, and Toughness as bonus feats.

Skills: A broken soul gains a +8 racial bonus on Intimidate checks, but takes a –10 racial penalty on Concentration checks because of its constant pain.

Organization: Solitary.



Illustration by Emiliano Petrozzi

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Buggane

This hairless, hunchbacked giant has cruel tusks and two enormous, blunt-clawed fists that look strong enough to shatter stone.

BUGGANE **CR 5**

XP 1,600

CE Large monstrous humanoid

Init +3; **Senses** tremorsense 60 ft., scent; Perception +9

DEFENSE

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 51 (6d10+18)

Fort +7, **Ref** +4, **Will** +6

Weaknesses light blindness

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 claws +11 (1d8+6), gore +11 (1d8+6)

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

Special Attacks rend (2 claws, 1d8+9), smash and bash



Illustration by Filip Burburan

STATISTICS

Str 22, **Dex** 9, **Con** 17, **Int** 6, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +13; **CMD** 22

Feats Great Fortitude, Improved Initiative, Skill Focus (Stealth)

Skills Climb +10, Perception +9, Stealth +7 (+15 when underground); **Racial Modifiers** +8 Stealth when underground

Languages Giant

SQ blind, earth distortion

ECOLOGY

Environment any underground

Organization solitary, pair, hunting party (3–5), or clan (6–30)

Treasure standard

SPECIAL ABILITIES

Blind (Ex) Bugganes are blind. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Earth Distortion (Su) Once per minute as a swift action, a buggane can empower itself to completely ignore the physicality of stone and metal, enabling it to pass through stone and metal barriers as easily as air. Until the beginning of the buggane's next turn, the buggane has earth glide and takes no damage from stone or metal weapons, or from the natural attacks of creatures of the earth subtype or stone or metal constructs. Additionally, a buggane's melee attacks ignore any AC bonus (including enhancement bonuses) from metal or stone armor and shields. While using earth distortion, the buggane cannot damage stone or metal constructs or creatures of the earth subtype with its natural attacks.

Smash and Bash (Ex) As a free action, a buggane can attempt to trip an opponent it damages with its rend attack without provoking an attack of opportunity. If the trip attempt fails, the buggane cannot be tripped in return. If the trip attempt is successful, the target must succeed at a DC 19 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Bugganes are a race of blind, hairless giants that dwell deep underground. Distantly related to ogres, bugganes share their surface-dwelling cousins' appetite for the flesh of sentient beings, and are coldly efficient killers who tenaciously stalk their prey in absolute silence. Bugganes pursue and slay those who trespass into their well-marked territories, carrying their victims back to their lairs where they are unceremoniously consumed by the entire clan.

Dull-witted and savage, bugganes disdain the use of even the most primitive weapons and tools. They rely on their tusks and claws, all of which are capable of shredding flesh, bone, and solid rock with equal ease. Their useless, mole-like eyes react painfully to bright light. A typical buggane stands between 8 and 9 feet tall and weighs 900 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Cephalophore

Holding its own severed head in its hands, this tall marble statue looms stern and forbidding over its domain.

CEPHALOPHORE **CR 8**

XP 4,800

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities shatter weapon; **Immune** construct traits; **SR** 20

OFFENSE

Speed 20 ft.

Melee 2 slams +18 (2d6+7 plus dazing strike)

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

Special Attacks dazing gaze

STATISTICS

Str 25, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +12; **CMB** +20; **CMD** 32

SQ shatter weapon, statue form

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Dazing Gaze (Su) A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Dazing Strike (Su) A creature struck by the cephalophore's slam attack must succeed at a DC 16 Will save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Shatter Weapon (Ex) When a character strikes a cephalophore with a weapon, the weapon takes 3d6 points of damage (apply its hardness normally). A weapon that takes damage in excess of its hardness gains the broken condition.

Statue Form (Ex) If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

These construct guardians appear to be looming statues of decapitated humanoids, their severed heads held aloft in a gruesome warning or cradled in their hands like a precious prize. To benign passersby, these marble constructs remain inert, their stone gazes producing only an unnerving sense of watchfulness. However, those who attempt to raid or desecrate a cephalophore's holy site quickly find that the seemingly immovable statue is anything but. Consequently, many adventurers and tomb raiders have come to see cephalophores as good omens, for when one finds a cephalophore, a dangerous and treasure-filled ruin—hopefully still unlooted—is surely not far away.

Each cephalophore was constructed to stand guard over a single location, typically a tomb or temple. The ravages of time do little to diminish the single-minded dedication of these creatures, but the sacred edifices to which they are bound seldom stand so firmly against the ages. Thus, cephalophores are often found amid ruins or deep in the wilderness, standing vigilant guard over a site long forgotten by mortal society. Many cephalophores lie buried beneath sandy dunes, overgrown by unchecked jungle foliage, or entombed within collapsed caverns.

A typical cephalophore stands 10 to 15 feet tall and weighs 4,000 pounds. Cephalophores are made of solid marble, which makes attacking them with standard weaponry inefficient at best.

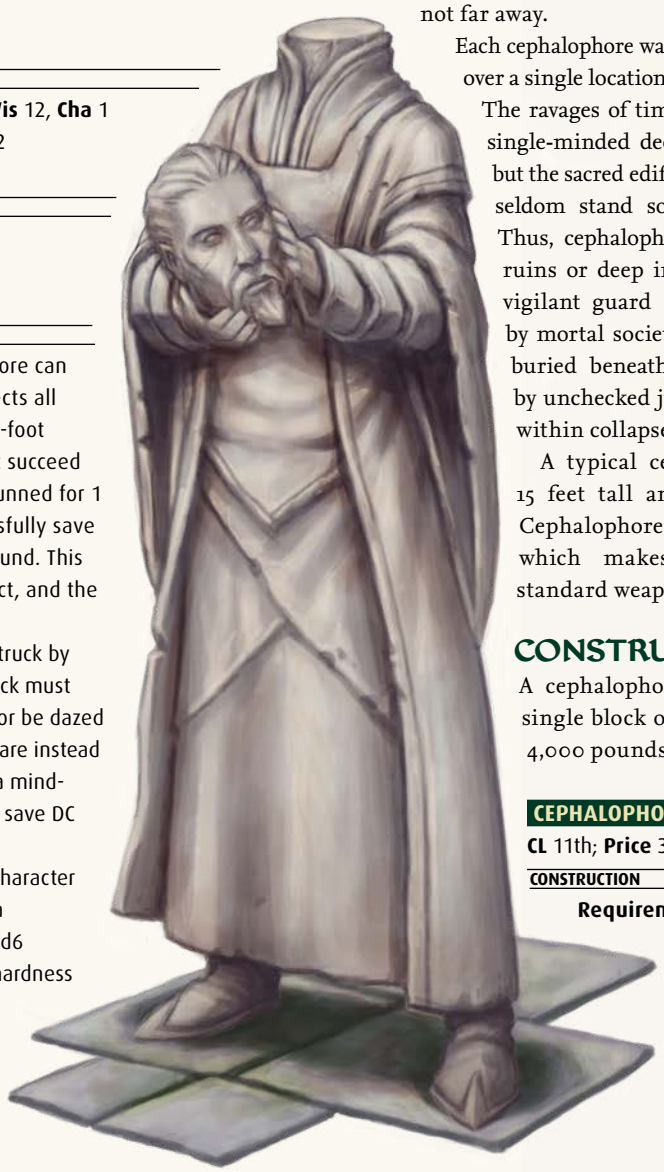


Illustration by Dave Allsop

Construction

A cephalophore is constructed from a single block of marble weighing at least 4,000 pounds and costing 3,500 gp.

CEPHALOPHORE

CL 11th; **Price** 33,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *daze monster*, *geas/quest*, *resurrection*, creator must be caster level 11th; **Skill** Craft (sculpture) DC 20; **Cost** 18,500 gp

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Chaneque

This creature appears to be a cross between a pixie and a bat with charred flesh. Around its waist dangle tiny fairy skull trophies.

CHANEQUE **CR 1/MR 1**

XP 400

NE Small fey (mythic)

Init +3; **Senses** low-light vision; Perception +8

Aura fear aura (30 ft., DC 13)

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 19 (3d6+9)

Fort +1, **Ref** +6, **Will** +5

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (clumsy)

Melee claw +5 (1d3+3)

Ranged thrown skull +5 (1d4+3 plus steal soul)

Special Attacks mythic power (1/day, surge +1d6), steal soul

Spell-Like Abilities (CL 5th; concentration +4)

3/day—*fear* (DC 13)

STATISTICS

Str 6, **Dex** 17, **Con** 10, **Int** 13, **Wis** 14, **Cha** 9

Base Atk +1; **CMB** –2; **CMD** 11

Feats Toughness, Weapon Finesse[M]

Skills Acrobatics +9, Bluff +5, Climb +12, Fly +3, Perception +8, Sense Motive +8, Stealth +13 (+17 while in trees); **Racial Modifiers** +4 Stealth while in trees

Languages Abyssal, Common, Sylvan

ECOLOGY

Environment any forests

Organization solitary or gang (2–6)

Treasure standard

SPECIAL ABILITIES

Steal Soul (Su) As a ranged attack, a chaneque can pelt an opponent with a ritually prepared, soul-stealing fey skull. If the skull strikes its target, she must succeed at a DC 14 Will saving throw to prevent it from ripping her soul from her body. If the victim fails the saving throw, the skull temporarily devours her soul, leaving her vulnerable to the commands of whoever holds the skull. Thereafter, the skull's possessor can use it to command the victim, as the *dominate person* spell. The soul remains stolen until the possessor chooses to release the victim or the skull is destroyed. While a chaneque can carry multiple skulls on its belt, it can only manipulate single soul at one time. The save DC is Wisdom-based.

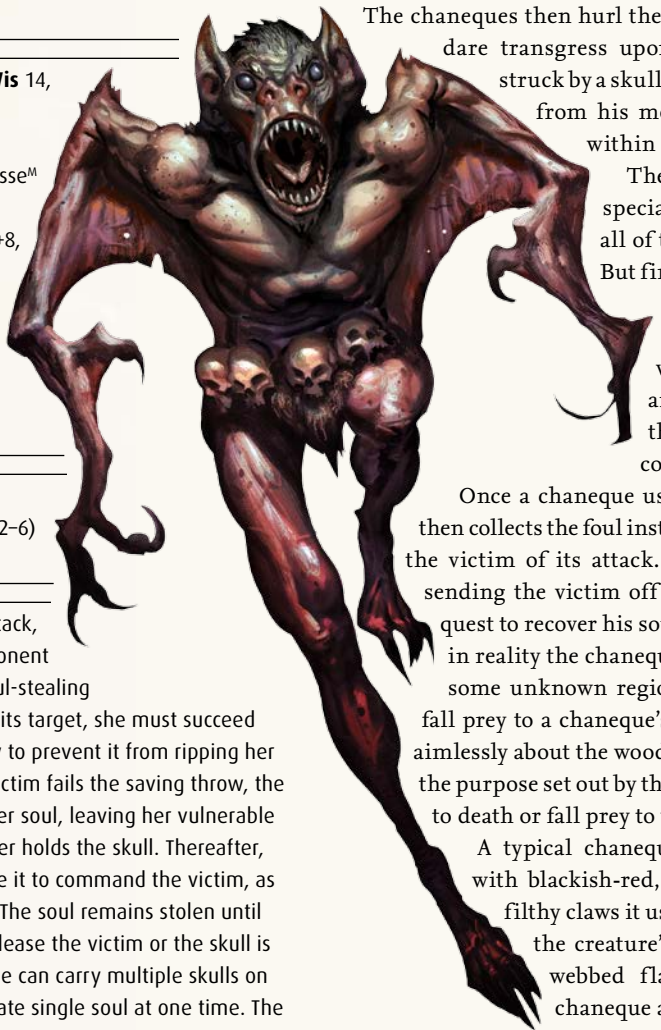


Illustration by Alexandur Alexandrov

These insidiously malicious fey lurk in the untainted depths of primeval forests. As nocturnal creatures, chaneques spend their days burrowed into the highest hollows of rotten trees. When night falls, they unfurl themselves from their resting places to hunt the forests for fairy heads and mortal souls.

Chaneques are ambush predators, preferring to stalk their prey to study its habits before attacking. Despite being a clumsy flyer, the batlike chaneque maneuvers well in the forest canopy, leaping about and using its winglike skin folds to glide from tree to tree, just waiting for an opportune moment to strike. When a chaneque attacks, it pops out without warning, attempting to startle victims before pelting them with tiny skulls capable of stealing their souls.

Driven by malice, chaneques see themselves as dutiful punishers of the fey. They hunt heads of brownies, pixies, sprites, and nearly any other fey they encounter. They collect these creatures' skulls and through dark rituals transform them into powerful, soul-stealing weapons. The chaneques then hurl the skulls at any creatures that dare transgress upon their territories. Anyone struck by a skull risks having his soul ripped from his mortal body and imprisoned within the fey skull.

These skulls are created in a special ritual that involves nearly all of the chaneques in the colony. But first, the skulls must steep in a special stew prepared from mashed fairy brains, a rare variety of black mushroom, and a magically potent nectar that chaneques secrete and collect over time.

Once a chaneque uses the skull as a weapon, it then collects the foul instrument and uses it to control the victim of its attack. Chaneques typically enjoy sending the victim off on some false and fruitless quest to recover his soul in a far-off location, while in reality the chaneque simply buries the skull in some unknown region of the forest. Those who fall prey to a chaneque's attack are doomed to walk aimlessly about the woods, vacant and driven only by the purpose set out by the chaneque, until they starve to death or fall prey to wild beasts.

A typical chaneque stands about 3 feet tall, with blackish-red, rubbery flesh. It has long, filthy claws it uses to cling to trees. Between the creature's legs and arms hang wide, webbed flaps it uses for gliding. A chaneque also has long, ridged, batlike ears and needlelike teeth.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Changeling

This slender woman's skin is unnaturally pale, her hair is dark, and each of her eyes is a different color.

CHANGELING **CR 1/2**

XP 200

Female changeling witch[APG] 1
LN Medium humanoid (changeling)
Init –1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 10, touch 9, flat-footed 10 (–1 Dex, +1 natural)
hp 8 (1d6+2)
Fort +1, **Ref** –1, **Will** +4

OFFENSE

Speed 30 ft.
Melee 2 claws +0 (1d4+1)
Special Attacks hexes (cauldron)
Witch Spells Prepared (CL 1st; concentration +3)
1st—*hypnotism* (DC 14), *sleep* (DC 14)
0 (at will)—*daze* (DC 13), *light*, *touch of fatigue* (DC 13)
Patron transformation

STATISTICS

Str 10, **Dex** 8, **Con** 12, **Int** 15, **Wis** 14, **Cha** 15
Base Atk +0; **CMB** +0; **CMD** 9
Feats Brew Potion, Combat Casting
Skills Craft (alchemy) +10, Heal +6, Knowledge (arcana) +6, Spellcraft +6
Languages Common, Draconic, Elven, Orc
SQ hulking changeling, witch's familiar (spider)

ECOLOGY

Environment any
Organization solitary
Treasure gear (quarterstaff, spell component pouch, other treasure)



Illustration by Jean-Baptiste Reynaud

Born of mysterious origins and raised by unknowing foster parents, changelings are the children of hags and their tricked lovers. Most don't know of their monstrous origins, but there comes a time in every changeling's life when these roots begin to call out to their host, urging the confused girl toward some end she can't identify. When a hag of any sort conceives a child with a man, the result is a changeling. The male parent is usually killed and eaten by his partner before he can see the offspring.

Changelings are, without exception, female, and almost always tall and slender. A changeling's hair is typically long and dark, and her skin abnormally pale, but she otherwise looks for all practical purposes like a member of her father's race. A frequent—but not universal—trait of changelings is noticeably mismatched eyes, each of which is a different color common among her father's race. Upon reaching puberty and adulthood, the average changeling born to a human father stands approximately 5-1/2 feet tall and weighs about 110 pounds.

Changeling Characters

Changelings are defined by their class levels—they don't have racial Hit Dice. All changelings have the following racial traits.

–2 Constitution, +2 Wisdom, +2 Charisma: Changelings are frail, but are clever and comely.

Hag Trait: A changeling possesses one of the following traits, depending on the type of hag her mother is.

Hulking Changeling (Annis Hag): The changeling gains a +1 racial bonus on melee damage rolls.

Green Widow (Green Hag): The changeling gains a +2 racial bonus on Bluff checks against creatures that are sexually attracted to her.

Sea Lungs (Sea Hag): The changeling can hold her breath for a number of rounds equal to 3 × her Constitution score before she risks drowning.

Claws: A changeling's hands and fingernails tend to harden and become sharp, granting her two claw attacks, each of which deals 1d4 points of damage.

Natural Armor: Changelings have a +1 natural armor bonus.

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

Languages: Changelings begin play speaking Common and the primary language of their host society. Changelings who have high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Elven, Giant, Gnoll, Goblin, and Orc.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Clockwork Dragon

Though made of thousands of metal parts, this masterpiece of gleaming metal glides through the air with impossible grace.

CLOCKWORK DRAGON CR 16

XP 76,800

N Huge construct (clockwork)

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

DEFENSE

AC 34, touch 14, flat-footed 28 (+4 Dex, +2 dodge, +20 natural, –2 size)

hp 177 (25d10+40)

Fort +8, **Ref** +14, **Will** +8

DR 15/adamantine; **Immune** construct traits; **Resist** fire 20; **SR** 27

Weaknesses vulnerable to electricity

OFFENSE

Speed 60 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +35 (4d6+12), 2 claws +35 (2d8+12), tail slap +30 (2d6+6), 2 wings +30 (2d6+6)

Space 15 ft.; **Reach** 15 ft. (15 ft. with bite)

Special Attacks adamantine weapons, breath weapon (100-ft. line, 14d6 fire damage, Reflex DC 22 half, usable every 1d4 rounds), self-destruction

STATISTICS

Str 34, **Dex** 19, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +39; **CMD** 55 (59 vs. trip)

Feats Improved Initiative[B], Lightning Reflexes[B]

Skills Fly +8, Perception +8, Swim +20; **Racial Modifiers** +8 Fly, +8 Perception

SQ difficult to create, efficient winding, swift reactions

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Adamantine Weapons (Ex) The teeth and claws of a clockwork dragon are made of adamantine and have the qualities of a weapon made from that material.

Efficient Winding (Ex) Built for long and dangerous missions, a clockwork dragon can function for 3 days per Hit Die each time it's wound.

Self-Destruction (Ex) When a clockwork dragon's hit points are reduced to 10% of its total (17 in the case of most clockwork dragons) or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 10d6 points of slashing damage plus 10d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful DC 22 Reflex save halves the damage. The save is Charisma-based.

While the clockwork goliaths possess more brute power, clockwork dragons' powerful breath weapons and mastery of flight make them more versatile and graceful killers. Designed for long flights and missions, the intricate winding mechanism of the clockwork dragon is more efficient than that of other clockwork constructs, partially because it reuses some of the energy generated by its intricate wings and the complex machinery of its breath weapon device. One of the most complicated and subtly crafted clockworks, its many moving parts are fortified by adamantine supports and fixtures, making this killing machine a brilliant mix of intricacy and unyielding terror.

The basic chassis and internal workings of the clockwork dragons are highly adaptable, and many variants of the clockwork dragon exist. Clockwork dragons are typically 20 feet long from snout to the tip of its tail, and weigh nearly 75 tons.

Variant Clockwork Dragons

The following are a number of variant clockwork dragons. Some clockwork dragons exhibit more than one of these variations.

Acid Breath (CR +0): Equipped with an internal fountain of caustic liquid, this type of clockwork dragon replaces its fire breath with a 60-foot line of acid. Targeted creatures take 10d8 points of acid damage (Reflex DC 22 half).

Destroyer (CR + 0): These clockwork dragons are used as highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as a full-round action taken while on solid ground, it can move its gears to pull its wings apart and to rise up as a heavy bombard (*Pathfinder RPG Ultimate Combat* 161). The body of the clockwork is used as the platform for the bombard, and the internal workings of the clockwork can load the bombard without a crew, though it still takes five full-round actions on the part of the clockwork to load the bombard. The clockwork dragon can also take the actions necessary to aim the bombard. A clockwork dragon carries enough ammunition to fire the bombard 10 times.

Flaming Tar Breath (CR +1): Instead of breathing fire, some clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect take 14d6 points of fire damage and are entangled in a thick layer of flaming tar. A successful DC 22 Reflex save halves the damage and negates the entangled effect. Creatures are entangled for 5 rounds as the tar burns. Entangled creatures take 3d6 points of fire damage each round on their turn. Spending a full-round action and succeeding at a DC 22 Reflex save removes the tar, freeing the trapped creature from the entanglement and further fire damage.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Infiltrator (CR + 1): These clockwork dragons are more subtle and nimble than those of other clockwork dragons. An infiltrator clockwork dragon can rearrange its movable parts into very serpentine and compact shapes, which gives it the compression ability. Furthermore, its parts are coated with a black, noise-dampening resin, granting it a +8 racial bonus on Stealth checks (typically Stealth +0). Finally, it's infused with magic allowing it, as a standard action, to become invisible as the *greater invisibility* spell (CL 15th) three times per day. The infiltrator clockwork dragon's invisibility is a supernatural ability.

Mithral (CR +0): This variant loses its adamantine weapons and its DR, which are replaced by greater flight capability thanks to its spell-infused mithral parts. Its land and swim speeds increase to 70 feet, and its fly speed increases to 200 feet with good maneuverability. In addition, once per day as a swift action, it can gain the benefits of the *haste* spell for 1d4 rounds.

Rust Breath (CR +0): Rust-breath clockwork dragons do not breathe fire. Instead, the creatures breathe out a fine mist of an alchemical solvent that instantly rusts exposed metals. This so-called "rust breath" issues forth in a 60-foot line. Creatures can attempt a DC 22 Reflex save to avoid the effect for attended items; however, they need to make a separate attempt for each exposed item. Each alchemical dragon can hold enough of the alchemical solvent to make up to three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. These clockwork dragons are made of ironwood, adamantine, and other resistant materials immune to rusting of any form.

Sleep Gas Breath (CR +0): This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork breathes out this gas in a 30-foot cone, creatures within the cone must succeed a DC 22 Will save or fall asleep for 1d6+10 rounds. Clockwork dragons with this breath weapon tend to have either the infiltrator or mithral variants, and often they have both variants. These clockwork dragons excel at missions that require stealth and precision rather than brute force.

Construction

The clockwork dragon is a masterpiece of clockwork construction and is exceptionally difficult to create. The creator must begin with crafted clockwork pieces worth 25,000 gp.

Clockwork Dragon

CL 18th; **Price** 300,000 gp

Construction

Requirements Craft Construct, *animate objects*, *geas/quest*, and *limited wish*, creator must be at least CL 18th; **Skill** Craft (clockwork) DC 20; **Cost** 162,500 gp



Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Clockwork Mage

This faceless construct has a crystal wand set into its chest, bristling with arcane energy.

CLOCKWORK MAGE **CR 9**

XP 6,400

N Medium construct (clockwork)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 25, touch 17, flat-footed 18 (+5 Dex, +2 dodge, +8 natural)

hp 102 (15d10+20)

Fort +5, **Ref** +12, **Will** +7

DR 5/adamantine; **Immune** construct traits; **SR** 20

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 4 slams +18 (1d4+3)

Special Attacks wand magic



Illustration by Damien Mammoliti

STATISTICS

Str 16, **Dex** 21, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +18; **CMD** 35

Feats Improved Initiative[B], Lightning Reflexes[B]

SQ difficult to create, swift reactions, winding

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Wand Magic (Su) A clockwork mage's wand crystal allows it to cast spells as if using a spell trigger magic item (CL 9th). The arcane school of the wand crystal determines a clockwork mage's spells. They cast 1st-level spells at will, 2nd-level spells 3 times per day, and 3rd level spells 1 time per day.

Abjuration: 1st—*hold portal*, *shield*; 2nd—*protection from arrows*, *resist energy*; 3rd—*dispel magic*

Conjuration: 1st—*grease* (DC 11), *summon monster I*; 2nd—*glitterdust* (DC 13), *web* (DC 13); 3rd—*stinking cloud* (DC 14)

Enchantment: 1st—*bungle*[APG] (DC 11), *sleep* (DC 11); 2nd—*daze monster* (DC 13), *touch of idiocy*; 3rd—*deep slumber* (DC 14)

Evocation: 1st—*magic missile*, *shocking grasp* (DC 11); 2nd—*gust of wind* (DC 13), *scorching ray*; 3rd—*fireball* (DC 14)

Illusion: 1st—*color spray* (DC 11), *vanish*[APG]; 2nd—*blur*, *hypnotic pattern* (DC 13); 3rd—*displacement*

Necromancy: 1st—*cause fear* (DC 11), *ray of enfeeblement* (DC 11), 2nd—*blindness/deafness* (DC 13), *scare* (DC 13); 3rd—*ray of exhaustion* (DC 14)

Transmutation: 1st—*expeditious retreat*, *reduce person* (DC 11); 2nd—*alter self*, *spider climb*; 3rd—*haste*

These constructs are the pinnacle of clockwork inventions. An ingenious combination of mechanical devices and magical conduits allows a clockwork mage to channel the power of a wand into a variety of arcane powers. They often serve powerful arcane spellcasters, or as unflinching and unquestioning casters to those who wants the benefit of spells without ego or free thought.

A humanoid figure of mithral and steel, a clockwork mage has large crystal ball filled with shifting vapors for a head. It stands 7 feet tall.

Construction

The creator of a clockwork mage must start with crafted clockwork pieces worth 2,000 gp.

CLOCKWORK MAGE

CL 12th; **Price** 84,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, and *mnemonic enhancer*, creator must be at least caster level 12th;
Skill Craft (clockwork) DC 20; **Cost** 43,000 gp

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Clockwork Steed

Gleaming gears whir and buzz in an orchestra of motion whenever this red-eyed steed moves.

CLOCKWORK STEED **CR 6**

XP 2,400

N Large construct (clockwork)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 74 (8d10+30)

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 50 ft.

Melee bite +14 (1d8+7), 2 hooves +9 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful kick, trample (1d6+7, DC 21)

STATISTICS

Str 24, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +8; **CMB** +16; **CMD** 29 (33 vs. trip)

Feats Improved Initiative[B], Lightning Reflexes[B]

SQ difficult to create, swift reactions, winding

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Powerful Kick (Ex) As a standard action, the clockwork steed can make two hoof attacks with its rear hooves; if both hit, it can perform an awesome blow combat maneuver as the Awesome Blow feat. A clockwork steed gains a +4 racial bonus on this combat maneuver check.

These tireless constructs were designed by engineers as a replacement for normal horses. They can gallop ceaselessly for hours or even days if required. In addition to their endurance, clockwork steeds pack a powerful physical punch—blows from their hooves can send smaller creatures flying. Though many riders enjoy the unquestioning way that clockwork steeds accept commands from their riders, others find these steeds' lack of personality frustrating. Unlike normal horses, a clockwork steed lacks the ability to create a bond with its rider.

Clockwork Charger

Clockwork chargers are constructed to wreak greater mechanized terror on the battlefield. A clockwork charger has the advanced simple template and is specially equipped for enhancing mounted charges or making such charges even without a rider by way of its pivoted lance.

A clockwork charger has a pivoted latch large enough to support a lance and allows even those who are not proficient with a lance to use it as if they were. Furthermore, the clockwork charger is proficient with any lance equipped in the pivot and gains the undersized weapon special ability.

Construction

The creator of a clockwork steed must start with crafted clockwork pieces worth 3,000 gp. When building a clockwork charger, the pivot can be built for any size lance, typically Medium.

CLOCKWORK STEED

CL 12th; **Price** 29,000 gp (33,500 for a clockwork charger)

CONSTRUCTION

Requirements Craft Construct, *bull's strength*, *geas/quest*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 16,000 gp (18,750 for a clockwork charger)

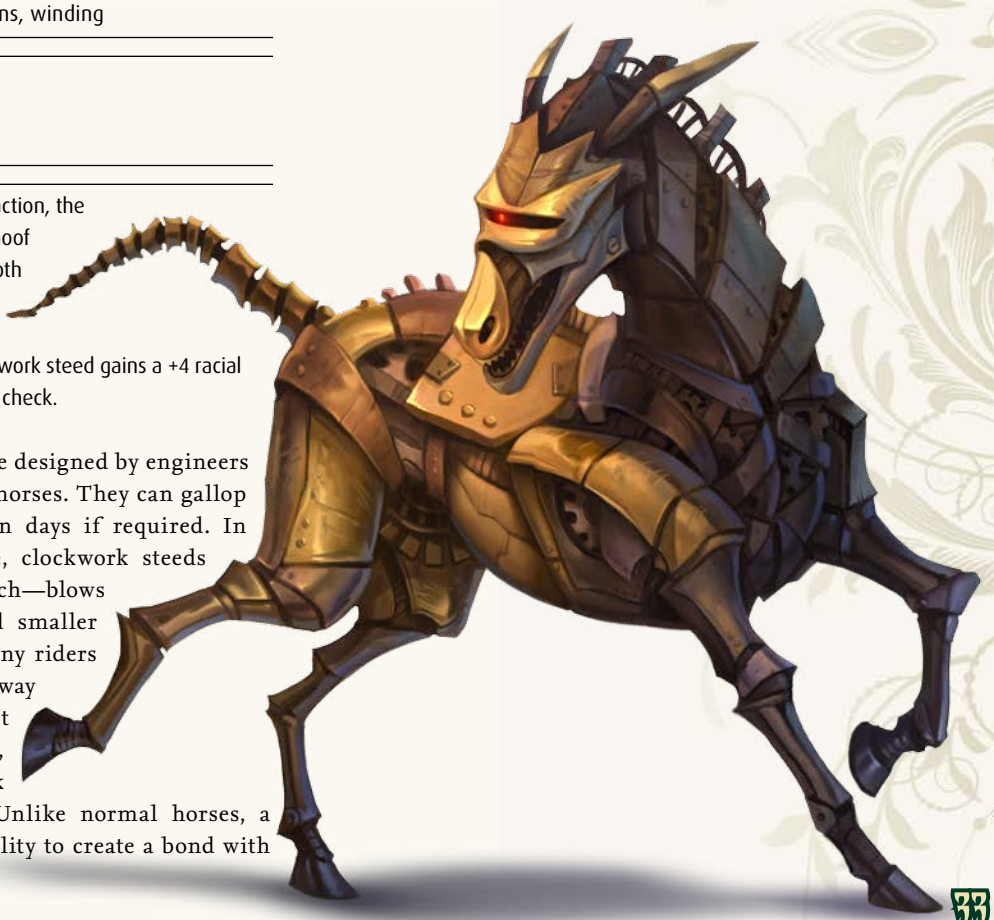


Illustration by Damien Mammoliti

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Colossus

For as long as mortals have known magic, magicians have created constructs to serve them. From the mightiest golem forged of nearly indestructible material and elemental energies, to a clockwork minion cunningly built from countless metal gears, to a humble animated broom that cleans of its own accord, construct creation has become a mainstay of a spellcaster's craft. To some spellcasters, golems and other constructs are simply not strong enough, powerful enough, impressive enough, big enough, or unique enough. These spellcasters design and build creations far larger and more powerful—creations that makes the world take notice of their might and prowess. They build colossi.

Colossi are constructs of great stature, the smallest of them towering ten times the height of a human, bigger than even the tallest giants. Though superficially similar to golems, they are distinguished not only by their greater size but also by their greater magical powers. A golem is given a semblance of life by an elemental spirit, sealed within the body by a magical barrier that also serves to keep out other magical influences. A colossus is likewise given life by an elemental spirit, but this spirit is much closer to being a true soul, and requires no such magical barrier to prevent it from fleeing the body and leaving behind only inert, dead matter. Like a proper soul, it provides will and impulse rather than power alone. It controls its artificial body via a magical physiology of potent and eldritch spellcraft, just as a living being commands its muscles, nerves, and blood.

A single colossus can help its master to raze a kingdom and crush armies, and is immune to almost all forms of retaliation. Many colossi are intended to do exactly that—to forge an empire for their creator, to subjugate a hated foe, or to annihilate some equally dangerous enemy. Some are created to be defensive weapons, as deterrents against invasion. Others are tasked to serve as guardians for singular locations or objects that are not to be disturbed under the direst of consequences.

Because a colossus is an artificial creature, its exact form, function, and composition are left to the discretion of its creator. Nonetheless, all colossi share certain traits that distinguish them from lesser constructs. These traits are described in the colossus subtype (see page 305).

Only the greatest and most legendary spellcasters can create colossi, because the process requires experience and knowledge beyond ordinary mortal ken. Shaping a colossus's controlling spirit is about as close as a mortal being has come to truly creating a life and a soul. An inadequately prepared crafter is likely to produce an inert pile of rubble, or at best, a mere golem of tremendous proportions, but relatively fragile for its immense size. At worst, such a creation can fail catastrophically, with results that are unpredictable, but invariably expensive and dangerous.

Unlike many artificial creations, colossi are able to think for themselves. The creator has some degree of control over the personality of a colossus, and usually tries to instill an urge to please its "parent" to make it easier to control. Molding an elemental spirit is similar to raising children, however; the results are inconsistent and hard to predict. On occasion, it results in stubborn, cruel, or merely childish colossi. Rarely, a colossus realizes it's strong enough to refuse to follow orders, and instead follows its own will independent of those who would command it. Such rogue colossi have little interest in the society of minuscule beings like humanity. Some manage to make a sort of existence among the larger giants, but as most are too conspicuous in their primary forms to mingle with mortal beings well, they seek out forgotten corners of the globe where they can quietly dwell.

The magical energy required to fuel such hulks is great and often difficult to control. Most colossi drain nearly all magic energies from their immediate area, with the exception of energies in tune with a colossus's own powers. Draining such energy creates an area around the colossus in which most magic simply doesn't function. The magic that does still work in these areas is just as likely to further empower the colossus as it is to harm it, since it's by necessity in tune with the colossus's magical metabolism. Still, a clever spellcaster can find and exploit this metaphorical chink in a colossus's armor.

All colossi have two forms. The primary form resembles an immense humanoid, much like a larger golem. The second varies from type to type, but often serves to disguise the colossus as something more innocuous, as it can be difficult to conceal a 60-foot behemoth. Some colossi, however, can transform into terrible, inhuman forms that are even more powerful and destructive, forgoing any attempt at being subtle.

Colossi can take many forms depending upon the materials used in their construction and the will of their individual creators. Creating a colossus is an ambitious undertaking, leading most creators to base their designs on lessons learned crafting lesser constructs. As a result, the best-known kinds of colossi are the flesh, stone, and iron varieties, corresponding to the most common and best-understood varieties of golem. Other varieties are possible, such as the clay colossus given life by divine secrets, the glacial colossus wrought of unmelting ice and frost, and the timber colossus built from still-living wood, which bears eerie powers over plants and creatures of the natural world.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Colossus, Flesh

This enormous monstrosity looks like a pile of fresh humanoid bodies shoved into a shambling humanoid shape.

FLESH COLOSSUS **CR 16/MR 6**

XP 76,800

N Gargantuan construct (colossus, mythic)

Init +0; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +8

Aura selective antimagic (20 ft.), unnatural (30 ft.)

DEFENSE

AC 30, touch 6, flat-footed 30 (+24 natural, –4 size)

hp 224 (16d10+136)

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

DR 10/epic; **Immune** electricity, construct traits

OFFENSE

Speed 60 ft.

Melee 2 slams +28 (2d12+16/19–20/×3 plus grab) or stomp +28 (4d12+24 plus pinning stomp)

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

Special Attacks constrict (2d12+16), mythic power (6/day, surge +1d8), mythic quickening, pinning stomp

Spell-Like Abilities (CL 13th; concentration +14)

3/day—*waves of fatigue*

1/day—*circle of death* (DC 17)

STATISTICS

Str 42, **Dex** 11, **Con** —, **Int** 3, **Wis** 10, **Cha** 7

Base Atk +16; **CMB** +36; **CMD** 46

Feats Cleave[M], Great Cleave, Greater Vital Strike, Improved Critical[M] (slam), Improved Vital Strike, Power Attack[M], Toughness, Vital Strike

Skills Intimidate +9, Perception +8

Languages Common

SQ alternate form, mythic creation, mythic resilience

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex) As a full-round action, a flesh colossus can break apart into four composite creatures. These composite creatures are identical to flesh golems (*Pathfinder RPG Bestiary* 160) but lack the golem's DR and the berserk and immunity to magic abilities. They gain DR 5/epic, electricity absorption, and selective antimagic aura (10 feet). Divide the colossus's current total hit points by 4 to determine how many hit points each composite creature has. Reverting into a single form requires all of the remaining composite creatures to be adjacent to each other and a full-round action. When this occurs, add up the remaining hit points to determine the colossus's total hit points.

Selective Antimagic Aura (Su) Spells and abilities with the electricity descriptor or that deal electricity damage are unaffected by this field, as are necromancy spells and effects.

A flesh colossus consists of hundreds of corpses assembled into a macabre whole. Its stands roughly 60 feet tall and weighs about 150,000 pounds.

Construction

Creating a flesh colossus requires at least 500 humanoid corpses with a total cost of 10,000 gp.

FLESH COLOSSUS

CL 12th; **Price** 120,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter 6th mythic tier, *animate dead*, *antimagic field*, *gentle repose*, *limited wish*; **Skill** Heal DC 25; **Cost** 70,000 gp



Illustration by Damien Mammoliti

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Colossus, Iron

A siege engineer's nightmare, this giant machine emits noxious fumes from its grinding engine.

IRON COLOSSUS **CR 21/MR 8**

XP 409,600

N Colossal construct (colossus, mythic)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura deadly fumes (30 ft.), selective antimagic aura (30 ft.)

DEFENSE

AC 39, touch 1, flat-footed 39 (–1 Dex, +38 natural, –8 size)

hp 309 (23d10+183)

Fort +9, **Ref** +6, **Will** +7

DR 10/epic; **Immune** construct traits, fire absorption

OFFENSE

Speed 50 ft.

Melee flail +35/+30/+25/+20 (6d6+20/19–20) or stomp +35 (6d6+30 plus pinning stomp)

Ranged 2 heavy ballistae +14 (4d8/17–20/×3)

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

Special Attacks mythic power (8/day, surge +1d10), mythic quickening, pinning stomp

Spell-Like Abilities (CL 17th; concentration +19)

3/day—*wall of fire* (DC 16)

1/day—*delayed blast fireball* (DC 19)

STATISTICS

Str 51, **Dex** 9, **Con** —, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +23; **CMB** +51 (+59 sunder); **CMD** 62 (68 vs. sunder)

Feats Cleave[M], Great Cleave, Great Fortitude, Greater Sunder, Greater Vital Strike, Improved Critical (flail), Improved Critical[M] (heavy ballista), Improved Sunder[M], Improved Vital Strike, Power Attack, Toughness, Vital Strike[M]

Skills Intimidate +14, Perception +11

Languages Common

SQ alternate form, mythic creation, mythic resilience, siege tower

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex) As a full-round action, an iron colossus can transform its legs into a massive, destructive track. Its speed becomes 80 ft., it can't be tripped, and it gains a trample attack that deals 4d8+30 damage. It loses its stomp attack. It can resume its base form as a full-round action.

Deadly Fumes (Ex) An iron colossus emits a 30-foot-radius cloud of poisonous gas, exposing creatures that start their turn in this area.

Deadly Fumes: inhaled—*save* Fort DC 21; *frequency* 1/round for 2 rounds; *effect* 1d4 Constitution damage and sickened; *cure* 1 save.

Fire Absorption (Ex) Not only is a flesh colossus immune to fire, but when targeted or hit by a spell or attack that would deal fire damage, it heals half the fire damage it would be dealt.

Selective Antimagic Aura (Su) Spells with the fire descriptor and fire effects are unaffected by this field.

Siege Tower (Ex) An iron colossus's ballistae don't provoke attacks of opportunity, and they reload themselves at the start of the colossus's turn.



Illustration by Damien Mammoliti

Standing 80 feet high and weighing 500 tons, iron colossi are the ultimate weapons of war.

Construction

The body of an iron colossus is constructed from hundreds of tons of iron, costing 100,000 gp.

IRON COLOSSUS

CL 17th; **Price** 500,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter, mythic tier or rank 8, *antimagic field, cloudkill, meteor swarm, rusting grasp, wall of iron, wish*; **Skill** Craft (blacksmithing) DC 30; **Cost** 300,000 gp

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Colossus, Stone

This immense stone figure appears to be a keep that uprooted itself and went for a walk.

STONE COLOSSUS CR 19/MR 7

XP 204,800

N Colossal construct (colossus, mythic)

Init +11[M]; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura selective antimagic aura (30 ft.)

DEFENSE

AC 31, touch 2, flat-footed 31 (+29 natural, –8 size)

hp 265 (21d10+150)

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

DR 10/epic; **Immune** construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +32 (3d10+19/19–20) or stomp +32 (6d10+28 plus pinning stomp)

Ranged light ballista +13 (3d8/×3)

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

Special Attacks mythic power (7/day, surge +1d10), mythic quickening, pinning stomp

Spell-Like Abilities (CL 15th; concentration +16)

3/day—*wall of stone* (DC 16)

1/day—*repulsion* (DC 17)

STATISTICS

Str 48, **Dex** 11, **Con** —, **Int** 5, **Wis** 10, **Cha** 7

Base Atk +21; **CMB** +48 (+53 sunder); **CMD** 60 (65 vs. sunder)

Feats Cleave, Deadly Aim[M], Great Cleave, Improved Critical (slam), Improved Initiative[M], Improved Sunder[M], Improved Vital Strike, Point-Blank Shot[M], Power Attack, Precise Shot, Vital Strike

Skills Intimidate +11, Perception +11

Languages Common

SQ alternate form, movable keep, mythic creation, mythic resilience, self repair, siege tower

ECOLOGY

Environment any land

Organization solitary or mobile fortification (1 plus 6–12 Medium humanoid archers)

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex) A stone colossus can take the form of a small keep as a full-round action. Its DR increases to 20/epic, and it gains fast healing 10. While in this form, the colossus cannot make melee attacks.

Movable Keep (Ex) In either form, a stone colossus holds up to 12 Medium creatures. Those on its ramparts gain cover. Any inside when it's destroyed take 3d10+20 points of damage.

Selective Antimagic Aura (Su) Spells with the earth or force descriptor or that transmute or manipulate earth or stone are unaffected by this field.

Self Repair (Ex) A stone colossus can expend one use of mythic power as a swift action to gain fast healing 20 for 5 rounds.

Siege Tower (Ex) A stone colossus's ballistae don't provoke attacks of opportunity, and they reload themselves at the start of the colossus's turn.

Standing 70 feet tall and weighing 300 tons, a stone colossus is a walking fortress.

Construction

The body of a stone colossus costs 40,000 gp.

STONE COLOSSUS

CL 15th; **Price** 300,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter, mythic rank or tier 8, *antimagic field*, *magnificent mansion*, *make whole*, *wall of stone*, *wish*; **Skill** Craft (stonemasonry) DC 30; **Cost** 170,000 gp



Illustration by Damien Mammoliti

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Colour Out of Space

An eerie radiance, a glow unlike anything else, fills the area, bringing with it a stifling sense of latent malignancy.

COLOUR OUT OF SPACE **CR 10**

XP 9,600

CN Huge ooze (incorporeal)

Init +12; **Senses** blindsense 120 ft.; Perception +18

Aura lassitude (300 ft., DC 22)

DEFENSE

AC 23, touch 23, flat-footed 14 (+6 deflection, +8 Dex, +1 dodge, –2 size)

hp 126 (12d8+72)

Fort +10, **Ref** +14, **Will** +10

Defensive Abilities amorphous, incorporeal; **Immune** acid, cold, fire, mind-affecting effects, ooze traits, poison, sonic; **SR** 21

Weaknesses susceptible to force effects

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee disintegrating touch +15 touch (6d6; DC 22)

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

Special Attacks feed

STATISTICS

Str —, **Dex** 26, **Con** 22, **Int** 19, **Wis** 23, **Cha** 23

Base Atk +9; **CMB** +19; **CMD** 36 (can't be tripped)

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse

Skills Fly +27, Knowledge (geography) +16, Knowledge (nature) +16, Knowledge (planes) +16, Perception +18, Stealth +12

Languages Aklo (can't speak)

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Aura of Lassitude (Su) A creature within 300 feet of a colour out of space (even when the colour is hiding within a solid object) must succeed at a DC 22 Will save or become overwhelmed with listlessness and ennui. While under this effect, the creature takes a –4 penalty on all Will saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw against that colour's aura of lassitude. A *break enchantment* spell (DC 22) ends the effect, as does removing the victim from the aura's area of effect. Every 24 hours, a creature affected by an aura of lassitude can attempt a new DC 22 Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that colour's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude from a colour out of space can't be further affected by this ability from other colours. This is a mind-affecting effect. The save DC is Charisma-based.

Disintegrating Touch (Su) A colour's touch causes a terrible disintegration of flesh and bone. A successful DC 22 Fortitude save halves the damage caused by a colour out of space's touch attack. A creature reduced to 0 hit points by a colour out of space's touch attack must succeed at a DC 22 Fortitude save or be immediately slain and reduced to a pile of fine ash. The save DC is Constitution-based.

Feed (Su) A colour can attempt to feed on any living creature or a region of plant life as a full-round action. If it feeds on a single creature, the colour must have line of sight and be within 300 feet of the target. If it feeds on a region of plant and animal life, it only needs to be within that region. It can attempt to feed on a region once per week, and upon a living creature at will (but only once per day per living creature). Feeding on a region of plant life is automatically successful, blighting that region of plant life as if by a *diminish plants* spell used to stunt growth.

A creature can resist being fed upon by a colour out of space by succeeding at a DC 22 Will save, in which case the colour must wait 24 hours before attempting to feed on that creature again. If this saving throw fails, the victim takes 1d4 points of Charisma drain and Constitution drain. The save DC is Charisma-based.

A creature whose Constitution score is drained to 0 by a colour out of space's feed attack immediately dies, crumbling into a mass of desiccated tissue.

A creature whose Charisma score is drained to 0 by a colour out of space's feed attack gains the colour-blighted simple template (see the facing page). Every time a colour successfully feeds on a creature, it gains 1 growth point. A colour out of space can never have more than 100 growth points—it can expend 100 growth points after spending 24 hours concentrating on its growth, and in so doing gains 1 permanent Hit Die.

Susceptible to Force Effects (Ex) A colour out of space takes half again as much damage (+50%) from force effects, and takes a –4 penalty on all saving throws to resist force effects. A colour out of space can't damage force effects with its disintegrating touch. Its aura of lassitude and feed ability is blocked if the colour is completely entrapped by force effects (such as by a windowless cell version of *forcecage* or a *telekinetic sphere*).

The deepest, strangest parts of space hold truly alien beings—and of those, few are more notorious than the colour out of space. The lack of a physical body does little to impede this deadly alien life form's ability to cause incredible devastation to other life it encounters. A colour out of space's life cycle requires periodic visits to the deepest reaches of space for the creature to gestate and grow in the vicinity of powerful gravitational fields

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

(such as those created by planets), and this custom only increases the monster's opportunities to bring ruin to countless worlds.

The colour out of space is just that—a mobile radiance. Its glow is unlike any seen in nature. The few who encounter one of these creatures and survive sometimes describe the radiance or portrayed it in art as a sinister, green-gray illumination, but these depictions are flawed reproductions. To witness the colour out of space is to know there are things no humanoid mind can fully comprehend, describe, or explain.

Very little is known about the life cycle of a colour that dwells in the depths of space, for it is only when it comes to a planet to grow and reproduce that other life forms encounter it. A colour's arrival upon a world is typically via a small meteorite strike—the colour itself infuses a meteoroid, and shortly after the falling star's arrival, the rock crumbles away to expose the semisolid mass of a larval colour that seeps into the surrounding landscape. Although a colour is incorporeal, and thus able to move through solid objects, it can also exist as a free-floating, eerie radiance. Natural sunlight doesn't particularly harm colours out of space, but they prefer to dwell in darkened areas like deep caves or abandoned wells where their own radiance is the only light.

Over the course of several weeks, months, or even years, the colour feeds upon the surrounding plant and animal life—the act of being fed upon is weirdly addictive to its victims, who develop a self-destructive lassitude that prevents them from fleeing the region. When a colour has absorbed enough life to grow to full maturity (usually signified by reaching 25 to 30 Hit Dice), it gathers its strength and erupts from its den, coruscating into the sky as it launches the majority of itself back into space. Sometimes, enough remains of the parent colour to survive on its own, and in these cases the life cycle repeats again and again. Areas blighted by a colour out of space are singularly recognizable, not only for the eerie pallor of local plant life and large swaths of blasted, barren landscape, but also by the presence of those the colour has fed on. These unfortunate, deformed individuals, known as colour-blighted creatures, never live for long, but while they do, their madness often drives them to violent behavior, be they people or beasts.

Colour-Blighted Simple Template (CR +0)

A creature with the colour-blighted simple template appears hideously deformed and glows with the same unnamable color as the creature that blighted it. A colour-blighted creature's quick and rebuild rules are the same.

Rebuild Rules: A colour-blighted creature's ability scores are already drained as a result of being fed upon by a colour out of space, but once a creature gains this template it becomes immune to further feed attacks from colours out of space until it loses the colour-blighted simple template. A Charisma score drained to 0 by a colour out of space's feed attack is raised to 1; otherwise, its ability scores are not altered by this template. In order to remove this simple template from a creature, one only has to restore all of its drained ability scores to normal. As long as a creature suffers the colour-blighted template, it becomes aggressive toward creatures that do not exude the colors of a colour out of space, and gains a +1 bonus on attack rolls and weapon damage rolls against such targets. Every 24 hours, a creature suffering from this simple template must succeed at a DC 12 Fortitude save or crumble into fine, white ash—such a doom means instant death and, for many color-blighted creatures, the only chance at escape from a life filled with pain.



Illustration by Scott Purdy

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Comozant Wyrd

The only real feature of this flaring of electrical energy is a vaguely humanoid face that flickers and plays within its shifting mass.

COMOZANT WYRD **CR 4**

XP 1,200

N Small outsider (air, elemental, extraplanar, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 15 (+4 deflection, +3 Dex, +1 size)

hp 27 (5d10)

Fort +1, **Ref** +9, **Will** +7

Defensive Abilities incorporeal, plasma form; **Immune** cold, electricity, elemental traits

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Ranged lightning lash +8 (2d8 electricity damage)

Special Attacks lightning lash

Spell-Like Abilities (CL 7th; concentration +11)

2/day—*control weather* (standard action; intensify or dispel storm only)

STATISTICS

Str —, **Dex** 17, **Con** 10, **Int** 8, **Wis** 17, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 21 (can't be tripped)

Feats Alertness, Improved Initiative, Lightning Reflexes

Skills Diplomacy +7, Fly +17, Knowledge (nature) +3, Knowledge (planes) +7, Perception +13, Sense Motive +11

Languages Auran

SQ illuminating flames

ECOLOGY

Environment any oceans (during storms)

Organization solitary

Treasure none

SPECIAL ABILITIES

Illuminating Flames (Su) As a standard action, a comozant wyrd can shroud the upper halves of any Small or larger creatures it can see within 30 feet of it in cold, buzzing flames similar to the wyrd's own. Any electricity resistance blocks this effect unless the target willingly submits. Otherwise the flames persist until the wyrd is out of range. Targets of this effect take a –10 penalty on Stealth checks. A comozant wyrd can communicate empathically with creatures subject to this effect, and gains a +4 racial bonus on Sense Motive checks when doing so. Interacting with a wyrd in this way still uses standard social skills and rules. While communicating this way, a comozant can confer unexpected insight or information equivalent to a *divination* spell.

Lightning Lash (Su) As a standard action that doesn't provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing 2d8 electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned for 1 round (Fortitude DC 16 negates) and the flames are dispelled. The save DC is Charisma-based.

Plasma Form (Ex) Although incorporeal, a comozant wyrd can't hide inside solid objects. It must start its turn attached to the outside of something that's solid and of Small size or larger, or else it takes 5 points of damage. Anyone attacking the wyrd must either take a –4 penalty on the attack roll or resolve the attack against whatever the wyrd is attached to as well.

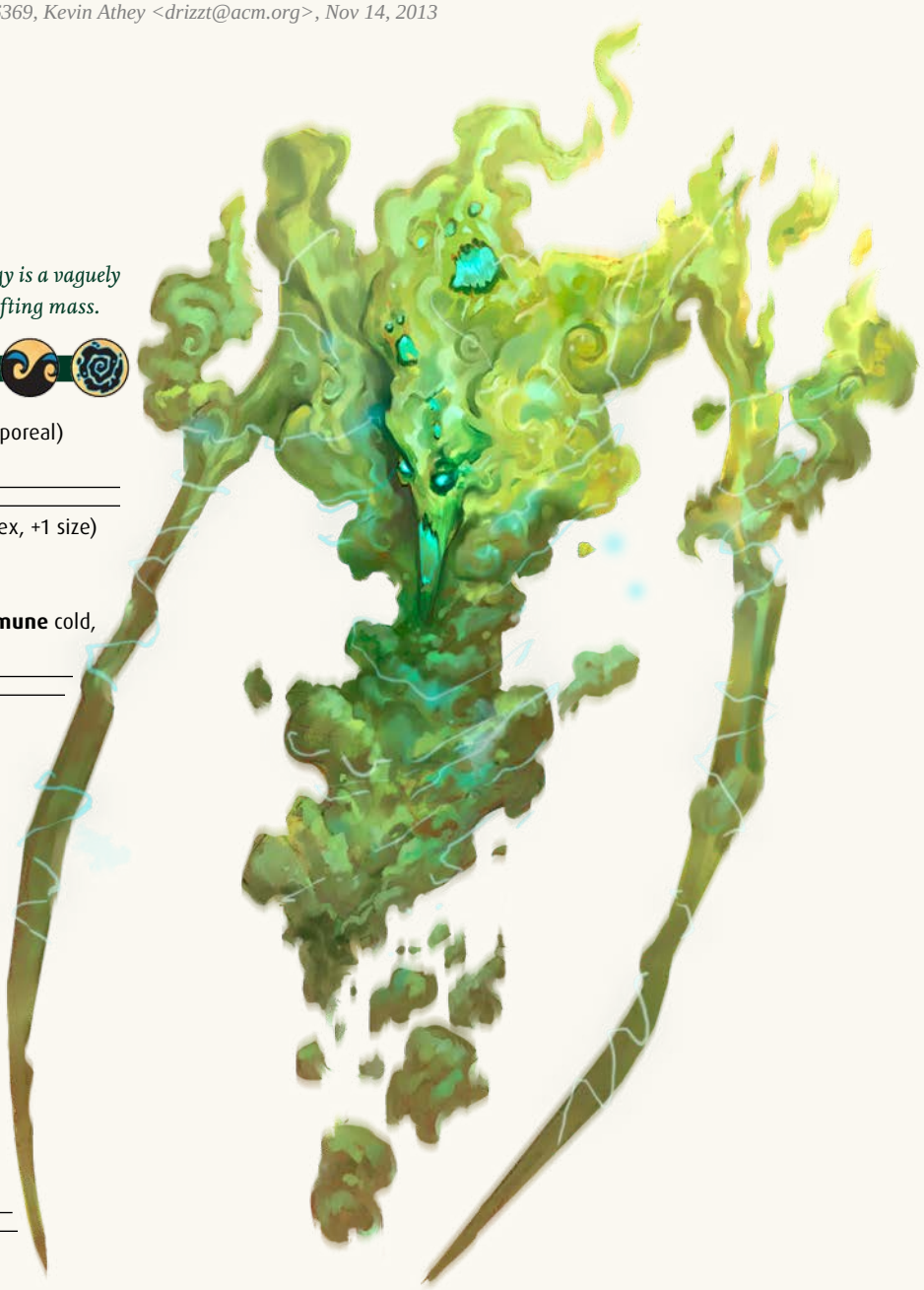


Illustration by Jorge Fares

A comozant wyrd appears to be 3 feet of buzzing, heatless blue or green plasma. Creatures near it find their hair standing on end and their bodies crawling with harmless but unnerving sparks. Those who have "conversed" with a comozant using illuminating flames say it uses pure emotion and image as concept and word—a mixture of knowledge and ignorance.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Contemplative

This floating creature is mostly pulsating brain-sac, with an atrophied manikin body hanging under it.

CONTEMPLATIVE **CR 2**

XP 600

N Medium monstrous humanoid

Init +1; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +10

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 18 (4d10–4)

Fort +0, **Ref** +5, **Will** +7

Immune mind-affecting effects

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)

Melee 2 claws +2 (1d4–2)

Spell-Like Abilities (CL 4th; concentration +9)

Constant—*detect magic*, *mage hand*, *read magic*, *tongues*

At will—*daze* (DC 15), *detect thoughts* (DC 17), *ghost sound* (DC 15), *magic missile*

1/day—*telekinesis* (DC 20)

STATISTICS

Str 6, **Dex** 13, **Con** 8, **Int** 24, **Wis** 17, **Cha** 21

Base Atk +4; **CMB** +2; **CMD** 14

Feats Combat Casting, Dodge

Skills Bluff +9, Diplomacy +9, Fly +9, Handle Animal +9, Knowledge (arcana, history, planes) +11, Linguistics +11, Perception +10, Sense Motive +7, Spellcraft +11, Use Magic Device +9

Languages telepathy 100 ft.; *tongues*

ECOLOGY

Environment any urban

Organization solitary, trio, or band (4–7)

Treasure standard

Once, the entities that would become known as contemplatives were relatively normal humanoids, notable only for their extreme intelligence. At some point in the distant past, however, their race discovered a great secret within itself, unlocking the mind's potential for such sought-after mental powers as telekinesis. Evolution—whether natural or forced by the contemplatives themselves—made their incredible brains the sole focus of their advancement, and as the contemplatives grew to rely more and more on their psychic abilities, their limbs withered and shrank.

Today, a contemplative's massive brain makes up roughly 80 percent of its body weight. Below the pulsating and partially translucent sac that protects the vital organ, the rest of its body hangs almost vestigially, used for little more than breathing and processing food. Movement, speech, and the manipulation of objects are handled by the creatures' psychic abilities, resulting in a collection of eerily quiet figures that float slowly and precisely along the halls of their fortresses, mulling over ideas that only their advanced brains are capable of understanding. Though alien in appearance and demeanor, contemplatives are rarely malicious; instead, when their unexplainable goals bring them into conflict with other races, it can generally be assumed that they have good reasons for their actions, though this may be of little comfort to those inconvenienced by the far-seeing brain-people's schemes. Perhaps the most disturbing thing about the contemplatives, however, is the chance that their abhorrent, brain-centric form may in fact be the ultimate destination of all humanoid evolution.

A typical contemplative weighs roughly 100 pounds and measures 4 feet in diameter, though it prefers to float at the eye level of whomever it's talking to. When it speaks inside another creature's head, its voice is monotone and seems to come from everywhere at once, and when multiple contemplatives are encountered, they almost always use the pronoun "we" rather than the individual "I."

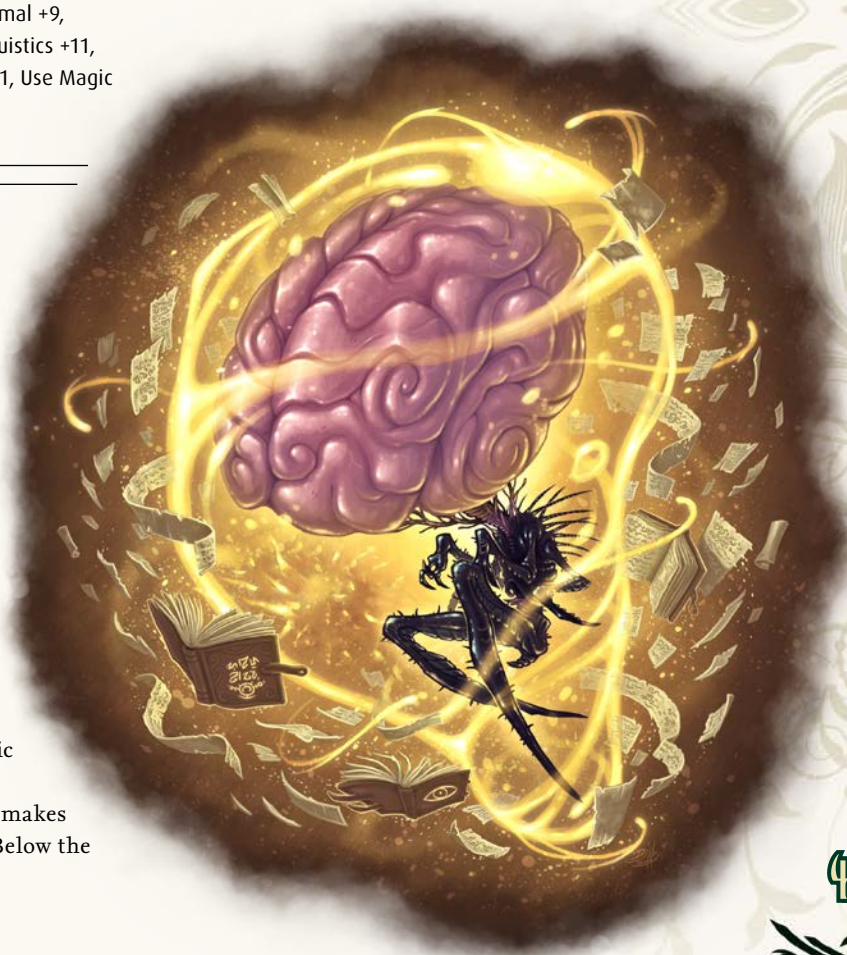


Illustration by Jean-Baptiste Reynaud

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dark Caller

Wrapped in tatters of dark musty robes, this humanoid figure weaves malevolent magic.

DARK CALLER **CR 5**

XP 1,600

CE Medium humanoid (dark folk)

Init +3; **Senses** *detect magic*, see in darkness; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 52 (8d8+16)

Fort +4, **Ref** +9, **Will** +3

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4+2/19–20 plus black smear poison)

Special Attacks death throes, sneak attack +2d6

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect magic*

At will—*bleed* (DC 14)

3/day—*deeper darkness*, *shadow step*[UM]

1/day—*shadow conjuration* (DC 18)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 22

Feats Augment Summoning, Dodge, Spell Focus (conjuration), Weapon Finesse

Skills Climb +6, Intimidate +5, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +8, Stealth +10, Use Magic Device +5; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow ritual

ECOLOGY

Environment any underground

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

Treasure standard (mwk dagger, black smear [2 doses; *Pathfinder RPG Bestiary* 54], other gear)

SPECIAL ABILITIES

Death Throes (Su) When a dark caller is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature's Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

Shadow Ritual (Su) Three dark callers can collaborate on a ritual that calls an owb (see page 210) to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.



Illustration by Alberto Dal Lago

Dark callers hold a position in dark folk society similar to that of lay priests. Dark callers are named for their role in summoning otherworldly creatures called owbs (see page 210) to oversee important rites in their shadowed communities deep underground. Dark callers perform rituals that bring these creatures forth to preside over all manner of ceremonies the dark folk perform, but the most important is the blanching. When dark folk are born, they are exposed to the sinister touch of the owb's curse of darkness ability, which saps all color and light from the infant dark folk. It's during this ritual that the infant's potential is judged. From that moment on, the youngling grows into one of the various types of dark folk.

Dark callers are the least physically malformed of the dark folk, but their minds are more twisted than those of their cousins. They're cruel and inscrutable to most, and they lead their kind alongside dark stalkers, controlling vast underground communities of these strange humanoids. In many cases, one dark stalker and one dark caller lead a clan.

A dark caller is highly superstitious, seeing omens in all things. He constantly performs strange rituals whose results are interpreted only by him, then passed to the dark stalker with he's paired with in leadership.

Dark callers are typically 6 feet tall and weigh slightly under 100 pounds. Despite their lanky frames, they're quite strong, though they avoid physical confrontation. Instead, they'll use their limited authority to command dark creepers to fight for them, or at least distract attackers while the dark callers cast spells.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dark Dancer

Dancing in a wicked celebration, this slight humanoid is wrapped head to toe in dirty scraps of dark cloth.

DARK DANCER **CR 1**

XP 400

CN Small humanoid (dark folk)

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

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 13 (2d8+4)

Fort +2, **Ref** +7, **Will** +0

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee club +2 (1d4) or dagger +6 (1d3/19–20 plus poison)

Special Attacks bardic performance (7 rounds), dark curse, death throes, sneak attack +1d6

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** +0; **CMD** 14

Feats Weapon Finesse

Skills Climb +4, Perception +4, Perform (dance) +2, Sleight of Hand +5, Stealth +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use

ECOLOGY

Environment any underground

Organization solitary, pair, troupe (3–5), or delegation (1 plus 1 dark stalker and 4–10 dark creepers)

Treasure standard (club, dagger, black smear poison [3 doses; *Pathfinder RPG Bestiary* 54], other gear)

SPECIAL ABILITIES

Bardic Performance (Su) A dark dancer can use its dancing to help its allies. A dark dancer can use bardic performance as a 2nd-level bard, but only for distraction and inspire courage effects.

Dark Curse (Su) As a standard action, a dark dancer can make a touch attack against a foe and curse it. The foe must succeed at a DC 12 Will saving throw to resist the effects. Creatures that fail the saving throw take a –2 penalty on all Dexterity and Charisma-based skill checks. This curse is permanent, but the victim of this curse can attempt a new saving throw each day.

Death Throes (Su) When a dark dancer is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must succeed at a DC 13 Fortitude save or be dazzled for 1d6 rounds. Other dark folk within 20 feet must succeed at a DC 13 Will save or be shaken for 1 round. The save DC is Constitution-based.

Though still clad in the tattered dark clothing worn by other dark folk, dark dancers appear to be the most decorated and festive of these strange humanoids. They are intermediaries between clans and factions, and thus clans can't restrict the actions of dark dancers in their realms. Dark dancers answer only to dark stalkers and dark callers.

Though fickle and erratic, dark dancers are well liked and usually welcome among clans for as long as they wish to stay. Yet they rarely stay long, instead insinuating themselves into dozens of underground communities over the course of a year. They serve as storytellers, entertainers, and messengers. One of their favorite stories to share is about the relationship between their kind and the owbs.

Though dark dancers are rare and weak, they are highly appreciated by dark folk society. Dark folk consider it a bad omen when a dark dancer dies. Dark dancers stand just under 4 feet tall and weigh 60 pounds.



Illustration by Jim Nelson

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Death Dog

This black-furred, two-headed dog is as large as a horse and has midnight-black eyes. Tiny worms crawl on its mangy hide.

DEATH DOG **CR 2**

XP 600

NE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

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

hp 22 (3d10+6)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 bites +4 (1d8+1 plus disease and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks disease

STATISTICS

Str 13, **Dex** 15, **Con** 13, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Toughness, Weapon Finesse

Skills Perception +7, Stealth +4, Survival +4; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Goblin (can't speak)

ECOLOGY

Environment warm deserts

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

Treasure incidental

SPECIAL ABILITIES

Disease (Su) *Wormpox*: Bite—Injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1 Con damage; *cure* 2 consecutive saves.

Death dogs are disease-ridden nocturnal pack hunters. Said to be the risen corpses of dogs or hyenas animated by monster-worshiping cultists, they are actually living creatures infested with symbiotic worms. Capable of tracking their prey for miles across barren terrain, death dogs surround stronger creatures, attacking and retreating, allowing their infected bites to wear down an opponent until it is too weak to fight. A pack's territory may overlap with others of its kind without competition, though in lean times packs may skirmish over live prey or carrion.

A death dog's saliva contains hundreds of tiny eggs that grow into flesh-devouring worms. The worms don't harm the death dog, but consume any creatures they come into contact with. A death dog's corpse is contagious for several days after its demise and may infect creatures that touch or eat it. *Remove disease* can kill a death dog's worms and remove its disease ability, but if allowed to associate with others of its kind, its quickly becomes reinfected.

A typical death dog is 7 feet long, stands 4 feet tall at the shoulder, and weighs about 500 pounds. Death dogs may ally with hobgoblins and bugbears, though the goblinoids are not immune to the dogs' disease. Thus these alliances are often temporary.

Death Worg

In the scrub borders between forests and deserts or plains and badlands, worgs and death dogs may mix. If a worg pack is resistant to disease, or an outcast worg takes control of a death dog pack, crossbreeding may occur. Most of these two-headed pups die before reaching adulthood, but those that survive are larger, tougher, smarter, and able to speak as well as a worg can (add the advanced creature simple template). These "death worgs" have worms infecting their brains, driving them mad with rage.

Death worgs bully their packs into submission, raid caravans and humanoid settlements, and kill more than they can eat. Most death worgs live only a year or two into adulthood, slain in needless fights for dominance or dropping dead as their worm-ravaged brains stop working.



Illustration by David Melvin

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Demon Lord

The mightiest of all demons are the demon lords of the Abyss, influential entities of chaos and evil and powerful demigods who each rule vast realms of horror and vice. Each demon lord is a unique creature, a paragon of sin that exists only to further its own desires. The genesis of demon lords varies. The majority of them rise from lesser demons who have transformed into powerful entities (this was how Pazuzu became a demon lord). In rare cases, a demon lord transitions directly from being a powerful, sinful mortal into the role of demon lord (as is the case with Kostchtchie), or from a qlippoth into a demon lord as a result of unknowable influences in the Abyss (as is the case with Dagon).

When a demon gathers enough power, whether by gaining class levels, advancing in Hit Dice, gaining many mythic tiers or ranks, undertaking a vile ritual, or simply amassing a sufficiently large and devoted following, it becomes what is known as a nascent demon lord. It may remain a nascent lord indefinitely, but usually seeks to complete its transformation into a full-fledged demon lord. In order to do so, the nascent lord must build a cult among mortals, but more importantly it must claim and control a large enough Abyssal realm that the plane itself takes notice and elevates the nascent lord to the power level of a demon lord. In a few cases, demon lords have been known to ascend to the status of full deities. While there are likely thousands of nascent demon lords in existence at any one time in the Abyss, the number of full-fledged demon lords is more limited—known examples of demon lords number in the dozens.

The phrase "demon lord" is gender neutral—there are male, female, and genderless demon lords, as well as demon lords with multiple genders.

A demon lord may be contacted via *commune*, and can be conjured via a *gate* spell, but when so called, a demon lord is under no compulsion to come through the *gate*. Typically, a demon lord requires an enormous and significant offering or sacrifice before it deigns to answer a *gate* spell.

Abyssal Realms

Demon lords' realms range in size, but even the smallest are as large as a continent, and the greatest are larger than some planets. The realms' environments, themes, and traits are as unique as the demon lords themselves, presenting unusual challenges and dangers to creatures trying to explore them. Yet despite the close connection a demon lord has to its realm, it does not exert total control over the realm, and powerful adventurers can infiltrate such realms and accomplish goals without arousing the lord's anger—if they're careful.

A demon lord gains the following additional powers while in its realm (the statistics presented on the following pages do not include these abilities):

- **Mythic**: A demon lord functions as a 10th mythic rank creature, including the mythic power ability (10/day, surge +1d12). It may expend uses of mythic power to use the mythic versions of any spell-like ability denoted with an asterisk (*) just as if the ability were a mythic spell.
- Use of the following spell-like abilities at will—*demand*, *discern location*, *fabricate*, *major creation*, and *polymorph any object* (when used on objects or creatures that are native to the realm, the polymorph duration factor increases by 6).
- Use of the following spell-like abilities once per day—*binding*, *miracle* (limited to physical effects that manipulate the realm or to effects that are relevant to the demon lord's areas of concern)
- **Heightened Awareness (Ex)**: A demon lord gains a +10 insight bonus on Perception checks and Initiative checks.

Demon Lords in a Campaign

Each demon lord is a unique creature ranging in power from CR 26 to CR 30. Demon lords are generally beyond the reach of most mortal heroes, and should not be placed in an adventure without careful consideration. In most cases, they are best used as the final enemies of long campaigns—especially campaigns in which the PCs themselves are mythic characters—and even getting an audience with one should be a memorable event.

Yet even if demon lords are far outside the abilities of most heroes to combat directly, they can still be used as foes in campaigns of all levels, inspiring or directing monsters, mortals, and entire cults. Opposing and defeating a cult is a time-honored plotline for a campaign, and a climactic encounter where the PCs must close a portal before the cult's demon lord manifests in the flesh can make an exciting capstone to a long-running campaign, especially if the demon lord in question appears for a round or 2 to fight the PCs before the closing of the portal forces it back to the Abyss. Alternatively, rather than having the PCs face the demon lord at full power, you can build a campaign where the PCs systematically undermine and destroy a demon lord's resources, imposing increasing penalties on it and gathering potent weapons so that when the time comes for the final confrontation, the PCs are powerful and the demon lord is weakened to a state below its normal CR. An easy way to model weakening a demon in this manner is to assign negative levels to the demon—normally, a demon lord is immune to level drain, but in this case, the reduction of its resources and sources of power can bypass that immunity for a time... at least, until the demon lord can rebuild and recover.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Demon Lord, Dagon

This demon's body is a nightmare of writhing tentacles and slippery coils below the leering maw of a deep sea predator.

DAGON **CR 28**

XP 4,915,200

CE Huge outsider (chaotic, demon, evil, extraplanar, water)

Init +11; Senses darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +55

Aura frightful presence (120 ft., DC 36), *unholy aura* (DC 28)

DEFENSE

AC 46, touch 31, flat-footed 39 (+4 deflection, +7 Dex, +15 natural, +12 profane, –2 size)

hp 676 (33d10+495); regeneration 30 (deific or mythic)

Fort +37, **Ref** +24, **Will** +33

Defensive Abilities Abyssal resurrection, *freedom of movement*; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, cold, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, fire 30; **SR** 39

OFFENSE

Speed 40 ft., swim 120 ft.

Melee bite +48 (6d6+17/19–20 plus grab), 4 tentacles +43 (2d6+8/19–20 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Special Attacks breath weapon, command aquatic creature, constrict (2d6+25), fast swallow, poison, swallow whole (transformation, AC 17, 67 hp)

Spell-Like Abilities (CL 28th; concentration +38)

Constant—*detect good*, *detect law*, *freedom of movement*, *speak with animals* (aquatic animals only), *true seeing*, *unholy aura* (DC 28)

At will—*astral projection*, *blasphemy** (DC 27), *control water*, *control weather**, *desecrate**, *greater dispel magic*, *greater teleport*, *shapechange*, *telekinesis** (DC 25), *unhallow*, *unholy blight** (DC 24)

3/day—quickened *greater dispel magic*, *insanity* (DC 27), summon demons, *symbol of insanity* (DC 28), *vortex*[APG] (DC 27)

1/day—*storm of vengeance** (DC 29), *time stop**, *tsunami**, [APG] (DC 29)

* Dagon can use the mythic version of this ability in his realm.

STATISTICS

Str 44, **Dex** 25, **Con** 40, **Int** 29, **Wis** 32, **Cha** 31

Base Atk +33; **CMB** +52 (+56 bull rush, +54 disarm, +56 grapple, +54 trip); **CMD** 87 (89 vs. bull rush, 89 vs. disarm, can't be tripped)

Feats Awesome Blow, Bleeding Critical, Combat Expertise, Combat Reflexes, Craft Wondrous Item, Critical Focus, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Improved Critical (tentacle), Improved Initiative, Improved Trip, Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*greater dispel magic*), Vital Strike

Skills Acrobatics +40 (+44 when jumping), Bluff +46, Intimidate +46, Knowledge (arcana) +45, Knowledge (geography) +42, Knowledge (history) +42, Knowledge (nature) +45, Knowledge (planes) +45, Knowledge (religion) +42, Perception +55, Sense Motive +47, Spellcraft +45, Stealth +35, Swim +61, Use Magic Device +43; **Racial Modifiers** +8 Perception

Languages Abyssal, Aquan, Celestial, Common, Draconic; *speak with animals* (aquatic animals only), telepathy 300 ft.

SQ compression, demon lord traits

ECOLOGY

Environment any oceans (Abyss)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, Dagon can exhale a 60-foot cone of inky blackness. Underwater, this cone manifests as black ink, while above water it manifests as a thick cloud. Creatures in the area have their vision obscured as if they were in complete darkness. Darkvision does not allow someone to see through the ink or smoke, but *true seeing* does. The ink or smoke persists for 1d4 rounds, but dissipates in 1 round in areas with aquatic currents or winds. Any creature in the breath weapon's area is exposed to the breath weapon's poison (see below) and must succeed at a DC 41 Will save or gain 2 negative levels as its memories and knowledge leach away (this is a mind-affecting effect). Any creature that enters the ink or cloud, or ends its turn inside it, must succeed at another Will save (at a +4 bonus) to avoid further level loss and poisoning. The save DC is Constitution-based.

Command Aquatic Creature (Su) Dagon can command aquatic creatures to do his bidding as a move action, either via using his ability to *speak with animals* or via telepathy. This affects all aberrations, animals, magical beasts, oozes, and vermin within 300 feet that have the aquatic subtype (Will DC 36 negates). This functions like *mass suggestion*, but can affect mindless creatures. Dagon can suggest obviously harmful or suicidal acts (though non-mindless creatures gain a +10 bonus on their saving throws against these suggestions). The commanded course of activity can have a duration of up to 1 hour. If Dagon issues a new command to a creature, the previous command is discarded. Once a creature succeeds at its save against this effect, it is immune to further commands from Dagon for 24 hours. The save DC is Charisma-based.

Poison (Ex) Breath weapon—contact; *save* Fort DC 41; *frequency* 1/round for 6 rounds; *effect* 1d6 Con drain and confused for 1 round; *cure* 3 consecutive saves.

Transformation (Su) A creature swallowed by Dagon is assaulted by demonic enzymes, rasping talons, sucking

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

tendrils, and vile gases. At the start of the swallowed creature's turn, it must succeed at a DC 41 Fortitude save or be nauseated, and must succeed at a DC 36 Will save or take 1d6 points of Dexterity and Charisma drain. Once the creature's Dexterity and Charisma are drained to 0, the creature transforms into a horrifically deformed version of itself that Dagon can then disgorge into any adjacent square as a swift action. The transformed creature gains the half-fiend template, its Dexterity and Charisma return to their normal values, and it is under Dagon's control (as *dominate monster*, caster level 28th). The transformation can be reversed by casting *break enchantment* and *atonement* on the victim during the first 24 hours (after that, it can be reversed only via *miracle* or *wish*). The Fortitude save DC is Constitution-based, and the Will save DC is Charisma-based.

Dagon is the demon lord of deformity, the sea, and sea monsters. He rules an Abyssal realm that consists of an immense ocean dotted above with strange and horrible islands and marked below with countless deep sea trenches and sunken cities. Dagon is 35 feet long, with the lower body of an eel, a horrific visage that evokes images of deep sea predators, and four long tentacles in place of arms.

Dagon almost always uses Power Attack in combat, taking a –9 penalty on all attack rolls but gaining a +18 bonus on damage rolls. He is never encountered without a large number of aquatic demons or monsters at his side that he uses as pawns in battles, often simply commanding them to attack foes while he hangs back in the shadows and observes the fight with his cold eyes. Immense sharks, hezrous, carnivorous whales, krakens, and shoggoths are the demon lord's favored minions.

Dagon began life not as a demon lord but as a powerful qlippoth—the reasons for his transformation into a demon lord are not understood by mortal scholars, but there is certainly no love lost between Dagon and the qlippoth race.

Dagon's Cult

Dagon is worshiped primarily by boggards, heretical sahuagin and skum, marsh giants, and desperate or insane coastal dwellers. Most of his worshipers are grotesquely deformed or engage in various abhorrent practices of interbreeding with strange ichthyic or aquatic creatures that dwell nearby. His holy places are often decaying seaside churches, lighthouses, sea caves, or darkly beautiful underwater cathedrals. Often his worshipers also venerate various Great Old Ones, in particular Cthulhu, and it's not unusual to find priests of Dagon and Cthulhu working side by side in a community.

Dagon is also known as the Shadow in the Sea. His unholy symbol is a gold disk inscribed with sinister runes around an open octopus eye. His favored weapon is the trident. He grants access to the domains of Chaos, Destruction, Evil, and Water, and access to the subdomains of Catastrophe, Demon, Oceans, and Rage.



Illustration by Filip Burburan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Demon Lord, Kostchtchie

This towering giant with twisted legs has human skulls woven into his beard and holds an immense warhammer.

KOSTCHTCHIE **CR 26**

XP 2,457,600

CE Huge outsider (chaotic, cold, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +52

Aura frightful presence (120 ft., DC 33), *unholy aura* (DC 26)

DEFENSE

AC 44, touch 30, flat-footed 38 (+4 deflection, +6 Dex, +14 natural, +12 profane, –2 size)

hp 604 (31d10+434); regeneration 30 (deific or mythic)

Fort +35, **Ref** +20, **Will** +31

Defensive Abilities Abyssal resurrection, *freedom of movement*, rock catching; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, cold, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, fire 30; **SR** 37

Weaknesses vulnerable to fire

OFFENSE

Speed 60 ft., climb 60 ft.

Melee *+5 adamantine icy burst warhammer* +53/+48/+43/+38 (3d6+24/19–20/×3 plus 1d6 cold), slam +48 (1d8+19 plus grab)

Ranged rock +37/+32/+27/+22 (2d6+19)

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

Special Attacks clutch foe, crushing blow, favored enemy (giants +4, humans +4, see below), powerful slam, rock throwing (600 ft.), vengeful strike

Spell-Like Abilities (CL 26th; concentration +34)

Constant—*air walk*, *detect good*, *detect law*, *freedom of movement*, *true seeing*, *unholy aura* (DC 26)

At will—*astral projection*, *blasphemy** (DC 25), *cone of cold** (DC 23), *desecrate**, *enlarge person**, *greater dispel magic*, *greater teleport*, *telekinesis** (DC 23), *shapechange*, *unhallow*, *unholy blight** (DC 22)

3/day—*polar ray**, *power word stun**, summon demons, *symbol of stunning* (DC 25)

1/day—*mass icy prison*[UM] (DC 27), *polar midnight*[UM] (DC 27), *time stop**

* Kostchtchie can use the mythic version of this ability in his realm.

STATISTICS

Str 48, **Dex** 23, **Con** 38, **Int** 25, **Wis** 30, **Cha** 27

Base Atk +31; **CMB** +52 (+54 bull rush, +56 grapple, +56 sunder); **CMD** 86 (88 vs. bull rush, 88 vs. sunder)

Feats Awesome Blow, Catch Off-Guard, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Critical (warhammer), Improved Sunder, Improved Vital Strike, Power Attack, Quick Draw, Staggering Critical, Vital Strike

Skills Bluff +42, Climb +58, Intimidate +42, Knowledge (arcana) +41, Knowledge (engineering) +38, Knowledge (local) +41, Knowledge (planes) +41, Knowledge (religion) +38, Perception +52, Sense Motive +44, Spellcraft +41, Stealth +32, Use Magic Device +39; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Giant; telepathy 300 ft.

SQ demon lord traits

ECOLOGY

Environment any cold (Abyss)

Organization solitary (unique)

Treasure triple (*+5 adamantine icy burst warhammer*, other treasure)

SPECIAL ABILITIES

Clutch Foe (Ex) If Kostchtchie chooses to use his hand to make a grapple check when he successfully slams and grabs a Medium or smaller opponent, he takes a –20 penalty on the grapple check. On following rounds, he can attempt to maintain his grapple on the creature as a swift action. If successful, he can constrict the creature for 1d8+28 points of damage, throw the creature (treat this as a bull rush), or use the creature as an improvised weapon. An opponent used as a weapon takes half as much damage as it deals to the creature it hits.

Crushing Blow (Su) Once per round, Kostchtchie may designate any attack with his warhammer to be a crushing blow. He must designate this attack before making the attack roll. If he hits, the blow ignores the target's hardness and damage reduction, and allows him to make a free trip attempt against the target. This trip attempt does not provoke an attack of opportunity, can target a foe of any size, and has no chance of causing Kostchtchie to fall prone if he fails. A creature struck by a crushing blow must attempt a DC 44 Fortitude save; success means the creature is staggered for 1 round, and failure means it is stunned for 1 round and staggered for 1d6 rounds afterward. The save DC is Strength-based.

Favored Enemy (Su) Against female giants or female humans, Kostchtchie's favored enemy bonuses increase to +8. Once per day, he can declare any one creature as a favored enemy, but only if that creature has damaged, humiliated, or otherwise inconvenienced him at some point in the previous 24 hours. His favored enemy bonuses against that creature last 24 hours.

Powerful Slam (Ex) Kostchtchie's slam attack is considered a primary attack even when he uses a weapon in his other hand, and he always adds his full Strength bonus to damage dealt with his slam attack.

Vengeful Strike (Su) Once per round, Kostchtchie may make an attack of opportunity against any creature that strikes him in melee combat. This attack of opportunity has a critical threat range of 18–20. Against female targets, the vengeful strike is also a crushing blow.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kostchtchie (pronounced kosh-TIK-ti-kai) appears as an immense, deformed frost giant with twisted legs, tiny white eyes, and a thick matted beard into which are woven dozens of skulls—trophies of mortal kings and priests of rival faiths he has slain. Legends speak that each of these skulls is haunted by the ghost of its previous owner, and that he can commune with these spirits to seek their wisdom—although if the legends are true, it is more likely that Kostchtchie has little interest in anything but mockery and torment for these lost souls.

Kostchtchie is never seen without his massive warhammer, an adamantine maul of such prodigious size that even the strongest frost giant would have trouble wielding it properly. Known also as the Deathless Frost, Kostchtchie dwells in an immense Abyssal fortress carved from the heart of a towering mountain in a frozen realm of jagged mountains and immense glaciers infested with manifold frozen horrors. Kostchtchie stands 30 feet tall.

Kostchtchie was born of human parents, and became a murderer when his father forced him to kill his mother and sisters. Kostchtchie went one better and murdered his father as well. Later in life, after he had become a ferocious warlord well known for the slaying of dozens of giant chieftains, he confronted the Witch Queen Baba Yaga and tried to force her to grant him immortality—she agreed, but twisted his form, turned him into a hideous giant, and hid away the last fragment of his mortal soul in a magical torc. Kostchtchie fled to the Abyss to nurture his hatred and hide his shame, eventually finding a new purpose as a patron of frost giants despite his hatred of their kind. Kostchtchie longs for the recovery of the torc that contains the fragment of his soul, in the hope that its return might reverse his deformity without removing his immortality.

In combat, Kostchtchie almost always uses Power Attack, taking a –8 penalty on all attack rolls but gaining a +16 bonus on damage rolls. The Deathless Frost is often accompanied by several frost giants, at least two of which are clerics. These clerics attend his every need, healing him in battle as best they can lest they forfeit their lives—or fall to some fate even more dire at the merciless hands of the Deathless Frost.

Kostchtchie's Cult

Kostchtchie is worshiped by giants—primarily frost giants, although many ettins, hill giants, and ogres worship him as well. Some white dragons worship the Deathless Frost, and even certain barbaric human tribes in the frozen reaches of the world have been known to venerate him. He does not tolerate women in his cults, and never grants female clerics spells. He is served by half-fiend yetis, ice linnorms, remorhazes, and other cold-dwelling monsters of great size.

Kostchtchie's unholy symbol is an ice-caked, rune-carved warhammer, and the warhammer is his favored weapon. He grants access to the domains of Chaos, Evil, Strength, and War, and access to the subdomains of Demon, Ferocity, Ice, and Tactics (although the Ice subdomain is normally not available without the Water domain, an exception is made in this case because of the demon lord's close association with cold).



Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Demon Lord, Pazuzu

Held aloft by four great feathered wings, this hawk-faced fiend has a scorpion's tail and carries a black metal scepter.

PAZUZU **CR 30**

XP 9,830,400

CE Large outsider (air, chaotic, demon, evil, extraplanar)

Init +13; Senses darkvision 60 ft., *detect good*, *detect* law, true *seeing*; Perception +58

Aura frightful presence (180 ft., DC 40, 10 rounds), locusts (10 ft., distraction, DC 43), *unholy aura* (DC 31)

DEFENSE

AC 48, touch 38, flat-footed 39 (+4 deflection, +9 Dex, +10 natural, +16 profane, –1 size)

hp 752 (35d10+560); regeneration (deific or mythic)

Fort +31, **Ref** +32, **Will** +35

Defensive Abilities Abyssal resurrection, avian mastery, *freedom of movement*; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, cold, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, cold 30, fire 30; **SR** 41

OFFENSE

Speed 60 ft., fly 150 ft. (perfect)

Melee *+5 anarchic keen unholy longsword* +54/+49/+44/+39 (2d6+20/17–20), bite +49 (2d6+15), claw +49 (1d6+15), sting +49 (2d8+15 plus poison), 2 talons +49 1d6+15

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

Special Attacks hear name, poison, possession, profane wishcraft, swarm master

Spell-Like Abilities (CL 30th; concentration +43)

Constant—*detect good*, *detect law*, *freedom of movement*, *speak with animals* (winged animals only), *true seeing*, *unholy aura* (DC 31)

At will—*astral projection*, *blasphemy** (DC 30), *control winds*, *desecrate**, *dominate person** (DC 28), *greater dispel magic*, *greater teleport*, *shapechange*, *telekinesis** (DC 28), *unhallow*, *unholy blight** (DC 27)

3/day—quickened *dominate person** (DC 28), summon demons, *symbol of persuasion* (DC 29), *sympathy* (DC 31), *whirlwind**

1/day—*dominate monster* (DC 32), *time stop**, *wish**

* Pazuzu can use the mythic version of this ability in his realm.

STATISTICS

Str 40, **Dex** 28, **Con** 42, **Int** 33, **Wis** 34, **Cha** 36

Base Atk +35; **CMB** +51 (+55 sunder); **CMD** 92 (94 vs. sunder)

Feats Bleeding Critical, Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Critical Focus, Flyby Attack, Greater Sunder, Greater Vital Strike, Improved Initiative, Improved Sunder, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell-Like Ability (*dominate person*), Vital Strike

Skills Acrobatics +47 (+59 when jumping), Bluff +51, Diplomacy +51, Fly +53, Intimidate +48, Knowledge (arcana) +49, Knowledge (local) +46, Knowledge (nature) +46, Knowledge (nobility) +46, Knowledge (planes) +49, Knowledge (religion) +46, Perception +58, Sense Motive +50, Spellcraft +49, Stealth +43, Survival +47, Use Magic Device +48; **Racial Modifiers** +8 Perception

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 300 ft.

SQ demon lord traits

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple (*Scepter of Shibaxet*, other treasure)

SPECIAL ABILITIES

Aura of Locusts (Su) Pazuzu exhales clouds of locusts. In any round in which he does not move more than 5 feet, he is surrounded by a 10-foot-radius spread of these creatures. Any creature that enters this area must succeed at a DC 43 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Avian Mastery (Su) Any creature flying under its own power (flight from a source other than a spell, spell-like ability, or magic item) that attempts to attack Pazuzu with a melee attack must attempt a DC 40 Will save. If it fails, the creature can't follow through with the attack, that part of its action is lost, and it can't directly attack Pazuzu for 1d4 rounds. Once a creature succeeds at this save, it is immune to this ability for 24 hours. The save DC is Charisma-based.

Hear Name (Su) Pazuzu hears his name whenever it is spoken, regardless of distance—this ability functions even across planar boundaries. If a creature speaks Pazuzu's name aloud three times in the same breath, Pazuzu automatically knows that creature's precise location and name. If Pazuzu is on the same plane as someone who speaks his name three times in a single breath, he can immediately attempt to possess that creature.

Poison (Ex) Sting—injury; *save* Fort DC 43; *frequency* 1/round for 6 rounds; *effect* 1d6 Wisdom drain and nauseated; *cure* 3 consecutive saves.

Possession (Su) Once per day as a swift action, Pazuzu can attempt to possess a single living creature within 1 mile, provided he knows the target's name. The target can resist this possession attempt by succeeding at a DC 43 Will save. A lawful creature gains a +10 bonus on this saving throw, and a good creature gains a +20 bonus on the saving throw (these bonuses stack). If the creature successfully saves, it is immune to possession attempts by Pazuzu for the rest of its life. If the saving throw fails, Pazuzu can control the possessed creature from afar. While possessing a creature, Pazuzu automatically knows every thought that creature has. By concentrating, he can sense the creature's surroundings using that creature's senses. As a swift action, he can cause the creature to perform any ability it can perform on its own. Pazuzu can use any of his spell-like

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

abilities through a possessed target, with the effects resolving as if the possessed creature had created the effect. Possession is permanent, but Pazuzu can only possess one creature at a time. When Pazuzu isn't actively controlling the target, it can take its own actions. *Dispel chaos* or *dispel evil* ends this possession effect as if it were an enchantment spell, but unless the caster of the spell succeeds at a DC 30 caster level check, as a swift action Pazuzu can attempt to possess the caster as he is driven out of the target. A creature possessed by Pazuzu is immune to *protection from evil*, *magic circle against evil*, and any similar effects. The save DC is Charisma-based.

Profane Wishcraft (Su) A creature that accepts a *wish* from Pazuzu immediately becomes chaotic evil unless it succeeds at a DC 43 Will save. A creature that becomes chaotic evil in this way gains the benefits of a *good hope* spell for 1 week, followed by the effects of *crushing despair* for 1d6 months (CL 30th). The save DC is Charisma-based.

Swarm Master (Su) Pazuzu is immune to swarm damage and other swarm effects (such as distraction). As a swift action, he can direct the movement of any swarm within 30 feet.



Pazuzu is among the oldest and most powerful of all demon lords. His Abyssal realm is located in one of that plane's greatest rifts. This vertical realm includes an immense city, at the heart of which can be found Shibaxet, Pazuzu's personal rookery and palace.

Pazuzu appears as a four-winged, 15-foot-tall fiend. He takes great delight in corrupting mortals, particularly those of a pure heart and soul, offering them any one *wish* in return for nothing but their innocence.

Pazuzu's Cult

Pazuzu, King of the Wind Demons, is worshiped by harpies and other evil avians, and by a large number of antipaladins who were once honorable but were tempted to chaos and evil—often by Pazuzu himself. His sacred places and temples are cliffside cathedrals, desert ruins, and spires atop mountain peaks.

His unholy symbol is an image of himself with his right hand upraised. His favored weapon is the longsword. He grants access to the domains of Air, Chaos, Evil, and Trickery, and access to the subdomains of Cloud, Deception, Demon, and Wind.

Scepter of Shibaxet		**Major Artifact**
Slot none	**CL** 30th	**Weight** 4 lbs.
Aura overwhelming all		

Pazuzu's weapon is the *Scepter of Shibaxet*, a staff of black metal with a large hook at its tip. The scepter functions as a *rod of enemy detection* that can be used any number of times per day. If Pazuzu presents the scepter as a standard action, all creatures within 30 feet who view it become panicked for 1d6 rounds unless they succeed at a DC 23 Will save (this is a mind-affecting fear effect). Once per day, Pazuzu can use the *Scepter of Shibaxet* as a *rod of cancellation* (this does not deplete or harm the scepter). As a standard action, he can call the scepter to his hand from any distance, even across planar boundaries. As an immediate action, Pazuzu can transform the scepter into a *+5 anarchic keen unholy longsword* or return it to its normal shape. None of its other powers can be used in sword form.

Destruction

The *Scepter of Shibaxet* can be broken by a redeemed demon lord if the regenerating towers of Shibaxet are already destroyed.

Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Devil, Drowning

This serpentine creature has finlike wings, ram horns, four eyes, and arms that end in masses of tentacles.

DROWNING DEVIL (SARGLAGON) CR 8

XP 4,800

LE Large outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness, *see invisibility*; Perception +17

Aura heavy aura (10 ft., DC 18)

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, –1 size)

hp 103 (9d10+54)

Fort +12, **Ref** +10, **Will** +11

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (average), swim 40 ft.

Melee bite +15 (2d6+5), 2 slams +15 (1d8+5 plus poison)

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

Special Attacks drown, poison

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*see invisibility*, *water breathing*

At will—*control water*, *curse water*, *discern lies*, *greater teleport* (self plus 50 lbs. of objects only), *hydraulic push*[APG]

3/day—*hydraulic torrent*[APG], *poison* (DC 18), *protection from good*

1/day—*freedom of movement*, *summon* (level 4, 1 drowning devil 35%)

STATISTICS

Str 20, **Dex** 25, **Con** 23, **Int** 16, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 33 (can't be tripped)

Feats Agile Maneuvers, Combat Reflexes, Dodge, Weapon Finesse, Wind Stance

Skills Bluff +16, Diplomacy +16, Fly +5, Intimidate +16, Knowledge (nature) +15, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +15, Swim +25

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

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

Treasure standard

SPECIAL ABILITIES

Drown (Su) As a full-round action, a drowning devil can summon murky water into the lungs of a single target within 30 feet. If the target can't breathe water, it's unable hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a DC 18 Fortitude save to cough up this water or it falls unconscious and is brought to 0 hit points. On the next round, the target must save successfully again or drop to –1 hit point and start dying; on the third round it must save successfully again or die. The save DC is Charisma-based.

Heavy Aura (Su) Whenever a creature enters the drowning devil's heavy aura, it must succeed at a DC 18 Will save or reduce its speed as if carrying a load one step higher or wearing armor one category heavier (whichever is worse), and its armor check penalty increases by 2. A creature already carrying a heavy load or wearing heavy armor that fails its save can't move as long as it remains in the affected area. A creature that saves against a drowning devil's heavy aura is immune to that devil's aura for 24 hours. The save DC is Charisma-based.

Poison (Ex) Slam—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.



Illustration by Dave Allsop

Called sarglagons in their Infernal tongue, drowning devils take great pride in being the best-adapted guardians of Hell's waterways, and are among the few fiends who travel the seas and rivers of the multiverse as part of larger infernal plots. Even in the air or on the ground, a drowning devil moves with a haunting litheness as though it were swimming. A typical drowning devil weighs 600 pounds, and can exceed 15 feet from head to tail.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Devil, Host

Twisted horns rise from the skinless head of this winged creature, and noxious fumes leak from between its yellowed fangs.

HOST DEVIL (MAGAAV) **CR 6**

XP 2,400

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., *detect magic*, see in darkness; Perception +11

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 59 (7d10+21)

Fort +8, **Ref** +9, **Will** +3

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee mwk ranseur +12/+7 (2d4+6/×3) or 2 claws +11 (1d6+4 plus 2 bleed)

Special Attacks noxious breath, rend (2 claws, 1d6+6 plus 2 bleed)

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

Constant—*detect magic*

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (CL 3rd, 1 magaav 40%)

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 26

Feats Combat Reflexes, Dodge, Hover, Mobility

Skills Acrobatics +14 (+10 when jumping), Escape Artist +14, Fly +14, Intimidate +10, Perception +11, Stealth +14

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ master grappler, shared senses

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or flock (2–6)

Treasure standard (mwk ranseur, other treasure)

SPECIAL ABILITIES

Master Grappler (Ex) A magaav can wield a weapon and still attempt grapple checks. While not wielding a weapon, a magaav gains a +4 bonus on grapple checks.

Noxious Breath (Su) Three times per day, as a standard action a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a DC 16 Fortitude save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. This is a poison effect. The save DC is Constitution-based.

Shared Senses (Su) All magaavs within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire swarm instantly. It is still possible for a magaav to be flat-footed for other reasons even if other magaavs nearby are not.

Hunters of souls, host devils retrieve Hell's most elusive property. Whether souls that have long evaded capture upon the plains of Avernus, damned beings who have somehow managed to escape Hell, or creatures that have reneged upon infernal contracts, vast flocks of these winged fiends fly from the Pit to recover their prey. Rarely seen alone, host devils travel in great swarms that often number in the thousands. These four-winged mockeries of the angelic form swarm in enormous columns, moving in tandem as though they were one colossal, infernal beast controlled by a single brain.

Magaavs stand 5-1/2 feet tall and weigh 150 pounds, with wingspans reaching 10 feet across. Their fetid breath draws flies that swarm over their bodies.



Illustration by Jorge Fares

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Devil, Nemesis

This ancient monstrosity has the torso of a massively muscled giant, scaly wings, and the lower half of a four-legged, clawed beast.

NEMESIS DEVIL (ADVODAZA) CR 18

XP 153,600

LE Huge outsider (devil, evil, extraplanar, lawful)

Init +11; **Senses** darkvision 60 ft., see in darkness; Perception +28

DEFENSE

AC 36, touch 15, flat-footed 29 (+7 armor, +7 Dex, +14 natural, –2 size)

hp 297 (18d10+198)

Fort +21, **Ref** +18, **Will** +13

Defensive Abilities idol armor; **DR** 10/good and silver; **Immune** cold, *dismissal*, electricity, fire, poison, sonic; **Resist** acid 10; **SR** 29

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee bite +28 (2d6+12), 2 claws +28 (1d8+12 plus infernal wound), 2 slams +26 (1d8+6), tail slap +26 (2d6+6)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail)

Special Attacks infernal wound

Spell-Like Abilities (CL 16th; concentration +23)

At will—*gaseous form*, *greater invisibility*, *greater teleport* (self plus 50 lbs. of objects only), *scorching ray*, *whispering wind*

3/day—*blasphemy* (DC 24), *dispel magic*, *ethereal jaunt*, *harm* (DC 23), *heal* (DC 23), *hold monster* (DC 22), *wall of stone*

1/day—*greater scrying* (DC 21), summon (level 7, horned devil 60%), *unhallow*

STATISTICS

Str 34, **Dex** 25, **Con** 30, **Int** 23, **Wis** 25, **Cha** 24

Base Atk +18; **CMB** +32 (+36 bull rush); **CMD** 49 (51 vs. bull rush, 53 vs. trip)

Feats Awesome Blow, Flyby Attack, Greater Bull Rush, Hover, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack, Toughness

Skills Acrobatic +25 (+29 when jumping), Bluff +28, Diplomacy +28, Fly +24, Intimidate +28, Knowledge (arcana, planes, religion) +27, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +20; **Racial Modifier** +4 Acrobatics when jumping

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ devil mark, false divinity (Trickery)

ECOLOGY

Environment any (Hell)

Organization solitary or pantheon (2–5)

Treasure double

SPECIAL ABILITIES

Devil Mark (Su) An advodaza can grant worthy servants a measure of its power. As a full-round action, an advodaza can touch a willing creature, marking it with a unique symbol. For as long as the creature is marked, it gains a spell-like ability it can use once per day. This spell-like ability comes from the advodaza's chosen domain (see false divinity, below). The target can also telepathically communicate with the advodaza over any distance while on the same plane. An advodaza can dismiss its mark as a standard action, no matter where the bearer is. It can also, as a standard action, cause pain to a mark bearer that deals 6d6 points of damage with no saving throw. An advodaza can mark multiple creatures, up to a number equal to its Hit Dice (typically 18).

False Divinity (Su) Each advodaza chooses one cleric domain and gains the domain spells (5th level and lower) of that domain as spell-like abilities. Each of these abilities can be used 3 times per day. The advodaza does not gain any of the domain's granted powers. Most advodazas possess powers from the Evil, Fire, Law, Trickery, War, or Weather domains, though any domains except Good or Chaos are possible. These spell-like abilities are not included in the stat block above.

Evil Domain: *align weapon* (evil only), *dispel good*, *magic circle against good*, *protection from good*, *unholy blight*

Fire Domain: *burning hands*, *fire shield*, *fireball*, *produce flame*, *wall of fire*

Law Domain: *align weapon* (law only), *dispel chaos*, *magic circle against chaos*, *order's wrath*, *protection from chaos*

Trickery Domain: *confusion*, *disguise self*, *false vision*, *invisibility*, *nondetection*

War Domain: *divine power*, *flame strike*, *magic vestment*, *magic weapon*, *spiritual weapon*

Weather Domain: *call lightning*, *fog cloud*, *ice storm*, *obscuring mist*, *sleet storm*

Idol Armor (Su) Advodazas armor themselves in fallen idols and ornaments of devotion. This armor grants an advodaza a +7 armor bonus to AC and immunity to cold, electricity, and sonic damage, as well as immunity to the spell *dismissal*. The spells *chaos hammer*, *holy smite*, *holy word*, and *word of chaos* destroy this armor, removing the devil's armor bonus to AC and its immunities (its cold immunity is replaced with the devil's normal cold resistance of 10). The armor is automatically destroyed if the advodaza is slain. If uninterrupted for 1 hour, an advodaza can summon new armor to replace its destroyed protection.

Infernal Wound (Su) An advodaza's assaults leave vicious marks that do not easily heal. The damage an advodaza inflicts with its claws leaves persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to stanch—a successful DC 29 Heal check is required to stop the bleeding, and anyone attempting to magically heal a creature suffering from an infernal wound must succeed at a DC 29 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects. The Heal check DC and caster level DC are Constitution-based.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

False gods, fallen demagogues, nemesis devils—all are names for the fiends known collectively as advodazas. They survive from dark ages past, when mortals offered worship to base things and unwholesome spirits that masqueraded as baleful gods. Although time and faith have turned against these beings, the most tenacious of their kind have refused to fade into oblivion, and to these obstinate corruptors and one-time deities the gates of Hell swing wide and welcoming. These lords of cults and masters of forgotten mysteries find renewed vigor in the depths of the Pit, and those seeking to restore their power and lordship over mortalkind undergo terrible indoctrinations and binding rites that transform them over the ages into true devils. What emerge are shades of half-remembered demigods, fallen princes seeking to claim their subjects anew, and fiends of blasphemy: the idol-clad advodazas.

Fantastically ancient beings, advodazas rose from spirits worshiped by mortals in distant ages, typically as part of primitive and deranged cults. While humanoids still huddled in crude shelters, begging any power that would listen to protect them from storms, beasts, enemies, hunger, and countless other fears, the spirits of the land, sky, and animals were the first to give heed. Not deities, but elusive influences, these forces heard the early prayers and worked what appeared to be miracles in return for sacrifices and adoration. Slowly, these formless vestiges took shape as idols, fetishes, palladia, and all manner of cult images. Yet as knowledge of true deities and the powers they offered worshipers spread, the old spirits were either forgotten or demonized and rooted out.

All advodazas desire to eventually return to the Material Plane, where they might tempt new followers to serve, sacrifice, and raise idols to their names. Though merciless, advodazas appeal to many mortals because of the directness of their interaction and their willingness to grant power or to violently smite enemies for a seemingly paltry price. In death, however, advodazas' servants find no divine realm, nor do they sit beside some grand deity. When they die, there is only Hell.

No two advodazas look exactly alike. Each one embodies the powers and spheres of influence for which it was worshiped in ages past and subsequently anthropomorphized as a monstrous being. Typically, this results in quadrupedal and half-bestial shapes that bristle with terrible wings, hooves, claws, and fangs. Universally, though, they bear the broken remnants of their fallen faith—in the form of cracked idols worn like armor, profane talismans crafted into jewelry, or fearful totems wielded like massive weapons—and bristle with archaic power and unquenchable arrogance. Despite this wide range of appearances, all advodazas possess the same core abilities, though some particularly ancient or powerful fiends possess augmented or even unique abilities.

Most advodazas stand about 18 feet tall and weigh approximately 9 tons.



Illustration by Scott Purdy

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Devilbound Creature

This elegant and mysterious woman has a sinister air of dark power around her, like a protective ward.

DEVILBOUND SORCERER CR 13

XP 25,600

Female pit fiend-bound human sorcerer 13
LE Medium humanoid (human)
Init +4; **Senses** darkvision 60 ft., see in darkness; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+4 armor, +7 natural)
hp 121 (13d6+73); regeneration 5 (good spells, good weapons)
Fort +13, **Ref** +7, **Will** +12; +4 vs. poison
DR 10/adamantine (130 points); **Resist** cold 20, fire 30
Weaknesses contract bound

OFFENSE

Speed 30 ft.
Melee dagger +5/+0 (1d4–1/19–20)
Devilbound Spell-Like Abilities (CL 13th; concentration +20)
3/day—quickened *fireball* (DC 20), *invisibility*
1/day—*blasphemy* (DC 24), summon (level 7, 1 lemure, 1 bearded devil, or 1 erinyes 100%)
Bloodline Spell-Like Abilities (CL 13th; concentration +20)
10/day—elemental ray (1d6+6 cold)
1/day—elemental blast (13d6 cold, DC 23)
Sorcerer Spells Known (CL 13th; concentration +20)
6th (5/day)—*acid fog*, *elemental body III*, *summon monster VI*
5th (7/day)—*cloudkill* (DC 23), *elemental body II*, *summon monster V*, *teleport*
4th (6/day)—*charm monster* (DC 22), *confusion* (DC 22), *elemental body I*, *fear* (DC 21), *stoneskin* (already cast)
3rd (8/day)—*displacement*, *hold person* (DC 21), *protection from energy*, *stinking cloud* (DC 21), *summon monster III*
2nd (8/day)—*acid arrow*, *darkness*, *detect thoughts* (DC 19), *glitterdust* (DC 20), *scorching ray* (cold), *web* (DC 20)
1st (7/day)—*burning hands* (cold) (DC 18), *charm person* (DC 19), *disguise self*, *feather fall*, *mage armor* (already cast), *magic missile*
0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *ghost sound* (DC 17), *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*
Bloodline elemental (water)

STATISTICS

Str 8, **Dex** 10, **Con** 18, **Int** 15, **Wis** 12, **Cha** 24
Base Atk +6; **CMB** +5; **CMD** 15
Feats Arcane Shield[APG], Augment Summoning, Combat Casting, Craft Wondrous Item, Empower Spell, Eschew Materials, Great Fortitude, Improved Initiative, Spell Focus (conjuration), Spell Focus (enchantment), Superior Summoning[APG]
Skills Diplomacy +13, Intimidate +17, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +14, Sense Motive +14
Languages Common, Draconic, Infernal
SQ bloodline arcana (change energy damage spells to cold)

ECOLOGY

Environment any urban
Organization solitary
Treasure NPC gear (dagger, *amulet of natural armor +3*, *belt of mighty constitution +2*, *cloak of resistance +3*, *headband of alluring charisma +4*, *brooch of shielding* [50 points], *potion of cure serious wounds*, *wand of false life* [10 charges], diamond dust [250 gp], other treasure)

A devilbound creature has made a bargain with a devil, promising a service and its soul in exchange for infernal power. The specific service depends on the devil's type and motivations, but always furthers the interests of Hell.

Creating a Devilbound Creature

"Devilbound creature" is an acquired template that can be added to any creature with 5 or more Hit Dice and Intelligence, Wisdom, and Charisma scores of 3 or higher (referred to hereafter as the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Any evil. A devilbound creature radiates an evil aura as if it were an evil outsider.

Senses: A devilbound creature gains darkvision 60 ft. and the see in darkness ability.

Armor Class: Natural armor improves by +4.

Defensive Abilities: A devilbound creature gains a +4 bonus on saving throws against poison, resist fire 30, and regeneration 5 (good spells, good weapons).

Weaknesses: The devil-bound creature gains the following weakness.

Contract Bound (Ex): The creature has signed a contract of service in return for this template. The devil must reveal its nature as a creature of Hell when it offers a contract, and it can't hide the details of the contract in any way. The creature must enter the agreement willingly (without magical compulsion). Usually the creature must perform one or more tasks for the devil, and in exchange the creature gains the template's abilities, whether immediately, after a specific amount of time, or once the tasks are completed.

The contract always includes a clause that damns the creature's soul to Hell when the creature dies, with credit for the act and possession of the soul going to the devil signing the contract. When the creature dies, its soul is automatically imprisoned in a gem, which immediately appears in Hell as one of the devil's belongings. If the devil is dead when the creature dies, the creature's soul is destroyed, and can't be restored to life except by *miracle* or *wish*. If the creature fails to perform the tasks in the allotted time, its soul is still damned and the devil is not obligated to provide the promised abilities.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Many contracts state that the devil, its agents, and its allies will not attempt to kill the creature. This doesn't protect against all devils, but does offer the creature a measure of protection against treachery from the signatory devil.

Breaking a contract with a devil is difficult and dangerous. Furthermore, as long as the contract remains in effect, a slain victim can't be restored to life after death except by a *miracle* or *wish*. If the devilbound creature is restored to life, the devil immediately senses the name and location (as *discern location*) of the creature responsible.

Special Attacks: The creature gains the summon universal monster ability and can summon a devil once per day with a 100% chance of success. The devil remains for 1 hour. The creature's caster level or Hit Dice, whichever is higher, determines the most powerful kind of devil it can summon and the effective spell level of this ability, according to the following table.

Caster Level	Devil	Spell Level
3rd	Lemure	2nd
9th	Bearded devil	5th
11th	Erinyes	6th
13th	Bone devil	7th
15th	Barbed devil	8th
17th	Ice devil	9th

Spell-Like Abilities: The creature gains the following spell-like abilities, depending on the kind of devil it is bound to. The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

Accuser: 3/day—*clairaudience/clairvoyance*, *invisibility* (self only), *summon swarm*

Barbed: 3/day—*hold monster*

Bearded: 3/day—*dimension door*, *rage*

Belier: 3/day—*charm monster*

Bone: 3/day—*fly*, *invisibility* (self only)

Contract: 3/day—*bestow curse*, *detect thoughts*, *locate creature*

Drowning: 3/day—*hydraulic push*[APG], *water breathing*

Erinyes: 3/day—*fear* (single target), *unholy blight*

Handmaiden: 3/day—*black tentacles*; 1/day—*true seeing*

Horned: 3/day—*dispel good*, *fireball*

Host: 3/day—*dimension door*, *fly*

Ice: 3/day—*cone of cold*, *ice storm*

Immolation: 3/day—*fire shield*, *fireball*

Imp: 3/day—*invisibility* (self only), *polymorph* (self only, same size as base creature)

Nemesis: 3/day—*invisibility*, *scorching ray*; 1/day—*blasphemy*

Pit Fiend: 3/day—quickened *fireball*, *invisibility*; 1/day—*blasphemy*

Abilities: Adjust the base creature's ability scores according to the kind of devil it is bound to.

Devil	Str	Dex	Con	Int	Wis	Cha
Accuser	—	2	2	—	2	—
Barbed, bearded, host	2	2	2	—	—	
Belier	—	—	—	2	2	2
Bone, ice	—	—	2	2	2	—
Contract, handmaiden	—	—	—	2	2	2
Drowning, horned	2	2	—	—	—	2
Erinyes	—	2	2	—	—	2
Immolation	2	—	2	—	—	2
Imp	—	2	—	2	—	2
Nemesis, pit fiend	+2 to any three different ability scores					



Illustration by Shreya Shetty

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dinosaur, Dimorphodon

The head of this colorful red and purple flying reptile is overly large, and its jaws are lined with tiny sharp teeth.

DIMORPHODON **CR 1**

XP 400

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

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

hp 11 (2d8+2)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 10 ft., fly 30 ft. (average)

Melee bite +3 (1d6+3 plus poison)

Special Attacks poison

STATISTICS

Str 15, **Dex** 17, **Con** 12, **Int** 2, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 16

Feats Flyby Attack

Skills Fly +7, Perception +5

ECOLOGY

Environment warm coasts or forests

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 12; frequency 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

The dimorphodon's jaws contain two separate rows teeth: several large fangs near the front (used to grip prey and inject poison) and numerous smaller, sharp teeth along the rest of the jaw.

Dimorphodons are known for being easy to train. Handle Animal checks to train dimorphodons are attempted with a +4 bonus, and a dimorphodon can know one bonus trick chosen by its trainer once the creature has been fully domesticated.

A dimorphodon's wingspan is between 4 and 5 feet long.

Dinosaur, Diplodocus

This enormous, long-necked quadruped moves with an uncanny grace, holding its lengthy, whiplike tail out level behind it.

DIPLODOCUS **CR 12**

XP 19,200

N Colossal animal

Init +6; **Senses** low-light vision, scent; Perception +32

DEFENSE

AC 25, touch 4, flat-footed 23 (+2 Dex, +21 natural, –8 size)

hp 190 (20d8+100)

Fort +17, **Ref** +14, **Will** +11

OFFENSE

Speed 30 ft.

Melee 2 tail lashes +22 (4d6+15/19–20)

Space 30 ft.; **Reach** 60 ft.

Special Attacks trample (2d8+22, DC 35)

STATISTICS

Str 40, **Dex** 14, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +15; **CMB** +38 (+40 bull rush); **CMD** 50 (52 vs. bull rush, 54 vs. trip)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (tail lash), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Staggering Critical

Skills Perception +32

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (3–14)

Treasure none

SPECIAL ABILITIES

Tail Lash (Ex) The diplodocus prefers to attack with its tail. The dinosaur can snap its incredibly long tail with surprising speed like an enormous whip—this is a primary attack that deals bludgeoning and slashing damage. A diplodocus can make two separate attacks with its tail lash as a full-attack action.

The diplodocus is one of the longest dinosaurs, capable of reaching lengths of 100 feet or more. Much of this length is taken up by the diplodocus's tremendously powerful whiplike tail, a devastating weapon capable of striking at a considerable range.

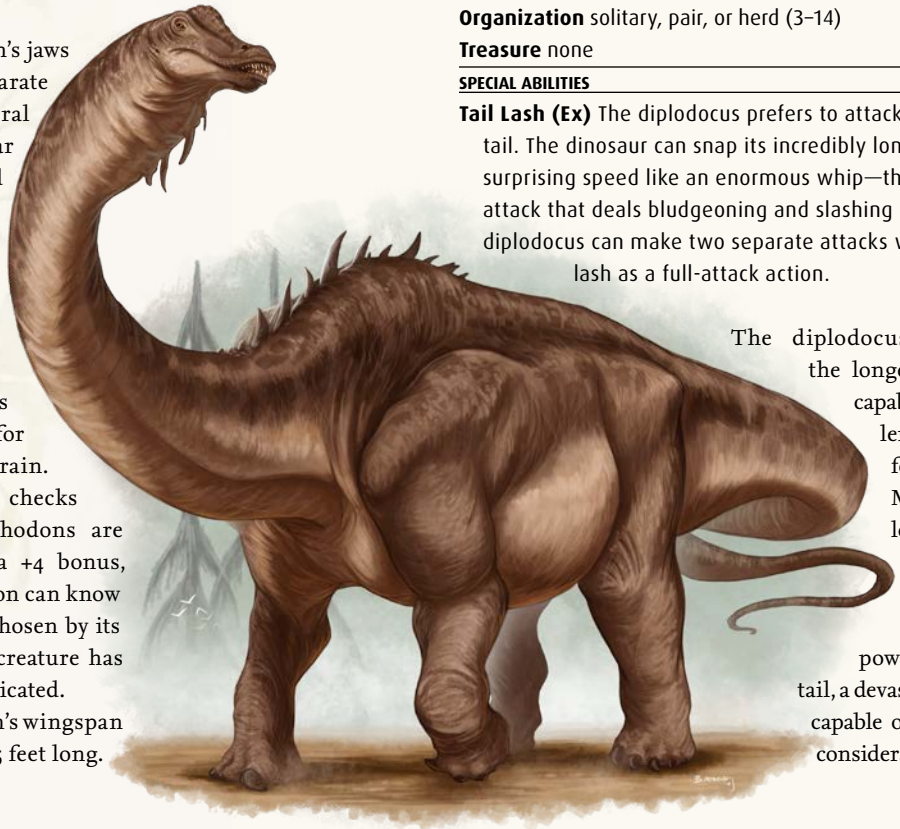


Illustration by Brynn Metheney

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dinosaur, Styracosaurus

This bulky, four-legged dinosaur has a long nasal horn and a crest studded with additional horns sweeping back from its skull.

STYRACOSAURUS **CR 5**

XP 1,600

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 52 (7d8+21)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +11 (2d8+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 4d8+9), reflexive strike

STATISTICS

Str 22, **Dex** 13, **Con** 17, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +5; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Combat Reflexes[B], Great Fortitude, Iron Will, Power Attack, Weapon Focus (gore)

Skills Perception +11

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (3–16)

Treasure none

SPECIAL ABILITIES

Reflexive Strike (Ex) A styracosaurus can make three additional attacks of opportunity each round—combined with its bonus Combat Reflexes feat, this allows the dinosaur to make up to five of these attacks of opportunity per round. The dinosaur makes these attacks with its horned crest, but they are treated as normal gore attacks.

The styracosaurus is a bulky dinosaur with a solid frame and a very distinctive skull—a horned frill extends back from its head, protecting its neck and serving as a highly effective natural weapon that allows it to make attacks of opportunity. It is notorious for its ill temper, savagely attacking any creature that it perceives as a threat or even as an irritant.

A styracosaurus is 18 feet long and weighs nearly 3 tons.

Dinosaur, Velociraptor

This small, sleek dinosaur has vicious, snapping jaws and feet that end in large talons for gutting prey.

VELOCIRAPTOR **CR 2**

XP 600

N Small animal

Init +7; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 22 (3d8+9)

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

Defensive Abilities evasion

OFFENSE

Speed 60 ft.

Melee bite +6 (1d4+1), 2 talons +6 (1d6+1/19–20)

Special Attacks leaping charge

STATISTICS

Str 13, **Dex** 17, **Con** 17, **Int** 2, **Wis** 14, **Cha** 14

Base Atk +2; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +11 (+23 when jumping), Perception +10, Stealth +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +4 Perception, +4 Stealth

ECOLOGY

Environment warm forests or plains

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

Treasure none

SPECIAL ABILITIES

Leaping Charge (Ex) A velociraptor can jump while charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talons.

A smaller cousin of the deinonychus, the velociraptor is a swift, cunning pack hunter. It has no fear of Medium or even Large creatures. Its leaping charge attack grants it a significant advantage against foes in thick underbrush.

A velociraptor is around 1-1/2 feet tall and 7 feet long, and weighs 35 pounds.



Illustration by Brynn Metheney

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Divine Guardian

This regal hydra has one larger head and four smaller ones, and projects an aura of authority and menace.

DIVINE GUARDIAN HYDRA CR 5

XP 1,600

N Huge magical beast (air, water)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, –2 size)

hp 47 (5d10+20); fast healing 5

Fort +8, **Ref** +5, **Will** +5

Defensive Abilities ability healing; **Immune** disease, mind-affecting effects, poison

OFFENSE

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

Melee 5 bites +7 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce

Spell-Like Abilities (CL 5th; concentration +6)

At will—*dimension door* (within sacred site only)

3/day—*alarm*, *knock*

1/day—*arcane lock*, *augury*, *clairvoyance/clairaudience*, *hold portal*

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 6, **Wis** 15, **Cha** 13

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Combat Reflexes, Iron Will, Weapon Focus (bite)

Skills Fly +9, Perception +16, Sense Motive +7, Swim +11; **Racial Modifiers** +7 Perception, +5 Sense Motive

Languages Draconic

SQ blessed life, divine swiftness, hydra traits, regenerate head, sacred site

ECOLOGY

Environment temperate ruins

Organization solitary

Treasure standard

A divine guardian is a creature chosen by the gods to guard a sacred site of the faith. Blessed with eternal life (or damned, some might say), a divine guardian spends untold centuries in the service of its deity, tirelessly and deathlessly defending its charge from any who would seek to desecrate it.

Typically such a creature is transformed into a form more regal than its mortal one, setting it apart from a typical member of its race or species. A divine guardian is spiritually connected to the one site that it must guard for eternity. As long as a divine guardian remains within that site, it does not hunger, thirst, get sick, or even age. Within the bounds of its sacred site, a divine guardian possesses numerous defensive powers to ward it from intruders, but it can never leave the area or the long years of its service will finally catch up to it. A divine guardian must weigh the power and prestige of its endless responsibility against the freedom death might inevitably bring.

Most divine guardians are chosen servants who agree to willingly serve their gods for all eternity, but some have been cursed with their duty in response for some harm to the god's faithful or as atonement for some great sin. Whatever the nature of its creation, a divine guardian is still beholden to the god that granted it its powers, and to the followers of that god as well.

A cleric or paladin of the deity that created a divine guardian can issue the guardian commands. This does not give the cleric or paladin complete control over the creature, but the guardian does respond favorably to those requests. For example, a cleric could ask it to not attack her companions, or to help her defend the guardian's sacred site from attackers. A cleric or paladin of the same faith must win an opposed Charisma check to convince a divine guardian to do anything it wouldn't ordinarily do. A divine guardian can never be ordered to leave its sacred site or to go against the tenets of its deity's faith.

The divine guardian hydra presented here is built using a hydra from the *Pathfinder RPG Bestiary*. See page 178 of the *Bestiary* for rules on this creature's hydra traits and regenerate head abilities. This divine guardian hydra is a divine guardian of the god of nature and the weather, thus giving it the air and water subtypes.

Creating a Divine Guardian

"Divine guardian" is an acquired template that can be added to any creature (referred to hereafter as the base creature). A divine guardian uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Usually, the alignment of a divine guardian matches that of the god who invested it with power. Sometimes, however, a god punishes a wayward worshiper or an enemy of the faith by making it a divine guardian.

Type: The creature's type does not change, but the creature might gain one or more alignment or elemental subtypes, depending on the alignment and portfolio of the deity that granted it the template. Possible subtypes include air, chaotic, cold, earth, evil, fire, good, lawful, and water. For instance, a lawful good deity's divine guardian would have the lawful and good subtypes, even if it were actually of some other alignment. Similarly, a neutral god of water and ice would grant its divine guardian the water and cold subtypes.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Senses: A divine guardian gains darkvision 60 feet and low-light vision.

Defensive Abilities: A divine guardian is immune to disease, poison, and all mind-affecting effects. It also gains fast healing 5. In addition, it gains the following defensive ability.

Ability Healing (Ex): A divine guardian heals 1 point of ability damage per round in each damaged ability score.

Special Attacks: A divine guardian gains the following.

Spell-Like Abilities: A divine guardian has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, these abilities are usable 1/day. CL is equal to the divine guardian's HD or the CL of the base creature's spell-like abilities, whichever is higher.

HD	Abilities
1–2	*Alarm* 3/day, *dimension door* at will (within sacred site only), *hold portal*
3–4	*Arcane lock*, *knock* 3/day
5–6	*Augury*, *clairaudience/clairvoyance*
7–8	*Dismissal*
9–10	*Commune*
11–12	*Guards and wards*
13–14	*Forbiddance*
15–16	*Banishment*
17–18	*Repulsion*
19–20	*Screen*
21+	*Antipathy*

Special Qualities: A divine guardian gains the following.

Aura (Ex): A divine guardian with the chaotic, evil, good, or lawful subtypes has an aura as if it were an aligned outsider of equivalent Hit Dice (see the *detect evil* spell for details).

Blessed Life (Ex): A divine guardian does not age or breathe. It does not require food, drink, or sleep.

Divine Swiftness (Ex): A divine guardian is gifted with incredible speed, granting it a +4 bonus on initiative rolls. In addition, each of the base creature's speeds is doubled. If the base creature has a fly speed, the divine guardian's maneuverability becomes perfect if it was not already. If the divine guardian acquires the air, earth, or water subtype, it gains a fly, burrow, or swim speed equal to its highest speed.

Sacred Site (Ex): Each divine guardian is assigned to guard a specific site sacred to the deity that invested it with power. This area may be a structure, a series of structures, or a natural site with clearly defined borders. It can be as large as a city, but in most cases it's a single temple or a sacred grove. Gods don't waste their powers on places that their worshipers can protect, so most divine guardians keep watch over abandoned burial grounds or lost temples. The divine guardian of such a site is charged with protecting it from harm and preventing incursions by those not of the faith. It must keep its vigil until the god deems the guardian's task done.

If the divine guardian ever moves out of the area defined as the sacred site, it immediately loses the divine guardian template and any spellcasting ability the deity might have granted from class levels. It cannot regain the template unless it atones for its failure (usually by completing some quest or via an *atonement* spell) and reenters the site within 1 week. Otherwise, it loses the template permanently, taking 6d6 points of Constitution drain as the years of lost food, drink, and sleep return to it tenfold. A creature that lacks a Constitution score takes 2d6 points of damage per Hit Die from this process. Even if it survives the Constitution drain, the creature can never regain the template.

Abilities: Wis +4, Cha +4. If the base creature has an Intelligence score of 2 or lower, it also gains Int +4.

Skills: A divine guardian gains a +5 racial bonus on Perception and Sense Motive checks.

Organization: Solitary.



Illustration by Shreya Shetty

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dorvae

Two pairs of stretched and veiny leather wings adorn the back of this shrouded reptilian nightmare.

DORVAE **CR 11**

XP 12,800

NE Medium outsider (evil)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +24

DEFENSE

AC 24, touch 16, flat-footed 18 (+5 Dex, +1 dodge, +8 natural)

hp 123 (13d10+52)

Fort +8, **Ref** +13, **Will** +10

DR 10/good; **Immune** mind-affecting effects, poison; **SR** 22

OFFENSE

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

Melee 2 claws +18 (3d8+4/19–20 plus grab)

Special Attacks writhing snakes

Spell-Like Abilities (CL 11th; concentration +14)

Constant—*see invisibility*

At will—*detect thoughts* (DC 15)

3/day—*bestow curse* (DC 17), *dimension door*

1/day—*feeblemind* (DC 18), *lesser geas* (DC 17)

STATISTICS

Str 18, **Dex** 21, **Con** 18, **Int** 17, **Wis** 14, **Cha** 17

Base Atk +13; **CMB** +20 (+24 grapple); **CMD** 33

Feats Agile Maneuvers, Dodge, Flyby Attack, Improved Critical (claw), Mobility, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +21, Bluff +19, Diplomacy +13, Fly +18, Intimidate +16, Knowledge (planes) +19, Knowledge (religion) +19, Perception +24, Sense Motive +18, Stealth +21

Languages Abyssal, Celestial, Common, Infernal; telepathy 50 ft.

ECOLOGY

Environment any (evil planes)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Writhing Snakes (Ex): When a dorvae succeeds at a grapple check against an opponent, the serpents of its body writhe around the grappled foe, biting wherever they can gain purchase. This deals 2d8 points of piercing damage, and the grappled foe is subject to the dorvae's supernatural poison.

Dorvae Poison (Su) Writhing snakes—injury; *save* DC 20; *frequency* 1/round for 12 rounds; *effect* 1d4 Wis and on the first failed save the target is susceptible to the dorvae's *lesser geas* no matter its Hit Dice for 24 hours. *Cure* 3 saves. The save DC is Constitution-based.

The dorvaes are a race of fiends standing apart from all others. Each dorvae prides itself on owing no allegiance to anything but itself, and is never willing to suffer a master no matter how powerful or intelligent that creature may be. Dorvaes believe all other creatures in the universe live solely to entertain the dorvaes' perverse pleasures. Cruel, selfish, and calculating, each dorvae pursues its own dark agenda and desires without guilt, empathy for its playthings, or even consideration of the possible consequences. Master manipulators, dorvaes would rather stand back and create unquestioning minions to champion their schemes.

Many dorvaes meddle in the politics and power plays of evil planar beings, but a number of these fiends ply their manipulations on the Material Plane. Often they seek out primitive humanoid tribes, which they lead like vengeful and angry gods. Others look for cosmopolitan centers to manipulate, often masquerading as the mysterious leaders of foreign cults, or as the masterminds of criminal societies.



Illustration by Vincent Devault

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dossenus

This small creature looks like a lumpy head with crab legs and a giant mouth filled with stone teeth.

DOSSENUS **CR 1**

XP 400

N Small aberration

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

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 13 (2d8+4)

Fort +2, **Ref** +0, **Will** +3; +4 vs. poison

Weaknesses hydrophobia, light blindness

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft.

Melee bite +4 (1d6+3/19–20)

Special Attacks devastating maw, sneak attack +1d6, swarming

STATISTICS

Str 12, **Dex** 11, **Con** 14, **Int** 3, **Wis** 10, **Cha** 5

Base Atk +1; **CMB** +1; **CMD** 11 (15 vs. trip)

Feats Improved Critical[B] (bite), Weapon Focus (bite), Weapon Specialization[B] (bite)

Skills Climb +17, Perception +5; **Racial Modifiers** +8 Climb

Languages Aklo

ECOLOGY

Environment any underground (except water)

Organization solitary, clutch (2–9), or infestation (10–20)

Treasure incidental

SPECIAL ABILITIES

Burrow (Ex) A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.

Devastating Maw (Ex) A dossenus' bite attack counts as adamantine for the purposes of overcoming DR and bypassing hardness.

Hydrophobia (Ex) A dossenus cannot swim and always fails Swim checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

Swarming (Ex) Dossenuses are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenuses can share the same square at the same time. If two dossenuses sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

A dossenus is a subterranean pack hunter that can digest almost anything. Its body is mostly head and face, dominated by a huge mouth with multiple rows of black, rocklike teeth. Two thin arms and four thin legs extend from its underdeveloped body; its front limbs end in crablike claws it can use to clumsily manipulate objects. A dossenus is just under 4 feet long and weighs 60 pounds.

Dossenuses are notorious for their voracious appetites and ability to gnaw through practically any substance with their savage teeth. Though their tiny eyes appear absent of thought or purpose, dossenuses are actually slightly more intelligent than mere beasts. These creatures have a primitive communal social structure, speak and understand Aklo, and practice a violent form of religion based on the indiscriminate consumption of all other forms of life. Dossenuses practice ritual cannibalism of their dead.

Dossenuses are gifted climbers and burrowers and use their talents to clamber up or through walls, floors, ceilings, and over their fellows to quickly surround and overwhelm prey.

Once one of these extremely tenacious creatures lays eyes on potential prey, it does not give up the chase until it or its target is dead, or enters or crosses a body of water. A dossenus cannot swim (it sinks to the bottom) and has an intense fear of deep water.

Once every few generations, dossenuses gather in great numbers, sometimes in the thousands. After several weeks of worship, fasting, and frenzied mating, the creatures skitter forth as a massive swarm intent on devouring any living thing in their path.



Illustration by Mattias Fahlberg

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dragon, Outer

Outer dragons, natives of the vast reaches of space, can be encountered on diverse worlds. They are generally neutral, but their alignments vary more than those of other dragons.

Age Categories

As a dragon ages, it goes through 12 age categories. Its base statistics change as noted on the Dragon Age Categories table.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This column shows the number of size categories by which to increase the dragon's base size, depending on its age. Instead of the standard increases to ability scores when it achieves a larger size, a true dragon gains ability score increases according to its age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increasing base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the totals on the Dragon Ability Scores table.

Natural Armor: This shows the amount the dragon's base natural armor bonus increases with each age category.

Breath Weapon: Each dragon has a breath weapon that deals a base amount of damage. This multiplier increases the number of dice of damage dealt. For example, a mature adult with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the ×7 multiplier).

Combat

The Dragon Attacks and Speeds table lists attacks a dragon can employ and the damage it deals (a dash indicates a dragon of that size doesn't possess that attack). Dragons gain other abilities listed here at specific age categories.

Fly Speed: A dragon's fly speed increases based on its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus 1/2 the dragon's Strength bonus.

Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its body to crush any of them that are three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed at a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex) A Gargantuan or larger dragon can sweep its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su) Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 the dragon's HD + the dragon's Constitution modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Additional Dragon Rules

Alien Presence (Ex): A juvenile or older outer dragon has an aura that functions as frightful presence (see page 294) with a range equal to 30 feet × the dragon's age category. The effect of each dragon's alien presence is noted in its description.

Damage Reduction: Dragons gain damage reduction as they age, as indicated in each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Immunities (Ex): Every dragon is immune to sleep and paralysis. In addition, a dragon is immune to additional forms of attack, as given in its description.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Dragon Age Categories

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrm	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

Dragon Ability Scores

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

Dragon Attacks and Speeds

Size	Fly Speed (maneuverability)	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon Line	Breath Weapon Cone
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d4	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d6	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	1d8	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.	70 ft.

No Breath (Ex): Outer dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning. See the universal monster rules for more information.

See in Darkness (Ex): Outer dragons can see perfectly in darkness, even that created by *deeper darkness*.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in their descriptions. A dragon's SR is equal to 11 + its CR.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Starflight (Su): In outer space, an outer dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Outer Dragon, Lunar

A shimmering halo surrounds this regal dragon's spine-crowned head, and its vast wings ripple like milky gossamer lit by the moon.

LUNAR DRAGON

CN dragon

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft., burrow 20 ft.

Natural Armor +6; **Breath Weapon** line, 2d8 cold

Str 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 15

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Absolute Cold (Su) An old or older lunar dragon's breath weapon can affect creatures immune to cold damage. A creature immune to cold damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' cold resistance is treated as 10 less than normal.

Alien Presence (Su) A lunar dragon's alien presence affects opponents that fail their saves as *touch of idiocy* (or as *feeblemind* for creatures with 4 or fewer Hit Dice) for 5d6 rounds. This is a mind-affecting compulsion effect.

Bewildering Breath (Su) A creature that fails its saving throw against a lunar dragon's breath weapon emits light (as *faerie fire*) and is dazzled for 1d4 rounds. If the lunar dragon is adult or older, the creature is also confused for 1d4 rounds.

Moonsilver (Ex) A lunar dragon's natural weapons are treated as silver for the purpose of overcoming damage reduction.

Reflect Rays (Su) Rays and ranged touch effects that strike an ancient or older lunar dragon but fail to overcome its spell resistance are reflected back at their source, using the original attack roll to determine whether they hit.

Reflected Light (Ex) A very young or older lunar dragon can't be blinded or dazzled by bright light or patterns.

Age Category	Special Abilities	Caster Level
Wyrmling	Bewildering breath, immunity to cold, moonsilver	—
Very young	Reflected light	—
Young	*Dancing lights*	1st
Juvenile	Alien presence, *life bubble*[APG]	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Moonstruck*[APG]	7th
Mature adult	DR 10/magic	9th
Old	Absolute cold, *scrying*	11th
Very old	DR 15/magic	13th
Ancient	Reflect rays	15th
Wyrm	DR 20/magic	17th
Great wyrm	*Greater scrying, polar midnight*[UM]	19th

YOUNG LUNAR DRAGON CR 9

XP 6,400

CN Large dragon

Init +0; **Senses** dragon senses, see in darkness; Perception +17

DEFENSE

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

hp 105 (10d12+40)

Fort +10, **Ref** +7, **Will** +11

Defensive Abilities reflected light; **Immune** cold, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks bewildering breath, breath weapon (80-ft. line, 6d8 cold, DC 18), moonsilver

Spell-Like Abilities (CL 10th; concentration +13)

At will—*dancing lights*

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*comprehend languages*, *mage armor*

0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*

STATISTICS

Str 21, **Dex** 11, **Con** 16, **Int** 16, **Wis** 18, **Cha** 17

Base Atk +10; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Flyby Attack, Multiattack, Power Attack, Step Up, Toughness

Skills Diplomacy +16, Fly +7, Intimidate +16, Knowledge (arcana, geography, history, local, nature) +10, Perception +17, Sense Motive +17, Spellcraft +16, Use Magic Device +16

Languages Aklo, Auran, Common, Draconic

SQ no breath, starflight

ADULT LUNAR DRAGON CR 13

XP 25,600

CN Huge dragon

Init +3; **Senses** dragon senses, see in darkness; Perception +25

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 28, touch 7, flat-footed 28 (–1 Dex, +21 natural, –2 size)

hp 200 (16d12+96)

Fort +15, **Ref** +9, **Will** +16

Defensive Abilities reflected light; **DR** 5/magic; **Immune** cold, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +22 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (2d6+4), tail slap +20 (2d8+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks bewildering breath, breath weapon (100-ft. line, 12d8 cold, DC 23), crush, moonsilver

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

At will—*dancing lights*, *life bubble*[APG], *moonstruck*[APG]

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (3/day)—*haste*, *heroism*

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

2nd (5/day)—*blur*, *hypnotic pattern* (DC 17), *mirror image*
1st (7/day)—*comprehend languages*, *mage armor*, *protection from evil*, *shocking grasp*, *vanish*[APG]
0 (at will)—*arcane mark*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*, *resistance*

STATISTICS

Str 27, **Dex** 9, **Con** 20, **Int** 20, **Wis** 22, **Cha** 21
Base Atk +16; **CMB** +26; **CMD** 35 (39 vs. trip)
Feats Arcane Strike, Dazing Assault[APG], Flyby Attack, Improved Initiative, Multiattack, Power Attack, Toughness, Wingover
Skills Bluff +12, Diplomacy +24, Fly +10, Intimidate +24, Knowledge (arcana, geography, history, local, nature) +20, Perception +25, Sense Motive +25, Spellcraft +24, Use Magic Device +24
Languages Aklo, Aquan, Auran, Common, Draconic, Ignan
SQ no breath, starflight

ANCIENT LUNAR DRAGON CR 18

XP 153,600

CN Gargantuan dragon
Init +2; **Senses** dragon senses, see in darkness; Perception +35
Aura alien presence (300 ft., DC 29)

DEFENSE

AC 37, touch 4, flat-footed 37 (–2 Dex, +33 natural, –4 size)
hp 348 (24d12+192)
Fort +21, **Ref** +12, **Will** +22
Defensive Abilities reflect rays, reflected light; **DR** 15/magic; **Immune** cold, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)
Melee bite +32 (4d6+18), 2 claws +32 (2d8+12), 2 wings +30 (2d8+6), tail slap +30 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks bewildering breath, breath weapon (120-ft. line, 20d8 cold, DC 29), crush, moonsilver, tail sweep
Spell-Like Abilities (CL 24th; concentration +31)
At will—*dancing lights*, *life bubble*[APG], *moonstruck*[APG], *scrying*
3/day—quickened *moonstruck*[APG]
Sorcerer Spells Known (CL 15th; concentration +22)
7th (5/day)—*greater teleport*, *waves of exhaustion*
6th (7/day)—*cold ice strike*[UM] (DC 23), *greater dispel magic*, *true seeing*
5th (7/day)—*dominate person* (DC 22), *feeblemind* (DC 22), *fire snake* (DC 22), *mage's private sanctum*
4th (7/day)—*charm monster* (DC 21), *fire shield*, *greater invisibility*, *lesser globe of invulnerability*
3rd (8/day)—*haste*, *heroism*, *tongues*, *vampiric touch*
2nd (8/day)—*bear's endurance*, *detect thoughts* (DC 19), *hypnotic pattern* (DC 19), *minor image* (DC 19), *mirror image*
1st (8/day)—*comprehend languages*, *mage armor*, *protection from evil*, *shocking grasp*, *vanish*[APG]
0 (at will)—*detect magic*, *light*, *read magic*, 4 more

STATISTICS

Str 35, **Dex** 7, **Con** 24, **Int** 24, **Wis** 26, **Cha** 25
Base Atk +24; **CMB** +40; **CMD** 48 (52 vs. trip)
Feats Arcane Strike, Combat Casting, Dazing Assault[APG], Flyby Attack, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell-Like Ability (*moonstruck*[APG]), Toughness, Vital Strike, Wingover
Skills Bluff +34, Diplomacy +34, Fly +11, Intimidate +34, Knowledge (arcana, geography, history, local, nature, planes) +30, Perception +35, Sense Motive +35, Spellcraft +34, Use Magic Device +34
Languages Aklo, Aquan, Auran, Common, Draconic, Ignan, Terran
SQ absolute cold, no breath, starflight

Lunar dragons frequently interact with mortals, spending long hours watching the activities occurring on planets that interest them.



Illustration by Filip Burburan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Outer Dragon, Solar

This regal dragon glows like the sun. Its burnished wings shimmer the color of flames, and a crown of horns decorates its head.

SOLAR DRAGON

LN dragon (fire)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 7d12

Speed 50 ft.

Natural Armor +4; **Breath Weapon** line, 2d10 fire

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su) A creature that fails its saving throw against a solar dragon's alien presence is blinded for 5d6 rounds (or permanently if it has 4 Hit Dice or fewer).

Beam of Light (Su) A great wyrm solar dragon can transform itself into a beam of pure light and travel to any location it can see as a move action. This travel must be in a straight line, but otherwise the dragon can travel anywhere that light can enter.

Channel Life (Su) A solar dragon can channel positive energy a number of times per day equal to 3 + its Charisma modifier, using its age category + 2 as its cleric level. This energy can be used only to heal living creatures.

Channel Radiation (Su) An old or older solar dragon can use its channel life ability to instead channel radiation that deals an equal amount of damage to living creatures. A living creature that succeeds at a Fortitude save takes half damage.

Primal Fire (Su) A very young or older solar dragon's breath weapon can affect creatures normally immune or resistant to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is treated as 10 less than normal.

Age Category	Special Abilities	Caster Level
Wyrmling	Channel life, immune to fire	—
Very young	Primal fire	—
Young	*Detect magic*	1st
Juvenile	Alien presence, *searing light*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Cup of dust*[APG]	7th
Mature adult	DR 10/magic	9th
Old	*Blight*, channel radiation	11th
Very old	DR 15/magic	13th
Ancient	*Animate plants, major creation*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Beam of light, *control plants*	19th

YOUNG SOLAR DRAGON CR 9

XP 6,400

LN Large dragon (fire)

Init +6; **Senses** dragon senses, see in darkness; Perception +15

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 115 (11d12+44)

Fort +10, Ref +11, Will +10

Immune fire, paralysis, sleep

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +16 (1d8+9), 2 claws +16 (1d6+6), 2 wings +14 (1d6+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80-ft. line, 6d10 fire, DC 18), channel life (6/day), primal fire

Spell-Like Abilities (CL 1st; concentration +4)

At will—*detect magic*

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *mage armor*

0 (at will)—*bleed* (DC 13), *detect poison*, *flare* (DC 13), *read magic*

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 15, **Wis** 12, **Cha** 17

Base Atk +11; **CMB** +18; **CMD** 30 (34 vs. trip)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Quick Channel[UM], Toughness

Skills Diplomacy +17, Fly +10, Knowledge (arcana, history, nature, planes) +16, Perception +15, Sense Motive +15

Languages Celestial, Common, Draconic

SQ no breath, starflight

ADULT SOLAR DRAGON CR 13

XP 25,600

LN Huge dragon (fire)

Init +5; **Senses** dragon senses, see in darkness; Perception +23

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)

hp 212 (17d12+102)

Fort +15, **Ref** +13, **Will** +15

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 24

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +24 (2d8+13), 2 claws +24 (2d6+9), tail slap +22 (2d6+13), 2 wings +22 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100-ft. line, 12d10 fire, DC 23), channel life (8/day), crush, primal fire

Spell-Like Abilities (CL 7th; concentration +12)

At will—*cup of dust*[APG], *detect magic*, *searing light*

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *tongues*

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

2nd (7/day)—*invisibility, resist energy, scorching ray*
1st (8/day)—*charm person* (DC 16), *color spray* (DC 16), *mage armor, magic missile, shield*
0 (at will)—*bleed* (DC 15), *detect poison, flare* (DC 15), *light, mage hand, prestidigitation, read magic*

STATISTICS

Str 28, **Dex** 13, **Con** 20, **Int** 19, **Wis** 16, **Cha** 21
Base Atk +17; **CMB** +28; **CMD** 39 (43 vs. trip)
Feats Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quick Channel[UM], Selective Channeling, Silent Spell, Toughness
Skills Diplomacy +25, Fly +13, Heal +21, Knowledge (arcana, history, nature, planes, religion) +24, Linguistics +9, Perception +23, Sense Motive +23
Languages Auran, Celestial, Common, Draconic, Ignan, Sylvan, Terran
SQ no breath, starflight

ANCIENT SOLAR DRAGON CR 18

XP 153,600

LN Gargantuan dragon (fire)
Init +4; **Senses** dragon senses, see in darkness; Perception +39
Aura alien presence (300 ft., DC 29)

DEFENSE

AC 37, touch 6, flat-footed 36 (+31 natural, –4 size)
hp 362 (25d12+200)
Fort +21, **Ref** +16, **Will** +21
DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 29
Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)
Melee bite +34 (4d6+19), 2 claws +34 (2d8+13), 2 wings +32 (2d6+6), tail slap +32 (2d8+19)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (120-ft. line, 20d10 fire, DC 29), channel life (10/day), channel radiation (DC 29), crush, primal fire, tail sweep
Spell-Like Abilities (CL 25th; concentration +32)
At will—*animate plants, blight, cup of dust*[APG], *detect magic, major creation, searing light*
Sorcerer Spells Known (CL 15th; concentration +22)
7th (5/day)—*control weather, plane shift* (DC 24)
6th (7/day)—*chain lightning* (DC 23), *greater dispel magic, mislead*
5th (7/day)—*break enchantment, dismissal* (DC 22), *dominate person* (DC 23), *wall of force*
4th (7/day)—*charm monster* (DC 22), *dimension door, fear* (DC 21), *greater invisibility*
3rd (8/day)—*dispel magic, lightning bolt* (DC 20), *protection from energy, tongues*
2nd (8/day)—*continual flame, invisibility, resist energy, scorching ray, see invisibility*
1st (8/day)—*charm person* (DC 19), *color spray* (DC 18), *mage armor, magic missile, shield*
0 (at will)—*detect poison, mage hand, read magic*, 6 more

STATISTICS

Str 36, **Dex** 11, **Con** 24, **Int** 23, **Wis** 20, **Cha** 25
Base Atk +25; **CMB** +42; **CMD** 52 (56 vs. trip)
Feats Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Multiattack, Power Attack, Quick Channel[UM], Quicken Spell, Selective Channeling, Silent Spell, Skill Focus (Perception), Spell Focus (enchantment), Toughness
Skills Diplomacy +35, Fly +14, Heal +31, Knowledge (arcana, geography, history, local, nature, planes, religion) +34, Linguistics +11, Perception +39, Sense Motive +33
Languages Auran, Celestial, Common, Draconic, Elven, Gnome, Ignan, Sylvan, Terran
SQ no breath, starflight

Arrogant and proud, solar dragons see themselves as the originators of light and life in the vastness of space. They treat all living creatures as their own creations.



Illustration by Filip Burburan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Outer Dragon, Time

This dragon's cracked scales creak with frightening, patient power. Some of its horns are ancient and brittle, others new and pristine.

TIME DRAGON

N dragon

BASE STATISTICS

CR 7; **Size** Small; **Hit Dice** 9d12

Speed 50 ft.

Natural Armor +4; **Breath Weapon** cone, 2d10 electricity

Str 16, **Dex** 17, **Con** 16, **Int** 13, **Wis** 12, **Cha** 13

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Immortal (Ex) Time dragons age, but don't die from old age.

Read the Threads (Su) A time dragon gains a racial bonus on initiative checks equal to its age category. In addition, a time dragon is immune to the staggered condition.

Alien Presence (Su) A creature that fails its saving throw against a time dragon's alien presence is staggered for 5d6 rounds (or stunned if it has 4 Hit Dice or fewer).

Shifting Breath (Su) Instead of a cone of electricity, an old or older time dragon can use its breath weapon to displace creatures in time. Each creature in the cone must succeed at a Will save or be shifted forward in time a number of rounds equal to 1/2 the dragon's age category (DC equal to breath weapon). For an affected creature, it's as if no time passed. Creatures that succeed at their saves are staggered for 1 round.

Second Chance (Su) Three times per day as an immediate action, an ancient or older time dragon can force a creature (including itself) to reroll any d20 roll. The target must use the result of the second roll.

Time Travel (Su) Up to three times in its life, a great wyrm time dragon can travel to any point in time, taking with it a number of willing creatures equal to its Charisma modifier.

Age Category	Special Abilities	Caster Level
Wyrmling	Immortal, immune to cold, read the threads	—
Very young	*Detect magic* (constant)	—
Young	*Share memory*[UM]	1st
Juvenile	Alien presence	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Clairaudience/clairvoyance*	7th
Mature adult	DR 10/magic	9th
Old	*Locate creature*, shifting breath	11th
Very old	DR 15/magic	13th
Ancient	Second chance, *legend lore*	15th
Wyrm	DR 20/magic	17th
Great wyrm	*Time stop* (3/day), time travel	19th

YOUNG TIME DRAGON CR 11

XP 12,800

N Large dragon

Init +9; **Senses** *detect magic*, dragon senses, see in darkness; Perception +18

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +10, **Will** +10

Immune cold, paralysis, sleep, staggered

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +20 (2d6+10), 2 claws +20 (1d8+7), 2 wings +17 (1d6+3), tail slap +17 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d10 electricity, DC 21)

Spell-Like Abilities (CL 11th; concentration +13)

Constant—*detect magic*

At will—*share memory*[UM]

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*erase*, *mage armor*

0 (at will)—*mage hand*, *message*, *read magic*, *resistance*

STATISTICS

Str 24, **Dex** 15, **Con** 20, **Int** 15, **Wis** 14, **Cha** 15

Base Atk +13; **CMB** +21; **CMD** 33 (37 vs. trip)

Feats Cleave, Improved Initiative, Multiattack, Power Attack, Skill Focus (Knowledge [history]), Weapon Focus (bite, claw)

Skills Diplomacy +18, Fly +12, Knowledge (arcana, planes, religion) +18, Knowledge (history) +24, Perception +18, Spellcraft +18

Languages Common, Draconic, Elven

SQ immortal, no breath, read the threads, starflight

ADULT TIME DRAGON CR 15

XP 51,200

N Huge dragon

Init +11; **Senses** *detect magic*, dragon senses, see in darkness; Perception +26

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)

hp 256 (19d12+133)

Fort +18, **Ref** +12, **Will** +15

DR 5/magic; **Immune** cold, paralysis, sleep, staggered; **SR** 26

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +28 (2d8+15), 2 claws +28 (2d6+10/19–20), 2 wings +25 (1d8+5), tail slap +25 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d10 electricity, DC 26), crush

Spell-Like Abilities (CL 19th; concentration +23)

Constant—*detect magic*

At will—*clairaudience/clairvoyance*, *share memory*[UM]

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Sorcerer Spells Known (CL 7th; concentration +11)
3rd (5/day)—*dispel magic*, *slow* (DC 17)
2nd (7/day)—*arcane lock*, *blur*, *detect thoughts* (DC 16)
1st (7/day)—*erase*, *feather fall*, *identify*, *mage armor*, *magic missile*
0 (at will)—*light*, *mage hand*, *message*, *read magic*, 3 more

STATISTICS

Str 30, **Dex** 13, **Con** 24, **Int** 19, **Wis** 18, **Cha** 19
Base Atk +19; **CMB** +31 (+33 sunder); **CMD** 44 (48 vs. trip)
Feats Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Skill Focus (Knowledge [history]), Step Up, Weapon Focus (bite, claw)
Skills Diplomacy +26, Fly +15, Knowledge (arcana, geography, planes, religion) +26, Knowledge (history) +32, Perception +26, Sense Motive +26, Spellcraft +26
Languages Common, Draconic, Dwarven, Elven, Sylvan
SQ immortal, no breath, read the threads, starflight

ANCIENT TIME DRAGON CR 20

XP 307,200

N Gargantuan dragon
Init +14; **Senses** *detect magic*, dragon senses, see in darkness; Perception +36
Aura alien presence (300 ft., DC 29)

DEFENSE

AC 37, touch 6, flat-footed 37 (+31 natural, –4 size)
hp 418 (27d12+243)
Fort +24, **Ref** +17, **Will** +21
DR 15/magic; **Immune** cold, paralysis, sleep, staggered; **SR** 31

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)
Melee bite +38 (4d6+21), 2 claws +38 (2d8+14/19–20), 2 wings +35 (2d6+7), tail slap +35 (2d8+21)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, 20d10 electricity, DC 32), crush, second chance, shifting breath (5 rounds), tail sweep
Spell-Like Abilities (CL 27th; concentration +33)
Constant—*detect magic*
At will—*clairaudience/clairvoyance*, *legend lore*, *locate creature*, *share memory*[UM]
Sorcerer Spells Known (CL 15th; concentration +21)
7th (4/day)—*plane shift* (DC 23), *sequester*
6th (7/day)—*disintegrate* (DC 22), *greater dispel magic*, *true seeing*
5th (7/day)—*dominate person* (DC 21), *feeblemind* (DC 21), *telepathic bond*, *teleport*
4th (7/day)—*fear* (DC 20), *scrying* (DC 20), *stone shape*, *stoneskin*
3rd (7/day)—*blink*, *dispel magic*, *slow* (DC 19), *tongues*
2nd (8/day)—*arcane lock*, *blindness/deafness* (DC 18), *blur*, *detect thoughts* (DC 18), *memory lapse*[APG] (DC 18)
1st (8/day)—*erase*, *feather fall*, *identify*, *mage armor*, *magic missile*
0 (at will)—*light*, *mage hand*, *message*, *read magic*, 5 more

STATISTICS

Str 38, **Dex** 11, **Con** 28, **Int** 23, **Wis** 22, **Cha** 23
Base Atk +27; **CMB** +45 (+47 sunder); **CMD** 57 (59 vs. sunder, 61 vs. trip)
Feats Cleave, Critical Focus, Improved Critical (claw), Improved Initiative, Improved Sunder, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Skill Focus (Knowledge [history]), Spell Penetration, Step Up, Weapon Focus (bite, claw)
Skills Bluff +36, Diplomacy +36, Fly +16, Knowledge (arcana, geography, nobility, planes, religion) +36, Knowledge (history) +42, Perception +36, Sense Motive +36, Spellcraft +36
Languages Celestial, Common, Draconic, Dwarven, Elven, Infernal, Sylvan
SQ immortal, no breath, read the threads, starflight

Guardians of history, time dragons are the most powerful of the outer dragons. Watchers and waiters, time dragons guard the universe against those that would interfere with the natural temporal order.



Illustration by Filip Burburan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Outer Dragon, Void

This dragon's ebony scales and horns are flecked with a substance that glows an eerie green. The folds of its wings reflect a starry sky.

VOID DRAGON

NE dragon

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d8 cold

Str 13, **Dex** 16, **Con** 13, **Int** 14, **Wis** 11, **Cha** 14

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Agile (Ex) Void dragons have good aerial maneuverability regardless of their age or size.

Alien Presence (Su): A void dragon's alien presence causes an opponent that fails its save to be overcome with dizziness, becoming sickened (or nauseated if the target has 4 or fewer Hit Dice) for 5d6 rounds.

Obliterate (Su) A young or older void dragon's bite deals an additional 2d6 points of negative energy damage. A creature reduced to 0 or fewer hit points by this attack must succeed at a Fortitude save or be immediately slain and reduced to ashes (as the *disintegrate* spell). The save DC is Constitution-based.

Suffocating Breath (Su) Instead of dealing cold damage, a very young or older void dragon can breathe a cone-shaped suffocation effect. An air-dependent creature that fails its Fortitude save suffocates (*Pathfinder RPG Core Rulebook* 445) for a number of rounds equal to the dragon's age category. The save DC is Constitution-based.

Void Gaze (Su) A creature within 30 feet of an adult or older void dragon must succeed at a Will save or become confused for 1d6 rounds. This gaze attack is a mind-affecting effect. The save DC is Charisma-based.

Age Category	Special Abilities	Caster Level
Wyrmling	Agile; immune to cold, confusion, insanity effects	—
Very young	Suffocating breath	—
Young	Obliterate, *ray of enfeeblement*	1st
Juvenile	Alien presence, *blur*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Ray of exhaustion,* void gaze	7th
Mature adult	DR 10/magic	9th
Old	*Dimension door*	11th
Very old	DR 15/magic	13th
Ancient	*Nightmare* (1/day)	15th
Wyrm	DR 20/magic	17th
Great wyrm	*Gate* (1/day), *insanity*	19th

YOUNG VOID DRAGON CR 9

XP 6,400

NE Large dragon

Init +2; **Senses** dragon senses, see in darkness; Perception +14

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 95 (10d12+30)

Fort +10, **Ref** +9, **Will** +10

Immune cold, confusion, insanity effects, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +15 (2d6+7 plus obliterate), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d8 cold, DC 18), obliterate (DC 18), suffocating breath (DC 18)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*ray of enfeeblement* (DC 14)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*hypnotism* (DC 15), *mage armor*

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

STATISTICS

Str 21, **Dex** 14, **Con** 17, **Int** 16, **Wis** 13, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Flyby Attack, Iron Will, Multiattack, Weapon Focus (bite), Wingover

Skills Acrobatics +12, Bluff +16, Diplomacy +13, Fly +19, Intimidate +16, Knowledge (arcana, planes) +13, Perception +14, Sense Motive +14, Spellcraft +11, Stealth +11, Survival +8

Languages Abyssal, Aklo, Draconic, Infernal

SQ agile, no breath, starflight

ADULT VOID DRAGON CR 13

XP 25,600

NE Huge dragon

Init +5; **Senses** dragon senses, see in darkness; Perception +22

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, –2 size)

hp 184 (16d12+80)

Fort +15, **Ref** +11, **Will** +15

DR 5/magic; **Immune** cold, confusion, insanity effects, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +23 (2d8+12/19–20 plus obliterate), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d8 cold, DC 23), crush, obliterate (DC 23), suffocating breath (DC 23), void gaze (DC 23)

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

At will—*blur*, *ray of enfeeblement* (DC 16), *ray of exhaustion* (DC 18)

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Sorcerer Spells Known (CL 7th; concentration +12)
3rd (5/day)—*dispel magic*, *lightning bolt* (DC 18)
2nd (7/day)—*invisibility*, *resist energy*, *touch of idiocy* (DC 17)
1st (8/day)—*alarm*, *cause fear* (DC 17), *hypnotism* (DC 17), *mage armor*, *obscuring mist*
0 (at will)—*detect magic*, *mage hand*, *read magic*, 4 more

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 20, **Wis** 17, **Cha** 20
Base Atk +16; **CMB** +26; **CMD** 37 (41 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack, Weapon Focus (bite), Wingover
Skills Acrobatics +17, Bluff +24, Diplomacy +18, Fly +20, Intimidate +22, Knowledge (arcana, planes) +24, Perception +22, Sense Motive +22, Spellcraft +20, Stealth +12, Survival +14, Use Magic Device +16
Languages Abyssal, Aklo, Celestial, Draconic, Ignan, Infernal
SQ agile, no breath, starflight

ANCIENT VOID DRAGON CR 18

XP 153,600

NE Gargantuan dragon
Init +4; **Senses** dragon senses, see in darkness; Perception +38
Aura alien presence (300 ft., DC 29)

DEFENSE

AC 38, touch 6, flat-footed 38 (+32 natural, –4 size)
hp 324 (24d12+168)
Fort +21, **Ref** +16, **Will** +21
DR 15/magic; **Immune** cold, confusion, insanity effects, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., fly 250 ft. (good)
Melee bite +33 (4d6+18/19–20 plus obliterate), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. Cone, 20d8 cold, DC 29), crush, obliterate (DC 29), suffocating breath (DC 29), tail sweep, void gaze (DC 29)
Spell-Like Abilities (CL 24th; concentration +31)
At will—*blur*, *dimension door*, *ray of enfeeblement* (DC 18), *ray of exhaustion* (DC 20)
1/day—*nightmare* (DC 22)
Sorcerer Spells Known (CL 15th; concentration +22)
7th (5/day)—*prismatic spray* (DC 24), *vision*
6th (7/day)—*disintegrate* (DC 23), *eyebite* (DC 23), *shadow walk*
5th (7/day)—*break enchantment*, *dismissal* (DC 22), *dominate person* (DC 22), *feeblemind* (DC 22)
4th (7/day)—*charm monster* (DC 21), *confusion* (DC 21), *dimensional anchor*, *scrying* (DC 21)
3rd (8/day)—*dispel magic*, *haste*, *heroism*, *lightning bolt* (DC 20)
2nd (7/day)—*invisibility*, *locate object*, *resist energy*, *touch of idiocy* (DC 19), *share memory* (DC 19)
1st (8/day)—*alarm*, *cause fear* (DC 18), *hypnotism* (DC 18), *mage armor*, *obscuring mist*
0 (at will)—*detect magic*, *mage hand*, *read magic*, 6 more

STATISTICS

Str 35, **Dex** 10, **Con** 25, **Int** 24, **Wis** 21, **Cha** 24
Base Atk +24; **CMB** +40; **CMD** 50 (54 vs. trip)
Feats Combat Casting, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Quicken Spell, Skill Focus (Perception), Weapon Focus (bite), Wingover
Skills Acrobatics +24, Appraise +16, Bluff +34, Diplomacy +25, Fly +25, Intimidate +34, Knowledge (arcana, planes, religion) +34, Perception +38, Sense Motive +32, Spellcraft +34, Stealth +15, Survival +20, Use Magic Device +25
Languages Abyssal, Aklo, Auran, Celestial, Draconic, Ignan, Infernal, Terran
SQ agile, no breath, starflight

Void dragons have been tainted by long exposure to the terrible alien entities that dwell in deep space. Though some continue to struggle against the inevitable tide of annihilation, many have embraced the encroaching void and exist only to feed and destroy.



Illustration by Filip Burburan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Outer Dragon, Vortex

This dragon twists and whips with near untraceable speed. Its horns, crests along its neck, and wings emit a glow like starlight.

VORTEX DRAGON

LN dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 60 ft.

Natural Armor +6; **Breath Weapon** cone, 2d8 fire

Str 13, **Dex** 16, **Con** 13, **Int** 14, **Wis** 13, **Cha** 14

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Agile (Ex) Vortex dragons have good maneuverability when flying regardless of their age or size.

Alien Presence (Su) A vortex dragon's alien presence bends space. A creature that fails its saving throw treats all other creatures as if they were under the effects of *blur* (or *displacement* if the target has 4 or fewer Hit Dice) for 5d6 rounds.

Collapsing Breath (Su) Instead of a cone of fire, an ancient or older vortex dragon can suck a single target into its maw. If the target fails its Reflex save (DC equal to breath weapon), it is swallowed whole and takes 6d6 points of bludgeoning damage per round. A creature can cut itself out by dealing 30 points of damage with a light or one-handed piercing or slashing weapon. A vortex dragon's interior has an AC of 26.

Fragmented Strike (Su) An adult or older vortex dragon can strike with its bite through a rift in space. This allows it to make its bite attack against a target anywhere within the radius of its alien presence as long as the dragon can see the creature. This doesn't apply to attacks of opportunity.

Galactic Emissary (Su) A young or older vortex dragon halves the time of any starflight journey. In addition, it's immune to any effect that bars extradimensional travel.

Age Category	Special Abilities	Caster Level
Wyrmling	Agile, immunity to fire	—
Very young	*Anticipate peril*[UM]	—
Young	Galactic emissary	1st
Juvenile	Alien presence, *entropic shield*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Fragmented strike	7th
Mature adult	DR 10/magic	9th
Old	*Dimension door*	11th
Very old	DR 15/magic	13th
Ancient	Collapsing breath, *greater teleport*	15th
Wyrm	DR 20/magic	17th
Great wyrm	*Interplanetary teleport*[UM]	19th

YOUNG VORTEX DRAGON CR 10

XP 9,600

LN Large dragon (fire)

Init +6; **Senses** dragon senses, see in darkness; Perception +16

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)

hp 104 (11d12+33)

Fort +12, **Ref** +8, **Will** +10

Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., fly 200 ft. (good)

Melee bite +15 (2d6+7), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail slap +13 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d8 fire, DC 18)

Spell-Like Abilities (CL 11th; concentration +14)

At will—*anticipate peril*[UM]

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*feather fall*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *message*, *read magic*

STATISTICS

Str 21, **Dex** 14, **Con** 17, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +11; **CMB** +17; **CMD** 29 (33 vs. trip)

Feats Flyby Attack, Great Fortitude, Improved Initiative, Multiattack, Power Attack, Wingover

Skills Bluff +17, Diplomacy +17, Fly +18, Intimidate +17, Knowledge (arcana, planes) +17, Perception +16, Sense Motive +16, Spellcraft +17

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ agile, galactic emissary, no breath, starflight

ADULT VORTEX DRAGON CR 14

XP 38,400

LN Huge dragon (fire)

Init +5; **Senses** dragon senses, see in darkness; Perception +24

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 30, touch 9, flat-footed 29 (+1 Dex, +21 natural, –2 size)

hp 195 (17d12+85)

Fort +17, **Ref** +13, **Will** +14

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 25

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., fly 200 ft. (good)

Melee bite +23 (2d8+12/19–20), 2 claws +23 (2d6+8), 2 wings +21 (1d8+4), tail slap +21 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d8 fire, DC 23), crush, fragmented strike

Spell-Like Abilities (CL 17th; concentration +22)

At will—*anticipate peril*[UM], *entropic shield*

Sorcerer Spells Known (CL 7th; concentration +12)

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

3rd (5/day)—*displacement*, *protection from energy*
2nd (7/day)—*mirror image*, *resist energy*, *scorching ray*
1st (8/day)—*comprehend languages*, *feather fall*, *magic missile*, *obscuring mist*, *true strike*
0 (at will)—*detect magic*, *light*, *message*, *read magic,* 3 more

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 20, **Wis** 19, **Cha** 20
Base Atk +17; **CMB** +27; **CMD** 38 (42 vs. trip)
Feats Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Snatch, Wingover
Skills Bluff +25, Diplomacy +25, Fly +21, Intimidate +25, Knowledge (arcana, geography, planes, religion) +25, Perception +24, Sense Motive +24, Spellcraft +25
Languages Abyssal, Auran, Celestial, Common, Draconic, Infernal
SQ agile, galactic emissary, no breath, starflight

ANCIENT VORTEX DRAGON CR 19

XP 204,800

LN Gargantuan dragon (fire)
Init +4; **Senses** dragon senses, see in darkness; Perception +34
Aura alien presence (300 ft., DC 29)

DEFENSE

AC 39, touch 6, flat-footed 39 (+33 natural, –4 size)
hp 337 (25d12+175)
Fort +23, **Ref** +16, **Will** +20
DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 30
Weaknesses vulnerable cold

OFFENSE

Speed 60 ft., fly 250 ft. (good)
Melee bite +33 (4d6+18/19–20), 2 claws +33 (2d8+12/19–20), 2 wings +31 (2d6+6), tail slap +31 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, 20d8 fire, DC 29), collapsing breath (DC 29), crush, fragmented strike, tail sweep
Spell-Like Abilities (CL 25th; concentration +32)
At will—*anticipate peril*[UM], *dimension door*, *entropic shield*, *greater teleport*
Sorcerer Spells Known (CL 15th; concentration +22)
7th (5/day)—*forcecage* (DC 24), *spell turning*
6th (7/day)—*forceful hand*, *shadow walk* (DC 23), *true seeing*
5th (7/day)—*dream*, *passwall*, *telekinesis*, *wall of force*
4th (7/day)—*fear* (DC 21), *scrying* (DC 21), *solid fog*, *stoneskin*
3rd (8/day)—*dispel magic*, *haste*, *nondetection*, *tongues*
2nd (8/day)—*cat's grace*, *mirror image*, *obscure object*, *resist energy*, *scorching ray*
1st (8/day)—*feather fall*, *identify*, *mage armor*, *magic missile*, *true strike*
0 (at will)—*detect magic*, *light*, *message*, *read magic,* 5 more

STATISTICS

Str 35, **Dex** 10, **Con** 25, **Int** 24, **Wis** 23, **Cha** 24
Base Atk +25; **CMB** +41; **CMD** 51 (55 vs. trip)
Feats Critical Focus, Flyby Attack, Great Fortitude, Improved Critical (bite, claw), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Snatch, Staggering Critical, Wingover
Skills Bluff +35, Diplomacy +35, Fly +26, Intimidate +35, Knowledge (arcana, geography, history, nature, planes, religion) +35, Perception +34, Sense Motive +34, Spellcraft +35
Languages Abyssal, Auran, Celestial, Common, Draconic, Dwarven, Elven, Infernal
SQ agile, galactic emissary, no breath, starflight

Vortex dragons are the undisputed masters of travel across the galaxies, serving as messengers and observers for the greatest outer dragons and godlike entities in the great beyond.

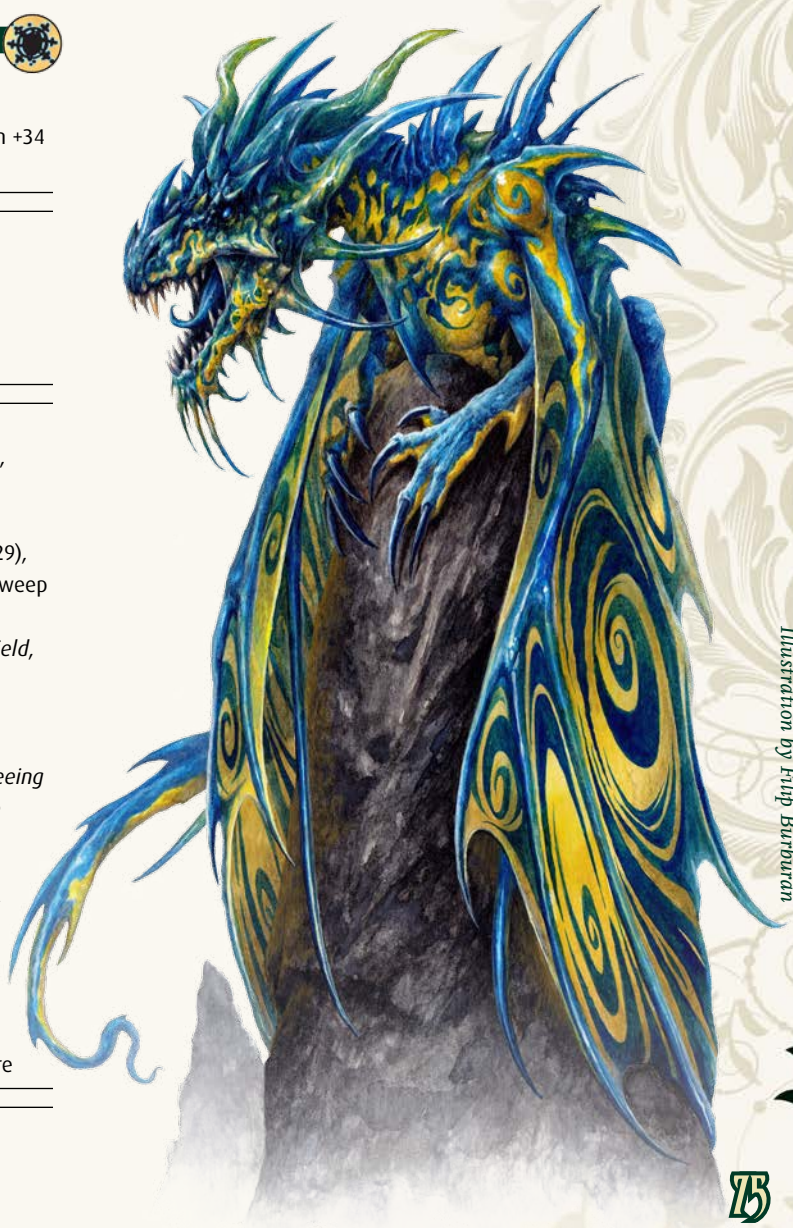


Illustration by Filip Burburan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Drakainia

This woman's upper body is shapely and beautiful, but her lower body is bloated, with pulsating tumors and writing tentacles.

DRAKAINIA **CR 25/MR 10**

XP 1,638,400

NE Huge aberration (mythic)

Init +9; **Senses** darkvision 120 ft., lifesense, *true seeing*; Perception +39

Aura gestation (30 ft.)

DEFENSE

AC 48, touch 13, flat-footed 43 (+5 Dex, +35 natural, –2 size)

hp 642 (25d8+530); regeneration 10 (negative energy)

Fort +28, **Ref** +15, **Will** +21

DR 10/epic; **Immune** bleed, disease, poison, polymorph effects; **SR** 36

OFFENSE

Speed 50 ft., climb 30 ft., swim 30 ft.

Melee 2 claws +31 (4d8+14/16–20/×4), gore +28 (4d6+7), 4 tentacles +29 (2d6+7)

Space 15 ft.; **Reach** 15 ft. (20 ft. with claws)

Special Attacks impregnate surrogate, mythic power (10/day, surge +1d12), razor claws, well of life

Spell-Like Abilities (CL 20th; concentration +35)

Constant—*freedom of movement*, *true seeing*

At will—*dimension door*

3/day—*antilife shell*, *break enchantment*, *contagion* (DC 28), quickened *cure serious wounds*, *dimension door*

1/day—*antimagic field*, *destruction* (DC 32), *regenerate*[M]

STATISTICS

Str 38, **Dex** 20, **Con** 46, **Int** 29, **Wis** 21, **Cha** 41

Base Atk +18; **CMB** +34; **CMD** 49 (can't be tripped)

Feats Combat Casting, Combat Reflexes[M], Great Fortitude[M], Improved Initiative, Iron Will[M], Lightning Reflexes[M], Multiattack, Quick Channel[UM], Quicken Spell-Like Ability (*cure serious wounds*), Selective Channeling, Skill Focus (Perception), Weapon Focus[M] (claw), Weapon Focus (tentacle)

Skills Bluff +40, Climb +45, Diplomacy +40, Handle Animal +20, Heal +30, Intimidate +43, Knowledge (arcana) +34, Knowledge (dungeoneering) +34, Knowledge (nature) +34, Perception +39, Sense Motive +30, Spellcraft +37, Swim +50, Use Magic Device +40

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran

SQ birth spawn, invert birth, polymorphism, transfer suffering

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Birth Spawn (Ex) As a full-round action, a drakainia can give birth to a spawn, which is a Large or smaller creature of her choice with a single random mutation (see the facing page). Each day she can produce any number of creatures whose combined total base CR does not exceed 3 + her Constitution modifier (usually 21).

Gestation Aura (Su) A drakainia's aura pulses with developing life. All poisons or diseases active within her 30-foot aura have an onset of 1 round and a frequency of 1/minute. Impregnated creatures within her aura gestate in 2d4 rounds. Any creature born within her aura gains a mutation as if it were the drakainia's spawn, though if the creature's parent was not impregnated by the drakainia, the creature born is an infant of the kind its biological parents would produce, and doesn't count toward the CR limit the drakainia can spawn per day.

Impregnate Surrogate (Su) A drakainia can disgorge a monstrous embryo into the mouth of a living, corporeal creature that is pinned or helpless. She makes a grapple combat maneuver check, and if she succeeds she impregnates that creature regardless of its gender. A mythic character must succeed at a DC 38 Fortitude saving throw to avoid being impregnated; a non-mythic character is impregnated automatically. An impregnated creature's pregnancy lasts for 2d4 rounds. During this pregnancy, the victim is nauseated until the monster bursts forth from the victim's abdomen, which deals 10d6 points of damage to the pregnant creature and applies the broken condition to any armor it is wearing.

Remove disease (DC 28) eliminates the unnatural embryo. Alternatively, as a full-round action another creature can attempt to cut out the growing monster with a DC 38 Heal check. On a successful check, the offspring is removed, and the formerly pregnant creature takes 1d4 points of bleed damage. On failed check, the pregnant creature takes 2d6 points of bleed damage and is stunned for 1 round, but the offspring is not removed. The creature spawned by means of this impregnation is any creature of the drakainia's choice that is at least one size category smaller than the creature she impregnated. These spawn count against the drakainia's daily CR allowance for birth spawn (see above).

Invert Birth (Su) When a drakainia uses her *dimension door* spell-like ability, instead of the normal range, she can choose to teleport to any space occupied by one of her spawn that is within 1 mile of her. She doesn't need line of sight or knowledge of the spawn's location. If she chooses a spawn that is farther than a mile away, she does not lose the use of the spell-like ability, but does lose the action. On arrival, she explodes out from her offspring, destroying it entirely.

Polymorphism (Ex) The spawn gestating inside the drakainia constantly alter her internal construction, making her immune to bleed, disease, poison, and polymorph effects. When she is subject to a critical hit or a sneak attack, this polymorphism grants her a 75% chance of negating such attacks.

Razor Claws (Ex) A drakainia's claws are razor sharp with a critical threat range of 17–20 and a critical multiplier of ×4.

Transfer Suffering (Su) As a swift action, a drakainia can transfer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

a single harmful spell effect or condition from herself to one of her offspring that is currently within her gestation aura.

Well of Life (Su) A drakainia can unleash the primal life energy within in her body to channel positive energy as if she were a 20th-level cleric (DC 35). She can use this ability 18 times per day and can choose to expend 1 use of mythic power at each use to maximize the damage healed.

Primal life energy, raw and uncontrolled, seethes through this mother of monsters. Her churning, distended belly mocks creation, birthing horrors and dismal failures. The weak are torn apart in the writhing mass of her nursery, while the strong transcend their hideous origins to become creatures of greatness in their own right.

She is always encountered with at least a handful of her favored children, as well as other progeny she can sacrifice to protect herself. With their help, she impregnates those who come across her with twisted, monstrous life.

Drakainia Spawn

When a drakainia spawns, either through her own body or through a surrogate, what issues forth is a mutated abomination. Any impregnated creature that's within the drakainia's gestation aura has a child of the parents' race, but with one of the following mutations.

d%	Mutation
01–10	**Fatal Mutation** The creature is birthed stillborn and horribly disfigured.
11–20	**Covered in Eyes (Ex)** Eyes cover the front and back of the creature's head. It gains all-around vision.
21–30	**Chameleon Scales (Ex)** This creature is covered in scales that shift their hue to blend in with their surroundings. The creature gains a +8 racial bonus on Stealth checks and gains hide in plain sight.
31–40	**Poison Glands (Ex)** The creature has a pair of poison sacs near its mouth. It gains immunity to poison, and three times per day it can spit a dose of poison up to 20 feet as a ranged touch attack. *Poison*: Contact—injury; *save* Fort DC 10 + 1/2 the creature's HD + its Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 1 save.
41–50	**Sticky (Ex)** The creature's limbs are covered in tiny, hooked hairs that give its skin a downy appearance. It gains the grab ability on its primary natural attacks (if it has any) or its unarmed strike, and a +8 racial bonus on Climb checks.
51–60	**Serpent-Headed Tail (Ex)** The creature has a tail that ends in a snake head. This provides a +4 circumstance bonus on Perception checks and a primary bite attack (1d3 + the creature's Strength modifier for a Medium creature). In addition, the creature gains Improved Trip as a bonus feat.
61–70	**Vestigial Companion (Ex)** The creature has the head of an animal (usually a goat, chicken, or dog) growing out of its back or torso, providing the scent ability. If the base creature already has scent, this mutation allows it to determine the direction of a particular scent as a free action.
71–80	**Multiple Heads (Ex)** The creature has 2d4 heads, granting it a +4 racial bonus on saving throws against illusions and enchantments and a +8 racial bonus on Perception checks. The creature speaks an additional number of languages equal to its total number of heads. Each head speaks with a different voice.
81–90	**Tentacles (Ex)** The creature's legs are replaced with multiple tentacles. It can't be tripped and gains a +8 racial bonus to CMD and a +8 racial bonus on combat maneuver checks to grapple.
91–99	**Impenetrable Skin (Ex)** The drakainia spawn's skin is tough and scaly. It gains DR/— equal to half its HD (maximum 10).
100	**Favored Spawn (Su)** Favored spawn are those a drakainia has marked as successful or quasi-successful mutations. These powerful spawn gain a +4 luck bonus on all saving throws, a +4 increase to natural armor, a +4 inherent bonus to two ability scores, and 1 mythic rank.



Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Drake, Lava

This muscular two-legged dragon is covered with scales of thick volcanic stone.

LAVA DRAKE **CR 9**

XP 6,400

NE Large dragon (fire)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +10, **Will** +8

Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow (lava only) 30 ft., fly 60 ft. (average)

Melee bite +17 (1d8+7), 2 claws +17 (1d6+7), tail slap +15 (1d8+3)

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

Special Attacks magma shake, pyroclastic vomit

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 32 (34 vs. bull rush)

Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack

Skills Climb +21, Fly +15, Intimidate +14, Perception +15, Stealth +13 (+21 submerged in molten rock or metal); **Racial Modifiers** +8 Stealth submerged in molten rock or metal

Languages Draconic

SQ hold breath, speed surge

ECOLOGY

Environment warm forests, hills, or mountains

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

Treasure standard

SPECIAL ABILITIES

Magma Shake (Ex) Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. All creatures within a 30-foot radius of the lava drake take 5d6 points of fire damage from the shower of scalding rock; a successful DC 18 Reflex save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again. The save DC is Dexterity-based.

Pyroclastic Vomit (Ex) As a standard action, a lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals 6d6 points of fire damage (Reflex DC 19 half) to the primary target and 3d6 points of fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional 3d6 points of fire damage per round to the primary target and 1d6 points of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a lava drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an addition move action that round.

The deviant and destructive cousins of primal magma dragons, lava drakes rise from smoldering volcanic crevasses to terrorize and devour those creatures weaker than themselves. While far less intelligent that their draconic kin, they are equally arrogant and seek out the adoration of humanoids. They can and often do submerge themselves in molten rock, burrowing through the lava to sneak up on prey, or to provide a dramatic display of power to those who worship them. Thick, black-crusted scales cover a lava drake's body. Stockier than other drakes, adults can grow up to 18 feet in length and weigh over 3,000 pounds.



Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Drake, Mist

This lanky dragon's dappled grayish scales and sprawling wings shift and fade in color, blending in with the mist.

MIST DRAKE **CR 5**

XP 1,600

NE Large dragon (air)

Init +2; **Senses** darkvision 60 ft., fogvision, low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 16 (+2 Dex, +1 dodge, +7 natural, –1 size)

hp 57 (6d12+18)

Fort +8, **Ref** +7, **Will** +6

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +9 (2d6+4), tail slap +4 (1d8+2)

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

Special Attacks fogburst

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Hover

Skills Fly +9, Intimidate +9, Perception +10, Stealth +7 (+15 in fog or mist), Survival +10; **Racial Modifiers** +8 Stealth in fog or mist

Languages Draconic

SQ misty camouflage, speed surge

ECOLOGY

Environment cold or temperate coasts, hills, or marshes

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

Treasure standard

SPECIAL ABILITIES

Fogburst (Su) As a standard action, a mist drake can expel a ball of solid mist that explodes into a cloud of fog upon impact. This attack has a range of 60 feet and deals 3d6 points of bludgeoning damage to all creatures in a 20-foot radius (Reflex DC 16 half). A flying creatures that fails its Reflex save is pushed 1d4 × 5 feet from the center of the fogburst's area of effect (taking 1d6 points of damage per 10 feet if it strikes a solid object), while creatures on the ground are knocked prone on a failed save. The area of effect of the fogburst is filled with mist (as *obscuring mist*) for 1d4 rounds after impact. Once a mist drake has used its fogburst attack, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Fogvision (Ex) A mist drake can see normally through any form of natural or magical mist, fog, or precipitation.

Misty Camouflage (Ex) A mist drake can use Stealth to hide whenever it is in or adjacent to an area of mist, even while being observed.

Speed Surge (Ex) Three times per day as a swift action, a mist drake can draw on its draconic heritage for a boost of strength and speed that enables it to take an additional move action in that round.

Mist drakes are less openly aggressive than most drakes, as they are not as physically strong and imposing as most of their kin. Their bodies are narrow and serpentine, more suited for quick strikes and hit-and-run tactics than for close combat. However, they excel at stealth for creatures of their size, and can expel a burst of thick fog whenever they need to create a diversion or screen themselves from archers trying to target them. In the mist, they move swiftly and silently to disperse groups of foes with their explosive breath and then single out one of their enemies for a quick and deadly attack before their victim's allies can regroup and come to its rescue.

Mist drakes mate only once few decades, but are more caring parents than others of their ilk. After the clutch of two to six eggs hatch, the hatchlings stay with their mother for up to 20 years before seeking out their own hunting territory. Mist drakes live up to 200 years.

A typical mist drake is 13 feet long from head to tail tip, but these lithe dragons rarely weigh more than 1,000 pounds.



Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Drake, Shadow

This tiny black dragonlike creature has charcoal-colored scales and shadowy wings.

SHADOW DRAKE **CR 2**

XP 600

CE Tiny dragon (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 22 (3d12+3)

Fort +4, **Ref** +8, **Will** +4

Defensive Abilities shadow blend; **Immune** cold, paralysis, and sleep

Weaknesses light sensitivity, vulnerable to fire

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee bite +10 (1d3–1), tail slap +5 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

Special Attacks stygian breath

STATISTICS

Str 9, **Dex** 20, **Con** 12, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +6; **CMD** 15

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Disable Device +8, Fly +23, Perception +7, Sleight of Hand +8, Stealth +19; **Racial Modifiers** –4 Acrobatics when jumping

Languages Common, Draconic

SQ speed surge

ECOLOGY

Environment any

Organization solitary, pair, or rampage (3–5)

Treasure standard

SPECIAL ABILITIES

Shadow Blend (Su) In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

Speed Surge (Ex) Three times per day as a swift action, a shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Stygian Breath (Su) As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 12 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Shadow drakes are mischievous and greedy. They often use their whiplike tails as third limbs, grasping small objects or even using their tails to work locks or swipe small objects they desire. Because they are so small and fast, they are master thieves and pickpockets. Unlike most drakes and dragonkin, shadow drakes like to haunt the fringes of civilization, often making lairs in abandoned buildings, forgotten attics, or unused bell towers, and stashing their tiny treasure hoards there.

A shadow drake can be chosen as a familiar by a 7th-level evil spellcaster who has the Improved Familiar feat.

Young shadow drakes are almost pure black and have lustrous hides. As they age, their scales lose this luster and turn dull gray. Much like their larger dragon cousins, shadow drakes are long-lived, and can reach 150 to 200 years in age.



Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Drake, Spire

This reptilian creature's gaunt body, legs, and batlike face are covered in long spines. Two wings stretch out from its torso.

SPIRE DRAKE **CR 7**

XP 3,200

LE Large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 84 (8d12+32)

Fort +10, **Ref** +7, **Will** +6

Immune curses, energy drain, negative energy, paralysis, sleep

OFFENSE

Speed 30 ft., climb 30 ft., fly 60 ft. (average)

Melee bite +13 (2d6+6 plus 1d6 negative energy), tail slap +8 (1d8+3)

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

Special Attacks accursed breath, soul corruption

STATISTICS

Str 22, **Dex** 12, **Con** 19, **Int** 10, **Wis** 11, **Cha** 15

Base Atk +8; **CMB** +15; **CMD** 26

Feats Flyby Attack, Power Attack, Vital Strike, Wingover

Skills Climb +20, Fly +10, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +11, Spellcraft +10, Use Magic Device +13

Languages Draconic

SQ speed surge

ECOLOGY

Environment any hills

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

Treasure standard

SPECIAL ABILITIES

Accursed Breath (Su) As a standard action, a spire drake can spit a compressed ball of jet-black dust that bursts into a spray of clinging motes that sap the spiritual strength of creatures in an area. The attack has a range of 60 feet and deals 5d6 points of negative energy damage (Will DC 18 half) to all creatures in a 20-foot radius. Affected creatures take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1d4 rounds (or for 1 round on a successful Will save). As long as these motes cling to a creature, the effect of any conjuration (healing) effect used on that creature is halved. This is a curse effect. The save DC is Constitution-based.

Soul Corruption (Su) If a spire drake successfully performs a coup de grace upon a creature afflicted by its accursed breath, the slain target arises 1d4 rounds later as a wight (*Pathfinder RPG Bestiary* 276). This wight is not under the drake's control, and the wight and any spawn that it creates perish 1d6 days after arising.

Speed Surge (Su) Three times per day as a swift action, a spire drake can draw on its draconic reserves for a boost of strength and speed, allowing it to take an additional move action in that round.

Sages attribute the gaunt builds and tattered, scabrous wings of spire drakes to centuries of dwelling in magic-blasted desolations and accursed badlands, positing that the tainting of the land seeps into the drakes' flesh and bone and into every clutch of eggs, and is thus carried down through generations of decay. But while their appearance is somewhat withered, spire drakes are just as strong and ferocious as other drakes.

Spire drakes are unusually intelligent for their kind. They are particularly curious about magic and magical items, and enjoy having large collections of such items even if they don't know how to use them. Lacking the ability to detect magic, they often scour their hunting ranges for any items they suspect might be magical, collecting an array of strange and obscure devices and objects and displaying them proudly so they can boast to other drakes they encounter (who often jealously try to steal or destroy the collections of their rivals).

Spire drakes often demand tribute from merchants and caravans passing through or near the lands they claim, or may offer to let opponents escape a fight in exchange for surrendering a magic item. Spire drakes are rarely as clever as they think, however, and can be easily tricked by temporary magical effects into believing an item is magical. Still, spire drakes that manage to collect true magical items use them offensively or defensively as appropriate, and love to show off their latest prizes.

A typical spire drake measures 18 feet from its nose to the long, thin tip of its tail, and weighs about 1,700 pounds.

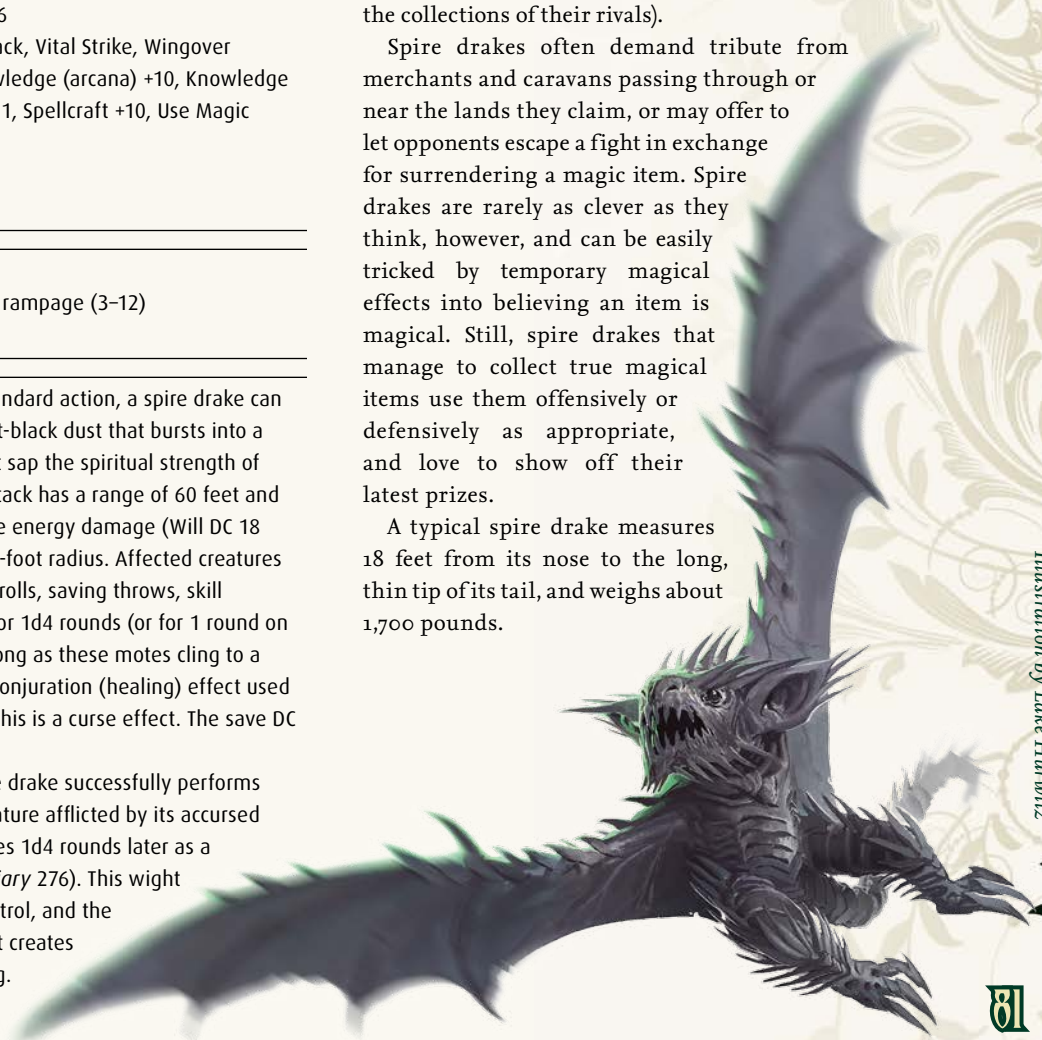


Illustration by Lake Hurwitz

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Ectoplasmic Creature

This slimy, shifting mass has the shape of a humanoid, but is made out of what appears to be some form of sticky rope or cloth.

ECTOPLASMIC HUMAN **CR 1/2**

XP 200

N Medium undead

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 7 (1d8+3)

Fort +0, **Ref** +0, **Will** +2

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

STATISTICS

Str 16, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness[B]

SQ phase lurch

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

Drawn from energies of the Ethereal Plane, ectoplasm is a vile substance resembling thick tangles of slimy linen or dripping goo. It shapes itself into the form of an undead creature, creating a host for a soul unfortunate enough to be confined within it. The existence of an ectoplasmic being is a cruel one, and few souls willingly choose this painful form of undeath.

An ectoplasmic creature is approximately the same size as the body it inhabited in life, though it weighs nearly twice as much, as the ropes of undead matter that compose its body are significantly heavier than most living flesh.

Even more so than most undead beings, creatures born of ectoplasm live hateful existences, filled with nothing but a lust for destruction and suffering. They have no bodily needs and require no sustenance; the only thing an ectoplasmic creature feeds upon is its own hatred of the living.

Once a spirit has passed to the afterlife, it seldom wishes to return at all, let alone in a disfigured ectoplasmic body. Spirits that aren't powerful enough to come back as ghosts or spectres sometimes return as ectoplasmic monsters, particularly when there are no remains of the creature's original body for its soul to inhabit in the form of a skeleton or zombie. Sometimes, ghosts and other strong undead purposefully draw upon ectoplasm from the ethereal realm, yearning for even more power in their ectoplasmic hosts.

Those who suffer this sorrowful fate, by misfortune or choice, are usually stuck in their ectoplasmic prisons until death grants them sweet release from this unlife. The transition from death to ectoplasmic undeath is a torturous ordeal, as is retaining the horrid form into which the creature is reborn. Often, this persistent agony drives these beings beyond mad, creating within an insatiable rage akin to that experienced by frustrated ghosts and other haunted souls.

An ectoplasmic creature's burning desperation and embitterment often pushes it toward violence: most such beings fling themselves into battle willingly, killing to satiate their natural hunger for the suffering of others, while simultaneously hoping to be killed and thus freed of their own suffering own.

Whenever in contact with surfaces (including walls they pass through), ectoplasmic creatures leave a trail of a silvery substance that resembles a slug's mucus—a trait almost exclusive to these undead. This slippery secretion dries within moments, so if its encountered, there is surely such a creature lurking nearby.

Ectoplasmic beings can inhabit any location, regardless of environment or climate. The horrors tend to prowl the areas in which they died, and rarely venture outside these areas, as though they were anchored there.

Though these entities rarely coordinate complicated actions with others of their kind, they seem to do so unintentionally at times. Their unnatural strength makes ectoplasmic creatures formidable combatants, which those not familiar with fighting ectoplasmic creatures would expect by looking at them. Fortunately for the wary, the sticky ectoplasm that trails behind these undead monsters is a clear indicator of their presence, and most experienced clerics can identify the substance at a glance.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Creating an Ectoplasmic Creature

"Ectoplasmic" is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: Usually chaotic evil.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as evil) and subtypes that indicate kind (such as giant). It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted in the following sections.

Armor Class: The creature's natural armor bonus changes as follows:

Ectoplasm Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Hit Dice: Drop HD gained from class levels (to a minimum of 1 HD) and change racial Hit Dice to d8s. Ectoplasmic creatures use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: An ectoplasmic creature loses the base creature's defensive abilities, and gains DR 5/ slashing as well as all of the standard immunities and traits possessed by undead creatures.

Speed: Winged ectoplasmic creatures can still fly, but their maneuverability drops to poor if it was initially any better. If the base creature flew magically, so can the ectoplasmic creature. Retain all other movement types. An ectoplasmic creature gains the ability to traverse the air (as the *air walk* spell) as a constant effect.

Attacks: An ectoplasmic creature retains all natural weapons of the base creature. It gains a slam attack that deals damage based on the ectoplasmic creature's size.

Special Attacks: An ectoplasmic creature retains all of the special attacks of the base creature. In addition, an ectoplasmic creature gains the following special attack.

Horrifying Ooze (Su): Any creature struck by an ectoplasmic creature's slam attack must succeed at a Will save (DC = 10 + 1/2 the ectoplasmic creature's Hit Dice + the ectoplasmic creature's Charisma modifier) or be shaken for 1d4 rounds.

Abilities: An ectoplasmic creature receives a +2 bonus to Strength and a +2 bonus to Charisma. An ectoplasmic creature has no Constitution or Intelligence score, and its Wisdom score becomes 10.

BAB: An ectoplasmic creature's base attack bonus is equal to 3/4 its Hit Dice.

Feats: An ectoplasmic creature loses all feats possessed by the base creature, and gains Toughness as a bonus feat.

Special Abilities: An ectoplasmic creature loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. An ectoplasmic creature gains the following special ability:

Phase Lurch (Su): An ectoplasmic creature has the ability to pass through walls or material obstacles. In order to use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

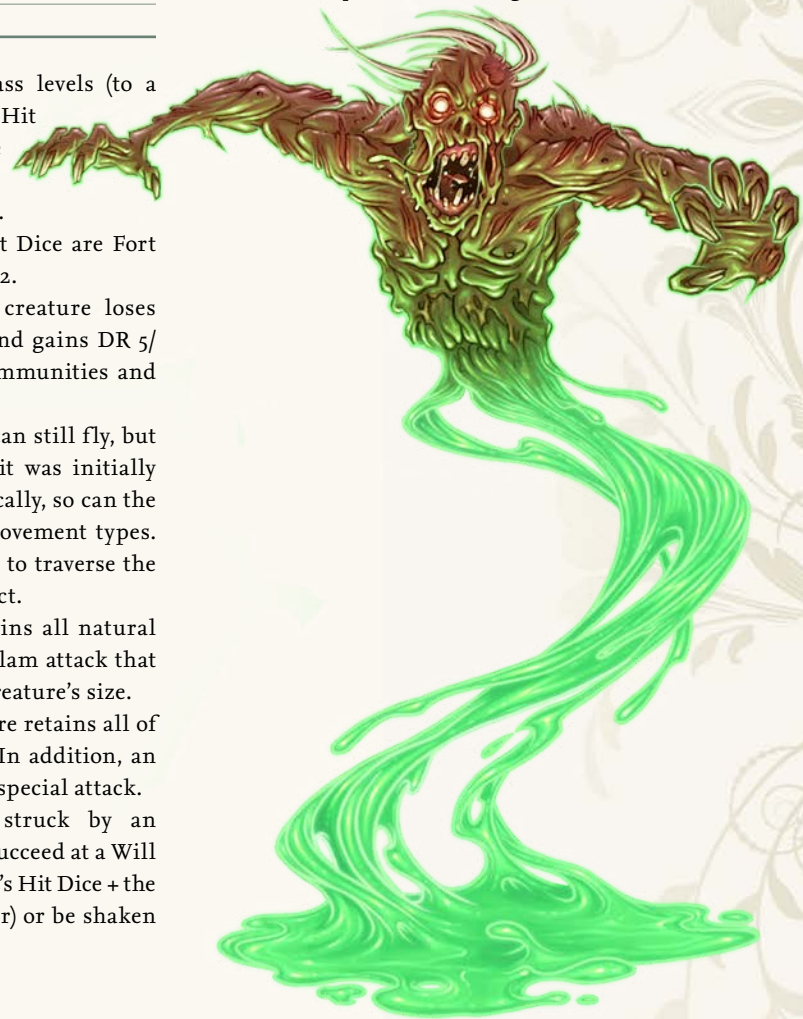


Illustration by Jean-Baptiste Reynaud

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Einherji

Holding a massive battleaxe and shield, this tall, helmed warrior is grim and fierce.

EINHERJI **CR 10**

XP 9,600

CN Medium outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft., *deathwatch*; Perception +18

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +3 Dex, +4 shield)

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

Fort +12, **Ref** +11, **Will** +8

Defensive Abilities *freedom of movement*; **DR** 10/cold iron and lawful; **Immune** cold, disease, fear, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee *+2 battleaxe* +19/+14/+9 (1d8+6/×3)

Ranged mwk throwing axe +17 (1d6+4)

Special Attacks challenge of single combat

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

Constant—*deathwatch*, *freedom of movement*

At will—*rage*

3/day—*divine power*

1/day—*heroes' feast*

STATISTICS

Str 19, **Dex** 16, **Con** 19, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +13; **CMB** +17; **CMD** 30

Feats Combat Reflexes, Improved Initiative, Improved Iron Will[B], Iron Will, Power Attack, Stand Still, Step Up, Strike Back

Skills Intimidate +16, Knowledge (engineering) +16, Knowledge (planes) +16, Perception +18, Ride +16, Survival +18

Languages Celestial, Common

SQ battle-trained, thirst for battle

ECOLOGY

Environment any

Organization solitary, squad (3–6), or warband (7–16)

Treasure triple (*+2 scale mail*, *+2 heavy wooden shield*, *+2 battleaxe*, masterwork throwing axe)

SPECIAL ABILITIES

Battle-Trained (Ex) An einherji is proficient with all armor. Armor never impacts an einherji's speed, nor does an einherji take armor check penalties on Ride checks.

Challenge of Single Combat (Ex) As a standard action, an einherji can choose a single target within sight to challenge by attempting an Intimidate check to demoralize that creature. If the check succeeds, the target is shaken and the einherji gains a +2 bonus on attack rolls and damage rolls against that target. For the duration of the challenge, the einherji must attack that target, and takes a –2 penalty to its AC, except against attacks made by the target. The challenge (and the shaken condition) remains in effect until the target successfully attacks the einherji in melee combat, the target is dead or unconscious, or the combat ends.

Thirst for Battle (Su) As long as an einherji is in battle (i.e., each round it makes an attack roll), it gains fast healing 5. An einherji loses this ability outside of combat or if knocked unconscious.

Some warriors who die glorious deaths in battle find that there is a call for their skill and prowess even after death. Chosen by valkyries (*Pathfinder RPG Bestiary 3* 277) from among the slain on the battlefield, they become einherjar, outsiders who fight for the gods and other powerful extraplanar beings in battles across the multiverse.

Like valkyries, einherjar can serve a variety of deities, not just gods of war, conflict, and valor, but also those of love, beauty, life, and others not thought of as combative. Einherjar pride themselves on prowess in battle, and forever seek to prove themselves by challenging worthy foes.

Einherjar can be either male or female, and normally appear as muscled, battle-hardened humans, dwarves, or elves. A typical einherji stands 7 feet tall and weighs around 300 pounds.



Illustration by Roberto Pitturru

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Elder Thing

This strange being has a star-shaped head and numerous writhing appendages arranged radially around its barrel-shaped body.

ELDER THING **CR 5**

XP 1,600

LN Medium aberration (aquatic)

Init +2; **Senses** all-around vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 59 (7d8+28)

Fort +8, **Ref** +4, **Will** +8

Immune cold; **Resist** fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (clumsy), swim 40 ft.

Melee 5 tentacles +7 (1d4+2 plus grab)

Special Attacks constrict (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** 19, **Int** 20, **Wis** 16, **Cha** 17

Base Atk +5; **CMB** +7 (+11 grapple); **CMD** 19 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Endurance, Great Fortitude

Skills Disable Device +9, Fly +4, Heal +10, Knowledge (arcana) +12, Perception +13, Spellcraft +15, Survival +13, Swim +20, Use Magic Device +10

Languages Elder Thing

SQ amphibious, hibernation, limited starflight, no breath

ECOLOGY

Environment any

Organization solitary, pair, pod (3–8), or expedition (9–16)

Treasure standard

SPECIAL ABILITIES

Hibernation (Ex) An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no Will saving throw necessary.

Limited Starflight (Ex) An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing's ability to fly in outer space does not allow it to reach unusually high speeds—an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.

Known by various names on various worlds, but most often as "elder things" or "old ones," these alien creatures are interested in creating lasting works of art, architecture, and even life (such as the dreaded shoggoths). They possess a boundless capacity for war and egotism.

A typical elder thing is 6 feet tall from head to foot, with a 7-foot wingspan. Surprisingly heavy for its size, an elder thing generally weighs about 450 pounds.



Illustration by Scott Purdy

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Elohim

This one-eyed being is a strange mix of insects, fungi, and other living things shaped into a single winged entity.

ELOHIM **CR 23/MR 6**

XP 819,200

N Huge outsider (extraplanar, mythic)

Init +16[M]/–4, dual initiative; **Senses** blindsight 60 ft., darkvision 60 ft., *deathwatch*, low-light vision, scent; Perception +34

DEFENSE

AC 39, touch 20, flat-footed 32 (+6 Dex, +1 dodge, +5 insight, +19 natural, –2 size)

hp 423 (22d10+302); regeneration 15 (epic weapons)

Fort +26, **Ref** +13, **Will** +24

Defensive Abilities fortification (50%); **DR** 15/epic, **Immune** electricity; **Resist** acid 30, cold 30, fire 30; **SR** 34

OFFENSE

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

Melee 2 claws +27 (2d8+7), 8 tentacles +22 (2d8+3 plus grab)

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

Special Attacks breath weapon (60-ft. cone, 20d8 electricity, Reflex DC 32 half, usable every 1d4 rounds), constrict (2d8+10), mythic magic, mythic power (6/day, surge +1d8)

Spell-Like Abilities (CL 23rd; concentration +30)

Constant—*deathwatch*, *mind blank*, *speak with animals*

At will—*baleful polymorph* (DC 22), *charm monster* (DC 21), *etherealness*, *rest eternal*[APG], *shapechange*, *stone shape*, *greater teleport* (self plus 50 lbs. of objects only)

5/day—*control weather*, *greater dispel magic*, *greater polymorph*, *heal*, *plane shift* (DC 24), *terraform*[MA]

3/day—*circle of death* (DC 23), *disintegrate* (DC 23), *power word stun*

1/day—*create demiplane*[UM], *mage's disjunction*

STATISTICS

Str 24, **Dex** 22, **Con** 32, **Int** 25, **Wis** 29, **Cha** 25

Base Atk +22; **CMB** +31 (+35 grapple); **CMD** 53 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude[M], Greater Vital Strike, Improved Great Fortitude, Improved Initiative[M], Improved Iron Will, Improved Vital Strike, Iron Will[M], Vital Strike

Skills Bluff +32, Heal +31, Intimidate +29, Knowledge (arcana, dungeoneering, geography, nature, planes) +32, Perception +34, Sense Motive +34, Spellcraft +29, Stealth +23, Swim +15, Use Magic Device +29

Languages *speak with animals*, telepathy 100 ft.

SQ compression, create life, natural spellcasting, no breath, plantbringer

ECOLOGY

Environment any (extraplanar)

Organization solitary or horde (1 plus 5–20 animals, magical beasts, and plants of CR 8–10)

Treasure double

SPECIAL ABILITIES

Create Life (Su) At will, an elohim can create any one plant or living creature. A creature created can have no more than 4 Hit Dice and be no larger than Large size, and is not under the elohim's control.

Natural Spellcasting (Su) An elohim can cast spells in any shape, similar to the Natural Spell feat.



Illustration by Roberto Pitturru

An elohim is a strange being obsessed with creating miniature worlds populated with creatures of its choosing. It creates new permanent demiplanes or alters remote environments in pre-existing planes, seeds them with new life, then eventually abandons them. An elohim might return to its creation decades or centuries later to observe how its progeny have fared, and might allow them to continue or eradicate them completely. Elohim communicate with other beings only rarely, and always in a cryptic fashion.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Empyreal Lord

The empyreal lords are the primal forces of good given physical form. Though not as powerful as gods, they are ancient celestials with legendary abilities.

Unlike many other beings of demigod-level power, empyreal lords do not divide themselves as strictly along racial lines—the term "empyreal lord" names the greatest members of the agathion, angel, archon, and azata races. While demon lords, archdevils, horsemen, and similar unique beings orchestrate the plots of their race alone—proving either unwilling or too fractious to collaborate with those not of their kind—empyreal lords seek out the commonalities of interest and purpose shared by their peers among the other celestial races. Although some good-aligned planar races have their own titles for the greatest of their kind, the title "empyreal lord" serves as a unifying bond between forces for good. Though their foes (and even some allies) see these mightiest azatas, angels, agathions, and archons as rulers of their kind, the empyreal lords do not consider themselves royalty. Together the empyreal lords marshal the efforts of all goodly outsiders toward common ends.

Some empyreal lords are almost as old as creation itself, having arisen from the ranks of the first celestials. Others were imbued with divine grace, either by being champions of a deity, inheriting the power of a slain god, or tapping into remarkable powers gathered at far-flung corners of the planes. Some reached this high station by performing impossible quests, gaining the favor of fate, or becoming perfectly attuned with one of the good outer planes.

Representing the two poles of goodness and the fulcrum upon which they balance, the empyreal lords do not always agree, but generally do not interfere with each others' decisions. Most view philosophical squabbles as petty when faced with a common foe, and never has infighting threatened the foundation of their bonds. Thus, while their outlooks may differ regarding freedom, individuality, and loyalty, the empyreal lords do not allow such differences to stand in the way of vanquishing evil—they're celestials aligned against evil first and foremost.

Despite their power, the empyreal lords typically eschew direct involvement in the affairs of mortals and even most other celestials. They believe the greater objectives of good are ultimately served by larger and farther-reaching orchestrations of diplomacy and subtle strategy. Even though their powers might not always obviously be directly at work, empyreal lords court mortal worshipers who share their goals and ideals, who are typically referred to as mystery cultists. Rather than more general goals like good or order, mystery cultists focus their worship on the ideals, activities, and creatures their patron most fervently extols or openly favors.

Other Empyreal Lords

Although the three presented here are among most powerful of the empyreal lords, they are far from the only celestials to bear this title. Among the ranks of the good races of the heavens stand those that are great leaders of their kind and shining examples to other celestials. For these few, their natures or their actions kindle a transformation that reshapes them into empyreal lords—a superlative version of their basic form. When they ascend, these empyreal lords are given an honorific typically celebrating their deeds or honoring another empyreal lord of similar distinction. Below are many ascendant celestials that have become empyreal lords and their honored titles.

Andoletta, Grandmother Crow (archon)
Arshea, Spirit of Abandon (angel)
Bharnarol, the Tempered Inventor (agathion)
Black Butterfly, the Silence Between (azata)
Chucaro, Maiden of Haze and Whimsy (azata)
Falayna, Warrior's Ring (archon)
Ghenshau, Breezes-Still-and-Ripples-Cease (archon)
Immonhiel, Balm-Bringer (angel)
Jaidz, Fearless Claw (agathion)
Lalaci, He of Motley Repose (azata)
Olheon, the Just Arbiter (archon)
Ragathiel, General of Vengeance (angel)
Shei, the Ibis Matron (agathion)
Sinashakti, Immaculate Joy (azata)
Vildeis, the Cardinal Martyr (angel)
Ylimancha, Harborwing (agathion)

Empyreal Realms

An empyreal lord's planar realm may be as small as a metropolis or as large as a continent. The realms' environments, themes, and traits are as unusual as the empyreal lords themselves, presenting surreal challenges and dangers to creatures seeking to invade them.

An empyreal lord gains the following additional powers while in its realm (the statistics presented on the following pages do not include these abilities).

- **Mythic**: An empyreal lord functions as a 10th mythic rank creature, including the mythic power ability (10/day, surge +1d12). It may expend uses of mythic power to use the mythic versions of any spell-like ability denoted with an asterisk (*) just as if the ability were a mythic spell.
- Use of the following spell-like abilities at will—*demand*, *discern location*, *fabricate*, and *major creation*.
- Use of the following spell-like abilities once per day—*dimensional lock**, *miracle* (limited to physical effects that manipulate the realm or to effects that are relevant to the empyreal lord's areas of concern), *power word stun**.
- **Heightened Awareness (Ex)**: An empyreal lord gains a +10 insight bonus on Perception and Initiative checks.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Empyreal Lord, Cernunnos

This tall, graceful person has elven features, the horns of a majestic stag and a piercing, ageless stare.

CERNUNNOS **CR 30**

XP 9,830,400

CG Large outsider (azata, chaotic, extraplanar, good)

Init +16; **Senses** blindsense 60 ft., darkvision 60 ft., *detect evil*, *detect lies*, *detect poison*, low-light vision, *true seeing*; Perception +43

Aura primal (30 ft.)

DEFENSE

AC 48, touch 22, flat-footed 35 (+12 Dex, +1 dodge, +26 natural, –1 size)

hp 663 (34d10+476); regeneration 10 (evil artifacts, effects, and spells)

Fort +25, **Ref** +31, **Will** +25

Defensive Abilities *freedom of movement*, lightning rod, unbound; **DR** 15/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, electricity, energy drain, petrification; **Resist** cold 30, fire 30; **SR** 41

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee *+5 holy cold iron club* +48/+43/+38/+33 (1d8+18/15–20), gore +43 (2d8+18)

Ranged *+5 evil outsider bane composite longbow* +51/+46/+41/+36 (2d6+14/19–20/×4)

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

Special Attacks greater slaying arrow, horned lord's charge, powerful charge (gore, 4d8+13 and horned lord's charge), wild shape (as 20th level druid)

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*detect evil*, *detect lies*, *detect poison*, *freedom of movement*, *true seeing*

At will—*greater teleport*, *haste**, *true strike**

3/day—*break enchantment**, *breath of life**, *dimensional anchor* (DC 19)

1/day—*discern location*, *mage's disjunction** (DC 24), *time stop**

* Cernunnos can use the mythic version of this ability in his realm.

Druid Spells Prepared (CL 20th; concentration +26)

9th—*elemental swarm*, *foresight*, *summon nature's ally IX* (2)

8th—*control plants* (DC 24), *repel metal or stone*, *sunburst* (DC 24), *whirlwind* (DC 24)

7th—*control weather*, *creeping doom* (DC 23), *heal*, *sunbeam* (DC 23)

6th—*antilife shell*, *greater dispel magic* (2), *move earth*, *wall of stone* (DC 22)

5th—*atonement*, *baleful polymorph* (DC 21), *deathward*, *transmute rock to mud*, *wall of thorns*

4th—*cure serious wounds* (2), *freedom of movement*, *rusting grasp*, *true form*[APG] (DC 20)

3rd—*call lightning* (DC 19), *cure moderate wounds*, *neutralize poison* (2), *remove disease*

2nd—*chill metal* (DC 18), *fog cloud*, *heat metal* (DC 18), *lesser restoration*, *resist energy* (2)

1st—*calm animals* (DC 17, 2), *cure light wounds* (2), *pass without trace* (2)

0—*create water*, *mending*, *purify food and drink*, *read magic*

STATISTICS

Str 29, **Dex** 35, **Con** 39, **Int** 18, **Wis** 22, **Cha** 21

Base Atk +34; **CMB** +44; **CMD** 67

Feats Combat Reflexes, Deadly Aim, Dodge, Improved Critical (longbow), Improved Critical (scimitar), Improved Initiative, Improved Precise Shot, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Weapon Focus (club), Weapon Focus (gore), Weapon Focus (longbow)

Skills Acrobatics +46 (+50 when jumping), Diplomacy +22, Disguise +22, Fly +10, Handle Animal +22, Intimidate +22, Knowledge (geography) +24, Knowledge (nature) +24, Knowledge (planes) +24, Knowledge (religion) +21, Perception +43, Ride +32, Sense Motive +43, Stealth +45, Survival +43, Swim +26

Languages Celestial, Draconic, Infernal, Sylvan; truespeech

SQ change shape (any humanoid, *alter self*), empyreal lord traits, perfect archer, seed of life

ECOLOGY

Environment any forest or plain (Elysium)

Organization unique

Treasure standard (*+5 holy cold iron club*, *+5 evil outsider bane longbow*, other treasure)

SPECIAL ABILITIES

Greater Slaying Arrow (Su) Cernunnos can spend 1 minute crafting any kind of *greater slaying arrow* (DC 32). He can have only one such arrow at a time, and it only functions for him. The save DC is Charisma-based.

Horned Lord's Charge (Ex) An opponent hit by Cernunnos's powerful charge must succeed at a DC 39 Fort save or be exhausted, sickened, or stunned (Cernunnos's choice) for 1d4 rounds. The save DC is Constitution-based.

Lightning Rod (Su) Cernunnos absorbs and negates any electricity effect that targets him or includes him in its area. As an immediate action on his next turn, he can release this energy to grant the *shock* weapon special ability to all weapons wielded by his allies within 30 feet for 1 round.

Perfect Archer (Ex) Cernunnos does not provoke attacks of opportunity for firing bow weapons in melee. He threatens squares out to his normal reach when wielding a bow. He automatically creates arrows when firing a bow and treats any bow he wields as if it had a range increment of 500 feet.

Primal Aura (Su) Any summoned animal or creature summoned by *summon nature's ally* gains a +4 enhancement bonus to its Strength and Constitution while within Cernunnos's aura. Any such creature summoned within his aura obeys him as if

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

he had summoned it (if given conflicting orders, the creature obeys Cernunnos instead of its summoner).

Spells Cernunnos casts spells as 20th-level druid.

Unbound (Su) Cernunnos is immune to any effects that restrict or force extradimensional movement upon him, such as *banishment* or *dimensional anchor*. He may allow these effects to affect him.

Cernunnos is a powerful empyreal lord who embodies the primeval force of nature as well as its wildness. He surrounds himself with counselors and advisors from all of the celestial races. Although he rarely makes a rash decision, he occasionally lets anger overwhelm his better judgment, even going so far as to swear personal vendettas against specific demon lords or archdevils. A peerless archer and hunter, in such moments of vengeance Cernunnos is tempted to visit Hell or the Abyss to personally exact his revenge.

His preference for decisive action against enemies puts Cernunnos at odds with Korada. Though Cernunnos agrees that even the wickedest souls can seek redemption, he worries that lives would be lost in the time it would take to allow a fiend to seek enlightenment.

The Horned Lord appears as a tall and muscular humanoid with elven features, tan skin, and a pair of antlers growing from his brow. Cernunnos dresses in simple clothes and leathers, died in natural colors but typically woven or worked with motifs of birds in flight or leaping animals.

On Elysium, Cernunnos dwells in an expansive palace constructed of interwoven trees and capped with lush foliage. Known as Briarbough, this sprawling complex of gardens and pools is his seat of power and a place of healing where celestials and good mortals come to have their most grievous wounds tended. Beyond lies hundreds of miles of pristine forest and plains; animals killed here are reborn the next day, fully healed. In times of war, Briarbough serves as a headquarters and hospital for good outsiders.

When not in Elysium, Cernunnos works with other celestial races to stem the spread of evil throughout the cosmos. Recognizing that—despite his power—he is still only one person, the Horned Lord uses his abilities to strengthen and bolster those already allied against darkness, training marshals and emissaries to work as his agents in the mortal and fey worlds. He favors druids and rangers—archers in particular—among his devotees.

In combat, Cernunnos uses stealth and range to draw enemies to terrain of his choosing. The Empyreal Lord then uses his magic to further shape the battlefield to hamper his foes before closing for melee.

Cernunnos's Faith

Good fey, intelligent plant creatures, and mortal rangers and druids worship Cernunnos. Elven fighters and rogues often view him as a patron of luck and good fortune, but others pray to him for strength against evil. His sacred places are secluded groves, waterfalls, and deep forests.

Cernunnos's holy symbol is the head of a stag, ram or similar horned creature with torcs or rings hanging from its horns. His favored weapon is the longbow. He grants access to the Animal, Chaos, Good, and Plant domains, and access to the Azata, Feather, Fur, and Growth subdomains.



Illustration by Xia Taptara

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Empyreal Lord, Korada

This serene, acrobatic man has stiff sideburns, a beard like a monkey, and three golden-furred tails.

KORADA **CR 26**

XP 2,457,600

NG Large outsider (agathion, extraplanar, good)

Init +22; **Senses** blindsense 60 ft., darkvision 60 ft., *detect evil*, *detect thoughts*, low-light vision; Perception +46

Aura primal (30 ft.)

DEFENSE

AC 45, touch 40, flat-footed 36 (+10 Dex, +1 dodge, +2 insight, +13 natural, –1 size, +6 sacred, +12 Wis); never flat-footed

hp 528 (32d10+352); regeneration 10 (evil artifacts, effects, and spells)

Fort +21, **Ref** +30, **Will** +30

Defensive Abilities never surprised; **DR** 10/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, disease, electricity, energy drain, petrification, poison; **Resist** cold 30, sonic 30; **SR** 37

OFFENSE

Speed 90 ft., climb 30 ft., fly 60 ft. (average)

Melee unarmed strike +31/+36/+31/+26 (2d10+8) or *+5 quarterstaff* +44/+39/+34/+29 (1d8+13) or flurry of blows +38/+38/+33/+33/+28/+28/+23 (2d10+8)

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

Special Attacks shatter spells, stunning fist (8/day, DC 22)

Spell-Like Abilities (CL 20th; concentration +34)

Constant—*detect evil*, *detect thoughts*, *foresight**, *sanctuary** (DC 25), *water walk*

At will—*augury*, *bless**, *calm animals* (DC 25), *calm emotions* (DC 26), *cure serious wounds**, *greater teleport*, *mirror image**

3/day—*divination*, *mad monkeys*[UM], quickened *mirror image**, *neutralize poison*, *true seeing*, *wall of force**

1/day—*antimagic field*, *moment of prescience*

* Korada can use the mythic version of this ability in his realm.

STATISTICS

Str 26, **Dex** 30, **Con** 33, **Int** 25, **Wis** 35, **Cha** 38

Base Atk +32; **CMB** +41 (+43 disarm or grapple, +45 trip); **CMD** 84 (86 vs. disarm, grapple, or trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Trip, Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike[B], Lunge, Mobility, Quicken Spell-Like Ability (*mirror image*), Scorpion Style, Snatch Arrows, Spring Attack, Step Up, Stunning Fist[B], Weapon Finesse

Skills Acrobatics +44 (+68 when jumping), Bluff +32, Climb +50, Diplomacy +45, Disguise +32, Escape Artist +26, Fly +8, Heal +27, Knowledge (arcana, geography, history, nature) +23, Knowledge (local) +22, Knowledge (planes, religion) +41, Perception +46, Sense Motive +46, Spellcraft +22, Stealth +40; **Racial Modifiers** +24 Acrobatics when jumping

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

SQ abundant step, change shape (avoral or any humanoid, *shapechange*), combat style master, empyreal lord traits, ki pool (22 points; adamantine, epic, good, lawful, magic, mythic, silver), lay on hands (15d6, 29/day), seed of life, tranquil master

ECOLOGY

Environment any forests or mountains (Nirvana)

Organization unique

Treasure standard (*+5 quarterstaff*, other treasure)

SPECIAL ABILITIES

Combat Style Master (Ex) Korada can attack with unarmed strikes and perform flurry of blows as a 20th-level monk. Like a monk, he adds his Wisdom bonus to his AC and CMD. As a swift action, Korada may enter the basic stance of any combat style feat (such as Crane Style[UC], Monkey Style[UC], and so on) as if he had the first feat in the feat path for that combat style. By expending 2 points of ki, he may use any two feats from his current combat style's feat path for the next minute; if he changes his stance, the previous stance's feats become unavailable but he may use feats from the new stance.

Primal Aura (Su) Korada's primal aura radiates calm and tranquility, automatically suppressing any non-mythic charm or compulsion effect on any creature within its area. Any creature in his aura (including him) can deal nonlethal damage with weapons without taking the –4 penalty on attack rolls for doing so.

Shatter Spells (Su): Korada can destroy a magical effect (whether it's on a creature or an independent effect such as a wall of fire) by attacking it with an unarmed strike. He must succeed at a melee touch attack against the creature or effect and expend 2 points of ki. If the attack hits, the creature or effect is subject to targeted *greater dispel magic* (CL 20th). If he dispels an effect, he suffer no harmful effects from touching it. If the effect is on a creature, the creature takes 1 point of damage per spell level of each effect dispelled.

Tranquil Master (Su) Korada may attack without breaking his *sanctuary* spell-like ability so long as he only attempts to deal nonlethal damage.

Korada is the champion of peace, kindness, and forgiveness. While he loves and respects his fellow empyreal lords for their tireless fight against wickedness, Korada believes good's final triumph will come from the redemption of evil creatures rather than their destruction. Honest, joyful, and clever, the Open Hand of Harmony dispenses wisdom with warmth and humility, and freely shares the secrets he has amassed over ages of study and meditation. Korada's dedication to philosophy and introspection have garnered him the ability to read the diverse threads of the world, see their nearly limitless connections, and then act on them with uncanny foresight. With neither the naïvety of youth nor the jaded weariness of age, Korada is a perfect balance of sentient intelligence and animal instinct, at home wherever he is.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Though he can assume many forms, Korada's true appearance is a slender, athletic man wearing a simple monk's robe. He has a golden monkey-like beard and sideburns, three monkey tails, and a light layer of downy golden fur covering the rest of his body.

On Nirvana, Korada dwells in the Dream Lotus, a serene palace city whose blossoming violet walls always drip with cool, golden nectar that is said to calm even the wildest of spirits. It's a place of refuge and healing, and no violence is allowed within its walls; those with problems controlling their anger are sent to meditate at one of its many calming sacred pools.

Korada is said to possess the gift of foresight, but he rarely acts on these strange visions. He believes the struggle to change is always worthwhile, even if such a journey does not always end in success. It's the process, not the result, that matters most to Korada.

Despite his staunch dedication to peace, Korada's skill in battle is respected, and he's able to utilize almost any fighting style without a second's pause. He may be responsible for inspiring or teaching the animal combat styles to mortals, using various guises over the course of history on many worlds—or he may even have persuaded the creator gods to give the animals their instincts and talents for fighting, which led to mortals studying and emulating animal combat styles.

Korada's reputation for peace and martial skill earned him the role of the diplomat of the empyreal lords and their celestial armies. Balor lords, demodand warlords, and even infernal dukes have (temporarily) abandoned their dreams of conquest and warmongering when the Open Hand of Harmony has arrived—alone—in their court to suggest that they consider a different path. These visits always leave behind a path of dazed and stunned fiends, surprised and awed by how easily he defeated them; most silently suffer this indignation and plan vengeance for the next time he appears.

Although Korada is usually serene and gentle, he has a mischievous side and has been known to poke fun at or harass his opponents like a capricious monkey. He combines his skill in battle and gift for trickery to lead dangerous opponents away from innocents or into places where they can more easily be captured or subdued.

That said, Korada abhors violence, and he prefers to make nonlethal attacks (using his primal aura and tranquil master abilities), disabling foes so he can speak to them of their weakness. He dispatches mindless opponents without hesitation, not wanting to waste energy debating or persuading a thing empty of thoughts and incapable of making moral choices. He challenges enemy leaders to single combat if doing so would prevent violence between other combatants.

Korada's Faith

Korada is worshiped by good fey, awakened animals, and mortal clerics and monks seeking inner peace. Many who have lived with constant violence pray to Korada for guidance in finding balance; others are inspired by his light heart and willingness to confront wickedness with compassion and humor. Many who worship him are once-evil creatures who chose the path of redemption, as well as paladins who strayed and are working to stay true to the path of righteousness and mercy. The empyreal lord's sacred places are diplomatic embassies, mountain monasteries, and wells.

Korada's holy symbol is two devotees kneeling before a lotus or a golden monkey with three tails. His favored weapon is the unarmed strike. His clerics have access to the domains of Good, Healing, Magic, and Protection, and the subdomains of Agathion, Defense, Divine, and Restoration.



Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Empyreal Lord, Vildeis

This red-winged angel is blindfolded and wrapped with bloody bandages. What shows of her flesh is scarred with celestial runes.

VILDEIS **CR 28**

XP 4,915,200

LG Large outsider (angel, extraplanar, good, lawful)

Init +13; **Senses** blindsense 120 ft., darkvision 60 ft., *detect evil*, *true seeing*, zealous vision; Perception +42

Aura primal (30 ft.), protective

DEFENSE

AC 44, touch 19, flat-footed 34 (+9 Dex, +1 dodge, +25 natural, –1 size; +4 deflection vs. evil)

hp 610 (33d10+429); regeneration 10 (evil artifacts, effects, and spells)

Fort +31, **Ref** +20, **Will** +26; +4 vs. poison, +4 resistance vs. evil

DR 15/epic and evil; **Immune** ability damage, ability drain, acid, bleed, charm effects, compulsion effects, cold, death effects, energy drain, petrification; **Resist** electricity 30, fire 30

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee *Cicatrix* +50/+45/+40/+35 (1d6+17/17–20 plus 1 bleed and 2d6 *vicious*)

Ranged *Cicatrix* +47 (1d6+17/17–20 plus 1 bleed)

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

Special Attacks smite evil 7/day (+5 attack and AC, +20 damage, *disintegrate* evil outsiders)

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*detect evil*, *true seeing*

At will—*command** (DC 16), *greater teleport*, *haste**, *paladin's sacrifice*[APG], *pain strike*[APG] (DC 18)

3/day—*discern location*, *geas/quest* (DC 21), *heal*, *holy word** (DC 22), *mark of justice* (DC 20), *mass pain strike*[APG] (DC 20), *searing light**

* Vildeis can use the mythic version of this ability in her realm.

Paladin Spells Prepared (CL 20th; concentration +25)

4th—*blaze of glory*[APG] (DC 19), *break enchantment*, *death ward*, *king's castle*[APG]

3rd—*dispel magic*, *fires of judgment*[APG] (DC 18), *prayer*, *righteous vigor*[APG]

2nd—*bull's strength*, *corruption resistance*[APG], *litany of warding*[UC], *remove paralysis*, *shield other*

1st—*divine favor* (3), *hero's defiance*[APG], *lesser restoration* (2)

STATISTICS

Str 35, **Dex** 29, **Con** 37, **Int** 18, **Wis** 22, **Cha** 21

Base Atk +33; **CMB** +46; **CMD** 66

Feats Blinding Critical, Combat Casting, Combat Reflexes, Critical Focus, Deadly Aim, Dodge, Flyby Attack, Improved Critical (dagger), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Spell Penetration, Step Up, Vital Strike, Weapon Focus (dagger)

Skills Acrobatics +45, Bluff +41, Fly +26, Heal +23, Intimidate +41, Knowledge (planes) +40, Knowledge (religion) +40, Perception +42, Sense Motive +42, Sleight of Hand +45, Stealth +41

Languages Celestial, Draconic; truespeech

SQ lay on hands (16d6, 25/day), seed of life

ECOLOGY

Environment any (Heaven)

Organization unique

Treasure standard (*Cicatrix*, other treasure)

SPECIAL ABILITIES

Primal Aura (Su) Whenever Vildeis would be affected by a bleed effect, all enemies within 30 feet gain that bleeding condition instead, as though they were the effect's original targets (no saving throw, creatures immune to bleeding are immune to this effect). The Heal DC to stop this bleeding is 25.

Smite Evil (Su) Vildeis can smite evil as a 20th-level paladin. Whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to *disintegrate*, using Vildeis's paladin level as the caster level. After the *disintegrate* effect and the damage from the attack are resolved, the smite effect immediately ends.

Spells Vildeis casts spells as a 20th-level paladin.

Zealous Vision (Su) Vildeis automatically pinpoints the location of any evil creature within 1,000 feet of her.

Also known as the Cardinal Martyr, Vildeis endlessly sacrifices herself in penitence for the sins of the multiverse, every battle against evil giving her body one more wound with which she might shed bloody tears for existence. When Vildeis emerged from the Heavens, she was a being of sublime beauty, but of a majesty so delicate that she couldn't suffer the sight or even the thought of evil. Within an hour of her birth, she had put out her own eyes, refusing to even gaze upon a reality tainted by sin. Since the first self-inflicted wound marred her once-perfect body, she has struggled against evil in all its forms. Denying herself home or rest, Vildeis harrows the wildest reaches of the multiverse, driving back the expansions of foul realms and slaying those who would do wicked deeds.

Vildeis has no home among the planes, and forgoes any comforts—even those as basic as shelter or company—so long as there is evil afoot in the multiverse. Such makes her one of the most aloof empyreal lords, but also one of the most storied. Across the planes, legends tell of pitched battles, desperate last stands, and near massacres turned in the favor of the innocent by the sudden appearance of Vildeis herself, bloody-winged and avenging. While such miraculous rescues have more to do with happenstance then omniscience, they nonetheless inflame the passions of the righteous across countless worlds. Those who seek to encounter the empyreal lord of devotion, sacrifice, and scars must follow rumors of her passing, usually spoken

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

by awed beings and crippled fiends along the fringes of reality's darkest outlands.

Nearly as well known as the Cardinal Martyr herself are her morbid trappings—miles of stained bandages, scars etched and re-etched in the shapes of celestial runes, and a dagger that drips with her blood as often as that of her enemies. Of these, her dagger *Cicatrix* is the most infamous, a black blade like a thorn dropped from some gigantic iron rose, which the empyreal lord used to blind herself. Tales tell that she uses her blade not just to slay the wicked and share her blindness, but to carve the runes that crisscross her body upon others, infusing them with the compulsion to battle evil even if previously there was no such desire.

Vildeis's Faith

Vildeis is the patron of devotion, sacrifice, and scars. Those who follow her number among the most zealous crusaders, the most unshakable priests, and the most incorruptible judges. They view their goddess as an exemplar and a leader who sacrifices for them in ways they can never match. Vildeis, and by extension her worshipers, is extremely strict when it comes to adhering to her tenets of living an austere and principled life wholly devoted to combating evil.

Those who diverge from Vildeis's teachings are expelled from her orders, but encouraged to do good in the world under the service of gentler masters. Though Vildeis doesn't expect all of her followers to perform the same self-mortification that she does, tattoos, scarification, and flagellation are common among her servants, especially her most devoted priests. Even those who don't engage in ritual bloodletting typically wear long red ribbons, symbolic of the empyreal lord's eternal wounds.

Vildeis's holy symbol is a scarred golden breastplate. Her favored weapon is the dagger. Her clerics have access to the Destruction, Good, Healing, and Law domains, and to the Rage and Resurrection subdomains.

CICATRIX		MAJOR ARTIFACT
SLOT none	**CL** 30th	**WEIGHT** 2 lbs.
AURA overwhelming necromancy		

When Vildeis reached for a tool to permanently put an end to her sight so she no longer had to bear witness to the evils of the multiverse, her hand fell upon *Cicatrix*. Although even she doesn't know who or what placed the black blade within her grasp, in the ages since it put out its mistress's eyes, the blade has rarely left Vildeis's hand. *Cicatrix* is a *+5 holy returning vicious dagger* that counts as both cold iron and silver. Any time *Cicatrix* deals damage, the creature struck must attempt a DC 25 Will save. If it fails, the wielder instantly knows that creature's alignment and can listen to its surface thoughts, as *detect thoughts*. If the wielder chooses, she can then force the creature to attempt a DC 25 Will save; if the creature fails its saving throw, the wielder may blind the target (as *blindness/deafness*) or inscribe a martyr's mark upon the target. Inscribing a martyr's mark means the wielder takes the damage from the attack instead of the target; the martyr's mark is triggered like a *mark of justice*, but activates a *geas/quest* of the wielder's choosing instead of *bestow curse*. A martyr's mark can be removed as if it were a *mark of justice*.

DESTRUCTION

Cicatrix is destroyed if an evil outsider of CR 20 or higher uses the blade to sacrifice itself to save a good outsider's life.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Erlking

Birdlike wings covered with autumnal leaves instead of feathers extend from the back of this regal, elf-like humanoid.

ERLKING **CR 18**

XP 153,600

CN Medium fey

Init +7; **Senses** low-light vision; Perception +28

DEFENSE

AC 34, touch 15, flat-footed 29 (+7 armor, +4 Dex, +1 dodge, +12 natural; +2 deflection vs. evil or law)

hp 270 (20d6+200); fast healing 10

Fort +15, **Ref** +20, **Will** +17

Defensive Abilities *blur*, *protection from good* and *law*, **DR** 10/cold iron; **Immune** poison; **Resist** acid 30, cold 30, electricity 30

OFFENSE

Speed 70 ft., fly 90 ft. (good)

Melee *+3 cold iron keen longsword* +20/+20/+15 (1d8+12/17–20 plus bleed)

Ranged *+3 ironwood longbow* +20/+20/+15 (1d8+3/×3 plus bleed)

Special Attacks bleed (1d6), favored enemy (all humanoids +10), ironwood mastery

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*blur*, *haste* (self only), *protection from evil*, *protection from law*, *speak with animals*, *speak with plants*

At will—*whispering wind*

3/day—*animate plants*, *black tentacles*, *cure critical wounds*, *haste*, *ironwood*, *move earth*, *plant growth*, *summon nature's ally VI*, summon (level 6, 1d4+1 centaurs or 1 treant 100%), *tree stride*

1/day—*finger of death* (DC 23), *repel metal or stone*, *summon nature's ally IX*

STATISTICS

Str 20, **Dex** 25, **Con** 28, **Int** 19, **Wis** 20, **Cha** 21

Base Atk +10; **CMB** +15; **CMD** 33

Feats Critical Focus, Disruptive, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Power Attack, Spellbreaker, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +19 (+35 when jumping), Bluff +18, Climb +12, Diplomacy +13, Fly +18, Handle Animal +15, Heal +10, Intimidate +25, Knowledge (geography) +17, Knowledge (nature) +27, Knowledge (nobility) +9, Perception +28, Perform (any one) +13, Ride +16, Sense Motive +18, Spellcraft +14, Stealth +29, Survival +15, Swim +17; **Racial Modifiers** +16 Acrobatics when jumping

Languages Common, Elven, Sylvan; *speak with animals*, *speak with plants*

SQ warrior fey

ECOLOGY

Environment temperate forests

Organization solitary, squad (1 plus 2–12 centaurs, 2–12 satyrs, and 1–2 treants), or army (1 plus 4–24 centaurs, 4–24 satyrs, and 2–5 treants)

Treasure double (*ironwood* chain shirt, *ironwood* longbow, *ironwood* longsword, other treasure)

SPECIAL ABILITIES

Ironwood Mastery (Su) Any *ironwood* armor an erlking wears gains a +3 enhancement bonus, and any *ironwood* weapon it wields is treated as a *+3 cold iron keen* weapon.

Warrior Fey (Ex) An erlking counts as a 20th-level fighter for all abilities and effects requiring fighter levels.

Erlkings guard the wildest, most pristine reaches of nature, and lead other fey to reclaim defiled lands. Most forest creatures acknowledge an erlking as king of the forest and arbiter in disputes between the people of the wilds. In most forests, an erlking is the brother or consort of a hamadryad, and represents the aggressive, dangerous, and vengeful aspect of the wilds.

An erlking is a blur of motion on or off the battlefield, using his powers to coordinate attacks against despoilers, manipulate terrain to his side's advantage, and call in reinforcements when his forces would be overwhelmed. When his services are not needed, an erlking retires to the realm of the fey.



Illustration by Roberto Pitturru

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fachen

This half-bodied monstrosity with a toothy mouth and stringy hair hops about on its single leg with unusual grace.

FACHEN **CR 5**

XP 1,600

NE Medium aberration

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

Aura fear (30 ft., DC 15)

DEFENSE

AC 18, touch 14, flat-footed 14 (+1 Dex, +3 dodge, +4 natural)

hp 45 (7d8+14)

Fort +4, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft.

Melee battleaxe +10 (1d8+5/×3), bite +5 (1d6+2)

STATISTICS

Str 20, **Dex** 13, **Con** 15, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Acrobatic, Cleave, Iron Will, Power Attack

Skills Acrobatics +13, Perception +9, Stealth +6

Languages Common

SQ incredible balance

ECOLOGY

Environment temperate hills or plains

Organization solitary

Treasure standard (battle axe, other treasure)

SPECIAL ABILITIES

Fear (Su) Each creature within a 30-foot radius that sees a fachen must succeed at a DC 15 Will save or be paralyzed by fear for 1d4 rounds. A creature that successfully saves is not subject to the same fachen's fear aura for 24 hours. This is a paralysis effect and a mind-affecting fear effect. The save DC is Charisma-based.

Incredible Balance (Ex) Despite its strange anatomy, a fachen is adept at keeping itself upright and out of danger. A fachen gains a +3 dodge bonus to AC and a +4 racial bonus to its CMD against trip combat maneuvers.

The fearsome fachen's terrifying visage paralyzes all but the most intrepid that happen across its hopping path. Reports disagree on just what it is about the fachen that turns one's blood to ice—the single leg and foot that somehow don't impair the being's balance or speed, the seemingly too-strong arm jutting from the center of the creature's torso, or the lone, bulbous eye leering maliciously at its would-be prey. Most likely it's a combination of all of these things mixed with the unrelenting rage and savagery that seems to ooze from its every pore.

Though the fachen's grotesque approximation of a humanoid form could be enough to scare a traveler witless on its own, no single part of the abomination's appearance induces fear like that of its mouth, a snarling and snapping thing filled with two full rows of long, sharp teeth—a mouth that looks like a cage out of a foul nightmare. Constantly gnashing or chomping in the air, it delivers grievous wounds to those who don't flee this terrible creature.

Though they're able to speak, fachens do so only to curse at those they encounter. These barbaric creatures have no discernible culture, and sages and naturalists are still puzzled as to how they even reproduce. It almost seems as if they are pure rage that spontaneous takes on a hideous natural form.

A typical fachen stands just short of 6 feet tall, and despite appearing to be half a person, weighs around 150 pounds because of its muscle mass. Though it isn't a very large creature, its fearsome composition and the aura of fear it exudes give it a presence that makes it seem much greater than its actual size.



Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Familiars

Presented on these pages are base animal statistics for five additional familiars beyond those most commonly used by spellcasters—of course, these statistics can also be used for normal animals as well. These familiars use the standard rules for familiars presented on pages 82–83 of the *Pathfinder RPG Core Rulebook*. Tiny or smaller familiars in this section use Dexterity to modify Climb and Swim skill checks.

Small Familiars

Small familiars threaten the areas around them like Small creatures, and can be used to flank enemies, though both familiars and their masters are often loath to use such tactics, as the result is often a dead familiar. Small familiars are also harder to keep on a master's person than Tiny or smaller familiars. Often they require some form of magic item, like a *bag of holding*, to remain truly out of sight.

Familiar	Special Ability
Archaeopteryx	Master gains a +2 bonus on Reflex saves
Dodo	Master gains a +4 bonus on initiative checks
Platypus	Master gains a +3 bonus on Swim checks
Sloth	Master gains a +3 bonus on Climb checks
Tuatara	Master gains a +3 bonus on Survival checks

Archaeopteryx CR 1/4

XP 100

N Tiny animal

Init +2; **Senses** low-light vision; Perception +1

Defense

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

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +1

Offense

Speed 40 ft., climb 10 ft., fly 40 ft. (poor)

Melee bite +4 (1d4–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Climb +10, Fly +6

SQ weak flier

Ecology

Environment temperate or warm forests

Organization single, pair, or nest (4–10)

Treasure none

Special Abilities

Weak Flier (Ex) An archaeopteryx can't hover or fly up at an angle greater than 45 degrees while flying.

Archaeopteryxes are primitive birds. Instead of beaks, they have lizardlike heads with serrated teeth.

Dodo CR 1/4

XP 100

N Small animal

Init +0; **Senses** low-light vision; Perception +3

Defense

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

hp 6 (1d8+2)

Fort +4, **Ref** +2, **Will** –1

Offense

Speed 20 ft.

Melee bite +1 (1d3–4)

Statistics

Str 3, **Dex** 11, **Con** 14, **Int** 2, **Wis** 9, **Cha** 6

Base Atk +0; **CMB** –5; **CMD** 5

Feats Weapon Finesse

Skills Perception +3

Ecology

Environment temperate or warm islands

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

Treasure none

Dodos are flightless birds that typically inhabit isolated tropical islands devoid of predators. Their boldness leads them to bumble into situations where they're easy prey.

Platypus CR 1/6

XP 65

N Tiny animal

Init +2; **Senses** electrolocation 30 ft. (while underwater), low-light vision; Perception +1 (+5 while underwater)

Defense

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will**

Offense

Speed 10 ft., swim 40 ft.

Melee spur +4 (1d3–4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

Statistics

Str 2, **Dex** 14, **Con** 8, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Perception +1 (+5 while underwater), Swim +14; **Racial Modifiers** +4 Perception while underwater

SQ semiaquatic

Ecology

Environment temperate or warm rivers

Organization solitary

Treasure none

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

SPECIAL ABILITIES

Electrolocation (Ex) While underwater, platypuses can sense the tiny electrical currents that trigger muscle movement. This allows them to locate living prey and to distinguish it from inanimate objects. Treat electrolocation as lifesense with a range of 30 feet, but that functions only underwater.

Poison (Ex) Spur—injury; *save* Fort DC 9; *frequency* 1/round for 4 rounds; *effect* 1 nonlethal damage; *cure* 1 save.

Semiaquatic (Ex) Platypuses can hold their breath underwater for up to 5 minutes before they must start attempting Constitution checks to avoid suffocation.

Platypuses are egg-laying mammals that live in riverside burrows and hunt larvae and shellfish.

SLOTH CR 1/6

XP 65

N Tiny animal

Init –2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 11, touch 10, flat-footed 11 (–2 Dex, +1 natural, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +0, **Will** +1

OFFENSE

Speed 5 ft., climb 5 ft.

Melee 2 claws –1 (1d2–3)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 5, **Dex** 7, **Con** 12, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** –4; **CMD** 3 (7 vs. trip)

Feats Skill Focus (Stealth)

Skills Climb +10, Stealth +17, Swim +2; **Racial Modifiers** +4 Climb, +4 Stealth, +4 Swim

ECOLOGY

Environment warm forests

Organization solitary or pair

Treasure none

Sloths are tree-dwelling herbivores. They are known for their efficient metabolisms and slow movement.

TUATARA CR 1/4

XP 100

N Tiny animal

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

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

hp 5 (1d8+1)

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

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +3 (1d3–4 plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 13, **Con** 12, **Int** 1, **Wis** 10, **Cha** 5

Base Atk +0; **CMB** –1; **CMD** 5 (9 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+1 when jumping), Climb +9, Perception +4, Survival +4; **Racial Modifiers** –4 Acrobatics when jumping, +4 Perception, +4 Survival

ECOLOGY

Environment temperate islands

Organization solitary or pair

Tuataras are cousins to true lizards. They mostly live on primordial islands where mammals have never established a foothold.



Illustration by Dean Spencer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Festering Spirit

This ghostlike creature reeks of the grave and drips with putrescent goo.

FESTERING SPIRIT **CR 8**

XP 4,800

CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +13

Aura stench (DC 14, 10 rounds)

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d4 Con damage plus slime)

Special Attacks create spawn, slime, trample (1 Con plus slime, DC 16)

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility

Skills Fly +9, Perception +13, Stealth +17

SQ ghost touch

ECOLOGY

Environment any land or underground

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

Treasure incidental

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a festering spirit's Constitution damage becomes a festering spirit under the control of its killer in 1d4 days. Giving the corpse a proper burial (or cremation) prevents it from becoming a festering spirit.

Ghost Touch (Su) A festering spirit can manipulate corporeal objects that weigh up to 25 pounds as if those objects had the *ghost touch* special ability.

Slime (Su) A festering spirit's slime resembles the putrefying sludge of decaying corpses. Any creature that is hit by the spirit's incorporeal touch attack, passes through its square, or hits it with a natural weapon or unarmed strike must attempt a DC 16 Fortitude save. On a failure, the creature is nauseated for 1d4 rounds, and on a success the creature is staggered for 1 round. A festering spirit's slime persists on objects and creatures for 1d10 minutes but has no harmful effect after its initial contact. Creatures immune to poison or disease are immune to this ability. The save DC is Charisma-based.

Trample (Ex) The DC of a festering spirit's trample is Charisma-based.

A festering spirit arises when a vile person's corpse is put in a mass grave, or when such a person is buried, exhumed, and placed in a charnel house or ossuary. The lingering hatred and evil of the dead mixes with the worst remnants of dozens of other people, creating a frustrated incorporeal shade of sickness, hate, and rot. Powerful mortals might arise as multiple festering spirits, each spawned from a different aspect of the original creature's personality.

A festering spirit can't travel more than a mile from its remains. When left alone for long periods, a festering spirit usually wanders the halls and rooms near its burial site, destroying things, indulging in pranks, or trying to eat and drink anything it finds palatable (which falls through its incorporeal body to no effect). Its senses can barely detect these treats, though some adventurers report that strong alcohol and spicy foods can distract the spirit as it savors these sensations.



Illustration by Joshua Meehan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Flea, Giant

A hideous, dog-sized flea leaps about on long, gangly legs. The sharp, jagged edges of its jaws greedily clatter for blood.

GIANT FLEA **CR 1/2**

XP 200

N Small vermin

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Defensive Abilities DR 5/slashing; **Immune** disease, mind-affecting effects

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4+1 plus disease)

Special Attacks disease

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** —, **Wis** 11, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 12

Skills Acrobatics +0 (+20 when jumping); **Racial Modifiers** +20 Acrobatics when jumping

ECOLOGY

Environment any land or underground

Organization solitary, cluster (2–6), or colony (7–12)

Treasure none

SQ uncanny leap

SPECIAL ABILITIES

Disease (Ex) Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1 day; *effect* 1 Con damage; *cure* 1 save. The save DC is Constitution-based

Uncanny Leap (Ex) As a full-round action, a giant flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line.

Much like their smaller cousins, giant fleas are hemophagous insects that live in any kind of environment where they can feed upon blood. These creatures possess surprising agility and strength. Able to leap great distances, they flit about mindlessly, looking for easy prey. A giant flea can go for several months without feeding, but then gorges after such a fast.

A witch can take a giant flea as a familiar. Like all vermin, a giant flea gains 1 point of Intelligence when it becomes a familiar. A giant flea familiar grants its master a +3 bonus on Fortitude saves against disease.

Flea, Mammoth

This mammoth flea is size of a horse. Its legs dangle awkwardly from its great, swollen body armored entirely in disfigured plates.

MAMMOTH FLEA **CR 2**

XP 600

N Large vermin

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 9 (+3 Dex, +1 dodge, –1 size)

hp 22 (4d8+4)

Fort +5, **Ref** +4, **Will** +1

Defensive Abilities DR 5/slashing; **Immune** disease, mind-affecting effects

OFFENSE

Speed 30 ft.

Melee bite +4 (1d8+3 plus blood drain and disease)

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

Special Attacks blood drain (1d2 Con), disease

STATISTICS

Str 13, **Dex** 17, **Con** 13, **Int** —, **Wis** 11, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 19

Skills Acrobatics +0 (+20 when jumping); **Racial Modifiers** +20 Acrobatics when jumping

Feats Dodge[B]

SQ uncanny leap (see giant flea)

ECOLOGY

Environment temperate forests, hills, mountains, or plains

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

Treasure none

SPECIAL ABILITIES

Disease (Ex) Bite—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1 day; *effect* 1 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Mammoth fleas are fierce predators. They require vast amounts of blood to survive, though once full, they can survive for months before needing to feed again. For this reason, they seek larger prey like cows and horses, and plague agrarian communities that raise herd animals. A mammoth flea's bite is excruciatingly painful, and leaves behind a raised, ring-shaped scar.

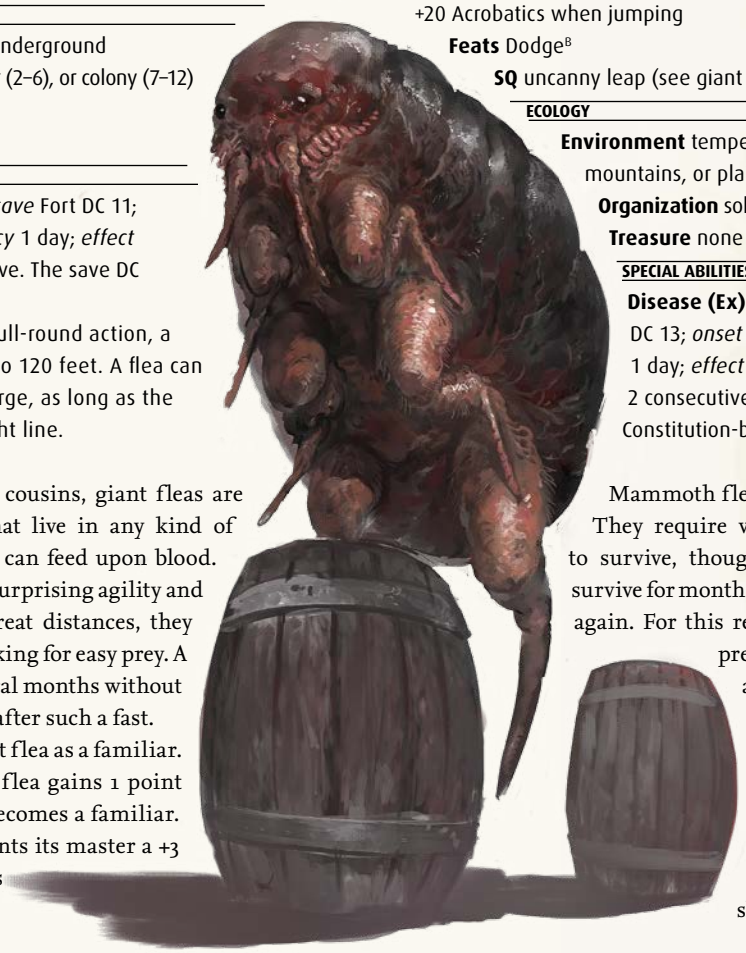


Illustration by Jorge Fares

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fleshdreg

Composed of half-formed body parts, this creature stands on two bizarre legs. Its mouth is full of jagged teeth and a slavering tongue.

FLESHDREG **CR 1**

XP 400

NE Small aberration

Init +1; **Senses** darkvision 60 ft., sin-scent; Perception +4

DEFENSE

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

hp 13 (2d8+4)

Fort +2, **Ref** +3, **Will** +3

Immune mind-affecting effects; **SR** 12

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus sinful bite)

STATISTICS

Str 12, **Dex** 13, **Con** 15, **Int** 6, **Wis** 11, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 12

Feats Lightning Reflexes

Skills Acrobatics +5, Escape Artist +5, Perception +4, Stealth +9

Languages Aklo

ECOLOGY

Environment any ruins

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

Treasure none

SPECIAL ABILITIES

Sinful Bite (Su) Each fleshdreg possesses an additional attack depending on its sin type. The save DCs are Charisma-based.

Envy: An envy fleshdreg's bite attack can temporarily interfere with magic. If an envy fleshdreg deals damage with its bite attack to any creature under a magic effect, the fleshdreg attempts a dispel check as if it were caster level 3rd against the spell effect with the highest caster level. If the dispel check is successful, the effect is suppressed for 1d4 rounds.

Gluttony: A gluttony fleshdreg's bite attack can wither and weaken the body of the creature it attacks. Any creature that takes damage from a gluttony fleshdreg's bite attack must succeed at a DC 12 Fortitude save or become fatigued. Subsequent uses of this ability do not cause a bitten creature to become exhausted.

Greed: A greed fleshdreg's bite can twist and warp the body of a creature it attacks. Any creature that takes damage from a greed fleshdreg's bite attack must succeed at a DC 12 Fortitude save or have its speed reduced by half and take a –2 penalty to Strength and Dexterity for 1d6 rounds.

Lust: A lust fleshdreg's bite can addle the mind of the creature it attacks. Any creature that takes damage from a lust fleshdreg's bite attack must succeed at a DC 12 Will save or become confused for 1 round.

Pride: A pride fleshdreg's bite floods the senses of the creature it attacks. Any creature that takes damage from a pride fleshdreg's bite attack must succeed at a DC 12 Will save or be blinded for 1 round and dazzled for the next 1d4 rounds.

Sloth: A sloth fleshdreg's bite conjures an amber crust that covers the target and restricts the target's movements. Any creature that takes damage from a sloth fleshdreg's bite attack must succeed at a DC 12 Reflex save or take a –2 penalty on attack rolls and Reflex saves for 1d4 rounds.

Wrath: A wrath fleshdreg's bite delivers energy damage to creatures it attacks. Any creature that takes damage from a wrath fleshdreg's bite attack takes an additional 1d4 points of energy damage (fleshdreg's choice).

Sin-Scent (Su) Fleshdregs have scent against creatures whose nature reflects the fleshdreg's related sin. For example, a wrathful fleshdreg can scent creatures using rage effects. The GM should adjudicate what creatures a particular fleshdreg can scent.

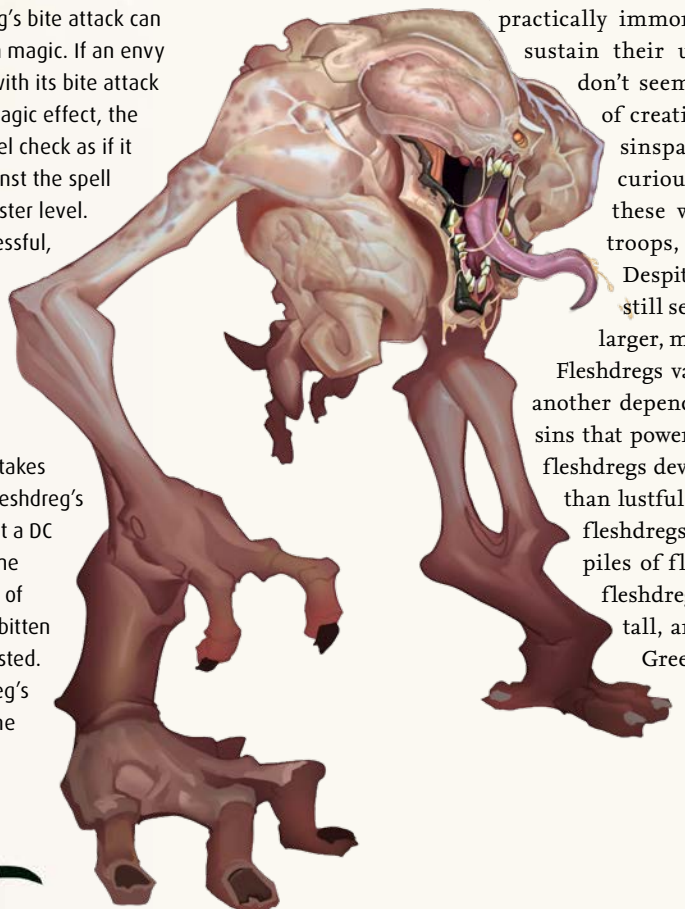


Illustration by Rayph Beisner

Fleshdregs are misshapen lumps of tissue, appendages, and biting mouths. These incomplete sinspawn are practically immortal, require little food to sustain their unnatural physiology, and don't seem to mature past the point of creation. Fleshdregs follow true sinspawn around like pets or curious children. Sinspawn use these weaker creatures as slaves, troops, and hunting companions. Despite this treatment, fleshdregs still seek out the company of their larger, more advanced cousins.

Fleshdregs vary in appearance from one another depending on factors such as the sins that powered their creation. Wrathful fleshdregs develop a more predatory form than lustful fleshdregs do, and slothful fleshdregs are little more than bloated piles of flesh atop stubby legs. Most fleshdregs stand between 3 and 4 feet tall, and weigh about 60 pounds. Greed fleshdregs are the tallest of their kind, and sloth fleshdregs the heaviest.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fleshwarp

The most fearsome drow aren't satisfied with the mere defeat and death of their foes, preferring to defile their enemies in horrific ways. The most gruesome form of transformation assaults their enemies' very essence through the complicated process of fleshwarping.

Fleshwarping is the practice of altering a creature's physical form and mental state by way of a grisly mystical and alchemical process. It starts with submerging the subject in a vat filled with a magical and alchemical goo concocted of strange reagents, and infused with a multitude of living insects and other vermin. The goo dissolves and reshapes the flesh and bone of the subject while the vermin eat away at unwanted flesh, making way for the new, alchemically grown flesh to take hold. The process is torturous, and the subject is kept alive and conscious throughout it.

Depending on the base creature being fleshwarped, the heinous process lasts days, weeks, or even months. The entire time, it's overseen by a fleshwarper—a craftsperson whose perverse curiosity trumps any regard for life or sanity. This fleshwarper pokes and prods at the subject, flaying the skin and committing other atrocious tortures when necessary, manipulating the vermin as needed, and making sure the mix of reagents in the fleshwarping goo is correct at every stage of the occult process. Once the process is complete, the transformed abomination is expected to free itself from the fleshwarping goo; those that fail to do so are summarily slaughtered.

The end result is something both more and less than the base form. Though the process is basically the same for every type of creature the drow experiment on, the results are drastically different. A fleshwarped drow becomes a drider. A fleshwarped elf becomes an irnakurse, and a fleshwarped troglodyte becomes a ghonhatine. Some races seem to resist the process of fleshwarping altogether—dwarves have never been successfully fleshwarped, and most fey are particularly resilient to the process. What is generally true about fleshwarping is that inherently evil creatures that go through the process tend to be more useful to the drow than those who start out good. The most useful of the fleshwarps are those created from other drow. These unfortunate subjects are typically those who fail their house or are born with physical or mental defects. Unlike other fleshwarps, who tend to be sterile or lack the organs or ability to procreate, driders are a race unto themselves and are capable of procreation.

The process of creating a fleshwarp is dangerous to the base creature and expensive for the creator. During the process, the subject is wracked with excruciating pain, and takes 2d6 points of Constitution damage (Fortitude DC 15 half). The reagents that constitute the goo cost at least 10,000 gp, and the rarer specimens of vermin used to facilitate fleshwarping can cost just as much if bought on the open market.

It's often said that the drow learned the gruesome art of fleshwarping as a reward for obscene pacts they made with some demon lord, but the identity of the demon lord who bestowed knowledge of the foul process changes with each telling of the tale.

There are other cultures that also understand and use fleshwarping, but they tend to be either ancient or very secretive and xenophobic. Sinspawn (*Pathfinder RPG Bestiary 2* 246), fleshdregs (see page 100), and the lamia-based hungerer (*Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition* 410) are just some examples of non-drow fleshwarps.

Fleshwarp Bestiary

Drow fleshwarpers continually experiment to discover new fleshwarps. Here is a list of the most common fleshwarps.

Drider (drow): Driders are the first and most numerous of the fleshwarped creatures created by the drow. They are the only fleshwarped creatures known to breed true. See page 113 of *Pathfinder RPG Bestiary*.

Ghonhatine (troglodytes): These fleshwarps are nearly twice the size of troglodytes and are far more bestial and fearsome. See page 102.

Gomnits (gnomes): Gnomes subjected to this process are transformed into something that resembles a vicious, mushroom-like humanoid.

Grothlut (humans): Fleshwarped humans are transformed into mindless, sluglike things. See page 103.

Gublasks (goblins): Goblins transformed by fleshwarping grow a chitinous skin, and their arms are transformed into whiplike stingers.

Halsora (vegepygmies): Fleshwarped vegepygmies grow stockier and stronger, and their sunken eyes release a stream of acidic black tears. See page 104.

Irnakurse (elves): Drow particularly prize these tentacled treelike horrors created from their hated kin. See page 105.

Jashoi (halfling): Fleshwarped halflings become bizarre, doglike quadrupeds which are annoying and difficult to control. As a result, drow rarely fleshwarp halflings.

Oronci (orcs): An oronci has the upper body of an orc and the lower body of a centipede, complete with poisonous spittle. See page 36 of *Pathfinder Campaign Setting: Inner Sea Bestiary*.

Urgoci (ogre): An ogre's hind legs shrink down to vestigial stumps. Its forearms lengthen, and are used to pull the vestigial lower body along. A mass of serpentine tentacles sprouts from its shoulders and upper torso.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fleshwarp, Ghonhatine

Even hunched and creeping upon all fours, this reptilian behemoth towers over its prey, its protruding teeth snapping wildly.

GHONHATINE **CR 10**

XP 9,600

CE Large aberration

Init –2; **Senses** darkvision 60 ft., scent; Perception +9

Aura powerful stench (10 ft., DC 24, 1d4 rounds)

DEFENSE

AC 24, touch 7, flat-footed 24 (–2 Dex, +17 natural, –1 size)

hp 162 (12d8+108)

Fort +13, **Ref** +2, **Will** +6

Immune acid, critical hits, disease, poison

OFFENSE

Speed 40 ft.

Melee 2 claws +16 (1d6+8), bite +16 (2d6+8), tail slap +14 (1d8+4)

Ranged regurgitate +6 (2d6 acid plus filth fever)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks feed, filth fever

STATISTICS

Str 27, **Dex** 7, **Con** 28, **Int** 4, **Wis** 7, **Cha** 8

Base Atk +9; **CMB** +18 (+20 bull rush); **CMD** 26 (28 vs. bull rush)

Feats Awesome Blow, Cleave, Improved Bull Rush, Multiattack, Power Attack, Vital Strike

Skills Climb +12, Perception +9, Stealth +0 (+4 when underground); **Racial Modifiers** +4 Stealth when underground

Languages Draconic

ECOLOGY

Environment any underground

Organization solitary or squad (2–8)

Treasure none

SPECIAL ABILITIES

Feed (Su) By spending a full-round action devouring the body of a dead or unconscious creature, a ghonhatine gains 1d8+9 temporary hit points and a +2 bonus on attack and damage rolls for 1 minute. The bonus to hit points is Constitution-based.

Filth Fever (Ex) Disease—injury; *save* Fort DC 25; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Powerful Stench (Ex) An enraged ghonhatine secretes a tarry, musk-like chemical. Any living, non-ghonhatine creature within 10 feet must succeed at a DC 24 Fortitude save or be nauseated as long as it remains within the affected area and for 1d4 rounds afterward. A creature that saves is sickened as long as it remains in the area, and can't be affected again by the same ghonhatine's stench for 24 hours. This is a poison effect. The save DC is Constitution-based.

Regurgitate (Ex) A ghonhatine can expel the contents of its stomach as a ranged attack with a splash weapon that has a range increment of 20 feet. It deals 2d6 acid damage to the target and splashes all adjacent creatures. In addition to taking damage, a target directly hit by a ghonhatine's regurgitation must make two DC 24 Fortitude saves, the first to resist contracting filth fever, and the second to avoid being nauseated for 1 minute. A nauseated creature can end its nausea early by dousing itself in a gallon of water. All creatures adjacent to the target must make DC 24 Fortitude saves to avoid being sickened for 1 minute. Once a ghonhatine uses this ability it can't use it again until it feeds. The save DCs are Constitution-based.

Troglodytes forced to undergo fleshwarping by the drow, ghonhatines harken to what troglodytes might have been in savage prehistory. They stand over 10 feet tall (hunched to about 8 feet) and weigh upward of 5,000 pounds.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fleshwarp, Grothlut

Pale and glistening with moisture, this sluglike creature stares vacantly as a droning moan escapes its slobbering lips.

GROTHLUT **CR 3**

XP 800

CE Medium aberration

Init +2; **Senses** darkvision 60 ft.; Perception –1

Aura piteous moan (30 ft.)

DEFENSE

AC 13, touch 8, flat-footed 13 (–2 Dex, +5 natural)

hp 42 (5d8+20)

Fort +7, **Ref** –1, **Will** +3

Immune acid, mind-affecting effects

OFFENSE

Speed 20 ft.

Melee 2 slams +6 (1d6+3)

Special Attacks digestive spew, disgusting demise, piteous moan

STATISTICS

Str 15, **Dex** 6, **Con** 18, **Int** 1, **Wis** 8, **Cha** 5

Base Atk +3; **CMB** +5; **CMD** 13 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Weapon Focus (slam)

Skills Climb +10

SQ compression

ECOLOGY

Environment any underground

Organization solitary or rout (2–10)

Treasure none

SPECIAL ABILITIES

Digestive Spew (Ex) In order to ingest food, a grothlut must first regurgitate its digestive liquids upon its victim. As a standard action, it can spit these liquids on a creature within 5 feet. This spew deals 3d6 acid damage (Reflex DC 15 half). The save DC is Constitution-based.

Disgusting Demise (Ex) When a grothlut reaches 0 or fewer hit points, its digestive organs rupture, freeing alchemical agents that have a violent effect on the rest of the grothlut's internal organs and flesh. This causes an explosion of grothlut viscera within a 30-foot-radius burst of the creature. Though this viscera deals no damage, it's disgusting to behold and its smell can cause living creatures within that radius to become nauseated for 1d4 rounds (Fortitude DC 14 negates). This is a poison effect. The save DC is Constitution-based.

Piteous Moan (Su) Whenever a grothlut sees another creature, it begins to moan as free action. Anyone within 60 feet who can hear the moan must succeed at a DC 15 Will saving throw or become sickened by the moaning for as long as she can hear it. Every two additional grothluts with the area increase the DC by 1, to a maximum of DC 18. This is a mind-affecting sonic effect. The save DC is Constitution-based.

Grothluts are sluglike abominations with vaguely human heads and torsos, and rubbery arms that move awkwardly at their sides. They shuffle mindlessly until other creatures come into view, then piteously moan before slithering forward to attack and feed. Those moans are the last vestige of their formerly human selves crying for release as slivers of the creatures' intellects are forced to continuously relive their transformation.

Many fleshcrafters consider the grothlut a failure, as the transformation all but stamps out its human consciousness. Others disagree, arguing that warping the creature's mind makes it more useful, as its stupidity makes it pliable and easy to herd. The drow typically use grothluts only as guardians to slowly patrol the remote edges of their enclaves. Once in position, though, grothluts can be used as crude shock troops, unleashed to soften enemy forces before more valuable warriors wade in and cut down the enemies who have been nauseated by the grothluts' exploded organs and flesh.



Illustration by Vincent Devault

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fleshwarp, Halsora

This small, plantlike creature is a bulging mass of viselike muscle with sunken eyes that constantly drip viscous, black tears.

HALSORA **CR 7**

XP 3,200

CE Small aberration

Init +2; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 75 (10d8+30)

Fort +6, **Ref** +5, **Will** +9

DR 5/bludgeoning or slashing; **Immune** acid, disease

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+4 plus spores)

Special Attacks acidic tears, sneak attack +2d6, spores

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 8

Base Atk +7; **CMB** +10; **CMD** 22

Feats Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (claw)

Skills Perception +19, Stealth +25

Languages Undercommon, Vegepygmy (can't speak)

ECOLOGY

Environment any underground

Organization solitary or gang (2–6)

Treasure none

SPECIAL ABILITIES

Acidic Tears (Ex) A halsora's sunken eyes have oversized tear ducts that weep a constant stream of black, acidic tears. As a standard action that provokes attacks of opportunity, a halsora can jerk its head and flick the acidic tears on a single creature within 20 feet. That creature takes 2d6 acid damage (Reflex DC 18 half). A creature that fails its save takes an additional 1d4 points of acid damage at the end of the halsora's turn for 1d4 rounds or until the acid is scraped off, which requires a full-round action on the part of the creature taking the damage or a creature adjacent to that creature. The save DC is Constitution-based.

Spores (Ex) A halsora's claws are covered in mutated russet mold spores. A creature hit by a claw attack must succeed at a DC 18 Fortitude save or take 2 points of Constitution damage per round. It can attempt a new Fortitude save each round to halt the growth. A creature reduced to 0 Constitution by these spores explodes in a mess of viscera and spores. Creatures within the burst must succeed at a DC 18 Fortitude saving throw or be affected as if they were hit by the halsora's claw attack. This is a disease effect. The save is Constitution-based.

Vegepygmies transformed by the vile fleshwarping process become halsoras, creatures twice cursed. The alchemical torture they undergo seems minor compared to what other fleshwarps suffer—it merely increases the mass and strength of the vegepygmy and deforms its eyes so they secrete acid. The process has a more interesting effect on the residual and previously inert russet mold within the body of the host vegepygmy. Mutating the mold, it creates a deadly spore that courses through the halsora's insides, is slowly excreted through the fingertips, and clumps on the claws of the creature.

Though their sunken eyes and constant stream of acidic tears often make these creatures seem pitiful, they are fierce bundles of rage and self-hatred. The conditioning of the fleshwarpers causes them to attack and infect any enemy of the drow they come in contact with, but what's left of their consciousness rages against the mutated spores they carry. Worse still, many drow use these creatures to hunt down and even infect other tribes of vegepygmies.



Illustration by Rudy Rodriguez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fleshwarp, Irnakurse

A mad-eyed mess of deformed limbs, misplaced features, and bone shards pulls itself along amid a cacophony of slapping flesh.

IRNAKURSE **CR 9**

XP 6,400

CE Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, –1 size)

hp 105 (10d8+60)

Fort +9, **Ref** +8, **Will** +9

OFFENSE

Speed 10 ft.

Melee bite +8 14 (1d8+7), 4 tentacles +8 (1d6+3 plus mind lash)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Special Attacks soul scream, rend (2 tentacles 2d6+10; 3 tentacles 3d6+10; 4 tentacles 4d6+10)

STATISTICS

Str 24, **Dex** 17, **Con** 23, **Int** 8, **Wis** 14, **Cha** 18

Base Atk +7; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Combat Reflexes, Deflect Arrows, Improved Initiative, Lightning Reflexes, Weapon Focus (tentacle)

Skills Climb +20, Perception +15, Stealth +12

Languages Elven (can't speak)

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Mind Lash (Su) Those struck by an irnakurse are overwhelmed with dark emotions and corrupted images of a ruined life. Any non-evil creature hit by an irnakurse's tentacle must succeed at a DC 19 Will save or be stunned for 1 round. A creature that successfully saves can't be affected by the same irnakurse's mind lash for 24 hours. The save DC is Charisma-based.

Soul Scream (Su) Capable of channeling all of its rage and terror into a single, unnatural noise, an irnakurse can unleash a sound of alien horror as a standard action. Any non-evil creature within 30 feet of a screaming irnakurse must succeed at a DC 19 Will save or take 1d4 points of Wisdom drain. Once it begins screaming, an irnakurse can continue as a free action for 6 rounds, but can't scream again for 5 minutes afterward. The save DC is Charisma-based.

Irnakurse, meaning "perfect ones" in the Elven language, represent the sum outpouring of drow hatred for their surface-world brethren. These brainwashed, rage-filled abominations are the result of elves subjected to fleshwarping—and were the drow to have their way, embodiments of the elven race's future. Each irnakurse suffers long under the knife of the dark elves' most practiced fleshwarpers until its body and mind lie in total ruin. When the weeks of torture and transformation are complete, what was once an elf emerges as a shrieking mockery of its lost grace, a horror of reworked flesh and broken bones, a "perfect" elf to the drow and a sin against life to elvenkind.

Through the blasphemous tortures that create them, irnakurse are made completely mad and become unable to harm drow. All non-drow, however, they view as targets to vent their terror and rage upon. Elves especially provoke irnakurses' ire.

No two irnakurse look exactly the same—drow torturers take profane pride in sculpting their elven victims into unique masterpieces of agony—most stand between 8 and 9 feet tall and weigh upward of 300 pounds.



Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Flying Polyp

This nauseating, tapered tower of flesh, eyes, and tendrils writhes midair, surrounded by a strange vortex of sucking wind.

FLYING POLYP **CR 14**

XP 38,400

CE Huge aberration (air)

Init +6; **Senses** darkvision 60 ft.; Perception +26

Aura frightful presence (90 ft., DC 24)

DEFENSE

AC 29, touch 16, flat-footed 26 (+5 deflection, +2 Dex, +1 dodge, +13 natural, –2 size)

hp 207 (18d8+126)

Fort +13, **Ref** +12, **Will** +16

Defensive Abilities amorphous, deflecting winds, partial invisibility; **DR** 10/magic and slashing; **Immune** acid, cold, sonic; **SR** 25

Weaknesses vulnerable to electricity

OFFENSE

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

Melee 4 tentacles +21 (1d8+9/19–20 plus grab)

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

Special Attacks constrict (1d8+9), sucking wind, wind blast

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

At will—*alter winds*[APG], *gust of wind* (DC 17), *whispering wind*, *wind walk*

3/day—*control winds* (DC 20), *river of wind*[APG] (DC 19), *wind wall*

1/day—*control weather*, *whirlwind* (DC 23)

STATISTICS

Str 28, **Dex** 15, **Con** 24, **Int** 19, **Wis** 20, **Cha** 21

Base Atk +13; **CMB** +24 (+28 grapple); **CMD** 42 (can't be tripped)

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Critical (tentacle), Improved Initiative, Mobility, Power Attack, Vital Strike, Weapon Focus (tentacle)

Skills Fly +27, Knowledge (engineering) +22, Knowledge (history) +22, Knowledge (nature) +22, Perception +26, Spellcraft +25, Stealth +15, Use Magic Device +23

Languages Aklo

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Deflecting Winds (Su) A flying polyp's mastery over air and wind allows it to surround itself with blasts of precisely aimed gusts, granting the creature a +5 deflection bonus to its Armor Class and a +4 resistance bonus on Reflex saving throws.

Partial Invisibility (Su) A flying polyp's body constantly flickers and shifts, passing from visibility to invisibility in a seemingly random pattern and often not wholly at once, leaving the creature's body in what appear to be multiple sections. This ability, combined with the flying polyp's amorphous, elastic form, makes it difficult to target the creature, granting it a 20% miss chance against all attacks. By concentrating, a flying polyp can become fully invisible.

Sucking Wind (Su) This attack allows the flying polyp to send an eerie wind out to slow and eventually stop a creature's escape. The wind itself isn't particularly strong, but it creates a peculiar sucking sensation as if it were attempting to pull creatures back toward the flying polyp. Activating this ability is a full-round action, and it must concentrate each round to maintain the effect. The sucking wind manifests as a 100-foot-radius spread, with the flying polyp at the center. Each round the polyp maintains concentration, the sucking wind's radius increases by 100 feet, to a maximum radius of a mile. A flying polyp can detect creatures within this area via tremorsense. As a free action, it can increase the effects of the sucking wind on up to five different creatures within the area at one time. Each targeted creature must succeed at a DC 26 Fortitude save each round it remains in the area of the sucking wind or it is slowed until it leaves the area. A creature already under the effects of any slowing effect (such as from this sucking wind or a *slow* spell) that fails this save is held in place for 1 round—it is not helpless, but cannot move via any means. *Freedom of movement* protects against the effects of the sucking wind, and *control winds* negates its effects in the area of effect of the *control winds* spell. Natural windstorms or other powerful winds have no effect on a sucking wind. A flying polyp can activate a sucking wind once per day, and can maintain concentration on the effect for up to an hour. The save DC is Constitution-based.

Wind Blast (Su) Once every 1d4 rounds as a standard action, a flying polyp can create a powerful blast of wind at a range of up to 120 feet. This blast of wind creates a sudden explosion of flesh-scouring wind in a 30-foot-radius burst. All creatures within this area take 14d6 points of bludgeoning damage, with a successful DC 26 Reflex save halving the damage. In addition, these winds can check or blow away creatures as if they were tornado-strength winds (*Pathfinder RPG Core Rulebook* 439). The save DC is Constitution-based.

A flying polyp is a nauseating mass of flesh, eyes, tentacles, and mouths. A typical flying polyp measures 30 feet in length but is unusually light for its size, weighing no more than 2,000 pounds. These creatures seem to have no maximum lifespan, but their violent, warlike nature ensures that death eventually occurs—even if it takes eons for the polyp to encounter something capable of defeating it.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

A flying polyp is a physical being, but one composed of material strangely unlike the flesh that garbs most living creatures. While the stuff that makes up the exterior of a flying polyp's body might seem similar to ordinary flesh, it often behaves in ways that should be impossible. The material seems to fade in and out of visibility, almost at random, at points becoming transparent enough that the nauseating inner workings of the thing's body are laid bare. Although the polyp feels moist and damp to the touch, what might serve as blood in other creatures behaves more like strange vortices of wind within a flying polyp's body. When wounded, its damaged flesh does not bleed so much as whistle and gust.

A flying polyp's association with wind goes far beyond the strange storms that surge through what pass as veins and arteries in its massive body. These creatures have a remarkable ability to control the air around them, both via a wide array of spell-like abilities and through the use of potent supernatural powers. They do not wield tools or weapons as a rule, instead using their mastery of the winds themselves to wage war and build their grim cities, scouring towers and chambers out of basalt with precise blasts of sand-laden wind.

Although flying polyps display some of the features of other sentient races, particularly in their habit of building cities (although these towering settlements usually incorporate architectural features that most other races find awkward and unsettling), in other areas they seem strangely primitive or uninterested. They are as aberrant in mind and philosophy as they are in physical form. For example, they seem to have neither a name for their own race, nor a language to call their own. Their cities, while bewildering in their vast scale, seem to serve little purpose other than to unnerve, for flying polyps do not engage in trade or politics or other social constructs.

The primary exception to this, to the detriment of other creatures unfortunate enough to dwell in regions claimed by flying polyps, is war. Flying polyps excel at genocide, using their mastery over wind to scour clean entire cities and civilizations when they come upon them. Some among their kind can even travel to other planets by bringing with them a sizable sphere of purloined wind to carry them aloft and sustain them, and with this power they lead armies from planet to planet as necessary, relentlessly tracking their chosen enemies across worlds. Every so often, flying polyps encounter a race that is their equal in war, and on some worlds, they still endure the humiliation of these ancient defeats after being imprisoned in extensive underground chambers where they are cut off from the outside world. Yet flying polyps are long-lived, and should unforeseen tectonic events creates new exit to their prison chambers, lost in the forgotten corners of those planets' depths, they emerge with unabated fury to seek revenge against the enemies who dared humiliate them so.



Illustration by Scott Purdy

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Formian

Giant, antlike interplanetary expansionists with an alien hive intelligence, formians are not evil, but they are aggressive in the propagation of their kind into new territories. The formian homeworld is a lush green jungle planet teeming with life both above and below ground level. Formian hives create vast tunnel systems, turning the subsurface of the planet into a honeycomb-like structure. After colonizing every habitable piece of land on their home world, formians looked to the stars for additional lands to infest.

This instinct to expand and propagate often causes conflict with their neighbors. Though the formians believe it is their right to annex into new areas, they have no patience for those who move into theirs. Formians claim and fiercely defend verdant areas of land around their hive because much of the hive's nutritional needs are supplied by surface agriculture and hunting. In spite of this, intruders often don't even notice they have entered formian territory. The ground above a formian hive appears unoccupied—formians conceal entrances to their hives and prefer harvesting fruits and berries in a way that leaves the land largely untouched. Meat that lands on formian tables typically comes from expeditions to drive off or hunt predators. Formians of the warrior caste organize these campaigns and these warriors have little patience for poachers.

Formian society is a strict matriarchy. Though each hive's queen is theoretically independent and her rule absolute, allegiances are common between hives, and less powerful hives often grudgingly defer to more powerful matriarchs. Hundreds of worker and warrior formians serve even the smallest of hives. Larger hives number in the tens of thousands, and have complex tunnel systems with interwoven corridors connecting territories that might span over hundreds of square miles on the surface alone.

Each formian hive is designed primarily to protect the queen. Approaching the center of the hive can be exceedingly difficult. Paths are designed deliberately to lead encroachers away from the queen's hidden lair. In addition to deceptive corridors, formians often build traps and place complex magical protections, decoys, and illusions to protect the queen's inner sanctuary.

Evolved to procreate on a massive scale, a formian queen is barely able to move under her own power. On the rare occasions she leaves her throne, a small army of workers assist and defend her, but formian queens are by no means defenseless. They are massive and powerful beings, and have the ability to possess any worker or warrior in the hive. A queen uses these thralls as her eyes and ears, and can cast spells through them. Creatures that invade a hive might find themselves the equals of the queen's myrmarchs and taskmasters only to be laid low when a mere worker unleashes the queen's tremendous magical power, employing the full force of her cunning and wrath.

Larger than typical warriors, formian myrmarchs are the chief guardians of the hive. They serve as trusted advisors to the queen and as generals of her armies.

Warriors are the formians outsiders most frequently encounter. The warriors of the hive follow the orders of the myrmarch, and defend the hive from all encroachers. They also serve as hunters within formian lands and protect workers that venture beyond the hive.

Taskmasters serve the queen as overseers of projects that require greater intelligence and more liberated thinking than workers possess. Each taskmaster oversees workers bred with specific skills, directing tasks like expanding tunnels, repairing damage to the hive, or undermining the lands of dangerous creatures.

Workers are by far the most common formians, and perform a vast number of basic tasks, but they avoid interacting with those outside their hive.

Interplanetary Expansionists

After thoroughly occupying their home world, formians came up with a creative solution for alleviating population pressures. The most powerful queens coordinate their efforts to build dozens of massive asteroids, each loaded with a queen plus several myrmarchs and taskmasters, along with hundreds of eggs. The occupants are then placed in stasis, unable to wake until the asteroid crashes on a new world. The asteroids are then ensconced in layer after layer of magical protections and flung at nearby planets, serving as interplanetary seedpods for the species.

After years, decades, or even centuries in transit, an asteroid ship reaches its destination—or misses its mark entirely and continues off into the depths of space, the occupants safe though trapped in the asteroid until they reach a habitable planet. Most of these seedpods crash on their intended planets, though even then some of the seedpods meet with calamity. In rare instances, either the stasis or the protective magic fails, making the seedpod vulnerable to violent entry into a planet's atmosphere. Other times the seedpod lands in an ocean or some other region of the planet inhospitable to formians, leaving them to drown, freeze, or meet some other calamity.

The safe arrival of a seedpod often creates a period of destruction and chaos for the natives of the formians' new home. When the seedpod's protections relax, the eggs hatch, and the formians move forward with ruthless efficiency toward creating their new hive.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Formian Myrmarch

This horse-sized insect has a brilliant red carapace, and its monstrous face reflects great intelligence and confidence.

FORMIAN MYRMARCH CR 10

XP 9,600

LN Large monstrous humanoid

Init +8 (+12 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind; Perception +18 (+22 with hive mind)

DEFENSE

AC 27, touch 16, flat-footed 22 (+2 deflection, +4 Dex, +1 dodge, +11 natural, –1 size)

hp 126 (12d10+60)

Fort +11, **Ref** +14, **Will** +13

Resist sonic 10

OFFENSE

Speed 50 ft.

Melee sting +16 (1d8+5 plus poison), 2 claws +16 (1d4+5/19–20), bite +16 (1d6+5)

Ranged javelin +15/+10/+5 (1d6+5 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks poison

Spell-Like Abilities (CL 12th; concentration +15)

At will—*charm monster* (DC 17), *clairaudience/clairvoyance*, *detect thoughts* (DC 15)

3/day—*hold monster* (DC 18)

1/day—*feeblemind* (DC 18)

STATISTICS

Str 20, **Dex** 19, **Con** 20, **Int** 17, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +18; **CMD** 35 (39 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Quick Draw, Spring Attack, Vital Strike

Skills Climb +20, Diplomacy +15, Knowledge (arcana) +15, Perception +18 (+22 with hive mind), Sense Motive +15, Spellcraft +15, Stealth +15

Languages Common, telepathy 150 ft.

SQ formian traits, inspire hive, undersized weapons

ECOLOGY

Environment warm or temperate land or underground

Organization Solitary, team (2–4), platoon (1 plus 7–18 warriors and 6–12 workers), or royal guard (4 plus 12–20 warriors)

Treasure standard (9 javelins, other treasure)

SPECIAL ABILITIES

Inspire Hive (Su) Once per day, a myrmarch can affect all warriors and workers in its telepathic range as if they were under the effect of a *greater heroism* spell (CL 12th).

Poison (Ex) Javelin or sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex and sickened; *cure* 2 saves. The save DC is Constitution-based.

Myrmarchs are an elite caste of the formian race. They serve as direct agents for the queen, acting as advisors and generals, or administrating tasks where complexity or propriety renders taskmasters unsuitable. It is myrmarchs who answer the call when a particularly skilled diplomat or emissary is required to carry the queen's words outside of the territory of the hive to the dangerously disorganized races.

While myrmarchs make up the aristocracy of formian society, this does not make them pampered intellectuals and bureaucrats. On the contrary, they are even more deadly than the warriors they often command, and do not hesitate to use their considerable might to aid and protect their kin. Myrmarchs facing combat apply their natural poison to their javelins, making them even more lethal.

Like other formians, myrmarchs record their life's history upon their carapaces. Between their greater opportunities and longer lifespans (roughly as long as those of humans), myrmarchs can cover nearly every inch of their shells with great deeds accomplished, foes overcome, and service to the hive. Some myrmarchs actually run out of space for new records: some die shortly thereafter, knowing that they have served their queen to the utmost, while others add new artificial plates to their carapaces to continue their epics.

The most accomplished, trusted, and battle-tested of their race, myrmarchs form the queen's elite bodyguard. In a small hive, these bodyguards likely have the same statistics presented above. In the oldest and largest hives, however, most possess class levels.

A myrmarch has an enlarged thorax and abdomen, which give it the same general size and weight as a large warhorse, though its upper body is not much larger than that of a formian warrior's. Myrmarchs stand about 8 feet high and weigh about 1,200 pounds.



Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Formian Queen

This large and majestic creature is nearly immobile, her massive abdomen swollen with her impending brood.

FORMIAN QUEEN **CR 17**

XP 102,400

LN Large monstrous humanoid

Init +6 (+10 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind, tremorsense 60 ft.; Perception +35 (+39 with hive mind)

DEFENSE

AC 32, touch 6, flat-footed 32 (–3 Dex, +26 natural, –1 size)

hp 276 (24d10+144); fast healing 10

Fort +15, **Ref** +13, **Will** +20

DR 10/—; **Resist** sonic 10

OFFENSE

Speed 5 ft.



Illustration by Maichol Quinto

Melee 2 claws +33 (4d8+10)

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

Special Attacks telepathic feedback

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

At will—*magic jar* (other formians only), *magic missile*

1/day—*invisibility*, *feeblemind* (DC 21)

3/day—*commune with nature*, empowered *cone of cold* (DC 22), *permanent image*, quickened *magic missile*, *repulsion (DC 23)*, *teleport*

STATISTICS

Str 6, **Dex** 5, **Con** 20, **Int** 19, **Wis** 18, **Cha** 25

Base Atk +24; **CMB** +35; **CMD** 42 (50 vs. trip)

Feats Alertness, Blind-Fight, Combat Casting, Craft Wondrous Item, Empower Spell-Like Ability (*cone of cold*), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*magic missile*), Spell Penetration, Toughness

Skills Diplomacy +31, Intimidate +34, Knowledge (arcana, nature) +28, Knowledge (dungeoneering, engineering, geography, local, planes) +12, Perception +35 (+39 with hive mind), Sense Motive +12, Spellcraft +28

Languages Common, Dwarven, Terran, Undercommon; telepathy 200 ft.

SQ formian traits, hive frenzy

ECOLOGY

Environment warm or temperate land or underground

Organization hive (1 plus 300–5,000 formians)

Treasure triple

SPECIAL ABILITIES

Hive Frenzy (Su) Once per day as a standard action, the queen can send out a command to all formians within range of her telepathy. Those formians are affected as if by a *haste* spell (CL 20th).

Telepathic Feedback (Su) As a standard action, a queen can unleash debilitating telepathic feedback. Those within her telepathic range who are not members of her hive must succeed at a DC 29 Will save or take a –2 penalty on attack rolls, saving throws, ability checks, and skill checks for 1 minute. A creature that succeeds at the save cannot be affected by telepathic feedback for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

A formian queen is the embodiment of the hive and the key to its success, as a hive's fate is tied to her ability to both populate it and successfully guide it. The formian queen does this while her massive body is bound to a central chamber dedicated to her nearly constant egg laying. The queen's enormous abdomen squeezes out egg after egg as she meets with her myrmarchs to plan defense, strategy, and trade negotiations. While the queen may be sheltered, she is not blind. When necessary, she possesses the minds of her children to see for herself what occurs beyond her central chamber, and more active queens use this ability to confront intruders directly.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Formian Taskmaster

This centaurlike creature is equipped with an ant's mandibles and antennae.

FORMIAN TASKMASTER CR 7

XP 3,200

LN Medium monstrous humanoid

Init +2 (+6 with hive mind); **Senses** blindsight 30 ft., darkvision 60 ft., hive mind; Perception +16 (+20 with hive mind)

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 85 (10d10+30)

Fort +6, **Ref** +9, **Will** +10

Resist sonic 10

OFFENSE

Speed 40 ft.

Melee sting +13 (1d4+3 plus poison), 2 claws +13 (1d4+3)

Ranged dart +12/+7 (1d4+3)

Special Attacks poison

Spell-Like Abilities (CL 10th; concentration +14)

3/day—*detect thoughts* (DC 16), *sending* (to the hive queen only)

Bard Spells Known (caster level 7th; concentration +11)

3rd (2)—*confusion* (DC 18), *good hope*

2nd (4)—*heroism*, *invisibility*, *sound burst* (DC 16), *suggestion* (DC 17)

1st (5)—*charm person* (DC 16), *comprehend languages*, *cure light wounds*, *hideous laughter* (DC 16), *silent image* (DC 15)

0 (at will)—*dancing lights*, *daze* (DC 15), *detect magic*, *mending*, *message*, *prestidigitation*

STATISTICS

Str 17, **Dex** 14, **Con** 16, **Int** 13, **Wis** 16, **Cha** 19

Base Atk +10; **CMB** +13; **CMD** 26 (30 vs. trip)

Feats Combat Casting, Point-Blank Shot, Quick Draw, Rapid Shot, Spell Focus (enchantment)

Skills Appraise +6, Bluff +9, Climb +11, Craft (armor) +9, Diplomacy +14, Perception +16 (+20 with hive mind), Sense Motive +8, Spellcraft +6

Languages Common; telepathy 120 ft.

SQ formian traits, mental motivator (20 rounds/day)

ECOLOGY

Environment warm or temperate land or underground

Organization solitary, work crew (1 plus 6–12 workers), band (1 plus 3–15 workers and 5–8 warriors), embassy (2–6)

Treasure standard (10 darts, other treasure)

SPECIAL ABILITIES

Mental Motivator (Su) A formian taskmaster can inspire competence or inspire courage as a 7th-level bard (typically 20 rounds/day). The taskmaster's performance is purely mental and only affects formians from its own hive within telepathic range.

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Dexterity; *cure* 2 consecutive saves.

Spells A formian taskmaster casts spells as a 7th-level bard. It favors enchantment and illusion spells.

Formian taskmasters are merchants, traders, diplomats, and spies, and particularly talented taskmasters may even advise the queen. Taskmasters can often be found outside the hive engaging in commerce or routine diplomatic missions. While traveling, a taskmaster is usually accompanied by 3–5 workers and at least 5 warriors.

When dealing with other creatures, formians recognize that their telepathy can be off-putting and use normal speech, although their mandibles are not well suited for the task and their voices are often hoarse and difficult to understand.

Like myrmarchs, taskmasters are highly competitive and take great pride in their successes. Notable accomplishments are carved into their carapaces and highlighted with the use of bright inks, precious metals, or gems. Formian society is largely free of the crime that is common in other humanoid societies, but formians do have occasional duels within a caste. Two taskmasters might have a duel over promotions, a trade route, or an insult. These duels are rarely lethal for fear of weakening the hive, and taskmasters who are too aggressive attract the wrong kind of attention from the myrmarchs. Dueling victories are often recorded on taskmasters' carapaces alongside their other major accomplishments.

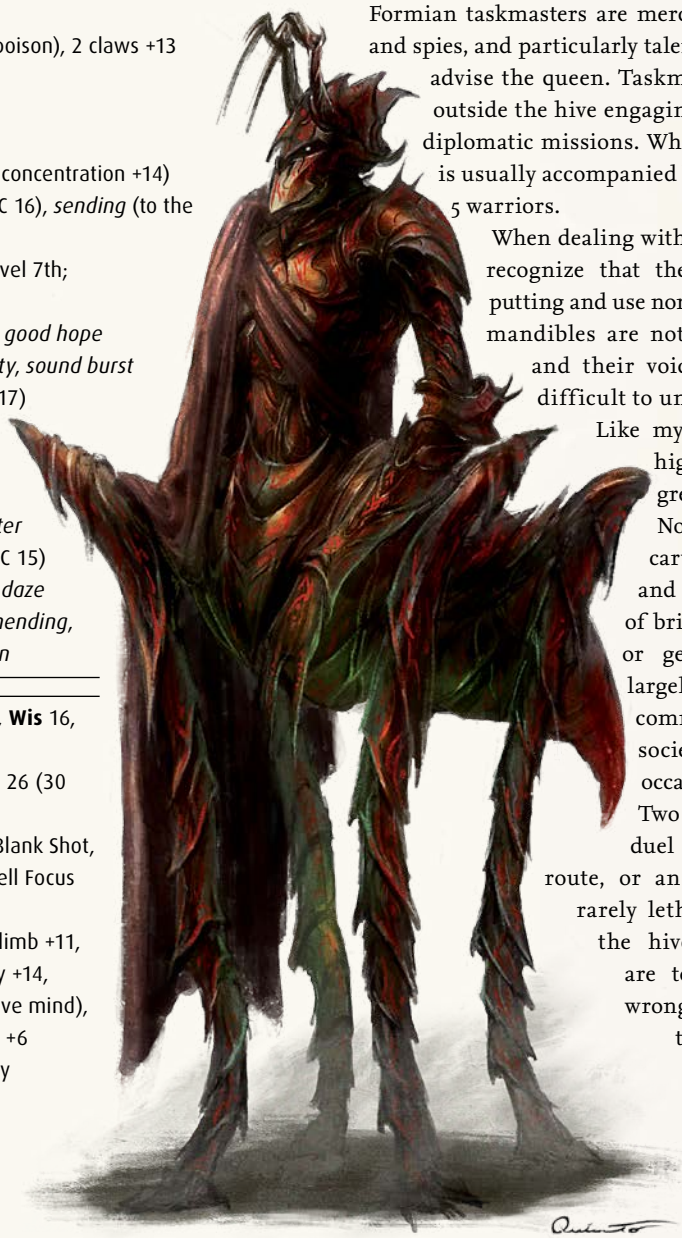


Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Formian Warrior

Armored from head to toe in gleaming black-and-red chitin, this insectile warrior's tail ends in a wickedly barbed stinger.

FORMIAN WARRIOR **CR 3**

XP 800

LN Medium monstrous humanoid

Init +3 (+7 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind; Perception +7 (+11 with hive mind)

DEFENSE

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

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +4

Resist sonic 10

OFFENSE

Speed 40 ft.

Melee sting +6 (1d4+2 plus poison), 2 claws +6 (1d4+2 plus grab)

Ranged javelin +7 (1d6+2 plus poison)

Special Attacks deadly grasp, poison

STATISTICS

Str 14, **Dex** 17, **Con** 15, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

Feats Skill Focus (Acrobatics), Step Up

Skills Acrobatics +10 (+14 when jumping), Climb +8, Intimidate +8, Perception +7 (+11 with hive mind), Stealth +7

Languages Common; telepathy 60 ft.

SQ coordinate, formian traits

ECOLOGY

Environment warm or temperate land or underground

Organization solitary, pair, band (5–8 plus 3–15 workers and 1 taskmaster), or patrol (3–12)

Treasure standard (6 javelins, other treasure)

SPECIAL ABILITIES

Coordinate (Su) Once a formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered flat-footed. When a formian warrior attacks a creature in melee, allied formians gain a +2 insight bonus on melee attack rolls against that creature until the start of the warrior's next turn.

Deadly Grasp (Ex) When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.

Poison (Ex) Javelin or sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

Composing the fighting caste of the hive, formian warriors grow from grubs hatched in the flesh of carnivores and similar fierce creatures. All are sterile females, although in rare circumstances they spontaneously become fertile after the death of their queen. In the rigid hierarchy of the formian hive, they rank above the worker caste and below all others. Allowed independent initiative to better hone their battle skills, formian warriors have more latitude in following commands than many other formians. Owing to this latitude, formian warriors are more likely to chafe under hive strictures than workers and taskmasters.

All formian warriors ultimately answer to the myrmarch caste and, through them, to the queen. Beneath this layer of command, the warriors have a command structure of their own. Formian warriors advance in rank through a complicated formula that references their achievements in battle, personal prowess, and years of service to the hive.

Formian warriors engrave their chitin with insignia depicting their rank and notable deeds. A disgraced warrior has her markings gouged out and her stinger torn away.

Formian warriors stand 7 feet tall and weigh 200 pounds. Their carapaces resemble suits of armor as much as insects' exoskeletons but cannot be enhanced with magic as if they were armor. The striped patterns of a formian warrior vary from individual to individual, although formians belonging to the same hive usually bear similar markings.

Warriors mature quickly and have short life spans, becoming too infirm to fight around 15 years of age. Old warriors are expected to end their lives for the good of the hive, either by taking on a fatal mission or through voluntary starvation. A few of the most exceptional warriors receive permission to live out their remaining years as teachers and drill instructors, passing their skills on to new generations of formian warriors.



Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Formian Worker

This small, centaurlike ant creature bears a huge, bulging sack on its armored back.

FORMIAN WORKER **CR 1/2**

XP 200

LN Small monstrous humanoid

Init +0 (+4 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind; Perception +4 (+8 with hive mind)

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 6 (1d10+1)

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

Resist sonic 10

OFFENSE

Speed 40 ft., burrow 10 ft.

Melee bite +3 (1d6+1)

STATISTICS

Str 13, **Dex** 10, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +1; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Profession [miner])

Skills Climb +5, Knowledge (engineering) +4, Perception +4 (+8 with hive mind), Profession (miner) +7

Languages Common, telepathy 60 ft.

SQ able assistant, formian traits, peerless bearer

ECOLOGY

Environment warm or temperate land or underground

Organization solitary, work crew (6–12 plus 1 taskmaster), band (3–15 plus 5–8 warriors and 1 taskmaster).

Treasure incidental (occasionally a 10–50 gp gem embedded into a worker's carapace)

SPECIAL ABILITIES

Able Assistant (Ex) When a formian worker succeeds at an aid another check or attack roll that aids another hive mate within its telepathy range, it grants a +4 bonus on the skill check, on the attack roll, or to AC instead of the normal +2.

Peerless Bearer (Ex) Workers are able to bear remarkable burdens for their size. They have a +5 racial bonus to Strength when calculating the effects of encumbrance.

These lowest-caste formians stand a little taller than a large dog, and their small mandibles are better equipped for slicing leaves and cutting fruit from the vine than carving into flesh. Regardless, many humanoids find the sight of these centaurlike ant creatures intimidating. Their iridescent chitin is nearly featureless, marked only by small scarring as they age and a series of markings on their chest. A few more accomplished formian workers bear small gems proudly glued to their carapace, tokens granted them by taskmasters for particularly impressive accomplishments.

Formian workers are the backbone of the hive. They produce and harvest all food, perform all mining and tunneling, aid the taskmasters in the crafting of goods, and perform all other menial labor. Formian workers grow fast and learn quickly within the hive mind. Shortly after it leaves its larval stage, a formian is assigned to a senior worker who teaches it a trade, and by the end of the second year, a formian worker is a productive member of the hive. Workers live 20–30 years, and older workers are assigned lighter or more skilled work in order to give them capacity to train the young formian workers.

Workers are hatched in large batches and given a clutch name, usually based on a well-regarded formian of the previous generation. Only when they leave their larval stage are workers given a unique number carved into their carapaces, which is used in place of an individual name. Workers parrot the taskmasters in many things; they denote accomplishments on their carapaces and even have duels (though duels among workers almost never involve death). Rarely, a particularly remarkable worker will be called out for special attention by their taskmaster, and these workers are presented to the queen and given a proper name of their own.

Workers flee from combat unless they are ordered by a taskmaster or myrmarch to attack intruders. If a hive is invaded, formian workers might be used as diversions or to undermine or collapse tunnels on invading enemies. If forced into a direct fight, they usually spend most of their efforts assisting a warrior or myrmarch, though they make good use of mining picks or alchemist's fire if they are cornered.

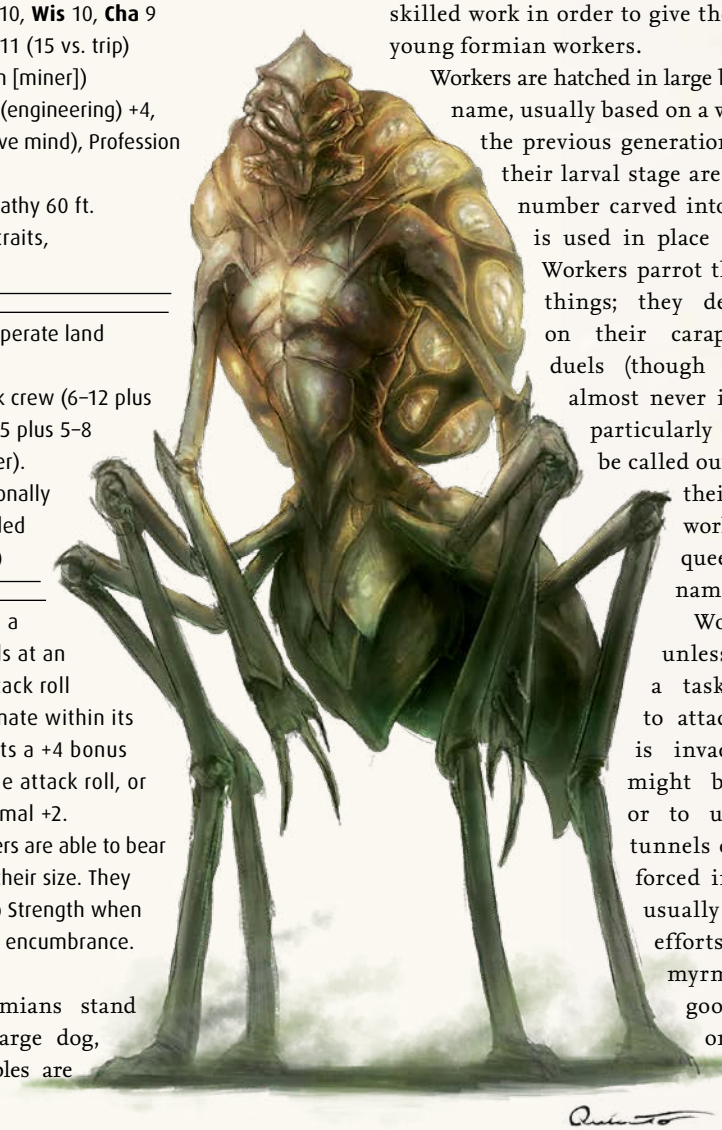


Illustration by Maichol Quinto

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fossegrim

This striking, blue-eyed man with luminous skin and flowing white hair holds an ethereal harp.

FOSSEGRIM **CR 4**

XP 1,200

NE Medium fey (aquatic)

Init +7; **Senses** low-light vision; Perception +16

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 41 (9d6+19)

Fort +5, **Ref** +9, **Will** +8

DR 5/cold iron

OFFENSE

Speed 30 ft., swim 40 ft.; *water walk*

Melee 2 slams +8 (2d6)

Special Attacks drowning touch (DC 14), enchanting music (DC 19)

Spell-Like Abilities (CL 9th; concentration +14)

Constant—*water walk*

3/day—*hydraulic torrent*[APG]

STATISTICS

Str 10, **Dex** 17, **Con** 15, **Int** 12, **Wis** 14, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** 17

Feats Alertness, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (slam)

Skills Bluff +17, Diplomacy +9, Knowledge (geography) +6, Knowledge (nature) +10, Perception +16, Perform (sing) +10, Perform (string) +21, Sense Motive +16, Sleight of Hand +10, Stealth +15, Swim +18; **Racial Modifiers** +4 Perform (string), +4 Swim

Languages Common, Sylvan

SQ amphibious, transparency, treasure form

ECOLOGY

Environment cold or temperate water (waterfalls)

Organization solitary

Treasure standard (mwk harp or violin, other treasure)

SPECIAL ABILITIES

Drowning Touch (Su) A fossegrim can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it's in treasure form, or is touched by it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a DC 16 Fortitude save to cough up this water; if it fails, it falls unconscious at 0 hp. On the next round, a fallen target must attempt another DC 16 Fortitude save, dropping to –1 hit points and dying if it fails; on the next round it must attempt to save again or lose 1d6 hit points. On the first successful save, the water clears from the target's lungs and the target stabilizes. The save DC is Constitution-based.

Enchanting Music (Su) As a full-round action, a fossegrim can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the fossegrim with an effect identical to the *unnatural lust*[UM] spell (CL 9th; Will DC 19). This action provokes an attack of opportunity. If the target touches or kisses the fossegrim, the fey can affect the target with its drowning touch ability. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Transparency (Su) When underwater, a fossegrim's body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action.

Treasure Form (Su) As a standard action when completely underwater, a fossegrim can create an illusion causing it to resemble a Medium pile of gold and silver coins, glittering jewels, and valuable art objects. If a fossegrim speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates. A successful DC 19 Will save is required to disbelieve this illusion. If a living creature within the fossegrim's melee reach touches or physically interacts with the illusion, the fossegrim reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The fossegrim can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect. The save DC to disbelieve is Charisma-based.

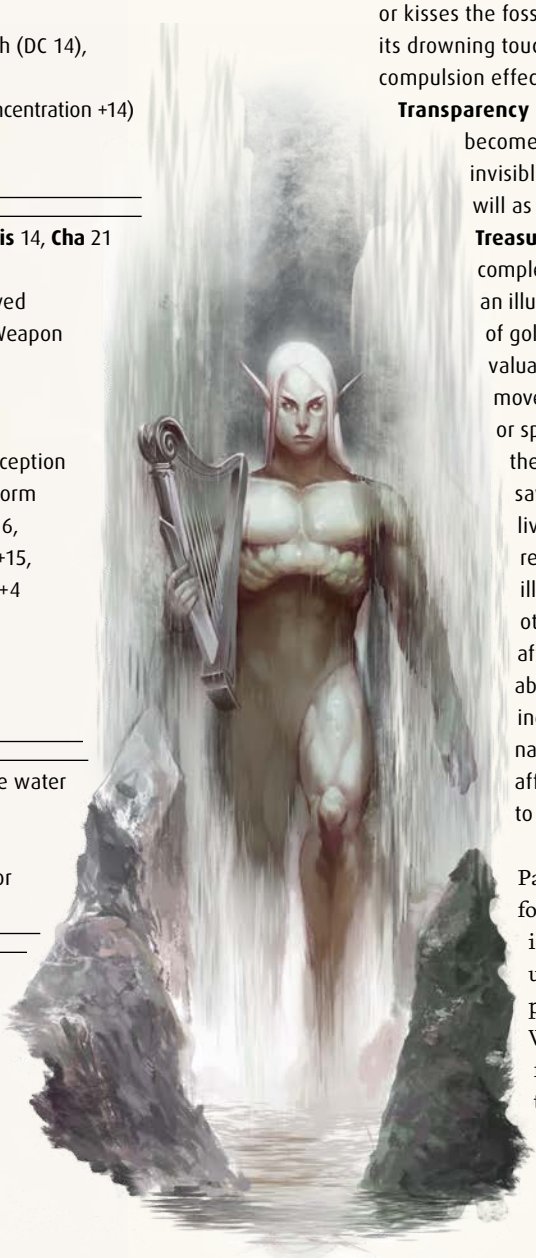


Illustration by Diana Martinez

Pale and possessing unnatural beauty, fossegrims are wicked fey who haunt idyllic waterfalls, where they lure the unsuspecting near with song and the promise of treasure, only to drown them. Well built and elflike in appearance, fossegrims are gifted musicians, and their lairs often echo with the sound of bewitching music. They are never without their enchanting instruments.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Freezing Flow

This transparent blue formation of ice is as forbidding as the serpent it resembles.

FREEZING FLOW **CR 4**

XP 1,200

N Large ooze (cold, water)

Init –5; **Senses** blindsense 60 ft.; Perception –5

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –1 size)

hp 47 (5d8+25)

Fort +6, **Ref** +3, **Will** –4

Immune cold, ooze traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +6 (2d4+6/19–20 plus 1d6 cold and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (2d4+6 plus 1d6 cold), jagged slam, numbing touch

STATISTICS

Str 18, **Dex** 16, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +8; **CMD** 13

Skills Swim +12

SQ crystalline

ECOLOGY

Environment any cold

Organization solitary

Treasure none

SPECIAL ABILITIES

Crystalline (Ex) As a creature of living ice, a freezing flow is difficult to discern from its surroundings in icy and snowy land environments and when in icy water. A successful DC 15 Perception check is required to notice a freezing flow in these environments. Any creature that fails to notice a freezing flow and walks into it automatically takes damage as if struck by the ooze's slam attack.

Jagged Slam (Ex) A freezing flow's slam attack is a slashing tendril of crystalline ice. It deals slashing damage instead of bludgeoning damage and has a critical range of 19–20.

Numbing Touch (Ex) Each time a freezing flow deals cold damage with its slam attack or constrict ability, the target must succeed at a DC 17 Fortitude save or be staggered with numbing cold for 1 round. The save DC is Constitution-based.

It's believed that these strange frozen oozes are created when a particularly cold arctic area has prolonged exposure to ice from the Elemental Planes. Rising seemingly spontaneously from such a supernatural deep freeze, freezing flows shamble forth in search of prey, hungry for the life energy of warm-blooded creatures, which they somehow metabolize.

Within their native habitat, these oozes are particularly difficult to spot. While they lack intelligence, they have an instinct to stay put within frozen ice flows, on the icy surface of frozen lakes and rivers, or within areas of permafrost, waiting for prey to stumble upon them. This instinct may be tied to the fact that they can stay relatively dormant for decades or even centuries, but eventually they need the life energy of warm-blooded creatures to fuel their strange locomotion. Since they dwell in unforgiving and underpopulated areas, it is easier for them to conserve energy and wait for prey rather than to try to track down warm-blooded creatures.

After feeding, or when fully fed, these creatures tend to ignore other creatures unless attacked. Though freezing flows' crystalline construction can give the illusion that they are brittle, nothing is further from the truth. When a freezing flow slams into flesh, it does so with enough power to break bone, and it is cold enough to numb flesh, causing its prey to convulse in a fit of shivers.

When hungry, the only things freezing flows avoid are fire and high temperatures. Such things can still melt and damage a freezing flow, though it typically requires more heat to diminish a freezing flow into a puddle of water than it takes to melt a patch of normal ice 10 times the ooze's size.

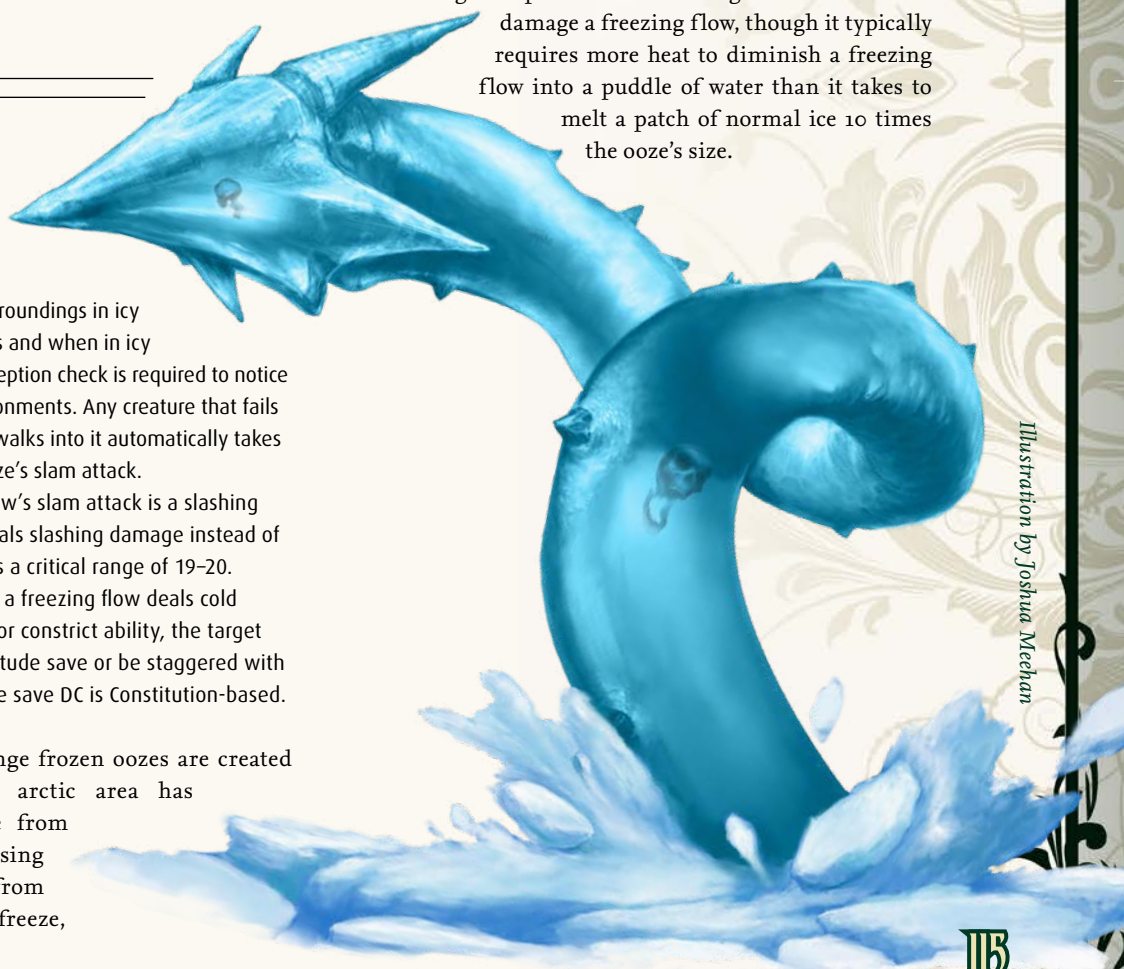


Illustration by Joshua Meehan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Fungal Creature

Mushroom caps and mold sprout from the pallid skin of this lithe female figure, and spores waft from her fungal gills.

FUNGAL NYMPH **CR 8**

XP 4,800

CG Medium plant (augmented fey)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +14

Aura blinding beauty (30 ft., DC 21)

DEFENSE

AC 23, touch 21, flat-footed 19 (+7 deflection, +4 Dex, +2 natural)

hp 84 (8d8+48)

Fort +15, **Ref** +17, **Will** +16

Defensive Abilities poisonous blood (DC 20); **DR** 10/cold iron; **Immune** disease, plant traits

OFFENSE

Speed 20 ft., swim 10 ft.

Melee slam +8 (1d4+3)

Special Attacks create spawn, poison spore cloud (DC 20), stunning glance (DC 21)

Spell-Like Abilities (CL 8th; concentration +15)

1/day—*dimension door*

Druid Spells Prepared (CL 7th; concentration +10)

4th—*command plants* (DC 17)

3rd—*call lightning* (DC 16), *speak with plants*, *spike growth* (DC 16)

2nd—*chill metal* (DC 15), *flame blade*, *resist energy*, *summon swarm*

1st—*entangle* (DC 14), *faerie fire*, *obscuring mist*, *pass without trace*, *produce flame*

0—*detect magic*, *guidance*, *resistance*, *virtue*

STATISTICS

Str 14, **Dex** 19, **Con** 22, **Int** 16, **Wis** 17, **Cha** 25

Base Atk +4; **CMB** +8; **CMD** 27

Feats Agile Maneuvers, Combat Casting, Self-Sufficient, Weapon Finesse

Skills Craft (alchemy) +14, Diplomacy +18, Escape Artist +15, Heal +13, Knowledge (dungeoneering) +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +15, Survival +5, Swim +10

Languages Common, Sylvan, Undercommon

SQ fungal metabolism, inspiration, rejuvenation, unearthly grace, wild empathy +21

ECOLOGY

Environment any ruins or underground

Organization solitary

Treasure standard

A fungal creature is an animate plant with the appearance of a living creature. It grows from spores implanted in the dead body of a host creature, and takes on the host creature's basic form and many of that creature's abilities. It retains none of the memories of the creature it grew from, yet it instinctively knows how to use the abilities it inherited from its host. How exactly this is possible is a question that continues to befuddle scholars. The leading theory is that the spores' precise modeling of their host succeeds in capturing some of the creature's physiology—essentially copying its mind—but that for some reason the departure of the creature's spirit or soul upon death prevents the spores from copying the memories as well.

Fungal creatures are often content to sit in quiet contemplation, absorbing the nutrients they require from the life-giving earth. But when faced with living creatures, the overwhelming biological need to reproduce takes over, and the fungal creatures try to seed their spores into new hosts to spawn the next generation of fungal creatures.

Fungal creatures have the general appearance of the base creatures from which they spawned, but their skin is pale fungus rather than flesh and blood. Mushroom caps and shelf fungi sprout from a fungal creature's body, along with fungal gills to deliver the fungal creature's spores. As with many types of fungi, a fungal creature's flesh is poisonous, and any creature that ingests any part of a fungal creature's body risks infection by its spores (as described in the create spawn ability and fungal spores poison on the facing page).

The fungal nymph presented here is built using the nymph from the *Pathfinder RPG Bestiary*. See page 217 of the *Bestiary* for rules on this creature's blinding beauty, inspiration, spells, stunning glance, unearthly grace, and wild empathy abilities.

Creating a Fungal Creature

"Fungal creature" is an inherited template that can be added to any corporeal, living creature susceptible to Constitution damage (referred to hereafter as the base creature). A fungal creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Type: The creature's type changes to plant (augmented). Do not recalculate base class Hit Dice, BAB, saves, or skill points.

Senses: A fungal creature gains darkvision 60 feet.

Armor Class: The fungal growths that appear on a fungal creature's body increase the base creature's natural armor bonus by 2.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected.

Defensive Abilities: A fungal creature gains immunity to disease in addition to all of the standard plant traits.

Speed: Each of a fungal creature's speeds decreases by 10 feet from those of the base creature (minimum 5 feet).

Attacks: A fungal creature retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

of the base creature. If the base creature has no other natural attacks, the fungal creature gains a slam attack that deals damage based on the fungal creature's size.

Special Attacks: A fungal creature gains the following.

Create Spawn (Ex): A creature killed by Constitution damage from a fungal creature's poison spore cloud transforms into a fungal spawn over a period of 24 hours. A *plant growth* spell halves the transformation time, and a *diminish plants* spell doubles it. A *blight* spell destroys the fungal spores and prevents the corpse's transformation, but spells that remove disease are ineffective against the growing spores. Once a creature fully transforms into a fungal spawn, the corpse from which it grew is destroyed.

A fungal spawn gains the fungal creature template, but it loses all class levels and memories of the base creature from which it was spawned. If the base creature has 1 or fewer racial Hit Dice and normally has class levels, use a 1st-level warrior version of it as the base creature. The fungal spawn awakens as a free-willed being that knows all it needs to know (including language) in order to use its abilities and survive. Although it bears no allegiance to the fungal creature that created it, the new fungal creature immediately recognizes other fungal creatures as its own kind.

Poison Spore Cloud (Ex): Once per day, a fungal creature can release a choking cloud of spores in a 15-foot-radius spread that lingers in the air for 10 rounds. This cloud functions as an inhaled poison. Any breathing creature in the cloud must succeed at a Fortitude save or inhale the spores. A creature that remains in the area of the spore cloud must continue to attempt Fortitude saves against its effects. Multiple spore clouds from multiple fungal creatures require multiple saves from any creature in an area where the clouds overlap.

Fungal Spores: Poison—inhaled; *save* Fort DC 10 + 1/2 the fungal creature's racial Hit Dice + the fungal creature's Con modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage and fatigued for 1 minute; *cure* 2 saves.

Poisonous Blood (Ex): A fungal creature's blood and flesh are ingested poisons. Any creature that makes a bite attack against a fungal creature, swallows one whole, or otherwise ingests part of one must succeed at a Fortitude save or be afflicted by the poison.

A fungal creature can drain its own blood to procure an ingested poison that functions as described above. However, its blood has a distinctive and largely unwelcome smell and taste, so most intelligent creatures would refuse to eat food tainted with it unless the taste was thoroughly disguised (which requires a successful DC 15 Profession [cook] check). The fungal creature must deal at least 1 point of damage to itself to get a full dose of poison, and the drawn blood (or amputated flesh) retains its poisonous nature for only 24 hours unless additional living fungal blood is mixed into it.

Fungal Blood or Flesh: Poison—ingested; *save* Fort DC 10 + 1/2 the fungal creature's racial Hit Dice + the fungal creature's Con modifier; *frequency* 1/minute for 6 minutes; *effect* 1 Str damage, 1 Dex damage, and nauseated for 1 minute; *cure* 2 saves.

Special Qualities: A fungal creature gains the following.

Fungal Metabolism (Ex): Fungal creatures breathe, but they do not eat or sleep in the typical manner.

Rejuvenation (Ex): A fungal creature gains all the sustenance it requires from contact with moist natural earth, but it must rejuvenate itself as often and for as long as humans need sleep. As long as it is in contact with moist natural earth, a resting fungal creature regains hit points as though it were undergoing complete bed rest and long term care (4 hit points per Hit Die for each day of rest). The fungal creature can engage in light activity during rejuvenation, but any strenuous activity (like fighting, running, or casting a spell) prevents it from regaining hit points for that day. Complete bed rest doesn't increase the amount of healing a fungal creature gains from rejuvenation.

Abilities: Str +4, Dex –2 (minimum 1), Con +4.

Languages: If a fungal creature is able to speak, it gains the ability to speak Sylvan in addition to any other languages the base creature knows.

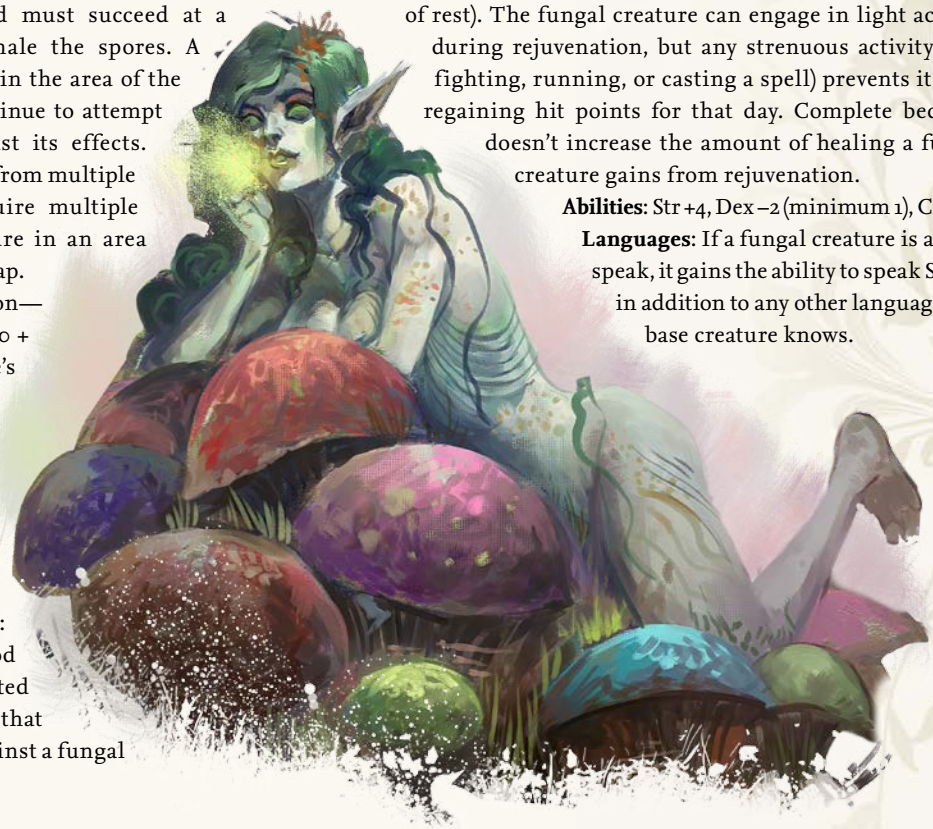


Illustration by Jorge Fares

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gaki

This skeletal creature with a long, thin neck seems to float above the ground. Its jaw is elongated, showing sharp, worn teeth.

GAKI **CR 7**

XP 3,200

NE Medium undead

Init +6; **Senses** darkvision 60 ft., *detect evil*; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 74 (9d8+32)

Fort +5, **Ref** +7, **Will** +9

Immune undead traits

Weaknesses aversion to sun and moon, compulsive hunger, vulnerable to cold and fire

OFFENSE

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

Melee 2 claws +9 (2d6+3), bite +9 (2d6+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks blood drain (1d2 Constitution), fear cone (30 ft., DC 16)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect evil*

At will—*invisibility*

1/day—*disguise self*

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** 9, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes

Skills Intimidate +14, Perception +13, Stealth +14

Languages Common

ECOLOGY

Environment any land

Organization solitary or gang (2–4)

Treasure incidental

SPECIAL ABILITIES

Aversion to Sun and Moon (Ex) A gaki takes 1d4 points of fire damage every round it's exposed to the light of a full moon. It takes 1d4 points of cold damage every round it is exposed to direct sunlight.

Compulsive Hunger (Ex) Despite being undead, a gaki is plagued by an insatiable hunger, and believes it can gain a normal body or rest in peace if it consumes the right mixture of flesh, food, and drink. A gaki that finds a corpse or is offered food, wine, holy water, or flowers must succeed at a DC 20 Will save or spend one turn trying to grab and consume it. Its narrow neck prevents it from swallowing more than a tiny amount, and it gives up after 1 round of attempting to do so. A gaki that consumes holy water in this way is not harmed by it.

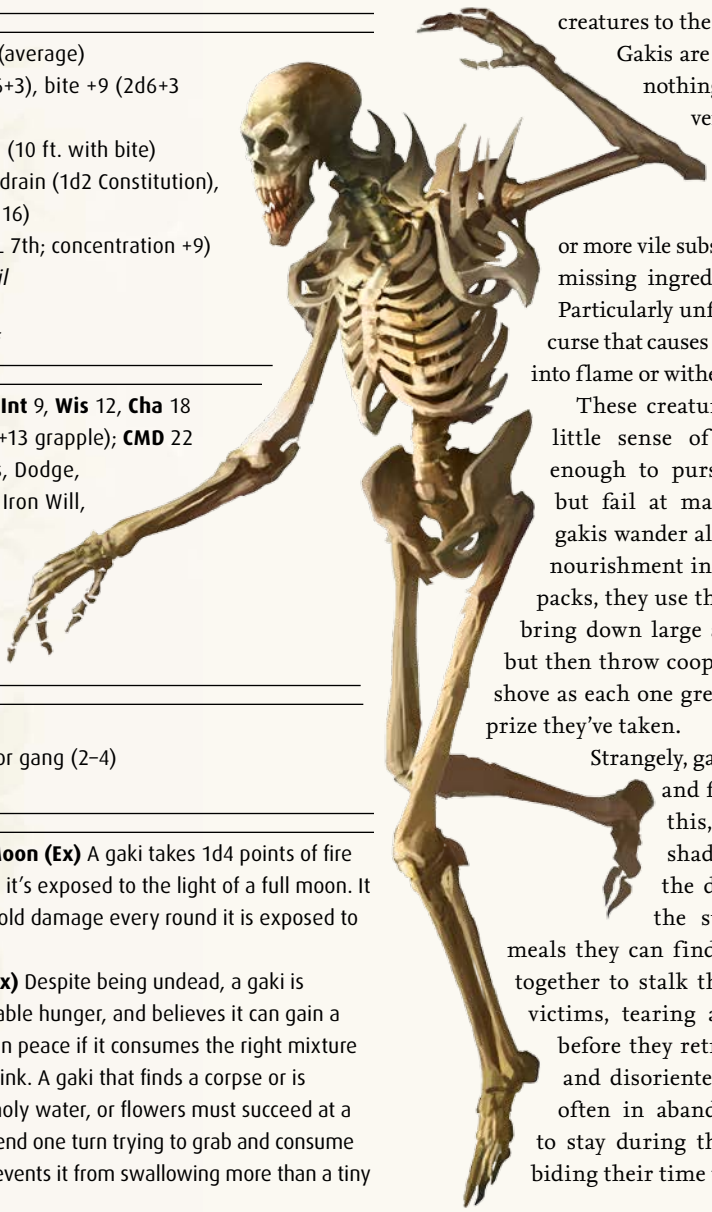


Illustration by Alberto Dal Lago

When an especially jealous or greedy evil person dies, it sometimes returns as a gaki—a misshapen creature with a supernatural hunger for things of the material world. Mistakenly called "hungry ghosts" because of their ability to fly and turn invisible, gakis believe that if they consume the right material—typically meat, wine, blood, flowers, and souls—they can form a new body resembling their former mortal shapes. Its long, thin neck restricts how much it can eat, and the creature is perpetually starving. It prefers to consume evil creatures, believing it gains more sustenance from a sinful being than a righteous one, but it won't pass up any mortal flesh. Some gakis believe they must consume flesh from demons or undead, and fixate on these creatures to the aversion of all others.

Gakis are cursed, pitiable creatures with nothing to lose, which makes them very dangerous. Some that have existed for many years as undead grow desperate and try consuming earth, sewage, or more vile substances in an attempt to find the missing ingredient for their transformation. Particularly unfortunate ones bear an onerous curse that causes anything they try to eat to burst into flame or wither away into dust.

These creatures have short memories and little sense of perspective. They're smart enough to pursue what they want cannily, but fail at making long-term plans. Most gakis wander alone, pursuing their search for nourishment in solitude. When they do form packs, they use their numbers to surround and bring down large animals or groups of people, but then throw cooperation aside to squabble and shove as each one greedily tries to claim the entire prize they've taken.

Strangely, gakis are scorched by moonlight and frozen by sunlight. Because of this, they're forced to lurk in the shadows of ruins. Some wander the deep caves and tunnels below the surface, scrounging whatever meals they can find. In urban areas, they group together to stalk the slums, often leaping upon victims, tearing away small morsels of flesh before they retreat, leaving victims bleeding and disoriented. They find hiding places—often in abandoned buildings or sewers—to stay during the day, turning invisible and biding their time till the dark of night comes.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gallowdead

This skeletal horror staggers under the weight of the massive hook and chain impaling the bones of its midsection.

GALLOWDEAD **CR 16**

XP 76,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +3

Aura whispers (30 ft., DC 27)

DEFENSE

AC 31, touch 15, flat-footed 26 (+4 Dex, +1 dodge, +16 natural)

hp 228 (24d8+120)

Fort +13, **Ref** +12, **Will** +17

Defensive Abilities channel resistance +6; **DR** 10/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee spiked chain +26/+21/+16/+11 (2d4+10/19–20 plus chains of the dead) or 2 claws +25 (2d8+7)

Special Attack chains of the dead

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

STATISTICS

Str 24, **Dex** 19, **Con** —, **Int** 11, **Wis** 16, **Cha** 21

Base Atk +18; **CMB** +25; **CMD** 40

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Improved Critical (spiked chain), Improved Initiative, Improved Vital Strike, Lunge, Power Attack, Step Up, Vital Strike, Weapon Focus (spiked chain)

Skills Climb +34, Escape Artist +28, Intimidate +32, Swim +31

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or plague (3–18)

Treasure standard

SPECIAL ABILITIES

Aura of Whispers (Su) A gallowdead constantly whispers vile secrets and blasphemous chants. Any creature within 30 feet of a gallowdead must succeed at a DC 27 Will save or be shaken for 1d4 rounds. Already shaken creatures that fail this saving throw become nauseated by the secrets revealed. Each round, an affected creature can make a new Will save to recover from the effect—once a creature recovers from a gallowdead's whispers, it is immune to this ability for 24 hours. Each overlapping whisper aura from additional gallowdead increases the save DC by 2. This is a language-based sonic effect. The save DC is Charisma-based.

Chains of the Dead (Su) When a gallowdead uses its spiked chain, the first attack that hits a foe during the gallowdead's turn deals an extra 12d6 points of negative energy damage (Will DC 27 half). This has no effect on undead creatures. In addition, the gallowdead can make a free combat maneuver check against its target with a +4 racial bonus. If the check succeeds, the target becomes grappled, but the gallowdead doesn't gain the grappled condition. The gallowdead can make a free combat maneuver check each round to maintain its grip on the victim, but can't take any special grapple actions against the victim except the move special action. When grappling a victim in this way, the gallowdead can't attack with its spiked chain. The save DC is Charisma-based.

Some tyrants execute criminals, traitors, or those who dare insurrection on the end of hooked and spiked chains. Leaving the criminal to painfully hang and rot sends a message to those who would dare commit the same crimes. Sometimes such savage deaths have a strange and terrible consequence: the victim rises, grabs the instrument of its execution, and becomes a servant of those who condemned it.



Illustration by Xia Taptara

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Galvo

This creature is composed of dozens of electric eels tightly knotted into a slithering, humanoid shape, crackling with energy.

GALVO **CR 9**

XP 6,400

NE Medium magical beast (aquatic)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 127 (15d10+45)

Fort +12, **Ref** +13, **Will** +6

Defensive Abilities swarmlike; **DR** 10/slashing; **Immune** electricity

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +19 (1d6+3 plus 2d6 electricity), 2 slams +19 (1d6+3 plus 2d6 electricity)

Ranged eel dart +19 touch (1d6+3 plus 1d6 electricity)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

STATISTICS

Str 17, **Dex** 19, **Con** 16, **Int** 7, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +18; **CMD** 33 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Dodge, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Finesse

Skills Perception +10, Stealth +15, Swim +15

Languages Aquan (can't speak)

SQ amphibious, compression, varied attack

ECOLOGY

Environment any water

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

Treasure none

SPECIAL ABILITIES

Eel Dart (Ex) A galvo can launch one of its component eels like a dart up to 30 feet as a ranged touch attack. An eel dart deals a number of points of damage equal to 1d6 + the galvo's Strength modifier plus 1d6 points of electricity damage.

Swarmlike (Ex) A galvo has no discernible anatomy, and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as *fireball* and splash weapons.

Varied Attack (Ex) A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

In sunless ocean trenches, aberrant fleshcrafters created the first galvos to serve as soldiers in their war against the sahuagin and skum. Since those days, galvos have moved beyond their darkened trenches, breeding and expanding into shallower, warmer waters. In recent years, they have come closer to civilizations, preying on coastal communities.

A galvo can live both in the water and on land, and frightening stories tell of galvos springing up from the water to strike at prey both on ships and on beaches. A true horror to look upon, a galvo averages 7 feet tall and weighs around 300 pounds.



Illustration by Andrew Hou

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gashadokuro

The bones and skulls of countless smaller creatures dribble from the joints and rib cage of this massive skeleton.

GASHADOKURO **CR 13**

XP 25,600

NE Huge undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

Aura starvation (60 ft., DC 25)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

hp 180 (19d8+95)

Fort +11, **Ref** +6, **Will** +14

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +22 (2d8+10 plus grab), 2 claws +23 (2d6+10/19–20)

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

Special Attacks breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 24 half, usable every 1d4 rounds), corpse consumption, swallow whole (6d6 bludgeoning damage, AC 20, 18 hp)

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** 6, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +26 (+28 bull rush, +30 grapple); **CMD** 36 (38 vs. bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Climb +23, Intimidate +32, Perception +20

Languages Common (can't speak)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A gashadokuro can breathe bone shards as a standard action.

Corpse Consumption (Su) A gashadokuro that kills creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a *miracle* or *wish* spell until the gashadokuro is destroyed.

Starvation Aura (Su) A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a DC 24 Fortitude save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking 2d6 points of nonlethal damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it consumes food (*Pathfinder RPG Core Rulebook* 444).

Gashadokuros are enormous skeletons that come into being as a result of mass starvation. The victims of such a tragedy fuse together into an undead colossus that continues to hunger even in death. A gashadokuro uses its feral instincts to hunt living creatures, forever seeking to sate its ineradicable, collective memory of starvation.

A typical gashadokuro is 30 feet tall and weighs up to 5,000 pounds.



Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gathlain

Wings composed of wood and vines grow out of the body of this lithesome fey.

GATHLAIN **CR 1/2**

XP 200

Gathlain sorcerer 1

CN Small fey

Init +3; **Senses** low-light vision; Perception –1

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 7 (1d6+1)

Fort +0, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee spear +2 (1d6+1/×3)

Gathlain Spell-Like Abilities (CL 1st; concentration +4)

1/day—*entangle*, *feather step*[APG]

Bloodline Spell-Like Abilities (CL 1st; concentration +4)

6/day—laughing touch

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *magic missile*

0 (at will)—*dancing lights*, *daze* (DC 15), *ghost sound* (DC 13), *ray of frost*

Bloodline fey

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 14

Feats Dodge, Eschew Materials

Skills Fly +1, Knowledge (arcana) +4, Spellcraft +4

Languages Common, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells)

ECOLOGY

Environment temperate forests or jungles

Organization solitary, flight (2–6), or grove (2–12)

Treasure NPC gear (spear, other treasure)

According to some fey ballads, gathlains were one of the first peoples awakened in the primal world of fey. They were created from the seeds of an enormous magical tree, with the tree's mistletoe grown into their flesh forming their strange wings.

Mischievous and capricious, these creatures have discordant temperaments. They act purely to entertain themselves and sate their immense curiosity about the world around them. That very curiosity has caused many to migrate to the Material Plane and adventure there. These gathlains seek out and attempt to mingle with gnomes. However, gnomes often find gathlains too undisciplined, random, and foolish for their tastes.

Gathlain Characters

Gathlains are defined by their class levels—they don't have racial Hit Dice. All gathlains have the following racial traits.

+2 Dexterity, –2 Constitution, +2 Charisma: Gathlains are quick, with dynamic and engaging personalities, but are rather fragile.

Small: Gathlains are Small and gain a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 size bonus on Stealth checks.

Normal Speed: Gathlains have a base speed of 30 feet and a fly speed of 40 feet (poor).

Low-Light Vision: Gathlains can see twice as far as humans in dim light.

Natural Armor: Gathlains have a +1 natural armor bonus.

Spell-Like Abilities: 1/day—*entangle*, *feather step*[APG] (caster level equals the gathlain's character level).

Languages: Gathlains speak Common and Sylvan. A gathlain with a high Intelligence score can choose from the following languages: Draconic, Elven, Goblin, Halfling, and Orc.



Illustration by Mattias Fahlberg

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gearghost

Grasping arms emerge from a tangled cluster of debris and mechanical parts. A metal skull hovers above the clanging mess.

GEARGHOST **CR 5**

XP 1,600

CE Tiny undead

Init +7; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 15, flat-footed 17 (+3 Dex, +3 natural, +2 size)

hp 52 (7d8+21)

Fort +5, **Ref** +7, **Will** +7

Defensive Abilities channel resistance +4, rejuvenation; **DR** 5/—; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +5 (1d4–2)

Space 2-1/2 ft.; **Reach** 0 ft.

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

At will—*detect magic*, *mending*, *telekinesis* (DC 18)

3/day—*make whole*

STATISTICS

Str 6, **Dex** 17, **Con** —, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +5; **CMB** +6; **CMD** 14

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Craft (traps) +17, Disable Device +10, Fly +20, Knowledge (engineering) +9, Perception +12, Spellcraft +10, Stealth +24; **Racial Modifiers** +8 Craft (traps)

Languages Aklo, Common, Undercommon

SQ create trap, resetter

ECOLOGY

Environment any urban or underground

Organization solitary or gang (2–6)

Treasure standard

SPECIAL ABILITIES

Create Trap (Su) Once per week, a gearghost can create a trap of CR 4 or lower regardless of cost, materials, or skill checks. Two or more gearghosts working together on a trap can increase the maximum CR by 2 for each additional gearghost working in concert. For example, three gearghosts working together can create any CR 8 or lower trap in a week. Example traps can be found on page 420 of *Pathfinder RPG Core Rulebook*.

Rejuvenation (Su) A destroyed gearghost reforms in 2d6 days. To permanently destroy a gearghost, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, every trap within 100 feet of the remains must be successfully disabled or destroyed before the gearghost is completely destroyed.

Resetter (Ex) A gearghost can reset traps and keep them repaired with supernatural efficiency. A gearghost can reset a trap with a repair or manual reset as a move action. If a trap has an automatic reset that is longer than immediate, a gear ghost can reset that trap as a free action.

Formed from the unquiet soul of a thief wrenched from life by a wicked trap, a gearghost delights in rigging up the same threats and tortures to which it succumbed. Eager to witness the deaths of others, the gearghost prowls the place of its death, constantly maintaining and resetting any traps in that area as it waits for victims to fall into its clutches. A gearghost also has the ability to create and set new traps, and as such its lair is usually choked with perilous new snares, spikes, and pits. A gearghost only keeps treasure as a lure for hapless adventurers, often using such treasure as the trigger for one of its devious creations.

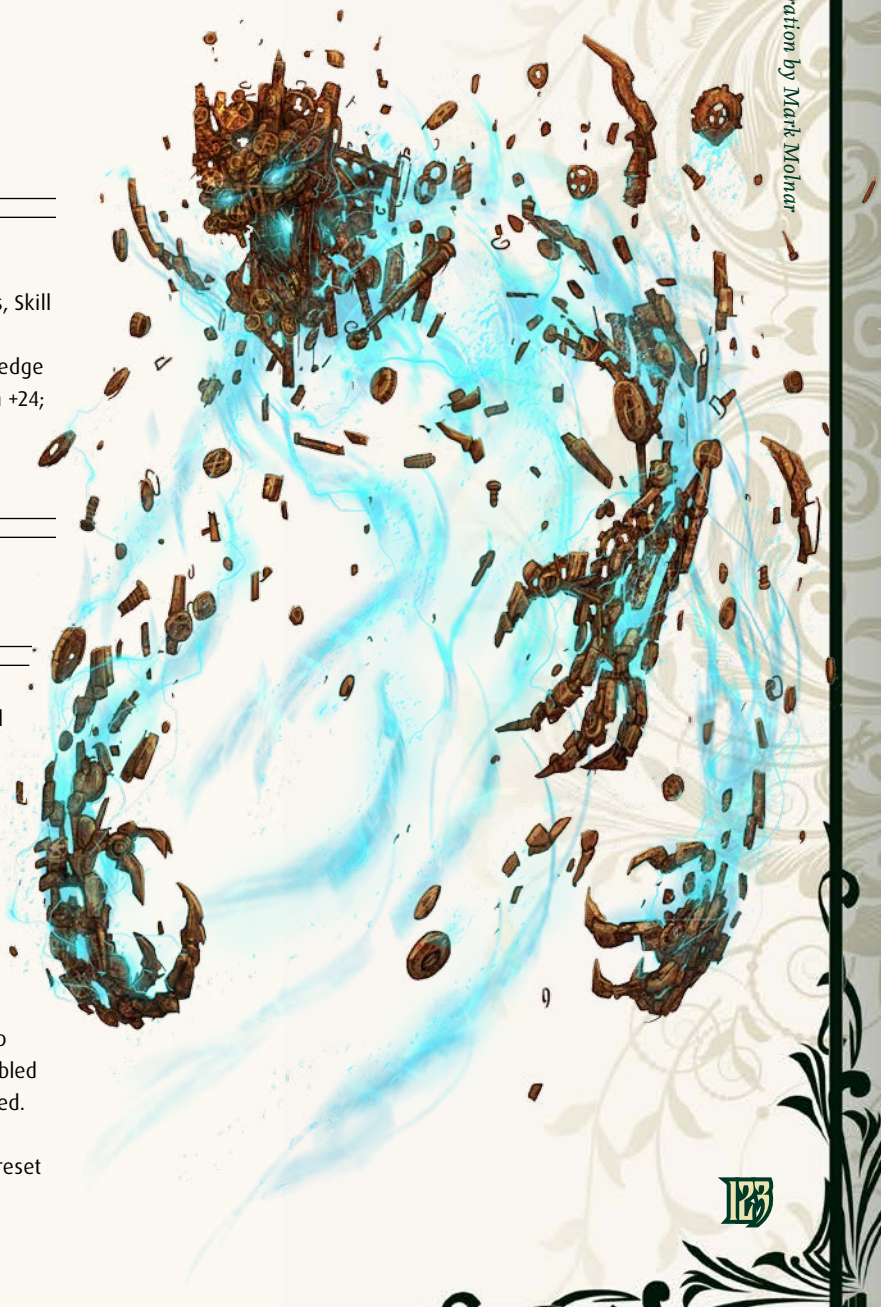


Illustration by Mark Molnar

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Geist

This disembodied phantom wears black robes that swirl around a maw of sharp teeth.

GEIST **CR 9**

XP 6,400

CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +5 Dex)

hp 114 (12d8+60)

Fort +9, **Ref** +9, **Will** +10

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal bite +14 (1d6 negative energy plus 1d4 Con)

Special Attacks spiritual manipulation, terrifying laughter (30 ft.; DC 21)

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 15, **Wis** 15, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 29

Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Skills Bluff +17, Fly +18, Intimidate +20, Knowledge (religion) +15, Perception +17, Sense Motive +17, Stealth +26

Languages Abyssal, Common

ECOLOGY

Environment any (haunted sites or ruins)

Organization solitary or haunting (2–7)

Treasure incidental

SPECIAL ABILITIES

Spiritual Manipulation (Su) Geists have the ability to take control of haunts (*Pathfinder RPG GameMastery Guide* 242). When a geist enters a haunt's area of effect, the geist can immediately attempt to take over the haunt by making a Charisma check. If the result of the Charisma check is equal to or greater than the haunt's CR, the geist takes over the haunt and maintains control as long as the geist remains within 1 mile. If the geist's attempt to take control of a haunt fails, the geist must retreat from the haunt's area of effect and cannot attempt to take control of the haunt again for 24 hours. When a geist controls a haunt, it can activate or suppress the haunt's effects as a free action and the haunt automatically resets in half its normal time. A haunt under a geist's control can still be neutralized when reduced to 0 hit points, but it cannot be permanently put to rest until the geist that controls it is destroyed. A geist can control a number of haunts up to its Charisma modifier at one time (usually five).

Terrifying Laugh (Su) Once per minute, a geist can unleash a terrifying laugh as a standard action. The laughter lasts until the beginning of the geist's next turn. All creatures within 30 feet of the geist when it begins to laugh, as well as all creatures that end their turn within that radius, must succeed at a DC 21 Will save or be panicked. The save is required only once per laugh. Those who succeed at their saving throws need not save against the same geist's terrifying laughter for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

A geist is formed when an exceptionally evil humanoid is killed by a haunt and proves too tenacious to submit to death's call.



Illustration by Alberto Dal Lago

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gholdako

A single milky eye stares from the forehead of this towering giant wrapped in filthy, rune-covered strips of bloody linen.

GHOLDAKO **CR 10**

XP 9,600

NE Large undead

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 127 (15d8+60)

Fort +9, **Ref** +5, **Will** +10

Defensive Abilities; channel resistance +3; **DR** 5/good; **Immune** undead traits; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +17 (1d8+7), 2 claws +18 (2d8+7/19–20 plus disease)

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

Special Attacks blinding breath, disease

STATISTICS

Str 25, **Dex** 10, **Con** —, **Int** 10, **Wis** 13, **Cha** 19

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 29 (31 vs. bull rush)

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack, Weapon Focus (claw)

Skills Intimidate +22, Knowledge (history) +8, Perception +19, Sense Motive +11, Stealth +14

Languages Giant

ECOLOGY

Environment warm coasts

Organization solitary or guard (2–4)

Treasure standard

SPECIAL ABILITIES

Blinding Breath (Su) Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a DC 21 Fortitude save. The save DC is Charisma-based.

Disease (Ex) *Seaside rot*: Injury; *save* Fort DC 21; *onset* 1 minute; *frequency* 1/day; *effect* 1d4 Str and 1d4 Dex; *cure* 2 consecutive saves. The save DC is Charisma-based.

A gholdako is a dreadful undead cyclops created by the foul priests and necromancers of a fallen cyclops empire thousands of years ago. A gholdako's single eyeball is sunken and milky, and its body and limbs are wrapped tightly in ragged strips of soiled and moldering linens, much like those of a mummy, but with disturbing and incomprehensible glyphs scribbled on the ancient cloth, written in what appears to be dried blood. Layers of skin continually flake off the hideous monster's parched flesh wherever it is exposed, falling in papery strips of sickly pale yellow. The average gholdako stands 9 feet tall and weighs 500 pounds.

Gholdakos are nearly always guardians of some special relic or tomb, having been ordered to protect the object or location in life and remaining faithful to their duties even after dying. While they strive to keep their wards safe from depredations, gholdakos are nonetheless short-tempered and easy to lure away from their posts—though being caught by one of these undead giants almost always spells a gruesome and untimely end for most would-be .

Dread Gholdako (+1 CR): Some gholdakos were created to guard the tombs of royalty. Such dread gholdakos possess a bluish-white halo of smoke around their perpetually peeling scalps. A dread gholdako generally possesses additional Hit Dice, and can inflict paralysis (1d4 rounds, DC 10 + 1/2 the dread gholdako's racial Hit Dice + the dread gholdako's Constitution modifier) on its foes with its bite attack.



Illustration by Fabio Gorla

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Giant, Cliff

This giant has a majestic presence and stoic bearing. His rocky, red-brown skin is shot through with streaks of shimmering color.

CLIFF GIANT **CR 9**

XP 6,400

NG Large humanoid (giant)

Init +5; **Senses** low-light vision, tremorsense 30 ft.; Perception +15

DEFENSE

AC 23, touch 10, flat-footed 22 (+4 armor, +1 Dex, +9 natural, –1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +7, **Will** +11

Defensive Abilities rock catching; **Resist** acid 10, fire 10

OFFENSE

Speed 40 ft.

Melee greatclub +17/+12 (2d8+12) or 2 slams +17 (1d8+8)

Ranged rock +12 (1d8+8)

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

Special Attacks rock throwing (120 ft.)

Spell-Like Abilities (CL 14th; concentration +15)

At will—*detect poison, know direction*

3/day—*animal messenger, cure moderate wounds, detect animals or plants, speak with animals, stone shape*

1/day—*commune with nature*

STATISTICS

Str 26, **Dex** 13, **Con** 21, **Int** 13, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +19; **CMD** 30

Feats Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (greatclub), Power Attack, Skill Focus (Climb), Skill Focus (Perception), Weapon Focus (rock)

Skills Climb +18, Diplomacy +8, Handle Animal +11, Knowledge (geography) +5, Knowledge (nature) +11, Perception +15, Survival +12; **Racial Modifiers** +4 Knowledge (geography)

Languages Common, Giant, Terran

SQ earth attunement

ECOLOGY

Environment temperate or warm deserts or plains

Organization solitary, pair or family (3–5 plus 2–3 non-combatants)

Treasure standard (hide armor, greatclub, other treasure)

SPECIAL ABILITIES

Earth Attunement (Su) A cliff giant has tremorsense 30 feet when standing on unworked stone or natural earth. Knowledge (nature) is a class skill for cliff giants.

Cliff giants are benevolent but reclusive creatures that dwell in deserts and badlands, carving out snug cliffside caves or building stone huts on top of mesas. Broad-shouldered, with features as sharp as chiseled stone, cliff giants can reach a height of 14 feet and weigh over 1,300 pounds. As if sculpted from layers of stone, cliff giants' skin color is a deep reddish brown, with quartz-like streaks or veins of color that crisscross in shades of ivory, dull yellow, or bright white. Cliff giants live up to 800 years old.

Although kind, cliff giants prefer solitude and spend their lives in seclusion from other humanoids to form a stronger bond with the natural world. This bond often leads them to see large expanses of land as their responsibility and all living things within as their charges. Many track cycles of the weather, animal migrations, and the lairs of dangerous monsters by painting elaborate pictograms on high cliff walls.

Cliff giant family units stay together for about a decade, after which time children live with one parent or the other until fully grown and able to survive on their own (at about 20 years old). Marital bonds between cliff giants are strong despite their inclination for solitude; a married pair of cliff giants may raise and bear children in this way once every century, and when living apart they communicate with each other on a monthly basis using animal messengers.

Cliff giants respect their elders, and some pairs living together are an adult giant with an old parent or grandparent.

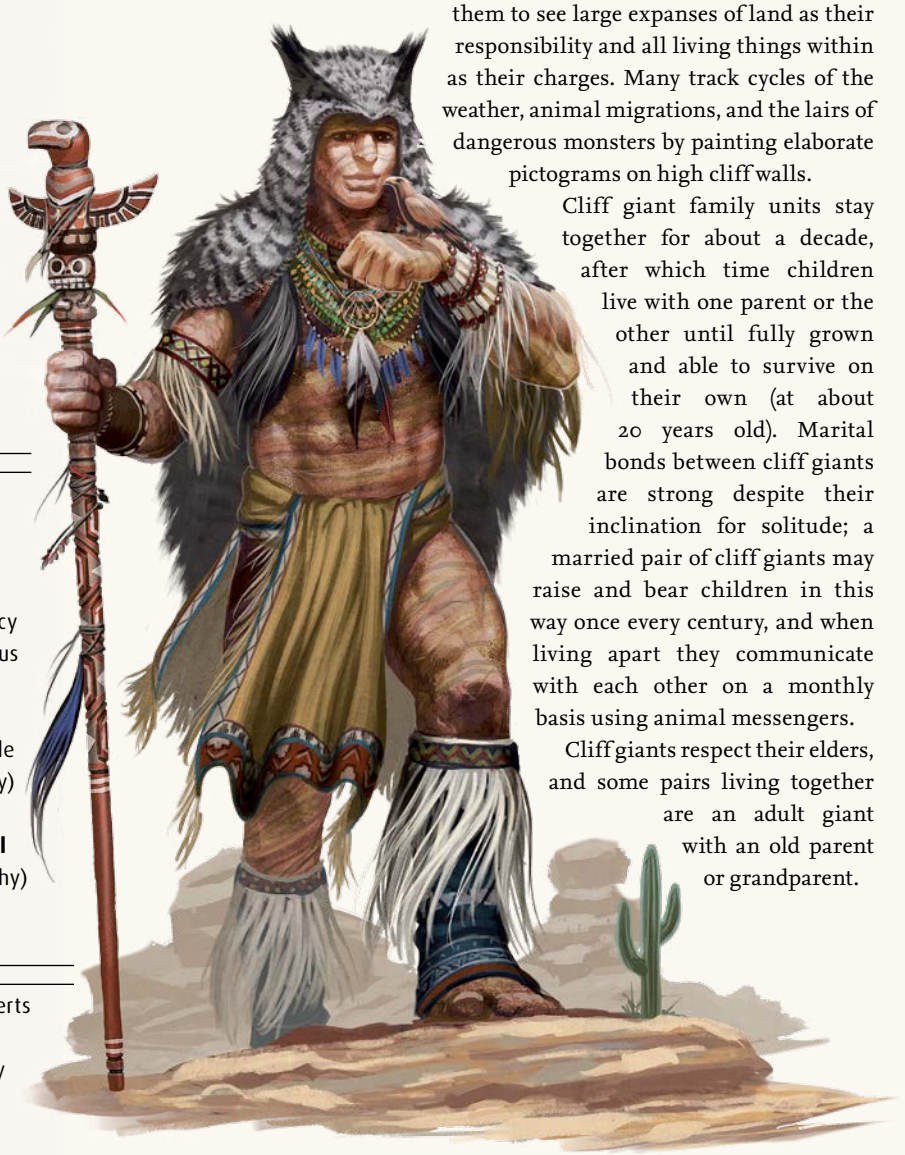


Illustration by Roberto Pitturru

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Giant, Ocean

This blue-skinned giant's clothing and beard whip about like sails caught in a storm.

OCEAN GIANT **CR 14**

XP 38,400

CG or CE Huge humanoid (aquatic, giant)

Init +4; **Senses** low-light vision; Perception +24

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

hp 218 (19d8+133)

Fort +18, **Ref** +8, **Will** +10

Resist cold 30, electricity 30

OFFENSE

Speed 50 ft., swim 40 ft.

Melee mwk trident +29/+24/+19 (3d6+22) or 2 slams +27 (2d6+15)

Ranged rock +13 (2d8+22)

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

Special Attacks conch focus, rock throwing (110 ft.)

Spell-Like Abilities (CL 14th; concentration +18)

Constant—*freedom of movement*

3/day—*aqueous orb*[APG] (DC 17), *control winds* (DC 19), *shout* (DC 18), *summon nature's ally VII* (swimming creatures only), *water breathing*

1/day—*vortex*[APG] (DC 20)

STATISTICS

Str 40, **Dex** 11, **Con** 25, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +14; **CMB** +31 (+33 bull rush); **CMD** 41 (43 vs. bull rush)

Feats Augment Summoning[B] (with conch), Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (trident), Power Attack, Vital Strike, Weapon Focus (trident)

Skills Intimidate +17, Knowledge (nature) +11, Perception +24, Perform (wind) +13, Survival +14, Swim +24

Languages Aquan, Common, Giant

SQ amphibious

ECOLOGY

Environment any oceans

Organization solitary, gang (2–5), family (2–5 plus 35% noncombatants and 1 druid or sorcerer of 4th–7th level)

Treasure standard (mwk trident, other treasure)

SPECIAL ABILITIES

Conch Focus (Su) When holding its conch, an ocean giant can cast *great shout* (DC 22) instead of *shout*, and gains Augment Summoning as a bonus feat. If the conch is destroyed (hardness 5, 20 hp), the giant can spend 1 week to craft a replacement.

Ocean giants embody the great extremes of the sea. Their skin colors vary from deep blue to pale green, and their eyes and hair range from foamy white to coral pink. They decorate themselves with the treasures of the sea, wearing shell jewelry or scrimshaw, and clothing woven from underwater plants, or even salvaged sails. Each ocean giant carries a hand-crafted musical horn made from a conch shell, an object of cultural significance representing its family history and travels on the vast sea.

Many ocean giants view themselves as guardians of the sea, its creatures, and those who travel the waves, safeguarding their charges from remarkable coral towers. Others, however, claim domains measuring thousands of leagues, enslaving the beasts and aquatic races within and shattering any ship that dares trespass near their citadels of urchins and bones.

Adult ocean giants stand approximately 22 feet tall and weigh about 15,000 pounds. Most live to be about 500 years old.



Illustration by Mark Molnar

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Giant, River

This slender giant dresses in simple clothes and has swirling patterns on her green skin.

RIVER GIANT **CR 6**

XP 2,400

CG or CE Large humanoid (giant)

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 19, touch 9, flat-footed 19 (+3 armor, +7 natural, –1 size)

hp 68 (8d8+32)

Fort +10, **Ref** +2, **Will** +2

Defensive Abilities rock catching

OFFENSE

Speed 40 ft.

Melee spear +11/+6 (2d6+7/×3) or 2 slams +10 (1d8+5)

Ranged rock +6 (1d8+5)

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

Special Attacks rock throwing (100 ft.)

STATISTICS

Str 20, **Dex** 11, **Con** 19, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +12 (+14 bull rush); **CMD** 22 (24 vs. bull rush)

Feats Improved Bull Rush, Improved Initiative, Martial Weapon Proficiency (spear), Weapon Focus (spear)

Skills Acrobatics +0 (+4 when boating), Perception +6, Profession (sailor) +9, Survival +6 (+10 when boating), Swim +10; **Racial Modifiers** +4 Acrobatics when boating, +4 Profession (sailor), +4 Survival when boating, +4 Swim

Languages Common, Giant

SQ hold breath

ECOLOGY

Environment any rivers

Organization solitary, pair, or family (3–5 plus 1d2 crocodiles, grizzly bears, or tigers)

Treasure standard (spear, leather armor, other treasure)

River giants traverse inland waterways, moving where the current takes them on their makeshift rafts. Tall but lean and lithe, river giants typically grow to a height of 10 feet and weigh about 900 pounds. River giants have skin color that ranges from the yellowish green of algae or duckweed to the rich jade of a bamboo stalk. Their hair color is much less varied, usually a sooty black or muddy brown color. River giants can live to be 300 years old.

River giants are as likely to be evil as they are good, though all members of a family usually have the same alignment. Whether kind or cruel, all river giants are quick to anger and capable of erupting with little or no cause. Among their own kind, arguments usually result in one or both participants getting pushed into the water to cool off. Good river giants typically switch between bouts of great, jovial laughter or physical comedy (such as nearly tipping a raft with passengers), followed by quiet introspection while listening to the sounds of a slow river. Evil river giants often see themselves as the embodiment of a river's most chaotic elements, like waterfalls, rapids, or ice floes; they might hold someone underwater for a minute or two as a bit of fun, and they take no more responsibility for their violence than the river itself would.

River giants love water travel, and they can often be hired to ferry travelers across or along a waterway for a price. Shrewd though not overly intelligent, river giants usually base such transport fees on the estimated wealth of their passengers—typically 100 gp each for adventurers.

In combat, river giants prefer to attack from the water whenever possible, or keep opponents in deep water where the giants' bigger lungs are an advantage. If they are losing a fight, they swim underwater to escape or use their rafts as cover.

River giants prefer to lair on small islands, rock formations, or sediment banks where rivers come together. A river giant uses its home, usually a simple earthen hut of mud and reeds, to store its valuables or as a place to gather with others of its kind.

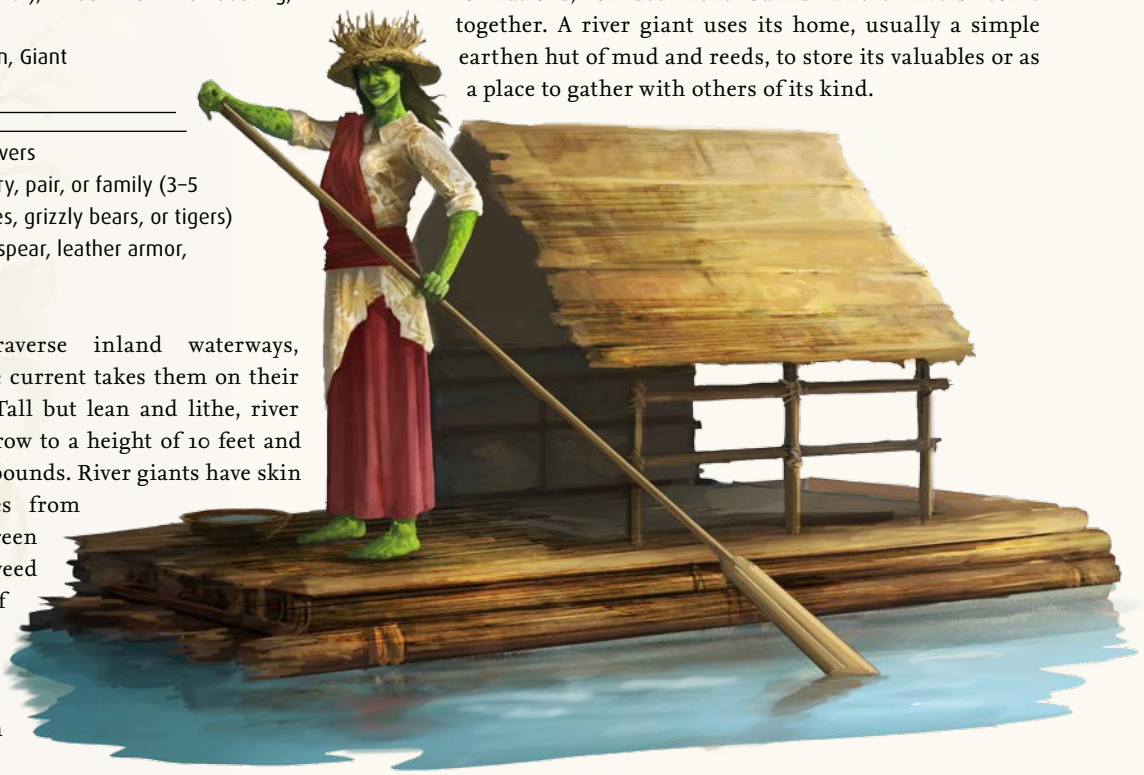


Illustration by Alberto Dal Lago

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Giant, Slag

Soot, ash, and coal dust streak this giant's rust-colored skin. Her eyes hold a look of both determination and detachment.

SLAG GIANT **CR 7**

XP 3,200

LN Large humanoid (giant)

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 10, flat-footed 19 (+3 armor, +1 Dex, +7 natural, –1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +6, **Will** +4

Defensive Abilities rock catching; **Resist** fire 30

OFFENSE

Speed 40 ft.

Melee warhammer +15/+10 (2d6+12/×3) or 2 slams +14 (1d8+8)

Ranged rock +8 (1d8+8)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 27, **Dex** 12, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +16 (+18 sunder); **CMD** 29 (31 vs. sunder)

Feats Improved Sunder, Lightning Reflexes, Martial Weapon Proficiency (warhammer), Power Attack, Weapon Focus (warhammer)

Skills Craft (armor) +12, Craft (weapons) +12, Intimidate +8, Perception +9; **Racial Modifiers** +4 Craft (armor), +4 Craft (weapons)

Languages Common, Giant

SQ shattering blow

ECOLOGY

Environment warm mountains or underground

Organization solitary, pair, mining expedition (3–7), or tribe (5–20 plus 25% noncombatants and 1 cleric, or 1 fighter of 4th to 6th level plus 1–3 giant frilled lizards)

Treasure standard (warhammer, studded leather, other treasure)

SPECIAL ABILITIES

Shattering Blow (Ex) A slag giant who makes a full attack against a metal or stone object or structure deals double damage.

Magically crafted and crossbred from fire giants and stone giants by ancient wizards, slag giants are among the foremost artisans and crafters of giantkind. Proportioned more like stone giants than fire giants, slag giants have long limbs with lean muscles; they stand 14 feet tall and weigh 3,000 pounds. Slag giants' skin color ranges from a deep and ruddy hue to a rusty orange. Their hair is black, gray, or white, though males and females both tend to keep their hair cropped close or shaved off. Slag giants can live to be 400 years old.

Slag giants usually evince a cold, detached attitude about everything other than their work. Their inherent understanding of metalworking and resistance to fire allow them to craft arms and armor from inside their huge forges, sometimes working the metal with their bare hands. Small families of slag giants often ally with clans of other giants, providing masterwork armor and weapons in exchange for ore and the freedom to practice their crafting skills in peace. Even militaristic fire giants (who pride themselves on their strength and martial prowess) respect the fine work of the weaker slag giants, and usually attempt to ally with the artisans rather than enslaving them.

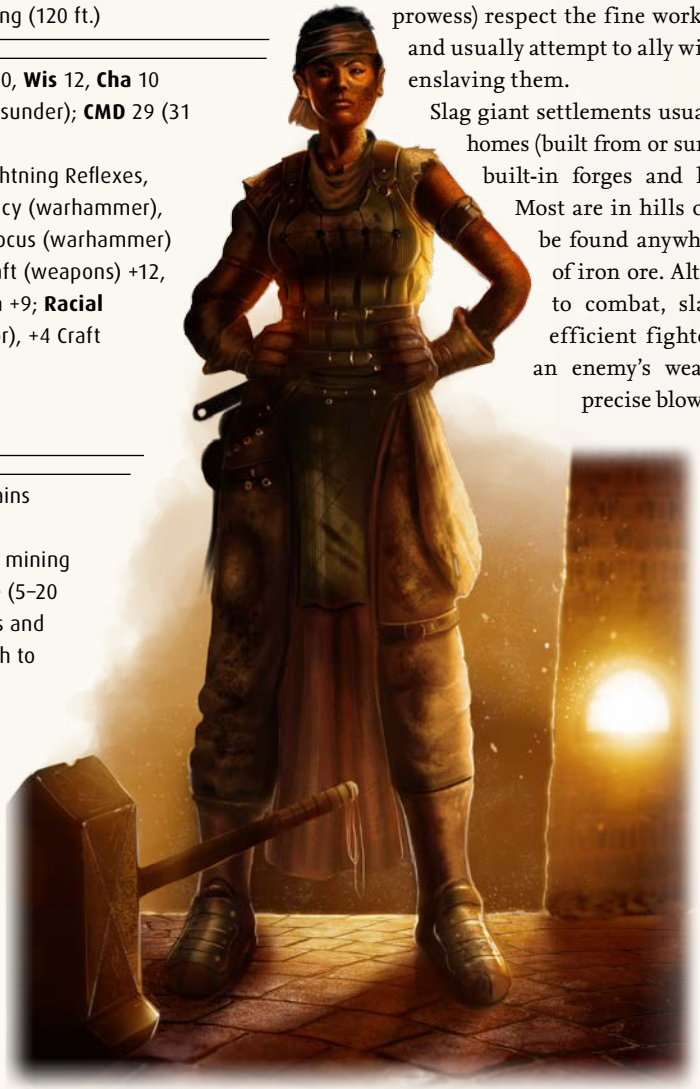


Illustration by Mattias Fahlberg

Slag giant settlements usually consist of several stone homes (built from or surrounded by forge slag) with built-in forges and large, smoking chimneys. Most are in hills or mountains, but they can be found anywhere there is a ready supply of iron ore. Although they prefer creation to combat, slag giants are brutal and efficient fighters, capable of destroying an enemy's weapons or armor in a few precise blows. They often let opponents retreat if it gives the giants the opportunity to collect any broken weapons and armor as salvage. If approached peacefully, they are willing to barter or sell their goods, though they usually don't have human-sized items on hand. Trespassers who carelessly or wantonly destroy a slag giant's work or foul its forge usually end up in the fire. Most settlements have several giant-sized breastplates the residents can don if they expect a serious fight.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Golem, Blood

A tower of blood in humanoid form sloshes within the clotted surface that holds it in a stable form.

BLOOD GOLEM **CR 6**

XP 2,400

N Medium construct

Init +4; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 64 (8d10+20)

Fort +2, **Ref** +6, **Will** +4

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** construct traits, magic

Weaknesses vulnerable to bleed

OFFENSE

Speed 10 ft.

Melee 2 slams +10 (2d6+2 plus bleed and grab)

Special Attacks bleed (1d6), blood drain (1d2 Con), constrict (2d6+2 plus bleed)

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 24

SQ clotted skin, compression

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Blood Drain (Su) A blood golem heals 5 hit points each round it drains blood.

Clotted Skin (Ex) A blood golem can congeal its surface into a hard skin as a full-round action, allowing it to assume a vaguely humanoid form. With its skin, it gains DR 5/bludgeoning, natural armor +6, and speed 30, but loses its amorphous and compression abilities. It can liquefy this skin as a full-round action, losing its DR and natural armor, changing its speed to 10 feet, and regaining the amorphous and compression abilities. The golem normally maintains its congealed skin, liquefying itself only when it has to pass through obstacles that would hinder its solid form.

Immunity to Magic (Ex) A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature.

- Cure spells affect it as if it were a living creature, but only cure the minimum amount of damage.
- Spells and effects that specifically affect blood (such as *boiling blood*[APG]) affect it normally.

Vulnerable to Bleed (Ex) Bleed effects, blood drain, and attacks that target a creature's blood affect a blood golem normally. The golem can spend a full-round action to harden its clotted outer shell to end a bleed effect.

A blood golem is an animate mass of living blood. It can creep about in liquid form like an ooze, or create a thick skin made up of coagulated blood that allows it to walk upright like a person.

Construction

A blood golem's body must be constructed from the fresh blood of approximately 20 Medium creatures and alchemical fluids worth at least 500 gp.

BLOOD GOLEM

CL 7th; **Price** 22,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bleed*, *cure critical wounds*, *geas/quest*, creator must be caster level 12th; **Skill** Craft (alchemy) DC 17; **Cost** 11,500 gp



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Golem, Coral

This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands.

CORAL GOLEM **CR 9**

XP 6,400

N Large construct

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

DEFENSE

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

hp 96 (12d10+30)

Fort +4, **Ref** +4, **Will** +4

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d6+10/19–20 plus bleed)

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

Special Attacks bleed (1d6)

STATISTICS

Str 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +20; **CMD** 30

Feats Improved Critical[B] (claw)

SQ aquatic reconstruction, powerful blows (slam)

ECOLOGY

Environment warm oceans or coastlines

Organization solitary or gang (2–5)

Treasure none

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Immunity to Magic (Ex) A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- *Transmute rock to mud* slows a coral golem (as the *slow* spell) for 1d6 rounds (no save).
- *Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- *Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

Coral golems are constructs made entirely of colonies of living coral drawn from the ocean. While their sharpened appendages are capable of performing tasks that require meticulous precision, they are equally useful in martial combat. Wizards and sorcerers employ coral golems to collect delicate specimens of plant life from local beaches, spear and retrieve fish from the ocean for meals, and protect valuable locations such as their masters' homes or veins of minerals and other potent resources. A coral golem is 9 feet tall and weighs 1,000 pounds.

Construction

A coral golem's body is made of a healthy colony of living coral weighing at least 1,000 pounds, infused with rare organic substances and minerals worth 3,500 gp.

CORAL GOLEM

CL 11th; **Price** 57,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *geas/quest*, *keen edge*, *limited wish*, *water breathing*, creator must be caster level 11th; **Skill** Craft (sculpture) DC 15; **Cost** 30,500 gp



Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Golem, Junk

A walking rubbish heap, this roughly man-shaped creature seems to be barely holding itself together.

JUNK GOLEM **CR 4**

XP 1,200

N Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (–1 Dex, +10 natural)

hp 42 (4d10+20); junk repair

Fort +1, **Ref** +0, **Will** +1

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slam +8 (1d6+4 plus disease)



Illustration by Tyler Walpole

Special Attacks disease

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 17

SQ discorporate

ECOLOGY

Environment any

Organization solitary or gang (2–6)

Treasure none

SPECIAL ABILITIES

Discorporate (Ex) A junk golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 1d6 points of damage and inflicts disease, but loses its slam attacks. It can revert back to its normal form as a full-round action.

Disease (Ex) *Tetanus*: Slam—injury; *save* Fort DC 12; *onset* 1d6 days; *frequency* 1 day; *effect* 1d4 Dex damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

Immunity to Magic (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a junk golem, as noted below.

- A *shatter* spell causes a junk golem to discorporate and dazes it for 1 round.
- A *grease* spell affects the junk golem as if it were *haste* for 1d6 rounds and ends any *slow* effect on it.
- An *arcane lock* or *hold portal* spell affects the junk golem as if it were a *slow* spell for 1d6 rounds and breaks any *haste* effect on it.
- A *wood shape* or *rusting grasp* spell deals 2d6 points of damage to a junk golem.

Junk Repair (Su) A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's discorporate ability.

Junk golems are assembled from trash and spare parts, and often leave trails of garbage in their wakes.

Construction

A junk golem's body is made up of 250 pounds of assorted rubbish with 200 gp of spare metal and copper wire.

JUNK GOLEM

CL 7th; **Price** 10,200 gp

CONSTRUCTION

Requirements Craft Construct, *false life*, *lesser geas*, *minor creation*, *rusting grasp*, creator must be caster level 7th; **Skill** Craft (sculpture); **Cost** 5,200 gp

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Golem, Wax

This eerily expressionless woman has a glistening quality about her, as though she's covered in an oily sheen.

WAX GOLEM **CR 3**

XP 800

N Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +0, **Will** +1

Immune cold, construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

STATISTICS

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

SQ conditional sentience

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Conditional Sentience (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains a +10 racial bonus on Disguise checks made to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the *slow* spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gains no saving throw against cold effects.



A wax golem is an exact replica of a particular person, composed completely of wax. While skilled artists pride themselves on their ability to make wax sculptures look lifelike, builders of wax golems go one step further and actually bring their art to life. Though eerily silent and unblinking, well-built wax golems bear such striking similarity to the subjects they are modeled after that some golems begin to think they are in fact that person.

A wax golem can be constructed to resemble any person or creature.

Construction

The construction of a wax golem requires a block of solid wax that weights at least 1,000 pounds.

WAX GOLEM

CL 9th; **Price** 14,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *geas/quest*, *limited wish*, *silent image*, creator must be caster level 9th; **Skill** Craft (sculptures) DC 18 (DC 25 if the creator wants the golem to look like a member of a particular race; DC 30 if the creator wants the golem to look like a specific individual); **Cost** 7,000 gp

Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Graeae

Haggard and hunched, this blind and snaggletoothed crone guides herself by a gruesomely bloated eyeball she clutches in her claws.

GRAEAE **CR 5/MR 2**

XP 1,600

NE Medium monstrous humanoid (evil, mythic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 65 (6d10+32)

Fort +3, **Ref** +8, **Will** +8

DR 5/epic; **SR** 16

Weaknesses eye of the graeae

OFFENSE

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

Melee 2 claw +8 (1d6+2)

Special Attacks luck ripple, mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 6th; concentration +12)

At will—*arcane sight*, *fly*, *undetectable alignment*

5/day—*ill omen*[APG] (DC 17)

3/day—*augury*, *enthrall* (DC 18), *feast of ashes*[APG] (DC 18)

1/day—*ray of exhaustion* (DC 19)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 23, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Casting, Iron Will[M], Toughness

Skills Bluff +5, Craft (alchemy) +15, Fly +15, Intimidate +8, Knowledge (arcana) +12, Perception +10, Spellcraft +12, Stealth +12, Survival +10, Use Magic Device +5

Languages Aklo, Common, Giant, Goblin, Sylvan

SQ coven, fate casting

ECOLOGY

Environment any

Organization solitary, a pair, or coven (3–12)

Treasure standard

SPECIAL ABILITIES

Coven (Ex) Like hags, graeaes also form covens. A graeae coven can be composed entirely of graeaes, or could or include hags or witches with the coven hex. A hag or witch with the coven hex counts as a graeae for purposes of joining a graeae's coven. Likewise, a graeae counts as a hag for purposes of joining a hag's coven.

Eye of the Graeae (Su) Each graeae possesses a mystic eyeball. A graeae can sense the location of her eyeball from anywhere on the same plane. She must remain within 30 feet of her eyeball or she becomes completely blind and cannot use any of her spell-like or supernatural abilities. The eyeball only works for its graeae. If a graeae is slain, her mystic eye instantly turns to dust.

Fate Casting (Su) A graeae has the ability to predict future events. On a creature's request, a graeae can expend a use of mythic power as a full-round action to answer a single question as if by the *divination* spell.

Luck Ripple (Su) A graeae can use her mystic eye to alter the circumstances of any creature within 30 feet. As a swift action, she can cast her eye on a single creature, causing the target to take a –2 penalty or gain a +2 bonus to one of the following (graeae's choice): AC, ability checks, attack rolls, saving throws, or skill checks. A successful DC 19 Will save negates the effect, which otherwise lasts for 1d6 rounds. This is a mind-affecting gaze effect. The DC of the save is Intelligence-based.



Illustration by Vincent Devault

A graeae is a haglike creature, though more human in appearance. Some describe them as emissaries of the gods, while others believe graeaes to be physical manifestations of fate.

Graeae Coven

Whenever three or more graeaes of the same coven are within 10 feet of one another, they can work together to use any of the following spell-like abilities: *clairaudience/clairvoyance*, *commune*, *contact other plane*, *speak with dead*, and *tongues*.

All three graeaes must spend a full-round action to take part in this form of cooperative magic. All coven spell-like abilities are CL 9th (or at the highest caster level available to the most powerful graeaes in the coven).

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Great Old One

The Great Old Ones are otherworldly entities of almost unimaginable power—beings completely alien to humanity, both physiologically and spiritually. They exist in the forgotten corners of distant worlds or lost dimensions, yet their power is so great they can influence certain sensitive mortal minds in their dreams and nightmares, even if such influence is as accidental as a star's gravitational pull on a tiny mote of dust adrift in space. In such ways, cults devoted to the Great Old Ones can rise on worlds throughout the Material Plane, even without prior contact between these worlds. Some of the Great Old Ones grant access to the domain of Void and its associated subdomains (see below).

While not all of the Great Old Ones are evil, all are forces of chaos. Their cults are almost always evil and cause harm and madness, but the Great Old Ones are generally content to ignore lesser life such as humans, elves, and dwarves. Yet when their attention is garnered, the results can be catastrophic on an immense scale—for just as the ant who bites someone's toe invites swift destruction on a scale its feeble mind can't envision, so too does humanity invite unimaginable ruin by delving into the affairs of these powerful creatures.

The Great Old Ones themselves often serve and worship even greater powers, such as Azathoth, Nyarlathotep, Shub-Niggurath, and Yog-Sothoth. Those creatures are the Outer Gods, and whereas the Great Old Ones can be thought of as akin to demigods, the Outer Gods are themselves true deities.

Void Domain

Granted Powers: You can call upon the cold darkness between the stars to gain flight, travel to other worlds, or summon monsters from beyond to do your bidding.

Guarded Mind (Ex): You gain a +2 insight bonus on saving throws against all mind-affecting effects.

Part the Veil (Su): At 8th level, you can lace spells you cast with the raw madness that waits in the outer darkness. Activating this ability is a swift action that you must use as you cast a spell that targets a single creature and that allows a Will saving throw to negate or reduce the spell's primary effect. If the target fails to resist the spell, the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim must succeed at a new saving throw each round to end the effect—these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You can use this ability a number of times per day equal to 1/2 your class level.

Domain Spells: 1st—*feather fall*, 2nd—*levitate*, 3rd—*fly*, 4th—*lesser planar binding*, 5th—*overland flight*, 6th—*planar binding*, 7th—*reverse gravity*, 8th—*greater planar binding*, 9th—*interplanetary teleport*[UM].

Other Great Old Ones

Bokrug, Cthulhu, and Hastur are but three of the Great Old Ones—countless others exist on distant worlds or other dimensions, yet are still able to influence the world through their dreams and cults. The central concept of the Great Old Ones was created by H. P. Lovecraft, one of the most influential writers of weird fiction—and horror fiction in general—of the 20th century. Lovecraft actively encouraged his writer friends to add to his mythos of creatures, and today we have Great Old Ones created not only by Lovecraft's contemporaries like Clark Ashton Smith, Robert E. Howard, Henry Kuttner, and August Derleth, but also by modern writers like Ramsey Campbell, Brian Lumley, and Stephen King. Chaosium's excellent Call of Cthulhu roleplaying game is a perfect place to start delving into the realm of Great Old Ones evoked in RPG form. By creating new Great Old Ones for your game, you can become part of a tradition of shared mythology nearly a century old!

Dark Tapestry (Void Subdomain)

Replacement Power: The following granted power replaces the guarded mind power of the Void domain.

It Came from Beyond (Su): Once per day, when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a whiff of the emptiness of the void. This ability only works on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

Replacement Domain Spells: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

Stars (Void Subdomain)

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

The Stars Are Right (Su): If you prepare your cleric spells while the stars are visible to you, you may spontaneously cast any of your Stars subdomain spells by swapping out a spell of an equal spell level. Any Stars subdomain spell that you cast while the stars are visible to you heals you of hit point damage equal to the spell's level as you cast the spell.

Replacement Domain Spells: 2nd—*hypnotic pattern*, 7th—*sunbeam*, 9th—*meteor swarm*.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Great Old One, Bokrug

This great reptilian monster is an aquatic lizard with a beard of tentacles and a sting-tipped tail.

BOKRUG **CR 27**

XP 3,276,800

CN Large magical beast (aquatic, chaotic, extraplanar, Great Old One)

Init +22; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; Perception +43

Aura toxic breath (30 ft., DC 41), unspeakable presence (300 ft., DC 33)

DEFENSE

AC 45, touch 27, flat-footed 37 (+8 Dex, +10 insight, +18 natural, –1 size)

hp 645 (30d10+480); fast healing 20

Fort +33, **Ref** +25, **Will** +22

Defensive Abilities immortality, insanity (DC 41), spines; **DR** 15/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, poison; **Resist** acid 30, fire 30; **SR** 38

OFFENSE

Speed 50 ft., swim 120 ft., *air walk*

Melee bite +44 (4d8+22/19–20), 2 claws +44 (2d8+22/19–20), sting +44 (3d6+22/19–20 plus poison), tentacle beard +39 (4d6+22 plus grab)

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

Special Attacks constrict (4d6+22), critical poisoning, mythic power (10/day, surge +1d12), poison, powerful blows (bite, claws, sting, tentacle beard), vengeful dreams

Spell-Like Abilities (CL 27th; concentration +35)

Constant—*air walk*

At will—*cloudkill*[M] (DC 23), *dimension door*[M], *dream*[M], *greater dispel magic*, *hallucinatory terrain*, *nightmare*[M] (DC 23), *plane shift*[M], *transmute rock to mud*, *wind walk*

3/day—*demand*, quickened *feeblemind* (DC 23), *horrid wilting* (DC 26)

1/day—*control weather*[M], *symbol of insanity* (DC 26), *tsunami*[APG, M] (DC 26)

STATISTICS

Str 40, **Dex** 27, **Con** 42, **Int** 22, **Wis** 30, **Cha** 27

Base Atk +30; **CMB** +46 (+50 bull rush, grapple, or overrun); **CMD** 74 (76 vs. bull rush or overrun, 78 vs. trip)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Critical (sting), Improved Initiative, Improved Iron Will, Improved Overrun, Iron Will, Power Attack, Quicken Spell-Like Ability (*feeblemind*)

Skills Knowledge (arcana, history, nature, religion) +36, Perception +43, Spellcraft +36, Stealth +37, Swim +56

Languages Aklo, Aquan, Draconic; telepathy 100 ft.

SQ amphibious, otherworldly insight

ECOLOGY

Environment any water

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Critical Poisoning (Su) If Bokrug confirms a critical hit with his sting, he injects his foe with 3 doses of poison (this increases the save DC by 4). A foe that is normally immune to poison can be affected by Bokrug's poison in this way, but treats the poisoning as if it had been injected with only 1 dose.

Immortality (Ex) If Bokrug is killed, his body immediately begins to thrash and writhe spasmodically, continuing to do so for 1d4 rounds. During this time, he makes a single sting attack against one random target in reach. At the end of this time, his body grows still, then melts into water and evaporates away. Bokrug reforms in dormancy back in his realm in the Dimension of Dreams soon thereafter, remaining in a comatose state for hundreds of years unless he is awoken earlier via complex rituals.

Any effect that destroys Bokrug's body (such as *disintegrate*) merely reduces his remains to water that then evaporates away as described above, but such measures do prevent his body from thrashing and stinging prior to this supernatural evaporation.

Poison (Ex) Sting—injury; *save* Fort DC 41; *frequency* 1/round for 6 rounds; *effect* 2d4 Wisdom damage; *cure* 3 consecutive saves. A creature whose Wisdom damage equals its Wisdom score automatically becomes afflicted by a random insanity (*Pathfinder RPG GameMastery Guide* 250). The save DC is Constitution-based.

Spines (Ex) Any creature that makes a melee attack against Bokrug must succeed at a DC 33 Reflex save or be struck by the numerous swiftly reacting spines that cover the Great Old One, taking 2d6+15 points of damage. Using a reach weapon does not endanger the attacker in this way. The save DC is Dexterity-based.

Toxic Breath (Su) Bokrug's breath is toxic. Whenever the Great Old One is above water, he is surrounded by a 30-foot-radius cloud of invisible poison gas that causes temporary madness and hallucinations. Any creature that begins its turn in this area must succeed at a DC 41 Will save or be confused for 1 round. A creature that holds its breath or doesn't have to breathe gains a +4 bonus on this saving throw. This is a mind-affecting poison effect. The save DC is Constitution-based.

Unspeakable Presence (Su) Failing a DC 33 Will save against Bokrug's unspeakable presence causes the victim to become overwhelmed with hopelessness and doom—it takes a –4 penalty on all attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls as long as it remains within the area of affect. The save DC is Charisma-based.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Vengeful Dreams (Su) Any creature that has ever damaged Bokrug or has slain one of his clerics can be targeted by the Great Old One's vengeful dreams regardless of the distance between the creature and Bokrug, even across planar boundaries. In order to use vengeful dreams against a target, Bokrug must successfully affect the target with his *nightmare* spell-like ability; the target is always treated as familiar to Bokrug, and as if Bokrug possessed a body part of the victim, resulting in a –15 penalty on the saving throw against the *nightmare*. If the victim fails its save against the *nightmare*, the horrific dream unfolds as a vision of Bokrug consuming the victim alive. The victim then remains alive, conscious, and aware as the Great Old One digests it, and as Bokrug destroys all that remains of the victim's lifelong friends, home, belongings, and family. When the victim awakens from the *nightmare*, it must succeed at a DC 33 Will save or take 3d6 points of Wisdom drain from the vengeful dreams. If this drains the target's Wisdom to 0, it automatically gains a random insanity (*GameMastery Guide* 250). Once Bokrug uses this ability against a creature, he can't do so again until that creature again damages him or slays one of his clerics. This is a mind-affecting effect. The save DC is Charisma-based.

Bokrug, the Water Lizard, dwells in a distant and forsaken corner of the Dimension of Dreams, in a land that was once heavily populated but is now a desolate and barren realm surrounding a nameless lake—a realm once ruled by mighty human empires, but now ruled only by the hideous amphibian minions of the Water Lizard. Bokrug himself is a vast creature, a vaguely iguana-shaped monster with a beard of writhing tendrils and a long tail tipped with a stinger. The scales that cover his body hide long spines that Bokrug can extend or retract with near lightning speed.

Bokrug spends the majority of his time slumbering far down in the depths of his submerged lair. No rivers feed the lake, nor does it drain into the sea. Yet the still, ominous waters are neither stale nor brackish, implying that they connect somewhere deep underground, and. By way of these dark, secret waterways, Bokgrug has access to the lakes and rivers of the Dimension of Dreams, and his ability to *plane shift* allows him access to other realms as he wills.

Bokrug's Cult

Bokrug is worshiped more out of fear than adoration, and when traveling dreamers come across his cult in their nightmares, they can unknowingly spread this fearful faith into the waking world. Bokrug's temples are often found on the shores of remote lakes or hidden away in large swamplands. Though humans worship him, so do boggards, lizardfolk, marsh giants, and other swamp-dwelling races—particularly those who have suffered at the hands of aggressors, such as invading armies, rival tribes, or adventuring parties.

Though Bokrug is chaotic neutral, almost all of his worshipers are chaotic neutral or chaotic evil. Only a rare few chaotic good worshipers of Bokrug exist—most of these being delusional heretics or apologists who seek to keep Bokrug calm, ensuring he continues to slumber. These heretics and outliers of the faith are remorselessly hunted down by his more zealous and traditional worshipers.

Bokrug's cult is associated with revenge, storms, and water, and its sacred symbol is a green lizard with a long, coiling tail—an image of Bokrug himself. His greatest shrines feature unusually realistic statues of his form, statues the cult maintains Bokrug can see out of and even animate from his distant lair to take sacrifices. Bokrug's clerics have access to the domains of Chaos, Destruction, Water, and Weather, and to the subdomains of Catastrophe, Oceans, Rage, and Storms. The Water Lizard's favored weapon is the ranseur; his followers often forge their ranseurs' blades to resemble the Great Old One's stingered tail.



Illustration by Rudy Rodriguez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Great Old One, Cthulhu

This towering impossibility, neither quite octopus nor dragon nor giant but something far worse, must surely herald the end of times.

CTHULHU **CR 30**

XP 9,830,400

CE Colossal aberration (chaotic, evil, Great Old One)

Init +15; **Senses** darkvision 60 ft., *true seeing*; Perception +52

Aura unspeakable presence (300 ft., DC 40)

DEFENSE

AC 49, touch 29, flat-footed 44 (+12 deflection, +5 Dex, +10 insight, +20 natural, –8 size)

hp 774 (36d8+612); fast healing 30

Fort +29, **Ref** +29, **Will** +33

Defensive Abilities *freedom of movement*, immortality, insanity (DC 40), non-euclidean; **DR** 20/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, and petrification; **Resist** acid 30, electricity 30, fire 30, sonic 30; **SR** 41

OFFENSE

Speed 60 ft., fly 200 ft. (average), swim 60 ft.

Melee 2 claws +42 (4d6+23/19–20 plus grab), 4 tentacles +42 (2d10+34/19–20 plus grab)

Space 40 ft.; **Reach** 40 ft.

Special Attacks cleaving claws, constrict (3d6+23), dreams of madness, mythic power (10/day, surge +1d12), powerful blows (tentacle), tentacles, trample (2d8+30, DC 51)

Spell-Like Abilities (CL 30th; concentration +42)

Constant—*freedom of movement*, *true seeing*

At will—*astral projection*, *control weather*[M], *dream*[M], *greater dispel magic*, *greater teleport*, *insanity* (DC 29), *nightmare*[M] (DC 29), *sending*[M]

3/day—*antipathy* (DC 30), *demand* (DC 30), quickened *feeblemind*, *gate*, *weird* (DC 31)

1/day—*implosion* (DC 31), summon (level 9, 2d4 star-spawn of Cthulhu 100%), *symbol of insanity* (DC 30), *wish*[M]

STATISTICS

Str 56, **Dex** 21, **Con** 45, **Int** 31, **Wis** 36, **Cha** 34

Base Atk +27; **CMB** +58 (+60 bull rush, +62 grapple or sunder); **CMD** 97 (99 vs. bull rush or sunder)

Feats Ability Focus (*nightmare*), Awesome Blow, Combat Reflexes, Craft Wondrous Item, Critical Focus, Flyby Attack, Greater Sunder, Greater Vital Strike, Hover, Improved Bull Rush, Improved Critical (claw), Improved Critical (tentacle), Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*feeblemind*), Staggering Critical, Vital Strike

Skills Fly +36, Knowledge (arcana) +49, Knowledge (dungeoneering, engineering, geography, history, nature, planes, religion) +46, Perception +52, Sense Motive +49, Spellcraft +49, Swim +70, Use Magic Device +48

Languages Aklo; telepathy 300 ft.

SQ compression, greater starflight, otherworldly insight

ECOLOGY

Environment any (R'lyeh)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Cleaving Claws (Ex) A single attack from one of Cthulhu's claws can target all creatures in a 10-foot square. Make one attack roll; any creature in the area whose AC is equal to or lower than the result takes damage from the claw.

Dreams of Madness (Su) When Cthulhu uses his *nightmare* spell-like ability on a creature with one or more ranks in a Craft or Perform skill, he also afflicts the creature with maddening dreams. In addition to the effect of *nightmare*, the target must succeed at a DC 40 Will save or contract a random insanity (*Pathfinder RPG GameMastery Guide* 250). This is a mind-affecting effect. A creature that already has an insanity is immune to this ability. The save DC is Charisma-based.

Greater Starflight (Su) Cthulhu can survive in the void of outer space, and flies through outer space at incredible speeds. Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes Cthulhu 2d6 hours, and a trip beyond normally takes 2d6 days (or more, at the GM's discretion).

Immortality (Ex) If Cthulhu is killed, his body immediately fades away into a noxious cloud of otherworldly vapor that fills an area out to his reach. This cloud blocks vision as *obscuring mist*, but can't be dispersed by any amount of wind. Any creature in this area must succeed at a DC 45 Fortitude save or be nauseated for as long as it remains in the cloud and for an additional 1d10 rounds after it leaves the area. Cthulhu returns to life after 2d6 rounds, manifesting from the cloud and restored to life via *true resurrection*, but is staggered for 2d6 rounds (nothing can remove this staggered effect). If slain again while he is staggered from this effect, Cthulhu reverts to vapor form again and his essence fades away after 2d6 rounds, returning to his tomb in R'lyeh until he is released again. The save DC is Constitution-based.

Non-Euclidean (Ex) Cthulhu does not exist wholly in the physical world, and space and time strain against his presence. This grants Cthulhu a deflection bonus to AC and a racial bonus on Reflex saves equal to his Charisma modifier (+12). His apparent and actual position are never quite the same, granting him a 50% miss chance against all attacks. *True seeing* can defeat this miss chance, but any creature that looks upon Cthulhu while under the effects of *true seeing* must succeed at a DC 40 Will save or be afflicted by a random insanity (this is a mind-affecting effect). The save DC is Charisma-based.

Tentacles (Ex) Cthulhu's tentacles are a primary attack.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Unspeakable Presence (Su) Failing a DC 40 Will save against Cthulhu's unspeakable presence causes the victim to immediately die of fright. This is a death and fear effect. A creature immune to fear that fails its save against Cthulhu's unspeakable presence is staggered for 1d6 rounds instead of killed. The save DC is Charisma-based.

Known to some as the Dreamer in the Deep, Great Cthulhu is the mightiest of the Great Old Ones. Cthulhu is represented often in artwork—particularly in sculpture, painting, and poetry, for his influence is particularly strong among such sensitive and creative minds. In these eldritch works of art, he is depicted or described as having a vaguely humanoid frame, but with immense draconic wings and an octopus-shaped head. His actual form is somewhat fluid—the Great Old One can shift and reshape his exact countenance as he wills, allowing him to occupy a smaller space than one might expect for a creature that stands over 100 feet tall.

It is fortunate indeed that Cthulhu is currently imprisoned on a distant planet within the sunken city of R'lyeh. There, the Great Old One slumbers away the eons in a state neither quite dead nor living, held in stasis by ancient magic and the potency of the *Elder Sign*, yet at times the city rises from the sea and the doors to his tomb open, granting Cthulhu limited mobility before he must return to his tomb.

Cthulhu's Cult

Although Cthulhu is imprisoned on a far-flung world, his dreams span the gulfs of existence and are capable of touching upon the sleeping minds of sensitive or artistic souls, inspiring them with insane visions and driving the creation of all manner of eldritch artistry. In such ways, his cult spreads like a night-borne virus of the dreaming mind across all worlds on which sapient life dwells. Cthulhu is worshiped by various aquatic races and folk who dwell along coasts, but also among certain decadent or fringe societies of artists, poets, and philosophers. When they form, his cults are secretive and careful to hide their allegiance to the Great Old One, meeting only in desolate and otherwise abandoned locales hidden from society's notice. Central among his cult's beliefs is the prophecy that one day, the stars will be right and Great Cthulhu shall rise from his corpse-city to usher in the end times, wiping clean all worlds to make them ready for his kind. The cultists believe they might be spared this fate through proper obeisance and fealty, when in truth Cthulhu is unlikely to notice the difference between those who worship him and anyone else.

Cthulhu's cult is associated with cataclysms, dreams, and the stars, and his sacred symbol is a complex rune surrounding an open eye. Cthulhu's temples are monolithic structures of a stark and cyclopean architectural style, but most of his faithful lack the resources to build such temples and instead make do with what they can, hiding away personal shrines in underground chambers or in shacks or glades in the remote wilderness. Cthulhu's clerics have access to the domains of Chaos, Evil, Madness, and Void, and to the subdomains of Dark Tapestry, Insanity, Nightmare, and Stars. His favored weapon is the dagger—often one with a curving blade.



Illustration by David Melvin

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Great Old One, Hastur

This entity appears to be a skeletal human form hidden under tattered yellow robes, but it moves with unsettling, inhuman grace.

HASTUR **CR 29**

XP 6,553,600

CE Medium aberration (chaotic, evil, Great Old One)

Init +26; **Senses** darkvision 60 ft., *true seeing*; Perception +47

Aura unspeakable presence (300 ft., DC 40)

DEFENSE

AC 48, touch 37, flat-footed 31 (+16 Dex, +1 dodge, +10 insight, +11 natural)

hp 731 (34d8+578); fast healing 25

Fort +28, **Ref** +27, **Will** +29

Defensive Abilities *freedom of movement*, immortality, insanity (DC 40); **DR** 15/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, sonic; **Resist** acid 30, electricity 30, fire 30; **SR** 40

OFFENSE

Speed 80 ft.; *air walk*

Melee 4 tattered lash +41 (2d8+7 plus bleed)

Space 5 ft.; **Reach** 40 ft.

Special Attacks bleed (1d6), fulvous dreams, mythic power (10/day, surge +1d12), reveal visage, sneak attack +10d6, Yellow Sign

Spell-Like Abilities (CL 29th; concentration +42)

Constant—*air walk*, *freedom of movement*, *tongues*, *true seeing*

At will—*astral projection*, *dimension door*[M], *dream*[M], *enervation*[M], *greater dispel magic*, *insanity* (DC 30), *mirage arcana* (DC 28), *nightmare*[M] (DC 28), *sending*[M], *veil*, *wish*[M] (see below)

3/day—*demand* (DC 31), quickened *feeblemind*, *interplanetary teleport*[UM], *mass suggestion* (DC 29), *project image* (DC 30)

1/day—*symbol of death* (DC 31), *symbol of fear* (DC 29), *symbol of insanity* (DC 31), *symbol of pain* (DC 28), *symbol of persuasion* (DC 29), *symbol of strife*[UM] (DC 32), *symbol of stunning* (DC 30), *symbol of weakness* (DC 30)

STATISTICS

Str 24, **Dex** 43, **Con** 44, **Int** 35, **Wis** 31, **Cha** 36

Base Atk +25; **CMB** +41; **CMD** 69 (can't be tripped)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Greater Feint, Greater Vital Strike, Improved Critical (tattered lash), Improved Feint, Improved Vital Strike, Mobility, Quicken Spell-Like Ability (*feeblemind*), Spring Attack, Staggering Critical, Vital Strike, Weapon Finesse, Whirlwind Attack

Skills Acrobatics +53 (+73 when jumping), Bluff +47, Disguise +47, Intimidate +50, Knowledge (arcana, geography, history, local) +46, Knowledge (nobility) +49, Perception +47, Perform (act) +47, Sense Motive +44, Sleight of Hand +50, Spellcraft +49, Stealth +53, Use Magic Device +47; **Racial Modifiers** +20 Acrobatics when jumping

Languages Aklo; telepathy 100 ft., *tongues*

SQ otherworldly insight

ECOLOGY

Environment any

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Fulvous Dreams (Su) When Hastur uses his *nightmare* spell-like ability on a creature that has seen the Yellow Sign, he also afflicts that creature with horrifying dreams tinted with a nauseating yellow color and thick with overwhelming sensations of decadence, shame, and entropic disorder. In addition to the effect of *nightmare*, the target must also succeed at a DC 40 Will save or be compelled to seek out a Yellow Sign, throwing all of his resources and actions into the obsession. While obsessed, the target takes a –4 penalty on Will saving throws, saving throws against symbol spells, concentration checks, and Wisdom-based skill checks. This obsession effect ends immediately if the victim looks upon the Yellow Sign. This is a mind-affecting curse effect. The save DC is Charisma-based.

Immortality (Ex) If Hastur is slain, the robes that drape his frame suddenly drop to the ground as if whatever shape supported them had suddenly ceased to exist. The robes themselves remain inanimate on the ground, but any humanoid creature that touches them must succeed at a DC 40 Will save to resist a sudden urge to put the robes on. Doing so is a full-round action that provokes attacks of opportunity. Once it has donned Hastur's robes, the creature immediately perishes and its body is destroyed. In its place, Hastur lives again, as if brought back via *true resurrection*. If the discarded robes are not donned within 24 hours, they fade away, leaving behind a faint yellow stain. In this case, Hastur can't manifest a physical body again until the conditions are right, or until an unwitting cultist or fool calls him forth once again. The save DC is Charisma-based.

Reveal Visage (Su) As a swift action, Hastur may reveal to one adjacent creature the true shape beneath his robes. The creature must succeed at DC 40 Will save or be paralyzed for 1d4 rounds and take 1d4 points of Wisdom drain at the end of its turn each round the paralysis lasts, though the revelation is too awful for memory to retain. This is a mind-affecting fear effect. The save DC is Charisma-based.

Tattered Lash (Ex) Hastur attacks with long strips of his tattered yellow robes. These strips have a reach of 40 feet and are primary natural slashing attacks. Bleed damage from the strips stacks with itself (up to 10d6 points of bleed damage). Hastur treats insane targets as if they were flat-footed when he attacks with these weapons.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Unspeakable Presence (Su) Failing a DC 40 Will save against Hastur's unspeakable presence afflicts a creature with a random insanity. A creature that is already insane instead becomes confused for as long as it remains in the area. The save DC is Charisma-based.

Wish (Sp) Although Hastur may use *wish* as a spell-like ability at will, he can do so only to grant the wishes of other creatures, and only once per creature. Invariably, the results of these wishes serve somehow to advance Hastur's agenda.

Yellow Sign (Su) Once per day as a free action, Hastur can touch any solid surface and inscribe the Yellow Sign upon it. Once inscribed, the Yellow Sign remains for a year, but is active only on certain nights when the light from Hastur's distant world shines in the night sky as a star. Any creature that looks upon an active Yellow Sign must succeed at a DC 40 Will save to avoid becoming dominated by Hastur (as *dominate monster*); whether or not the save is successful, the creature doesn't have to save against that Yellow Sign again for 24 hours. While the creature is under this domination effect, if the creature's Charisma drain plus Charisma damage ever equal its Charisma score, it immediately dies and allows Hastur to manifest physically at the location of its corpse, as if the victim had donned Hastur's tattered robes (see immortality). A Yellow Sign can be removed with *dispel chaos*, *dispel evil*, or *erase*, any of which requires the caster to succeed at a DC 35 caster level check. *Mage's disjunction* automatically removes a Yellow Sign. This is a mind-affecting effect. The save DC is Charisma-based.

Hastur is the most mysterious of the Great Old Ones. In fact, the entity known as Hastur might actually be an Outer God. The physical manifestation of this entity is known as the King in Yellow, and though most consider this creature—a vaguely human-shaped figure draped in a yellow cloak—to be synonymous with Hastur himself, many scholars believe that the King in Yellow is nothing more than an avatar used by the true Hastur to move among the denizens of the physical world. Hastur himself is said to dwell upon a distant world called Carcosa on the shores of the monstrous Lake of Hali, and his power on a planet is strongest when the baleful light of Carcosa's star is visible in that planet's night sky.

Hastur's Cult

Hastur's cult is primarily composed of decadent nobles, playwrights, and aristocrats who have grown bored with life and have sought out increasingly deviant, bizarre, and self-destructive methods of achieving gratification in life. His temples are opulent and excessive—opera houses, manors, and the like that contain hidden chambers for pastimes best indulged in secret. His cultists are particularly eager to bring innocents into their fold, exposing them to the Yellow Sign so that their bodies and minds can serve as portals through which the King in Yellow may walk the world.

Hastur's cult is associated with decadence, disorder, and nihilism, and its symbol is the Yellow Sign. The least varieties of these symbols are nonmagical—and somewhat inaccurate—representations of the sigil, though the more powerful cults possess methods by which they can craft fully functional Yellow Signs. Unlike those created by Hastur, a cult-created Yellow Sign can be resisted with a successful DC 23 Will save (as if it were a 9th-level spell). Hastur's clerics have access to the domains of Chaos, Evil, Rune, and Void, and to the subdomains of Dark Tapestry, Language, Stars, and Wards. Hastur's favored weapon is the rapier.



Illustration by Diana Martinez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gremlin, Grimple

This putrid-looking humanoid bears a disquieting resemblance to a half-starved, mange-ridden opossum.

GRIMPLE **CR 1/3**

XP 135

CN Tiny fey

Init +1; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 4 (1d6+1)

Fort +1, **Ref** +3, **Will** +2

DR 2/cold iron

OFFENSE

Speed 20 ft., climb 20 ft., fly 20 ft. (clumsy)

Melee bite +3 (1d3–4)

Ranged rock +3 (1d2–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks putrid vomit

Spell-Like Abilities (CL 1st; concentration –1)

At will—*prestidigitation*

3/day—*grease* (DC 9), *mage hand*, *open/close*

STATISTICS

Str 3, **Dex** 13, **Con** 12, **Int** 10, **Wis** 11, **Cha** 6

Base Atk +0; **CMB** –1; **CMD** 5

Feats Skill Focus (Stealth), Weapon Finesse[B]

Skills Climb +13, Fly +1, Perception +4, Sleight of Hand +5, Stealth +16, Swim +5

Languages Undercommon

SQ gremlin lice

ECOLOGY

Environment any urban

Organization solitary, pair, mob (3–8), or infestation (9–16 plus 2–6 trained dire rats and 1–4 spider swarms)

Treasure standard

SPECIAL ABILITIES

Gremlin Lice (Ex) All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual takes a –1 penalty on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.

Putrid Vomit (Ex) Every 1d4 rounds, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a DC 11 Fortitude save or be nauseated for 1d4 rounds. The save DC is Constitution-based.

Grimples are filthy urban scavengers that lurk beneath the eaves of abandoned buildings, clock towers, belfries, and steeples. Sickly-looking and ragged, they shed constantly as a result of the small parasites they host. Quick climbers, grimples also have loose flaps of skin that stretch between their arms and allow them to glide short distances.

Grimples despise humans and show it by attacking drunks, unlocking stables, torturing guard dogs, and loosening hanging storefront signs so that they fall on people. This does not stop them from sometimes allying with humans and other humanoids, but such collaborations are always temporary, as a grimple is ever plotting betrayal. Although a grimple is often arrogant and overbearing, its ability to vomit at will (and propensity for doing so constantly) remains its most unappealing quality.

Voracious omnivores, grimples feast off garbage. They frequently target inns, restaurants, and other places where they can scavenge a steady supply of food.



Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gremlin, Haniver

This small, bizarre humanoid creature has finlike wings, strange yellow skin, and tiny black eyes burning with malevolence.

HANIVER **CR 1/2**

XP 200

N Tiny fey (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

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

hp 4 (1d6+1)

Fort +1, **Ref** +3, **Will** +2

DR 2/cold iron; **SR** 11

OFFENSE

Speed 10 ft., fly 20 ft. (average), swim 20 ft.

Melee bite +1 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks misplacement

Spell-Like Abilities (CL 1st; concentration +2)

At will—*prestidigitation*, *ventriloquism* (DC 12)

1/day—*scare* (DC 13)

STATISTICS

Str 9, **Dex** 13, **Con** 12, **Int** 8, **Wis** 11, **Cha** 12

Base Atk +0; **CMB** –1; **CMD** 8

Feats Improved Initiative

Skills Disable Device +3, Disguise +5, Fly +5, Perception +4, Sleight of Hand +7, Stealth +13, Swim +11; **Racial Modifiers** +2 Disable Device, +2 Sleight of Hand

Languages Common, Sylvan

SQ amphibious

ECOLOGY

Environment temperate coasts

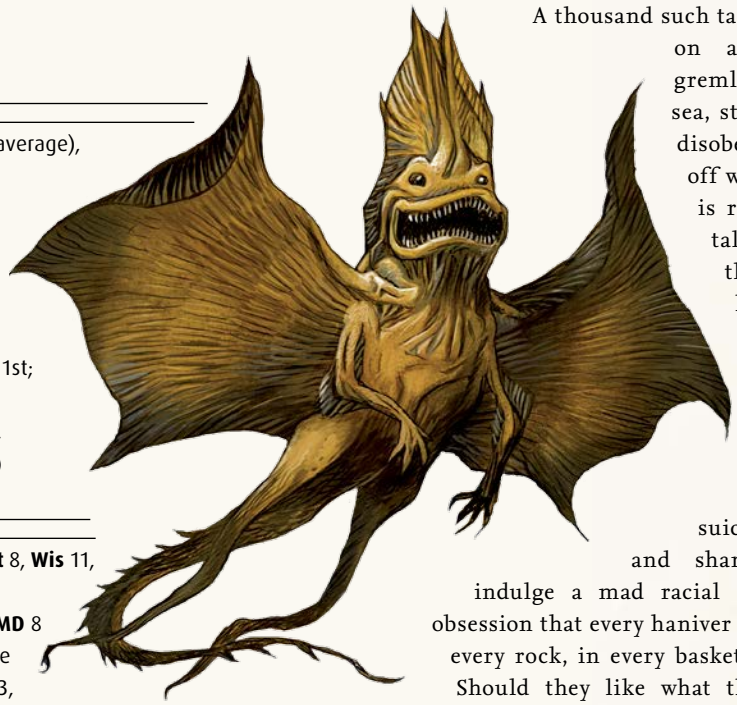
Organization solitary, pair, or swarm (4–12)

Treasure incidental

SPECIAL ABILITIES

Misplacement (Su) Hanivers are swift and curious, possessing an uncanny ability to meddle with the possessions of any character whose square they enter. Any time a haniver succeeds at a Sleight of Hand check against a creature, it also rearranges that creature's possessions. The next time that creature attempts to produce a weapon or item, it finds its possessions misplaced or disarranged; retrieving a stored item or drawing a weapon then requires a standard action instead of a move action (unless the haniver has stolen the item in question). After spending this standard action, the character takes mental inventory and is no longer affected by this ability.

Occasionally, hanivers replace items they've stolen or leave their old treasures—seashells, old fish, clumps of sand—in containers or clothing they have rooted through. They do this without any added difficultly to their Sleight of Hand checks.



Haniver gremlins haunt the stories of sailors and fishing communities, featuring prominently in parables told to naughty children by disapproving parents. A thousand such tales exist, each a variation on a common theme—the gremlins flap up from the sea, startle nasty fishermen or disobedient youths, and make off with their trinkets. Yet as is rarely the case with such tales, nearly every word of these stories—no matter how unlikely or comic—proves near to the truth. Strange, capricious fey creatures that enjoy skimming whitecaps, flipping over solitary horseshoe crabs, and suicidally teasing dolphins and sharks, hanivers endlessly indulge a mad racial curiosity. Such is their obsession that every haniver must know what is under every rock, in every basket, and beneath every hat. Should they like what they find, they typically attempt to make off with it, clinging to their prize like a beloved heirloom until the next curiosity or shiny treasure catches their attention. Hanivers have no concept of worth, though they know much of desirability, and might hang onto an item they would otherwise discard in moments if another creature—or former owner—expresses desire for it. The gremlins don't steal out of any sense of maliciousness, but rather out of curiosity and selfishness. The most intelligent occasionally even believe that they're trading, and leave behind old "treasures"—often strange or natural items that barely fit the description—in place of things they've claimed. Regardless, folklore advises those who have something stolen by a haniver to simply abandon it rather than face the frustration of attempting to rescue it—hence the tendency of sailors to blame the hanivers whenever something goes missing.

Hanivers possess flat, leathery bodies with only a few thin bones. Most stand little more than a foot tall and 1-1/2 feet across, and weigh less than 5 pounds.

Illustration by Peter Bergting

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Gremlin, Monaciello

Dressed in red robes like those of a monk, this little monster displays a sharp-toothed smile and flips a gold coin in its hand.

MONACIELLO **CR 1**

XP 400

CE Small fey

Init +2; **Senses** low-light vision; Perception +6

Aura stymie channeling (20 ft.; DC 12)

DEFENSE

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

hp 14 (2d6+7)

Fort +2, **Ref** +5, **Will** +4; +4 vs. divine magic

DR 5/cold iron; **SR** 12

OFFENSE

Speed 30 ft.

Melee bite +4 (1d4–2), dagger +4 (1d3–2/19–20)

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

At will—*prestidigitation*, *putrefy food and drink*[APG] (DC 11), *ghost sound* (DC 12), *silent image* (DC 12)

1/day—*glitterdust*

STATISTICS

Str 6, **Dex** 15, **Con** 14, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** –2; **CMD** 10

Feats Skill Focus (Stealth), Toughness[B], Weapon Finesse[B]

Skills Bluff +6, Disable Device +8, Escape Artist +7, Perception +6, Sense Motive +6, Stealth +18 (+14 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth (+0 when moving)

Languages Aklo

SQ compression, magic bag

ECOLOGY

Environment any urban

Organization solitary, pair, congregation (3–12), or infestation (13–20 plus 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, 2–14 trained dire rats, 2–5 trained venomous snakes, and 1–3 rat swarms)

Treasure double (always gold coins)

SPECIAL ABILITIES

Magic Bag (Su) A monaciello always carries its pouch with it. This pouch contains an extradimensional space and operates like a *bag of holding* (type I). If this pouch is separated from the monaciello, all of its former contents are lost, and it becomes a normal bag that contains a number of coins equal to double the treasure value of a creature of the gremlin's CR. A monaciello that loses its pouch must create a new one, a process that takes 1d4 days. Until the new pouch is finished, it remains a non-magical bag, only becoming a fully functional extradimensional space once completed.

Stymie Channeling (Su) A monaciello gremlin is surrounded by an aura of blasphemy. Any creatures channeling energy within 20 feet of a monaciello must succeed at a DC 12 Will save or be unable to channel for that round. The use is not lost, but the action is wasted.

Most often found in urban environments, this gremlin lives among humanity, taunting religious and scholarly organizations with its pranks. Monaciello gremlins are most commonly found in monasteries and cathedrals where they wriggle their way up from the sewers and catacombs to play tricks on the devout.

These tricksters pull blankets off sleeping clergy members, harass servants, spoil food, and hide valuables from their owners. Enamored with gold, they often overinflate the value of things with illusions, and even throw handfuls of gold coins (or illusions of gold coins if they are feeling especially stingy) to distract creatures on their trail. They pull these coins from their ever-present magical bags, confident they can always pilfer more.

A monaciello stands 2-1/2 feet tall and weighs approximately 20 pounds.



Illustration by Andrew Hou

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Grendel

This lurching hulk carries no weapons, but its eyes burn with menace, and its long claws are caked with blood.

GRENDEL **CR 19/MR 7**

XP 204,800

CE Large monstrous humanoid (mythic)

Init +4; **Senses** darkvision 60 ft.; Perception +15

Aura frightful presence (60 ft.; DC 20, DC 16 against mythic creatures)

DEFENSE

AC 34, touch 13, flat-footed 30 (+4 Dex, +25 natural, –1 size)

hp 340 (20d10+230); regeneration 10 (unarmed strikes or natural weapons)

Fort +16, **Ref** +16, **Will** +16

Defensive Abilities ferocity, unstoppable; **DR** 10/epic; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft.

Melee 2 claws +32 (3d10+13/19–20 plus grab), bite +27 (4d8+6)

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

Special Attacks blood rage, brutal surge, gruesome dismemberment, mythic power (7/day, surge +1d10)

STATISTICS

Str 36, **Dex** 19, **Con** 26, **Int** 9, **Wis** 15, **Cha** 8

Base Atk +20; **CMB** +34 (+38 grapple); **CMD** 48

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Exhausting Critical, Great Fortitude[M], Improved Critical (claw), Iron Will[M], Power Attack[M], Skill Focus[M] (Stealth), Tiring Critical

Skills Acrobatics +19 (+23 when jumping), Intimidate +12, Perception +15 (+23 sound-based checks), Stealth +24, Swim +31; **Racial Modifiers** +4 Acrobatics when jumping, +8 Perception (sound-based checks)

Languages Common

SQ display of strength

ECOLOGY

Environment cold swamps

Organization solitary

Treasure standard

SPECIAL ABILITIES

Brutal Surge (Su) When Grendel expends mythic power to add a surge die to an attack roll, he also adds a surge die to that attack's damage roll. This is not an action and does not require him to expend any additional uses of mythic power to use this ability.

Gruesome Dismemberment (Ex) When Grendel successfully holds a creature he has grappled, he may expend one use of mythic power to attempt to dismember that creature. He attempts a grapple check; if successful, his target takes double his normal claw damage and the attack pulls off one of the target's legs or arms. The target is sickened until it receives magical healing (or until it recovers to full hit points by natural means), and takes 2d6 points of bleed damage each round. A creature with only one an arm cannot perform actions requiring two arms or two hands. A bipedal creature with one leg missing cannot walk or run; it can crawl or hop, but is denied its Dexterity bonus against all opponents. A quadrupedal creature with one leg missing is reduced to half normal speed. At the GM's discretion, creatures with more than four legs affected by this attack may be able to move at normal speed.

This reaver of the cold marsh is not just a monster; he is a force of nature. Where there is peace and prosperity in the world, Grendel strikes, eager to prove that tranquility is transitory and death is the only constant. Grendel stalks the edge of his fens looking for quiet settlements. Under cover of night, he strikes, murdering the strong in their beds and chasing the terrified with demonic glee. He then takes the prize of his carnage deep into his fen where his lust for blood is grotesquely sated.



Illustration by Roberto Pitturru

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Guardian Dragon

This immense dragon coils its long, serpentine body beneath spreading wings, its eyes glittering like burnished gold.

GUARDIAN DRAGON CR 24/MR 10

XP 1,228,800

N Gargantuan dragon (aquatic, mythic)

Init +15[M]; **Senses** blindsight 120 ft., darkvision 120 ft., *detect magic*, *detect scrying*, low-light vision, mistsight; Perception +44

Aura frightful presence (300 ft., DC 30), security (1,000 ft.)

DEFENSE

AC 44, touch 7, flat-footed 43 (+6 armor, +1 Dex, +31 natural, –4 size)

hp 529 (26d12+360)

Fort +25, **Ref** +16, **Will** +24

Defensive Abilities fortification (50%), poisonous blood (dragon bile), unstoppable; **DR** 15/epic and magic; **Immune** ability damage, ability drain, curses, death effects, dragon traits, sleep, paralysis, poison; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 35

OFFENSE

Speed 50 ft., climb 30 ft., fly 200 ft. (average), swim 30 ft.

Melee 2 claws +36 (2d8+14), bite +36 (4d6+21 plus grab and poison), 2 wings +34 (2d6+7), tail slap +34 (2d8+21 plus grab)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks agonizing venom, breath weapon (60-ft. cone, 2d4 Con damage from poison, Fortitude DC 33 half, usable every 1d4 rounds), constrict (2d8+21), fast swallow, lingering poisonous cloud, mythic power (10/day, surge +1d12), poison, swallow whole (6d6 bludgeoning damage plus poison, AC 25, 52 hp)

Spell-Like Abilities (CL 26th; concentration +33)

Constant—*detect magic*, *detect scrying*

At will—*discern location*, *false vision* (see aura of security), *fog cloud*, *greater dispel magic*, *locate object*, *major curse*[UM] (DC 22), *persuasive goad*[UM] (DC 18)

3/day—*geas/quest* (DC 23), *leashed shackles*[UM] (DC 21), *maze*, *plant growth*, *spell turning*, *wall of stone*, *wall of thorns*

1/day—*breath of life*, *dimensional lock*, *limited wish* (DC 24), *mage's disjunction* (DC 26), *plane shift*, *word of recall*

STATISTICS

Str 38, **Dex** 13, **Con** 30, **Int** 15, **Wis** 24, **Cha** 25

Base Atk +26; **CMB** +44 (+48 grapple); **CMD** 51 (55 vs. grapple, can't be tripped)

Feats Blinding Critical, Cleave[M], Critical Focus[M], Death from Above[UC], Flyby Attack, Great Cleave, Hover, Improved Initiative[M], Iron Will[M], Multiattack, Power Attack[M], Staggering Critical, Stunning Critical

Skills Climb +38, Fly +11, Intimidate +36, Knowledge (geography) +26, Knowledge (local, religion) +18, Perception +44, Sense Motive +36, Spellcraft +18, Stealth +13, Survival +44, Swim +22, Use Magic Device +23; **Racial Modifiers** +8 Knowledge (geography), +8 Perception, +8 Stealth, +8 Survival

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan

SQ amphibious, heroic challenge, mythic immortality, recuperation, secret lair, vengeful seeker

ECOLOGY

Environment any

Organization solitary

Treasure triple, plus one artifact or major item

SPECIAL ABILITIES

Agonizing Venom (Ex) Any creature failing its saving throw against the dragon's breath weapon, poison, or poisonous blood is sickened with pain for 1 minute. A second, third, and fourth failed saving throw mean the creature is also staggered for 1 minute, nauseated for 1 minute, and helpless for 1 minute, respectively. This is a pain effect. If the dragon expends one use of mythic power when poisoning a creature, the dragon's breath weapon and poison overcome any poison immunity the target has.

Aura of Security (Su) A guardian dragon is alerted whenever a Tiny or larger creature enters its aura (as a mental *alarm* spell). If its *dimensional lock* spell-like ability is dispelled or destroyed, it may expend two uses of mythic power to cast it again. The dragon can use its *false vision* spell-like ability only within its aura, and the duration ends if the aura's area no longer includes the affected area.

Heroic Challenge (Su) Once per day, a guardian dragon can give a non-mythic creature the agile, arcane, divine, invincible, or savage mythic template (*Pathfinder RPG Mythic Adventures* 224). The dragon must expend a number of uses of mythic power equal to the amount the target creature's CR increases. The creature isn't under the dragon's control, but won't willingly attack the dragon unless magically forced to do so. Alternatively, the dragon can expend one use of mythic power to create difficult terrain in a 100-foot-radius burst; the type of difficult terrain is appropriate to the area (mud in plains, rubble in mountains, and so on). The effects of this ability persist as long as the dragon remains within 10 miles of the affected creature or area.

Lingering Poisonous Cloud (Su) The guardian dragon can expend one use of mythic power when it uses its breath weapon to have the cloud remain for 10 rounds, functioning as *cloudkill*. The dragon can expend one additional use of mythic power for this to function as *mythic cloudkill*.

Poison (Ex) Bite or swallow whole—injury; *save* Fort DC 33; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Con; *cure* 2 consecutive saves.

Secret Lair (Su) A guardian dragon can spend 1 hour concentrating to create a labyrinthine extradimensional lair for itself and whatever it is guarding. This functions like *greater create demiplane* (*Pathfinder RPG Ultimate*

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Magic 213) and creates a demiplane with the morphic, portal, shape, and structure properties. The demiplane is approximately a 500-foot-diameter sphere, and the dragon usually fills it with a maze of corridors (most of which are large enough for the Gargantuan dragon to move through) to confuse and delay invaders intent on stealing its treasure. The demiplane's portal is connected to a spot in the dragon's hidden lair, and over time the dragon usually brings guardian creatures from the Material Plane to add to the demiplane's defenses. The dragon can have only one demiplane active at a time, and the demiplane dissolves 10d10 minutes after the dragon leaves, so the dragon leaves only for a few minutes at a time or if its treasure has been stolen.

Vengeful Seeker (Ex) A guardian dragon gains the swift tracker and quarry abilities of a ranger when tracking or hunting any creature that has confirmed a critical hit against it, penetrated its spell resistance, or taken any amount of its treasure. Any divination spell-like ability a guardian dragon uses to locate such a creature or its treasure counts as the mythic version of the spell, if appropriate.

A guardian dragon is an immense, serpentine dragon created by a deity to hide and guard a fabulous, legendary treasure. Spiriting its charge away to the farthest ends of the earth and beyond, the dragon maintains its eternal vigil surrounded by a garden, a labyrinth, a palace, or something uncanny, either building such a place itself or occupying a structure crafted for it by the deity.

Over time, the guardian dragon enhances the defenses around its lair. As most guardian dragons have been protecting the same item for decades or centuries, a typical guardian dragon's lair is full of natural hazards and stocked with a variety of lesser mythic and non-mythic opponents that add to the lair's defenses.

A mortal hero might brave the dangers of such a lair, seeking the dragon's prize, but the guardian's thirst for vengeance when recovering its charge is unending. The dragon considers any theft of its possessions an affront to its honor, and takes such an offense personally. With magic that allows it to find any creature at any distance, the dragon is relentless in pursuit of its lost items. Many enterprising thieves have escaped with a treasure, only to be located days or weeks later, killed, and dragged back to the dragon's lair with the stolen items.

Because of its many victories over thieves and dragonslayers, a guardian dragon is usually in possession of a large collection of magic items, and it doesn't hesitate to make use of rings, scrolls, wands, and other items to protect itself or fortify its lair—or for instructing its lesser guardians on how to use these items. A guardian dragon might be willing to trade items it can't use for something more suitable, as long as the other party makes no attempt to take anything without permission (especially its charge, but it considers any theft reprehensible).

A guardian dragon is 50 feet long when fully uncoiled and weighs 7 tons.



Illustration by Jorge Fares

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Hamadryad

This regal woman exhibits the grace and pride of the forest's most ancient trees.

HAMADRYAD **CR 15**

XP 51,200

CG Medium fey

Init +6; **Senses** low-light vision; Perception +31

DEFENSE

AC 29, touch 17, flat-footed 22 (+6 Dex, +1 dodge, +12 natural)

hp 190 (20d6+120); fast healing 5

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

DR 10/cold iron; **Resist** acid 30, cold 30, electricity 30

OFFENSE

Speed 30 ft.

Melee mwk dagger +16/+11 (1d4+5/19–20)

Ranged *+2 speed composite longbow* +18/+18/+13 (1d8+7/×3)

Spell-Like Abilities (CL 20th; concentration +26)

Constant—*speak with animals*, *speak with plants*

At will—*entangle* (DC 17), *hold animal* (DC 18), *rusting grasp*, *tree shape*, *wood shape* (10 lbs. only)

5/day—*charm monster* (DC 20), *charm person* (DC 17), *confusion* (DC 19), *deep slumber* (DC 19), *neutralize poison*, *sending* (dryads only), *suggestion* (DC 19), *tree stride*

1/day—*call lightning storm* (DC 21), *changestaff*, *greater heroism*, *heal*, *liveoak*, *summon nature's ally VIII*

STATISTICS

Str 12, **Dex** 23, **Con** 23, **Int** 18, **Wis** 19, **Cha** 22

Base Atk +10; **CMB** +11; **CMD** 28

Feats Alertness, Combat Casting, Dodge, Great Fortitude, Improved Iron Will, Iron Will, Mounted Combat, Stealthy, Toughness, Weapon Finesse

Skills Bluff +29, Climb +14, Craft (wood) +12, Diplomacy +29, Escape Artist +19, Handle Animal +16, Heal +9, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +27, Knowledge (nobility) +9, Perception +31, Perform (any one) +19, Ride +16, Sense Motive +19, Spellcraft +14, Stealth +19, Survival +14; **Racial Modifiers** +8 Craft (wood)

Languages Common, Elven, Sylvan; *speak with animals*, *speak with plants*, *tongues*

SQ druid magic, tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

Organization retinue (1 plus 2–5 dryads) or court (1 plus 2–12 centaurs, 2–12 dryads, 2–8 satyrs, and 1–2 treants)

Treasure triple (*+2 speed composite longbow* [+5] with 20 arrows, masterwork dagger, other treasure)

SPECIAL ABILITIES

Druid Magic (Su) A hamadryad can use any magic item as if she were a 20th-level druid.

Tree Meld (Su) A hamadryad can meld with any tree (similar to *meld into stone*) and can remain melded with a tree as long as she wishes.

Woodcraft (Ex) A hamadryad has a +8 racial bonus on Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when attempting such checks.



Illustration by Mattias Fahlberg

A hamadryad is the queen of her forest and the leader of all the dryads within it. Much as a dryad is bonded with one tree and is devoted to it, a hamadryad loves her chosen forest; while she does not sicken and die if separated from it, she loathes such separation. All nonevil woodland creatures acknowledge her as the wisest of dryads and respect her gifts of healing and diplomacy. In most forests, a hamadryad is the sister or wife of an erlking, and represents the protective, patient, and nurturing aspect of nature. With her healing magic, she can relieve the suffering of a dryad whose tree has been killed and sustain her long enough for her to bond with another tree.

A hamadryad prefers to avoid direct confrontations, instead using her magic and allies to divert, confuse, and even befriend any would-be enemies. Her powers allow her to speak with or quickly travel to her subjects even when they are in the most remote parts of the forest. As a consequence, little happens in the forest without her knowledge, and those who enter her realm would do well to remember this.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Harionago

This deathly pale beauty's skin is blemished with bruises and cuts, yet a smile shows behind her flowing tangle of hair.

HARIONAGO **CR 11**

XP 12,800

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

hp 147 (14d8+84)

Fort +10, **Ref** +9, **Will** +12

Defensive Abilities channel resistance +2; **DR** 10/magic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (1d6+4/19–20 plus paralysis), 4 hair barbs +12 (1d6+2/19–20 plus bleed)

Space 5 ft.; **Reach** 5 ft. (10 ft. with hair barbs)

Special Attacks bleed (5), infectious laughter, paralysis (1d4+1 rounds, DC 23)

Spell-Like Abilities (CL 14th; concentration +20)

3/day—*feather fall*, *levitate*, *ray of enfeeblement* (DC 17), *unnatural lust*[UM] (DC 18)

1/day—*charm monster* (DC 19), *vampiric touch* (DC 19)

STATISTICS

Str 19, **Dex** 20, **Con** —, **Int** 15, **Wis** 17, **Cha** 22

Base Atk +10; **CMB** +14; **CMD** 29

Feats Combat Reflexes, Improved Critical (claw), Improved Critical (hair barb), Improved Initiative, Improved Natural Attack (hair barb), Multiattack, Weapon Finesse

Skills Bluff +20, Disguise +23, Intimidate +16, Knowledge (nobility) +5, Perception +20, Perform (sing) +10, Sense Motive +20, Stealth +22

Languages Common, Elven, Sylvan

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Infectious Laughter (Su) As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a DC 23 Will saving thrown or be affected as the *hideous laughter* spell (CL 14th), except that a laughing creature is considered helpless to the harionago. A creature that successfully saves against a harionago's scornful laughter can't be affected by that same harionago's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature. Its save DC is Charisma-based.

Despite her ragged dress and unkempt appearance, a harionago is a beautiful and graceful creature. She walks the roads at night pretending to be a lost damsel, luring those she encounters close before striking with her paralyzing claws and jagged hair barbs. However, a harionago's most dangerous weapon is her laugh. A resounding cackle of mocking scorn and hateful malice, it compels those around her to join in mocking concert.

A harionago is formed when an innocent woman is murdered in some unspeakable fashion. She rises, twisted by the injustice of the crime against her, into an unnatural and bloodthirsty horror that hunts unsuspecting victims while trying to sate an everlasting lust for revenge.

Destroying a harionago doesn't always lay her to rest for good. On rare occasions and by mysterious means, a harionago rises again after a year and a day to resume her hunt. She can only rest after she takes her revenge on those who murdered her. If her murderers are already dead when she returns, she will rest only once every member of her murderers' family lines has been slaughtered.

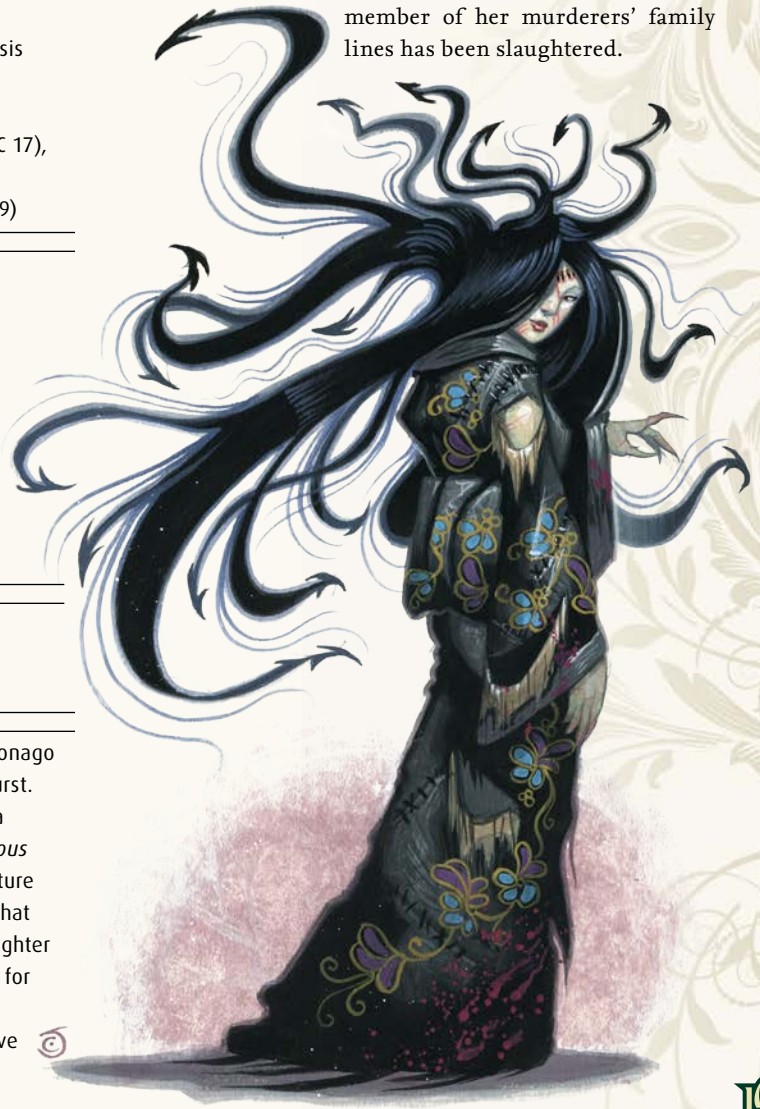


Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Herd Animal, Giraffe

This animal, covered in a spotted pattern, has a disproportionately long neck that allows it to tower over other animals.

GIRAFFE **CR 3**

XP 800

N Huge animal

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, –2 size)

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee 2 hooves +6 (1d8+5), slam +1 (1d8+2)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Endurance, Run

Skills Perception +8

ECOLOGY

Environment warm plains

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

Treasure none

SPECIAL ABILITIES

Natural Weapons (Ex) A giraffe's hoof attacks are primary attacks and its slam attack is a secondary attack.

These long-necked animals roam across plains in loose-knit groups, grazing on the upper reaches of acacia trees. Giraffes usually avoid conflict. However, when its young are threatened or if the giraffe is cornered, it attacks ruthlessly, striking with its powerful hooves. Giraffes rarely use their necks to make slam attacks unless they are fighting among themselves as part of their mating displays.

A giraffe is between 16 and 20 feet tall and weighs 3,500 pounds.

Herd Animal, Stag

Majestic and graceful, this powerful animal has branching antlers atop it head.

STAG **CR 1**

XP 400

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee gore +2 (1d6+1), 2 hooves –3 (1d4)

STATISTICS

Str 13, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. trip)

Feats Run[B], Skill Focus (Acrobatics)

Skills Acrobatics +10, Perception +6

ECOLOGY

Environment any land

Organization solitary, pair, or herd (3–20)

Treasure none

True masters of the wild, deer gracefully glide through meadows and among the thickets of the deepest forests. Found in all climates and most terrains, deer form tightly knit herds for protection. These creatures fall victim to predators, and many humanoids hunt the animals for food and hides. They're not picky eaters, and consume all manner of plant material. In areas where humanoids live, deer can become pests as they graze in fields and destroy gardens in search of food.

The stat block shown above represents a male deer (a stag). Unlike caribou and other similar animals, female deer only rarely grow antlers, thus they lack gore attacks. Stags are approximately 6 feet long from nose to tail and weigh up to 350 pounds.



Illustration by Dean Spencer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Huldra

This woman's foxlike tail and the wood-lined hollow inside her back reveal her true fey nature.

HULDRA **CR 4**

XP 1,200

CN Medium fey

Init +3; **Senses** darkvision 60 ft., *detect snares and pits*, low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 38 (7d6+14); regeneration 3 (acid or fire)

Fort +4, **Ref** +8, **Will** +7

Immune charm effects, compulsion effects; **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee slam +7 (1d6+4), tail slap +7 (1d6+4 plus 1d4 Cha damage)

Special Attacks lashing tail, manipulate luck

Spell-Like Abilities (CL 4th; concentration +8)

Constant—*detect snares and pits*, *endure elements*, *pass without trace*

3/day—*charm person* (DC 15), *daze monster* (DC 16), *wood shape*

1/day—*deep slumber* (DC 17)

STATISTICS

Str 19, **Dex** 17, **Con** 14, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +3; **CMB** +7; **CMD** 21

Feats Deceitful, Dodge, Mobility, Power Attack

Skills Bluff +16, Disguise +16, Escape Artist +13, Knowledge (nature) +11, Perception +12, Stealth +13, Use Magic Device +14

Languages Common, Giant, Sylvan

ECOLOGY

Environment cold forests or mountains

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

Treasure standard

SPECIAL ABILITIES

Lashing Tail (Su) A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful DC 15 Fortitude save negates the Charisma damage. The save DC is Constitution-based.

Manipulate Luck (Su) Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a –4 penalty on all saving throws, attack rolls, and skill checks. A successful DC 17 Will save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect. The save DC is Charisma-based.



Illustration by Dmitry Burmak

Huldras are fey creatures that legend claims were originally created by troll witches to lure humans into their clutches. Every huldra is aware of this tale, finds it insulting, and denies it at length—yet the legend persists. There's no greater way to inflame a huldra to anger than to speak about this myth (especially while expressing distrust or contempt for the huldra), and the huldras' hatred of all things trollish is well known among scholars of the fey and those who regularly encounter the less common fey creatures.

From the front, a huldra appears to be a beautiful human woman, yet two distinctive features mark the huldra as something supernatural: her long, foxlike tail, and the fact that she doesn't have a solid back—merely a hole that reveals her body to be a hollow, bark-lined shell. Most huldras wear their hair long to mask the hole in their backs, and they prefer long gowns to hide their tails when interacting with humanoids. Though huldras are not ashamed of their status as fey, they react rather negatively when someone points out their tails. So long as humanoids are respectful, however, huldras tend to be curious about other races, and may aid those who pass through their territories by telling them the best places for hunting or fishing.

Huldras sometimes become enamored of woodcutters or others who adventure outdoors, and invite these paramours to share their beds, but such romances usually end in disappointment and misunderstanding on both sides. Despite their relatively lithe frames, huldras are deceptively strong, and stories abound of them performing astonishing feats of strength such as straightening horseshoes and tossing aside attackers, and their natural weapons are quite potent.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Hungry Flesh

A quivering pile of tumorous flesh, this creature leaves a trail of slime as it hungrily searches for sustenance.

HUNGRY FLESH **CR 3**

XP 800

N Large ooze

Init –3; **Senses** blindsight 60 ft., scent; Perception –5

DEFENSE

AC 8, touch 6, flat-footed 8 (–3 Dex, +2 natural, –1 size)

hp 47 (5d8+25); regeneration 5 (acid or fire)

Fort +6, **Ref** –2, **Will** –4

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +5 (1d6+4 plus disease and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

Str 16, **Dex** 5, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)

SQ compression, monstrous growth, reactive regeneration, slime trail

ECOLOGY

Environment any land or underground

Organization solitary or cluster (2–5)

Treasure incidental

SPECIAL ABILITIES

Disease (Ex) *Tumor Infestation*: Injury; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a *grease* spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.



Illustration by Tyler Walpole

Created in a laboratory by an alchemist researching methods of regenerating human flesh, a hungry flesh is a freakish creature made of aggressive, malignant tissue. It lives only to feed and grow, and must consume large amounts of plant and animal matter to sustain itself. Each day, a hungry flesh must consume its own weight in food. A hungry flesh resists attempts to cut or pierce it, quickly repairing the damage and creating new fleshy growths. With the right food and attacks to catalyze its growth, a hungry flesh can balloon to twice its normal size in minutes. A hungry flesh can grow to Gargantuan size.

A hungry flesh starts out at approximately 7 feet in diameter, and weighs 3,000 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Hyakume

This bloated creature's eyes protrude from between the fleshy fat rolls of its neckless, hulking form.

HYAKUME **CR 15**

XP 51,200

NE Large aberration

Init +12; **Senses** all-around vision, darkvision 90 ft., low-light vision; Perception +19

DEFENSE

AC 32, touch 18, flat-footed 23 (+8 Dex, +1 dodge, +14 natural, –1 size)

hp 218 (19d8+133)

Fort +13, **Ref** +14, **Will** +17

Immune cold; **Resist** electricity 10, fire 10; **SR** 26

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee 2 slams +18 (3d6+4)

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

Special Attacks drain memory, quivering palm (1/day, DC 25), stunning fist (4/day, DC 25)

Spell-Like Abilities (CL 15th; concentration +24)

At will—*clairvoyance/clairaudience*, *share memory*[UM]

5/day—*divination*

3/day—*cold ice strike*[UM], *discordant blast*[APG], *sonic thrust*[UM]

STATISTICS

Str 18, **Dex** 27, **Con** 24, **Int** 19, **Wis** 22, **Cha** 29

Base Atk +14; **CMB** +19; **CMD** 38

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Skill Focus (Sense Motive), Stunning Fist, Weapon Focus (slam), Wind Stance

Skills Acrobatics +23, Bluff +21, Craft (any) +10, Diplomacy +17, Intimidate +24, Knowledge (arcana, planes, religion) +12, Knowledge (geography, history) +10, Perception +19, Sense Motive +17, Spellcraft +22, Stealth +15, Survival +17, Swim +8, Use Magic Device +17

Languages Common, Undercommon; telepathy 60 ft.

SQ eye probe, monk abilities, transfer memories

ECOLOGY

Environment any underground

Organization solitary or enclave (2–6)

Treasure standard

SPECIAL ABILITIES

Drain Memory (Su) Once per day as a standard action, a hyakume can make a touch attack with either its hands or one of its eye probes to drain a target of its memories. The target loses the majority of memories relating to life and identity, and the hyakume can control the creature as if it were subject to a *charm monster* spell until those memories are regained (Will DC 28 negates). The hyakume absorbs the memories and can store and use them. It can store the memories of a number of creatures equal to its Intelligence bonus (typically 4) at one time. This is a mind-affecting effect. The save DC is Charisma-based.

Eye Probe (Su) Once per day as a full-round action, a hyakume can detach up to six of its eyes and send them on missions. An eyeball has AC 22, hp 5, and a fly speed of 60 ft. with perfect maneuverability. A hyakume can see through all of its eye probes, and can make drain memory attacks with them. If a hyakume's eyeball is destroyed, the hyakume takes 5 points of damage. An eye probe can't stray farther than 1 mile from a hyakume or the eye is destroyed (dealing 5 points of damage).

Monk Abilities The hyakume's Stunning Fist feat and slam attacks function as though it were a 15th-level monk. It can also use the quivering palm class feature once per day (Fortitude DC 25). The save DC is Wisdom-based.

Transfer Memories (Su) Once per day as a standard action, a hyakume can touch a willing creature with either its hand or one of its eye probes to transfer memories it has stored to the creature touched. This is a mind-affecting effect.

Hideous and corpulent, with numerous eyes dotting their bodies, hyakumes are mystics of malevolence. They steal and collect the memories of other intelligent beings to increase their own knowledge.



Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Hypnalis

Seeming to phase in and out of existence, this ophidian creature has a great striped hood like a cobra.

HYPNALIS **CR 5**

XP 1,600

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 59 (7d10+21)

Fort +5, **Ref** +7, **Will** +6

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +13 (1d6+9 plus grab and poison)

Special Attacks constrict (1d6+9), poison, sneak attack +2d6

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 25 (can't be tripped)

Feats Blind-Fight, Improved Initiative, Skill Focus (Stealth), Shadow Strike[APG]

Skills Bluff +10, Fly +10, Perception +11, Sense Motive +10, Stealth +15

Languages Aklo

SQ ghost touch fangs, phasing

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary, pair, or nest (3–7)

Treasure none

SPECIAL ABILITIES

Ghost Touch Fangs (Su) A hypnalis's bite attack is treated as if it has the *ghost touch* special weapon quality.

Phasing (Su) A hypnalis can shift from the Ethereal Plane to the Material Plane as a free action and shift back again as a move action (or part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Su) If a hypnalis poisons an ethereal creature while on the Ethereal Plane (including creatures under the effects of spells or effects that grant etherealness such as *ethereal jaunt*), the creature is immediately forced onto the Material Plane and takes the specified Constitution damage. Creatures on the Material Plane are affected by this poison as normal.

Hypnalis Venom: Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and effects listed above; *cure* 2 consecutive saves. The save DC is Constitution-based.

Sometimes called an ether serpent, a hypnalis resembles a snake the size of a python sporting a hood like that of a cobra with gray stripes. The creature's fangs carry a potent venom that is not only deadly, but can force creatures off the Ethereal Plane. While other denizens of the Ethereal Plane focus their attention on warring with each other, spying on others, or feeding on dreams, a hypnalis hunts those not native to its plane.

Different hypnalises deal with such interlopers in their own ways. Some sinister or young and hotheaded hypnalises hunt such trespassers for sport, tormenting them for a while before killing them or expelling them to the Material Plane. Other older or inquisitive hypnalises are more curious about such strangers and pragmatic in their dealings with them, approaching interlopers in attempts to find out their method for traveling to the Ethereal Plane and whether or not they can return. If they can, these hypnalises might request that these interlopers leave, backing such requests with threats if the interlopers seem uncooperative. If the interlopers don't have a method to return to their home, some rare good-natured hypnalises may help them find a way to leave the Ethereal Plane without using its poison. Even when this is the case, hypnalises are wary creatures, and are always on guard against treachery.

A hypnalis is approximately 8 feet long and weighs about 20 pounds.



Illustration by Joshua Meehan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Ijiraq

Its head the skull of a caribou, this humanoid has wicked claws, and wears wrappings of ragged fur adorned with scrimshaw talismans.

Ijiraq **CR 9**

XP 6,400

CN Medium fey (shapechanger)

Init +2; **Senses** low-light vision; Perception +21

Defense

AC 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural)

hp 105 (14d6+56)

Fort +8, **Ref** +13, **Will** +13

Offense

Speed 30 ft.

Melee 2 claws +10 (2d4+3), bite +10 (2d6+3), gore +10 (2d6+3)

Ranged javelin +9 (1d6+3)

Special Attacks disorienting gaze

Spell-Like Abilities (CL 14th; concentration +20)

At will—*dimension door*, *fly*, *hallucinatory terrain* (DC 20)

3/day—*baleful polymorph* (DC 21), *control winds*, *cure critical wounds* (DC 20), *ice storm* (DC 20), *sleet storm* (DC 19), *summon nature's ally IV*

Statistics

Str 16, **Dex** 15, **Con** 18, **Int** 15, **Wis** 19, **Cha** 22

Base Atk +7; **CMB** +10; **CMD** 23

Feats Acrobatic Steps, Blind-Fight, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves

Skills Escape Artist +19, Handle Animal +20, Intimidate +20, Knowledge (arcana) +16, Knowledge (nature) +19, Perception +21, Stealth +19, Survival +18

SQ change shape (elk [*Pathfinder RPG Bestiary 3* 147], *beast shape II*), hide in plain sight

Ecology

Environment cold forests or plains

Organization solitary

Treasure standard (mostly valuable scrimshaw carvings)

Special Abilities

Disorienting Gaze (Su) An ijiraq can level an icy stare at a creature within 30 feet. That creature takes a –20 penalty on Perception checks and Survival checks for 24 hours (Fortitude DC 23 negates). The save DC is Charisma-based. An ijiraq can use this ability while in the shape of an elk.

Hide in Plain Sight (Su) An ijiraq can use the Stealth skill even while being observed. As long as it's standing in terrain covered in ice or snow, an ijiraq can hide itself from view in the open without actually hiding behind anything. An ijiraq can't use this ability while flying, and the ability has no effect when the ijiraq isn't in icy terrain.

Wardens of the north, ijiraqs protect the frigid beauty and placidity of their arctic homes against all who would trespass, regardless of race or intentions. They are creatures of icy resolution, merciless and unflinching as the arctic winds, bringing doom to both vicious and innocent interlopers equally. Aloof and mysterious, they prefer not to be seen in their natural form, instead cloaking themselves in the fur and shape of swift elk or caribou. Yet even then they're usually only glimpsed as fleeting shadows. Those who lock gazes with ijiraqs see the world around them begin to swim, seeming unreal to the extent that even a skilled forester might be unable to determine which way is north, and a life-long native of a place might become lost within sight of home.

Few can honestly claim to have ever seen an ijiraq's true face, as the creatures wear skulls taken from impressive specimens of their alternate forms as masks. Ijiraqs typically stand about 5 feet tall—though that height reaches over 6 feet including their impressive horns—and weigh approximately 175 pounds.



Illustration by Eva Widermann

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Immortal Ichor

This strange—almost beautiful—purple ooze thrums with powerful energy and glows with an eerie light.

IMMORTAL ICHOR **CR 17**

XP 102,400

NE Medium ooze (extraplanar)

Init +7; **Senses** blindsense 60 ft.; Perception +25

DEFENSE

AC 32, touch 32, flat-footed 28 (+3 Dex, +1 dodge, +28 profane)

hp 270 (20d8+180); regeneration 10 (good spells, good weapons)

Fort +16, **Ref** +9, **Will** +11

Defensive Abilities amorphous, **DR** 15/—; **Immune** acid, bludgeoning damage, electricity, mind-affecting effects, ooze traits, piercing damage; **Resist** cold 30

OFFENSE

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

Melee slam +21 (6d6+7 plus 1d3 Wis drain)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*charm person* (DC 18), *detect thoughts* (DC 17), *summon swarm*, *telekinesis* (DC 20)

3/day—*charm monster* (DC 19), quickened *charm person* (DC 18), *control undead* (DC 22), *creeping doom* (DC 22), *insect plague*, *mind fog* (DC 20), *nightmare* (DC 20)

STATISTICS

Str 20, **Dex** 17, **Con** 26, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +15; **CMB** +20 (+24 grapple); **CMD** 34 (can't be tripped)

Feats Ability Focus (*charm person*), Combat Casting, Dodge, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (*charm person*), Toughness, Weapon Focus (slam)

Skills Fly +3, Intimidate +25, Knowledge (arcana, history, planes) +25, Perception +25, Sense Motive +25, Spellcraft +25

Languages Abyssal, Aklo, Infernal, Undercommon (can't speak any language); telepathy 100 ft.

SQ compression, corrupt ally, no breath

ECOLOGY

Environment any ruins or underground

Organization solitary or cult (1 plus 3–12 worshipers or juju zombies)

Treasure standard

SPECIAL ABILITIES

Corrupt Ally (Su) Any creature charmed by an immortal ichor takes 1d6 points of Wisdom damage per day. When a charmed creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as *dominate monster*, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control. If the ichor is killed, these zombies are immediately destroyed.

An immortal ichor is an intelligent mass of blood from a dead evil deity. Blessed with profane powers and the will to dominate other creatures, these oozes are a threat to all living things. The rare few that exist are banished underground or sealed away in chambers that block their magical abilities. Over time these seals break or erode, allowing a trickle of an ooze's substance to escape and giving it a narrow aperture to exert its power through. Retaining vague memories of the god it was taken from, an immortal ichor uses its minions to find a body to possess, and either sets itself up as a godling or tries to find a way to revive its divine source.

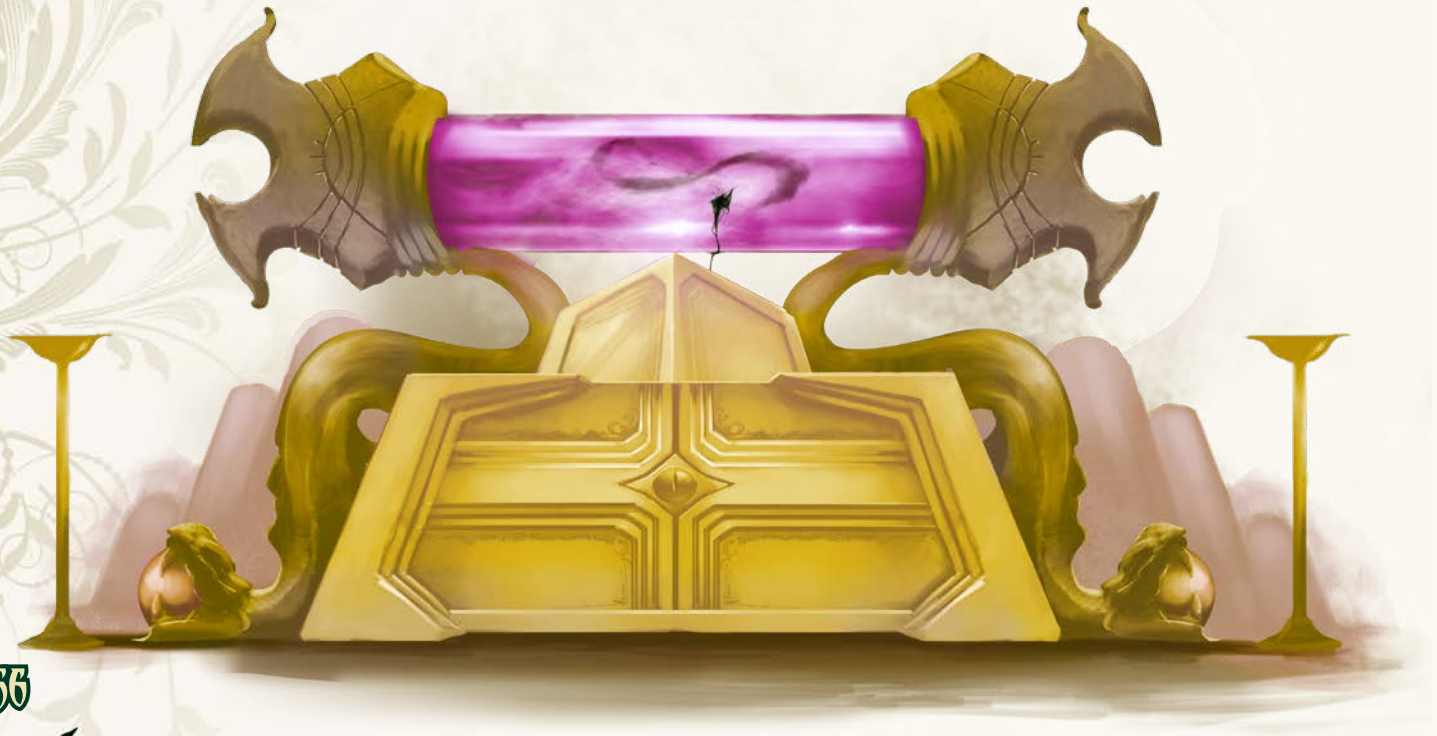


Illustration by Joshua Meehan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Incutilis

This strange nautilus drags itself forward on oversized tentacles, its crimson-streaked flesh textured like the surface a brain.

INCUTILIS **CR 2**

XP 600

LE Tiny aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 18 (4d8)

Fort +1, **Ref** +3, **Will** +5

OFFENSE

Speed 5 ft., climb 5 ft., swim 60 ft.

Melee 2 tentacles +2 (1d4+2 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks puppetmaster

STATISTICS

Str 15, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 15 (can't be tripped)

Feats Improved Initiative, Step Up

Skills Bluff +3, Climb +10, Disguise +3, Perception +8, Stealth +17, Swim +17

Languages Aklo, Aquan; telepathy 30 ft.

SQ amphibious

ECOLOGY

Environment any oceans

Organization solitary, pair, or colony (3–12 plus enslaved puppets)

Treasure standard

SPECIAL ABILITIES

Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a –4 penalty on the attack roll. Killing the incutilis destroys the zombie.

A strange sort of sea creature that appears to be an oversized cephalopod, an incutilis hides a significant intelligence behind its unassuming appearance. Though most incutilises live their entire lives within the deepest trenches of the darkest seas, some venture to the border between water and land, taking terrible control over land-dwelling flesh with an alien disregard for sentient life. Because of their aquatic physiologies, their ability to cross this border and travel on land is limited. These aberrations overcome this hurdle with a lethal solution, slaying land dwellers and commandeering their flesh to bear the incutilis on shore.

Although incutilises can live as bottom feeders, they prefer not to scavenge. Their favorite foods seem to be larger sea creatures—sharks, whales, and sentient ocean dwellers—and they make no distinction between the living and the dead. Incutilises exhibit strong self-preservation compulsions, going out of their way to avoid dangerous predators. When one is on land and its zombie puppet is destroyed, it attempts to flee to the nearest body of water.

An incutilis weighs about 25 pounds (30 with its shell) and measures 4 feet from the tips of its longest tentacles to the top of its shell.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Irminsul

A split in the trunk of this strange tree reveals a swirling magical portal to an unknown destination.

IRMINSUL **CR 17/MR 7**

XP 102,400

CN Gargantuan plant (extraplanar, mythic)

Init –2; **Senses** blindsight 120 ft., tremorsense 100 ft.; Perception +32

DEFENSE

AC 33, touch 4, flat-footed 33 (–2 Dex, +29 natural, –4 size)

hp 301 (14d8+238); regeneration 10 (cold iron)

Fort +22, **Ref** +2, **Will** +15

DR 10/epic; **Immune** cold, sonic, plant traits; **SR** 25

OFFENSE

Speed 10 ft.

Melee 4 slams +14 (5d6+12)

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

Special Attacks mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 20th; concentration +26)

Constant—*see alignment*[UC] (its own alignment only)

At will—*telekinesis* (DC 21)

STATISTICS

Str 27, **Dex** 6, **Con** 32, **Int** 23, **Wis** 28, **Cha** 23

Base Atk +10; **CMB** +22; **CMD** 30 (can't be tripped)

Feats Alertness[M], Combat Casting, Empower Spell-Like Ability (*telekinesis*), Great Fortitude[M], Iron Will[M], Quicken Spell-Like Ability (*telekinesis*), Toughness[M]

Skills Bluff +12, Diplomacy +14, Intimidate +18, Knowledge (arcana, history) +9, Knowledge (nature) +14, Knowledge (planes) +18, Knowledge (religion) +16, Perception +32, Sense Motive +29, Spellcraft +20, Survival +17

Languages Common, Druidic, Elven, Sylvan (can't speak any language); telepathy 100 ft.

SQ planar portal

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Planar Portal (Su) Within the split of an irminsul's trunk swirls a large planar portal, a permanent gate that links one plane to another. An irminsul controls whether or not specific creatures can pass through its portal, which grants entrance to a specific location on the linked plane. Those attempting to breach a barred portal must succeed at a DC 26 Fortitude save or be ejected and teleported to a random location on the current plane. If the trespasser successfully saves, it takes 6d6 points of damage and is sickened for 1 minute. The DC for this save is Wisdom-based. Mythic characters can expend uses of mythic power to forcefully pass through the gate, lowering the DC of the saving throw by 5 for each use of mythic power expended in this fashion.



Illustration by Xia Taptara

According to legend, primordial gods seeded the multiverse with the irminsuls, powerful and intelligent tree-like beings that bind all their worlds together by their roots. At one time, these beings were plentiful, and prized for their knowledge and mystic properties. But powerful creatures hacked them to the ground because they believed irminsuls' wood had special qualities or sought to protect themselves from whatever lay beyond the strange portals.

Every irminsul is bound to a specific plane. The bound plane determines the creature's alignment, the nature of its regeneration, and the languages it knows. Sometimes irminsuls have special abilities based on the planes they are linked to. The sample irminsul is bound to the primal land of fey.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Isitoq

This bloodshot eyeball trails strands of bloody nerves that fan out like flapping wings.

Isitoq **CR 1/2**

XP 200

NE Diminutive undead

Init +1; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +5

Immune undead traits

Offense

Speed 5 ft., fly 60 ft. (perfect)

Melee slam +6 (1d2–3), 2 wings +6 (1d1–3 plus daze)

Space 1 ft.; **Reach** 0 ft.

Special Attacks daze, tears of anguish

Statistics

Str 4, **Dex** 13, **Con** —, **Int** 7, **Wis** 14, **Cha** 11

Base Atk +1; **CMB** –2; **CMD** 5 (can't be tripped)

Feats Weapon Finesse

Skills Fly +15, Perception +7, Stealth +18

Languages Common (can't speak)

SQ visual sensor

Ecology

Environment any

Organization solitary or gang (2–8)

Treasure none

Special Abilities

Daze (Ex) An isitoq's nerves form grotesque wings. Any creature struck by the creature's wings must succeed at a DC 11 Will save or be dazed for 1 round as the target's mind is flooded with images of the last seconds of the isitoq's existence as a living creature. This is a mind-affecting fear effect. The save DC is Charisma-based.

Tears of Anguish (Su) As a full-round action, an isitoq can make a ranged touch attack to squirt tears into the eyes of a creature within 30 feet. If the target fails a DC 11 saving throw, it experiences the effect of the isitoq's daze ability. The save DC is Charisma-based.

Visual Sensor (Su) An isitoq's creator or master can see through its eye at a range of 60 feet, using the eye's normal vision and darkvision. The following spells have a 5% chance per caster level of the isitoq's creator of operating through the isitoq: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*. If the creator is 15th level or higher, the following spells have the same chance of functioning through the isitoq: *read magic* and *tongues*.

Awkwardly flapping through the air, this creature constantly weeps salty tears, leaving a dripping trail behind it as it flies. Most often encountered in the company of necromancers or powerful undead creatures capable of casting spells, an isitoq serves as a companion, spy, or sometimes even a familiar. Its creator normally uses it as a sentinel, sending it flying through the halls of its laboratory, lair, or dungeon complex to watch for intruders or spy on guests and test subjects. As an isitoq's creator can see through the creature's single eye, the creator can keep watch over her domain without having to leave an inner sanctum or other heavily-guarded area.

Though the isitoq's attack is itself weak, any creature struck by the floating eyeball's wings sees the last moments of life experienced by the creature from which the isitoq was created. This horror-filled vision is potent with emotion, making the victim feel as if it's experiencing its own death.

Creating an Isitoq

A spellcaster can create an isitoq from the head of a Small or Medium corpse that has at least one intact eye. The head must be animated as a 1 Hit Die undead using *animate dead* (this counts toward the total HD animated by the spell and the total HD the caster can control), followed by casting *clairaudience/clairvoyance* or *locate object* to establish the sensory connection, and *air walk*, *fly*, *levitate*, or *wind wall* to give it the ability to fly. When these spells are finished, one of the head's eyes pulls itself free of its socket and becomes an isitoq. The rest of the head remains part of a corpse.

An evil spellcaster with the Improved Familiar feat can gain an isitoq as a familiar at 5th level.

Illustration by Joshua Meehan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Jack-o'-Lantern

A carved pumpkin sits atop a writhing mass of thick ropey vines. Sinister flames dance within its leering, crudely carved face.

JACK-O'-LANTERN **CR 1**

XP 400

NE Medium plant

Init –2; **Senses** low-light vision, tremorsense 30 ft.; Perception +7

Aura fear (20 ft., DC 13)

DEFENSE

AC 11, touch 8, flat-footed 11 (–2 Dex, +3 natural)

hp 11 (2d8+2)

Fort +4, **Ref** –2, **Will** +2

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 15 ft.

Melee bite +3 (1d6+2), slam +3 (1d4+2 plus strangling entangle)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

Special Attacks breath weapon (20-ft. cone, 1d10 fire, Reflex DC 12 half, usable every 1d4 rounds), explode, strangling ensnare (DC 14)

STATISTICS

Str 15, **Dex** 7, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 11 (can't be tripped)

Feats Ability Focus (strangling ensnare)

Skills Perception +7

SQ pumpkin form

ECOLOGY

Environment temperate forests, hills, or plains (pumpkin patches)

Organization solitary or patch (2–12)

Treasure none

SPECIAL ABILITIES

Explode (Ex) One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a DC 12 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun. The save DC is Constitution-based.

Fear Aura (Su) Any creature within 30 feet of a jack-o'-lantern must succeed at a DC 13 Will save or be shaken for 2d6 minutes. If the Will save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

Pumpkin Form (Su) A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnare (Ex) A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a DC 14 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 12 Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action. The save and the burst DCs are Constitution-based.



Illustration by Maichol Quinto

Jack-o'-lanterns are semi-intelligent plant creatures spawned by fell magic and driven to burn and consume living flesh. Though they are mobile, jack-o'-lanterns prefer to remain in one spot until their food supplies run out. They typically lair within pumpkin patches, where they lie in wait and use their pumpkin form ability to ambush unsuspecting prey.

Jack-o'-lanterns have been known to grow where the corpse of a powerful evil witch or wicked fey was buried, though this form of reproduction sometimes takes decades. Jack-o'-lanterns can also reproduce on their own. Immediately after killing and devouring an intelligent being, a jack-o'-lantern excretes its victim's remains as a smoldering, paste-like slurry that quickly sinks into the ground. One day later, 1d3 fully mature—and ravenous—jack-o'-lanterns emerge from the tainted soil.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Jinmenju

A low hum surrounds this huge, gnarled tree. The rotten fruits that hang from its sickly branches look vaguely like human heads.

JINMENJU **CR 11**

XP 12,800

N Huge plant

Init +3; **Senses** all-around vision, blindsense 60 ft., low-light vision; Perception +17

Aura unsettling drone (30 ft., DC 18)

DEFENSE

AC 25, touch 7, flat-footed 25 (–1 Dex, +18 natural, –2 size)

hp 149 (13d8+91)

Fort +14, **Ref** +5, **Will** +5

Immune plant traits, poison

OFFENSE

Speed 10 ft.

Melee bite +15 (2d6+8/19–20), 2 slams +16 (1d8+8)

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

Special Attacks enticing head-fruits, intoxicating stench

Spell-Like Abilities (CL 13th; concentration +15)

At will—*share memory*[UM] (with a range of 55 feet, targeting the jinmenju and 1 creature in range, DC 14)

3/day—*sculpt sound* (DC 15), *shout* (DC 16)

STATISTICS

Str 27, **Dex** 8, **Con** 22, **Int** 7, **Wis** 12, **Cha** 15

Base Atk +9; **CMB** +19; **CMD** 28

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Toughness, Weapon Focus (slam)

Skills Perception +17

Languages Common

ECOLOGY

Environment temperate hills or mountains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Enticing Head-Fruits (Su) Any creature that begins its turn within 5 feet of a jinmenju must succeed at a DC 22 Will save or be magically compelled to immediately grab a head-fruit and eat it. This is a mind-affecting compulsion effect. A creature that successfully saves is immune to that jinmenju's enticing head-fruits for 24 hours. The save DC is Constitution-based. Anyone who takes a bite out of one suffers from the following effect.

Head-Fruit Poison: Head-fruit—ingested; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Wisdom damage and confused for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Intoxicating Stench (Su) Once per day as a swift action, a jinmenju can cause its fruits to emit an unnaturally sweet aroma in a 60-foot spread for 6 rounds. All creatures within the area must succeed at a DC 22 Will save each round or be captivated. A captivated creature takes no actions except to approach the jinmenju via the most direct route possible. If this path leads it into a dangerous area or the jinmenju attacks it, the captivated creature receives a new saving throw. This is a mind-affecting effect. The save DC is Constitution-based.

Unsettling Drone (Su) A jinmenju emits a low, persistent hum that unnerves living creatures that hear it. Those within 30 feet of it must succeed at a DC 18 Will save or become shaken until they leave the affected area and for 1d4 rounds thereafter. A creature that successfully saves is immune to that jinmenju's unsettling drone for 24 hours. The save DC is Charisma-based.

Jinmenjus are trees that grow in hilly regions far from civilized lands, and prey on those who come too close. They are remarkably intelligent and crafty, and use both scent and magical compulsion to lure prey.



Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Juggernaut

This oppressive construct rumbles forth on deadly rollers, crushing everything in its path.

JUGGERNAUT **CR 11**

XP 12,800

N Gargantuan construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, –4 size)

hp 142 (15d10+60); fast healing 5

Fort +5, **Ref** +5, **Will** +9

DR 10/adamantine; **Immune** construct traits; **SR** 22

Weaknesses faith-bound

OFFENSE

Speed 30 ft.

Melee slam +24 (4d6+19 plus *wounding*)

Space 20 ft.; **Reach** 5 ft.

Special Attacks soul-powered, vicious trample (8d6+38 plus *wounding*, DC 30)

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

3/day—*enervation*

STATISTICS

Str 36, **Dex** 11, **Con** —, **Int** —, **Wis** 18, **Cha** 1

Base Atk +15; **CMB** +32; **CMD** 42 (can't be tripped)

SQ keyed domains (Death, War), shrine

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Faith-Bound (Su) A juggernaut cannot attack any creature that openly wears or displays the holy symbol or unholy symbol of the deity to which the juggernaut is dedicated unless that creature first attacks the juggernaut.

Shrine (Ex) A juggernaut counts as a movable shrine for the deity or religion it is dedicated to.

Soul-Powered (Su) When a juggernaut kills a creature with at least 5 Hit Dice and an alignment two or more steps away from the juggernaut's alignment, it gains a kill point. Add its current total kill points as a bonus on its attack rolls, combat maneuver checks, caster level checks, and skill checks. Add half its current total kill points as a bonus to its natural armor and spell resistance. The juggernaut loses 1 kill point every 24 hours.

Vicious Trample (Ex) A juggernaut's massive rollers deal 8d6+38 points of damage on a successful trample attack.

Juggernauts protect locations dedicated to a particular faith, their massive forms infused with divine energy that animates them and infuses them with their deity's power. Some faiths use a juggernaut as a mobile shrine, anointing it with sacred materials and offering prayers to the divine.

Keyed Domains

A juggernaut gain special abilities from two domains granted by the deity to which the juggernaut is dedicated. If an ability requires a saving throw, the save DC is Wisdom-based (DC 19 for most juggernauts). The caster level is equal to the juggernaut's Hit Dice (CL 15th for most juggernauts).

The sample juggernaut is keyed to the domains of Death and War—a juggernaut dedicated to some other deity has abilities based on that deity's domains.

Air: *Whirlwind (Sp)*—The juggernaut can cast *whirlwind* once per day.

Animal: *Friendly Pack (Sp)*—The juggernaut can cast *summon nature's ally IV* (animals only) three times per day.

Artifice: *Repair (Ex)*—The juggernaut's fast healing increases to 10.

Chaos: *Chaotic Attacks (Su)*—The juggernaut's slam and vicious trample attacks are treated as chaotic-aligned. Its vicious trample deals an additional 2d6 points of damage to lawful targets.

Charm: *Friendship (Sp)*—The juggernaut can cast *charm monster* three times per day. A charmed creature follows the juggernaut and attacks what it attacks.

Community: *Powerful Allies (Su)*—All creatures within 60 feet of the juggernaut that share the juggernaut's alignment gain a +1 sacred bonus on attack rolls and to AC, and a +2 sacred bonus on saving throws (these are profane bonuses if the juggernaut is evil).

Darkness: *Deeper Darkness (Sp)*—The juggernaut can cast *deeper darkness* three times per day.

Death: *Lifesapper (Sp)*—The juggernaut can cast *enervation* three times per day.

Destruction: *Destructive Aura (Su)*—The juggernaut can emit a 30-foot aura of destruction for 10 rounds per day. All attacks made against targets in the aura (including the juggernaut) gain a +2 morale bonus on damage rolls and all critical threats are automatically confirmed.

Earth: *Tremorsense (Su)*—The juggernaut gains tremorsense 60 feet.

Evil: *Evil Attacks (Su)*—The juggernaut's slam and vicious trample attacks are treated as evil-aligned. Its vicious trample deals an additional 2d6 points of damage to good targets.

Fire: *Flaming Burst (Su)*—The juggernaut's slam attack gains the *flaming burst* weapon special ability. Its vicious trample attack deals an additional 1d6 points of fire damage.

Glory: *Grandeur (Su)*—The juggernaut inspires all allies within 30 feet, granting them a +2 morale bonus on attack rolls, saving throws, and skill checks.

Good: *Good Attacks (Su)*—The juggernaut's slam and vicious trample attacks are treated as good-aligned. Its vicious trample deals an additional 2d6 points of damage to evil targets.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Healing: *Resurgence (Su)*—Five times per day, the juggernaut can remove the dazed, fatigued, shaken, sickened, or staggered condition from an ally within 30 feet.

Knowledge: *Absorb Thoughts (Su)*—When the juggernaut confirms a critical hit with its slam, the target must succeed at a Will save or take 1d8 points of Intelligence damage.

Law: *Lawful Attacks (Su)*—The juggernaut's slam and vicious trample are treated as lawful-aligned. Its vicious trample deals an additional 2d6 points of damage to chaotic targets.

Liberation: *Broken Bonds (Su)*—10 times per day a standard action, the juggernaut can affect one its allies within 20 feet with *freedom of movement* for 1 round.

Luck: *Lucky (Su)*—Twice per day, the juggernaut may reroll any d20 roll that it has just made before the results of the roll are revealed. The juggernaut must take the result of the reroll, even if it's worse than the original roll.

Madness: *Confusion (Sp)*—The juggernaut can cast *confusion* three times per day.

Magic: *Resistant (Su)*—The juggernaut's SR increases by 5.

Nobility: *Inspirational (Sp)*—The juggernaut can cast *good hope* three times per day.

Plant: *Hedge (Sp)*—The juggernaut can cast *wall of thorns* three times per day.

Protection: *Guardian (Su)*—The juggernaut and all allies within 30 feet gain a +2 bonus on all saving throws and a +2 deflection bonus to AC.

Repose: *Rest Eternal (Su)*—Damage dealt by the juggernaut resists magical healing. Attempting to use such healing to cure this damage requires a successful caster level check against a DC = 11 + the juggernaut's caster level. This ability does not affect natural healing or healing provided by extraordinary abilities.

Rune: *Rune-Carved (Su)*—Runes cover the juggernaut. Whenever the juggernaut takes energy damage or energy damage fails to overcome its SR, for the next round, its attacks deal 2d6 points of damage of that energy type. If more than one type of energy attack occurs in a round, roll randomly to determine what kind of extra energy damage it deals.

Strength: *Vigorous (Sp)*—The juggernaut can cast *mass bull's strength* once per day.

Sun: *Sunstrike (Sp)*—The juggernaut can cast *daylight* and *searing light* three times per day.

Travel: *Unstoppable (Su)*—The juggernaut ignores penalties for difficult terrain. Its movement increases by 10 feet.

Trickery: *Doubles (Sp)*—The juggernaut can cast *mirror image* three times per day.

War: *Bloody (Su)*—The juggernaut's slam and vicious trample attacks have the *wounding* weapon special ability.

Water: *Surge (Sp)*—The juggernaut can cast *hydraulic torrent* (*Pathfinder RPG Advanced Player's Guide* 229) five times per day.

Weather: *Weathermaker (Sp)*—The juggernaut can cast *control weather* once per day.

Construction

A juggernaut's body must be created from 20,000 gp worth of clay, crystal, metal, stone, wood, or bone.

Juggernaut

CL 13th; **Price** 140,000 gp

Construction

Requirements Craft Construct, *greater magic weapon, imbue with spell ability, make whole, stone shape*, creator must be caster level 10th; **Skill** Craft (carpentry, sculptures, or stonemasonry); **Cost** 80,000 gp



Illustration by Alexandur Alexandrov

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Julunggali

Resplendent lilac and white scales adorn this gigantic serpent. A number of sharp, short horns crown its head.

JULUNGGALI **CR 21/MR 8**

XP 409,600

N Colossal magical beast (aquatic, extraplanar, mythic, shapechanger)

Init +21[M]; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent, see in darkness; Perception +30

Aura fascination (DC 26, 100 feet)

DEFENSE

AC 38, touch 5, flat-footed 37 (+1 Dex, +2 insight, +33 natural, –8 size)

hp 399 (22d10+278); fast healing 10

Fort +22, **Ref** +18, **Will** +14

Defensive Abilities mythic saving throws; **DR** 10/epic and magic; **Immune** acid, cold, electricity, poison; **Resist** fire 10; **SR** 32

OFFENSE

Speed 40 ft., burrow 40 ft., fly 20 ft. (average), swim 90 ft.

Melee bite +29 (4d8+14 plus grab and poison and pull or push), slam +29 (4d6+14)

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

Special Attacks amazing initiative, constrict (4d8+21), fast swallow, mythic power (8/day, surge +1d10), pull (bite, 30 ft.), push (bite, 30 ft.), swallow whole (4d8 acid damage, AC 26, 39 hp)

Spell-Like Abilities (CL 24th; concentration +29)

Constant—*foresight* (self only)

At will—*bestow curse* (DC 18), *bless*[M], *control water*, *create water*, *move earth*[M], *neutralize poison*, *prayer*[M], *water breathing*

3/day—*antipathy* (DC 24), *baleful polymorph*[M] (DC 20), *control weather*[M] (rain only), *greater teleport* (self only), *haste*[M], *heal*[M], *polymorph*, *prismatic wall* (DC 23), *raise dead*, *slow*[M] (DC 18)

STATISTICS

Str 38, **Dex** 13, **Con** 28, **Int** 19, **Wis** 20, **Cha** 21

Base Atk +22; **CMB** +44 (+48 grapple); **CMD** 57 (can't be tripped)

Feats Cleave, Combat Reflexes[M], Great Cleave, Improved Initiative[M], Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes[M], Power Attack[M], Weapon Focus (bite), Weapon Focus (gore)

Skills Fly –7, Handle Animal +16, Heal +27, Intimidate +27, Knowledge (nature) +26, Knowledge (religion) +15, Perception +30, Sense Motive +27, Swim +22

Languages Celestial, Druidic, Sylvan; telepathy 100 ft.

SQ amphibious, change shape (any snake; *polymorph*), compression

ECOLOGY

Environment any land or water

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fascination Aura (Su) Any creature within 100 feet of the julunggali who can see it must succeed at a Will save (DC 26) or be fascinated as long as it remains within range. A creature that saves against the julunggali's aura is immune to it for 24 hours. The save DC is Charisma-based.

Poison (Ex or Su) A julunggali has three different poisons. Each time it bites, it decides which poison to inject. *Julunggali Venom*: Bite—injury; *save* Fort DC 30; *frequency* 1/round for 6 rounds; *effect* 1d6 Con or 1d6 Dex or age one age category (julunggali's choice); *cure* 2 consecutive saves. The save DC is Constitution-based.



Illustration by Dean Spencer

A julunggali is a semidivine entity. It watches over sacred and mystical places of the world, as well as the remote tribes that respect these locations. Young tribal warriors present themselves to the julunggali for its blessing, a vision quest, or other rite of passage necessary to become an adult in the community.

A julunggali is wise and can be entreated to perform helpful tasks, such as carving new river channels or pulling water into dry wells. But it is also vengeful, and has been known to punish those who break social taboos or intrude upon sacred places without permission. Those who have undergone rites of passage chosen for them by the julunggali face the harshest repercussions if they act wrongly.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kaiju

In the furthest reaches of the globe, where civilization itself is a legend and mapmakers can only make guesses about lands and denizens, immense creatures that are worshiped as gods walk the world. Capable of devastating entire cities in a single day of ruin and unleashing powerful supernatural attacks, these fabled, so-called "gods" are anything but. These massive monsters are known as kaiju, and the tales told of their genesis are as varied as the strange forms and capabilities of the monsters themselves.

A kaiju is a monster of tremendous size—far larger than almost any other creature. Each kaiju is unique, but they all share a few traits in common (see the kaiju subtype on page 307). Kaiju can be of different types, but most are magical beasts. Although kaiju are semi-intelligent and can generally understand a single language, they cannot speak. Some legends tell of certain gifted or unique people being able to call kaiju from vast distances to aid them in times of distress. This type of bond with a kaiju isn't well understood, but rarely comes to those who already possess great power. Rather, it is the helpless, the compassionate, and the meek who can bring forth kaiju.

Kaiju generally dwell in distant, remote wildernesses, often in unusually close proximity to one another. There they battle, but never quite seem to finish their constant conflicts before one of the beasts staggers away to recover from the clash, defeated only for the moment. Visitors to one of the remote lands where kaiju frequently clash can often explore without too much fear, as long as they take care not to be too visible or destructive as they explore. Unless a kaiju is being attacked or is particularly aggressive (such as when it's defending a territory), it's likely to ignore Medium or smaller creatures that wander in its vicinity, just as a human might ignore an ant crawling nearby.

A kaiju's supernatural metabolism allows it to draw energy and nutrition from sources other than food—each kaiju "feeds" in a different way on a different form of energy, but when denied its energy source it does not starve. Instead, the immense monster simply falls into torpor, hibernating until a new source of energy awakens it once again. In some cases, a kaiju can lie dormant for ages—so long that civilizations have time to unknowingly encroach upon lands the monster claimed long ago as its territory. As long as the new civilizations take care to not accidentally waken the monster, they can coexist with the slumbering kaiju in relative peace for many, many years. Yet eventually, some event will inevitably waken the slumbering giant and call it forth into a rampage.

Known Kaiju

The kaiju presented on the following pages are but three of the legendary creatures said to dwell in remote places in the world. Here is a list of others, including the places they're rumored to dwell.

- Agmazar, the Star Titan of the vast jungle
- Cimurlian, the Great Bear of the frozen north
- Ebeshra, the Winged Razor of the furthest clouds
- Igroon, the Dragon Eater of the lost island
- Mantraska, the World Talons of the rain forest
- Shbloon, the Vortex Maw of the ocean deep
- Lord Varklops, the Thrice-Headed Fiend of the dormant volcano
- Queen Vorgozen, the Shapeless Feeder of the vast swamp
- Yarthoon, the Moon Grub of the darkest nights
- Yorak, the Horned Thunder of the great mountains
- Zimivra, the Endless Coils of the trackless desert

Certain events can drive a kaiju into a destructive frenzy. Powerful storms or natural disasters, rare and dangerous rituals designed to call out to them, the use of incredibly powerful magical weapons, wars, and the approach of other kaiju can all send one of these creatures on a rampage of wrath. When a kaiju begins such a rampage, it leaves its remote wilderness home and travels far afield, often for hundreds or even thousands of miles through unexplored wilds or across entire oceans until it reaches the source of the irritation.

Upon arriving in such a location, the kaiju seeks out the source of whatever enraged it, or if no obvious source is apparent, it simply tramples a path of destruction through whatever city or fortress or locale happens to be in its way. Once a kaiju's rampage begins, it can last for weeks, with the monster periodically retreating between attacks into wildernesses or oceans near the source of the disturbance to rest or recuperate.

Societies that are frequently plagued by kaiju attacks often build special magical siege engines designed to drive off the monster, or even seek to recruit the aid of other kaiju to battle the intruder. Unfortunately, the collateral damage caused by multiple kaiju is significant, and fighting fire with fire in this way may leave behind nothing but rubble.

All kaiju are Colossal, and have a space and reach of no less than 50 feet each. A bipedal kaiju typically stands between 100 and 200 feet in height; quadrupedal kaiju are half as tall. A kaiju's size makes a battle against one challenging to run. At the scale needed to track tactical movement for Medium creatures, a kaiju takes up a massive amount of space. When designing an encounter with a kaiju, plan ahead and prepare a larger area so that you can track the kaiju's movement effectively.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kaiju, Agyra

This two-headed monstrosity has vast wings and a long tail covered in a forest of blades.

AGYRA **CR 27**

XP 3,276,800

CN Colossal magical beast (air, kaiju)

Init +11; **Senses** blindsense 30 ft., darkvision 600 ft., low-light vision; Perception +38

DEFENSE

AC 45, touch 9, flat-footed 38 (+7 Dex, +36 natural, –8 size)

hp 656 (32d10+480); fast healing 30

Fort +33, **Ref** +25, **Will** +21

Defensive Abilities electrified corpse, ferocity, rebirth, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, electricity, energy drain, fear; **Resist** acid 30, cold 30, fire 30, negative energy 30, sonic 30

OFFENSE

Speed 80 ft., fly 200 ft. (average), swift flight

Melee 2 bites +41 (6d6+17/19–20), 2 talons +41 (3d8+17), tail slap +36 (10d6+8/19–20 plus bleed)

Space 50 ft.; **Reach** 50 ft. (75 ft. with tail)

Special Attacks bleed (5d6), blinding flash, breath weapon, hurl foe, hurricane, thunderous blast

STATISTICS

Str 44, **Dex** 25, **Con** 41, **Int** 3, **Wis** 29, **Cha** 25

Base Atk +32; **CMB** +57 (+61 bull rush); **CMD** 74 (76 vs. bull rush)

Feats Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Vital Strike, Hover, Improved Bull Rush, Improved Critical (tail slap), Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike, Wingover

Skills Fly +24, Perception +38; **Racial Modifiers** +16 Perception

Languages Auran (can't speak)

SQ massive, storm flier

ECOLOGY

Environment warm mountains

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Blinding Flash (Su) By spreading her wings as a full-round action while she stands upon the ground, Agyra can create a blinding flash of light that targets all creatures within 100 feet. Affected creatures must succeed at a DC 41 Fortitude save or be permanently blinded and staggered for 1d6 rounds by the blast of light. A successful saving throw reduces the blindness to 1 round and negates the staggered effect. The save DC is Constitution-based.

Breath Weapon (Su) Once every 4 rounds as a standard action, each of Agyra's twin heads can breathe out a line of electricity to a range of 1,200 feet. Agyra can breathe each line in a different direction. Each creature caught in a line of electricity must succeed at a DC 41 Reflex save or take 20d6 points of electricity damage and be staggered for 1d4 rounds. A successful saving throw halves the damage and negates the staggered effect. A creature struck by both breath weapons simultaneously must attempt separate saving throws against each breath weapon, but takes a –4 penalty on both—the damage and staggered condition duration stack with each other. A creature wearing medium or heavy metal armor or a creature composed mostly of metal that fails its saving throw is also stunned for 1 round. A creature slain by Agyra's breath weapon remains electrified for 2d4 rounds after death—any creature that touches the body automatically takes 3d6 points of electricity damage. The save DC is Constitution-based.

Electrified Corpse (Su) If Agyra is slain, her corpse crackles and flashes with pulses of electrical light if she has not used her rebirth ability that year. Any creature that touches her corpse takes 3d6 points of electricity damage. Even if Agyra's body is destroyed, the site of her death continues to carry this electrical charge for 1 minute, or until Agyra is reborn, whichever comes first.

Hurricane (Sp) Once per day, Agyra can create a supernatural hurricane surrounding herself. This effect functions as *control weather*, save that it affects an area with a 4-mile radius, lasts for 24 hours, and can only be used to create hurricane-force winds. The hurricane created is static, and features a calm eye at the center with a 500-foot radius.

Rebirth (Su) Agyra remains dead for only 1 minute before she come back to life, as if via a *true resurrection* spell. Agyra rises from the exact same position she occupied when she died, and typically takes advantage of this second chance to use her swift flight to escape as soon as possible. Agyra can only be reborn in this manner once per year; if she is slain a second time before a year has passed, her death is permanent and her corpse does not become electrified. This ability replaces Agyra's ability to immediately heal damage that would normally kill her, granted by her recovery ability, but does not replace the other defenses granted by recovery.

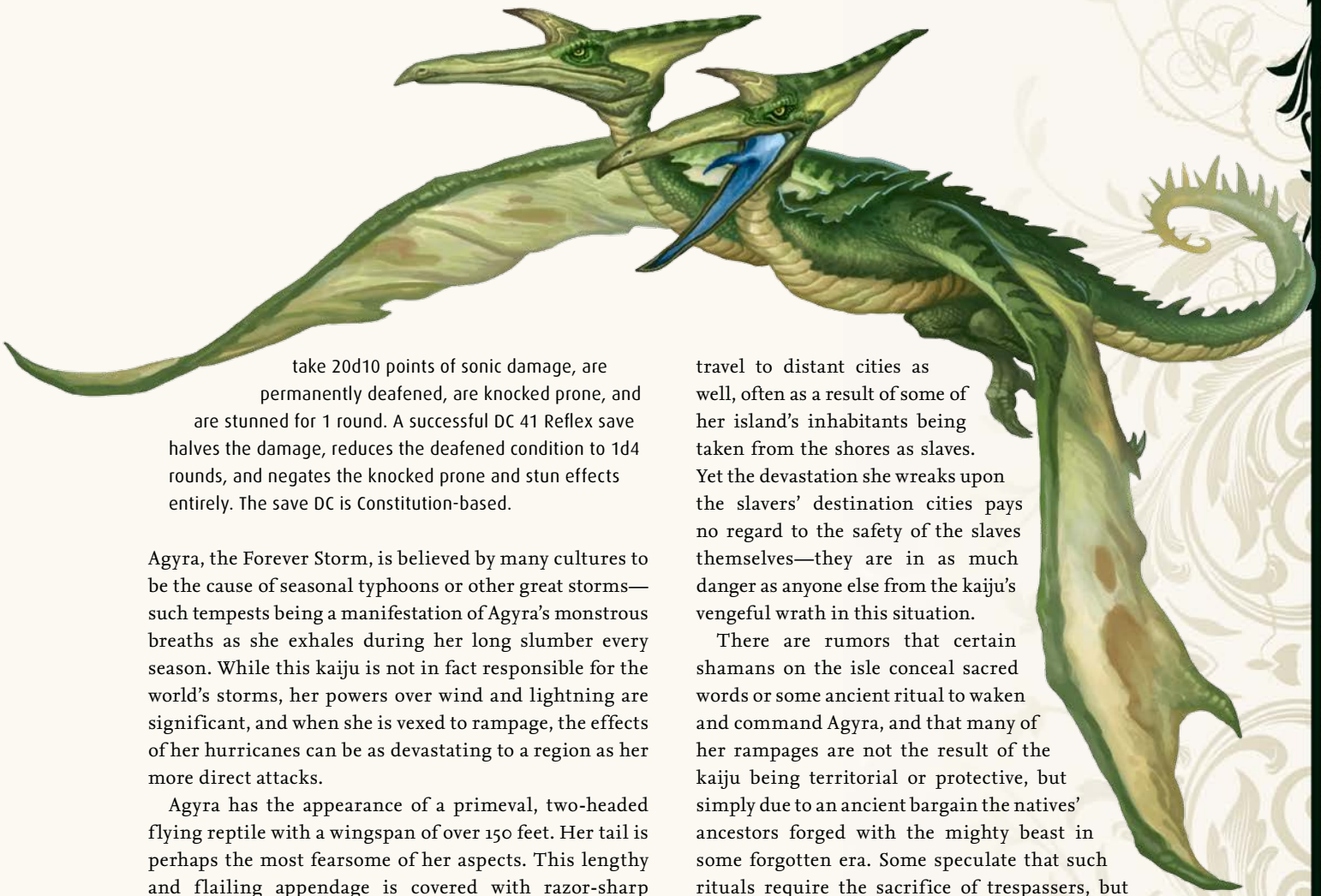
Storm Flier (Ex) Agyra does not take penalties on Fly checks when flying in strong or more powerful winds.

Swift Flight (Su) As a standard action once per hour, Agyra can fly in a straight line at an incredible speed. She may travel up to 1 mile in this manner—doing so does not provoke attacks of opportunity. When Agyra activates this ability, her thunderous blast ability is automatically triggered from the swift flight's point of origin.

Thunderous Blast (Su) When Agyra uses her swift flight, she creates a thunderous sonic boom. This devastating explosion of sound occurs at her location when she activates swift flight, filling an area equal to her space and her reach combined—resulting in a 100-foot-diameter burst of sonic energy. All creatures in this area of effect

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013



take 20d10 points of sonic damage, are permanently deafened, are knocked prone, and are stunned for 1 round. A successful DC 41 Reflex save halves the damage, reduces the deafened condition to 1d4 rounds, and negates the knocked prone and stun effects entirely. The save DC is Constitution-based.

Agyra, the Forever Storm, is believed by many cultures to be the cause of seasonal typhoons or other great storms—such tempests being a manifestation of Agyra's monstrous breaths as she exhales during her long slumber every season. While this kaiju is not in fact responsible for the world's storms, her powers over wind and lightning are significant, and when she is vexed to rampage, the effects of her hurricanes can be as devastating to a region as her more direct attacks.

Agyra has the appearance of a primeval, two-headed flying reptile with a wingspan of over 150 feet. Her tail is perhaps the most fearsome of her aspects. This lengthy and flailing appendage is covered with razor-sharp blades and wickedly barbed spines capable of slashing through buildings and tearing through armor with great force and from great distances.

Agyra dwells on the upper slopes of a long-dormant volcano that sits on a remote tropical island beyond the main shipping lanes and the scope of most explorers' travels. As with many kaiju, she spends the bulk of her time in deep and peaceful slumber. She is ferociously protective of the strange peoples who dwell on the shores of this island, and has been known to rouse herself to come to their defense against slavers, pirates, or other external threats to their way of life. Despite this strange protective streak, Agyra is not a kindly creature—and none know this more plainly than those who share her island. Her responses to intrusions to the island may simply be defenses of her perceived territories, for certainly the villages of the locals suffer significant damage during her local rampages. She's been known to take wing to travel to distant cities as well, often as a result of some of her island's inhabitants being taken from the shores as slaves. Yet the devastation she wreaks upon the slavers' destination cities pays no regard to the safety of the slaves themselves—they are in as much danger as anyone else from the kaiju's vengeful wrath in this situation.

There are rumors that certain shamans on the isle conceal sacred words or some ancient ritual to waken and command Agyra, and that many of her rampages are not the result of the kaiju being territorial or protective, but simply due to an ancient bargain the natives' ancestors forged with the mighty beast in some forgotten era. Some speculate that such rituals require the sacrifice of trespassers, but this may be nothing more than fearful superstition or rumors spread by shamans to persuade foreigners to stay clear of their island.

Agyra has a particular hatred of the kaiju Mogaru, and often leaves her volcanic lair to fly west to the remote jungle lake that serves as Mogaru's home to clash with her nemesis. Mogaru's penchant for attacking coastal cities often results in a devastating escalation when Agyra arrives to do battle with the land-bound kaiju. Sometimes, methods of conjuring Agyra are used to deliberately lure the kaiju to a city besieged by Mogaru, but just as often her arrival seems to be driven by self-interest. Agyra typically manages to weaken Mogaru enough to drive him off, but is often slain herself in these battles, resurrecting and returning to her home at the same time Mogaru returns to his. The nature of this rivalry is unclear, but kaiju scholars believe that the two monsters have been enemies for longer than humanity has existed.

Illustration by Jim Nelson

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kaiju, Bezravnis

The armored plates of this immense, three-tailed scorpion are fiery red, and its stingers glow with molten heat.

BEZRAVNIS **CR 26**

XP 2,457,600

CN Colossal magical beast (earth, kaiju)

Init +9; **Senses** darkvision 600 ft., low-light vision, tremorsense 600 ft.; Perception +37

DEFENSE

AC 44, touch 7, flat-footed 39 (+5 Dex, +37 natural, –8 size)

hp 615 (30d10+450); fast healing 30

Fort +32, **Ref** +24, **Will** +20

Defensive Abilities ferocity, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, fire; **Resist** acid 30, cold 30, electricity 30, negative energy 30, sonic 30

OFFENSE

Speed 100 ft., burrow 100 ft.

Melee 2 claws +40 (4d6+18/19–20 plus grab), 3 stings +40 (3d6+18/19–20 plus 2d6 fire and poison)

Space 50 ft.; **Reach** 50 ft.

Special Attacks burrowing charge, constrict (4d6+27), heat beam, hurl foe, poison, trample (2d8+27, DC 43), web (+27 ranged, DC 40, 30 hp)

STATISTICS

Str 47, **Dex** 20, **Con** 40, **Int** 3, **Wis** 26, **Cha** 23

Base Atk +30; **CMB** +56 (+60 bull rush, +60 grapple); **CMD** 71 (73 vs. bull rush, 83 vs. trip)

Feats Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (claw), Improved Critical (sting), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Climb +31, Perception +37, Stealth +2 (+32 when burrowing); **Racial Modifiers** +16 Perception, +30 Stealth when burrowing

Languages Terran (can't speak)

SQ massive, no breath

ECOLOGY

Environment warm deserts

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Burrowing Charge (Ex) Once per minute, Bezravnis can make a charge attack while burrowing through loose earth, sand, mud, or magma, or through any other loosely packed earth or stone. When Bezaravnis reaches the target, it erupts from the ground as part of its attack. If Bezravnis hits the target of its burrowing charge attack, it deals double damage with its attack. Any creatures standing in or flying less than 50 feet above the space Bezravnis occupies at the end of this charge are immediately subjected to Bezravnis's trample attack. Any buildings entirely within this space take double damage from the trample attack (4d8+54 points)—this damage bypasses hardness. In addition, Huge or smaller creatures must succeed at a DC 40 Reflex save or be buried in earth, as if by a cave-in or collapse. This bury zone extends into all squares affected by Bezravnis's reach.

Heat Beam (Su) Once every 4 rounds, Bezravnis can fire beams of searing heat and fire from one of its three stingers. Each stinger's heat beam is a separate attack with its own 4-round recharge period. The kaiju may fire one heat beam from a stinger as a move action, two heat beams as a standard action, or all three as a full-round action. Each heat beam is a 1,200-foot-long line that deals 20d6 points of fire damage to everything in its path (Reflex DC 40 half). If Bezravnis fires more than one heat beam, it can direct them in different directions. The save DC is Constitution-based.

Poison (Su) Sting—injury; *save* Fort DC 40; *frequency* 1/round for 6 rounds; *effect* staggered for 1 round plus loss of fire immunity and resistance; *cure* 3 consecutive saves. As long as a creature suffers the effects of Bezravnis's poison, it loses all racial resistances and immunities to fire. Any spell or spell-like effects active when the target fails its initial saving throw against this poison are suppressed as long as it continues to be staggered by the poison. New effects of this nature that become active after that initial failed saving throw function normally if the caster succeeds at a DC 35 caster level check; otherwise, the spell effects are suppressed until the victim is no longer staggered.

Web (Ex) Bezravnis's webs are immune to fire damage. In addition, these webs are semi-living things that continue to crush and squeeze those entangled by them. If a creature is entangled in the webs, at the start of each turn during which it is entangled, it takes 2d6+6 points of bludgeoning damage as the webs crush and constrict it. This ability otherwise functions the same as the universal monster ability.

Bezravnis, known also as the Inferno Below, dwells in the sands of a sparsely inhabited high-altitude desert found in the shadow of the world's largest mountain range. There, the 130-foot-long beast slumbers the centuries away until its cycle of wakefulness rouses it from its torpor and causes it to emerge from the sands in an eruption of fire and ash. The Inferno Below then begins its rampage, traveling in a straight line toward a heavily populated region bordering the great desert. Typically, the Inferno Below's rampage is limited to a single city, and never the same one twice in a row. After destroying no less than two-thirds of the city, it retreats back to the vast desert, burrows deep, and settles into a new sleep of ages.

The reason for the Inferno Below's cyclic rampages is not well understood, but the cycle of these rampages

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

functions like clockwork—they take place every 273 years with little deviation. As there seems to be no pattern to the kaiju's attacks themselves, with a different city being targeted each cycle, the cities of the bordering nations do their best to prepare for the monster's attack. The nations themselves have little love for each other, and attempts to generate lures to direct the kaiju's march toward an enemy city are common—yet these lures have yet to work, and in fact they seem to result in the kaiju attacking a city in the luring nation more often than not. Other cities spare no expense during a so-called "Inferno Season," and send huge armies of scouts into the desert to watch for signs of the kaiju's emergence or traces of its burrowing passage through the sands, in hopes of determining the direction of the beast's travel and warning likely target cities (or, in the case of a trajectory that leads it to an enemy city, working to silence warnings).

Kaiju scholars have correlated Bezravnis's appearance with the passage of a singular red comet in the skies above the world—an astronomical event known as the Inferno Star. As the comet nears the world, Bezravnis emerges, and as the comet vanishes from the sky, the kaiju turns its back and returns to the desert. Confirmation of this correlation has given rise to numerous theories. Some believe that Bezravnis first fell to the world from the Inferno Star, and its advent wakens within the beast a bewildered longing for home that drives it into a frenzy. Others hold that the kaiju exists as a guardian against an even more deadly occupant of the Inferno Star, and that by displaying its power by destroying a city, Bezravnis is in fact protecting the world by driving the Inferno Star back into the depths of space.

But Bezravnis doesn't always have the luxury of waiting for the Inferno Star to draw near before waking. At several points in the past, lunatics, cults, and accidents have woken the kaiju before its appointed time. Some mad, apocalyptic-minded spellcasters use powerful magic to cause great explosions above the sands where the kaiju slumbers. Earthquakes, severe weather phenomena, and similar natural events have been known to waken the monster early as well. When Bezravnis wakens off-cycle like this, the monster is particularly foul-tempered. It's rampage does not follow a straight line—instead, its travels are erratic as it pursues the perceived cause of its wakening with single-minded ferocity and tenacity. In this way, cults have accomplished what the border nations have not—leading the kaiju to attack an enemy. Of course, such tactics are dangerous and often backfire, for Bezravnis is fast and destructive, and it has been known to follow such tormenters.

Bezravnis doesn't seem to be particularly vexed by the presence of other kaiju, and ignores them unless it is attacked first. Once attacked, however, the Inferno Below becomes singularly focused and deviates from its path to fight the target creature as long as it remains visible or alive. Smaller foes can sometimes distract the kaiju from its path in this manner if they can deal enough damage upon the creature to bait it into directing its furious rage on them.



Illustration by Jim Nelson

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kaiju, Mogaru

This towering saurian lumbers on its hind legs, its twin tails thrashing and the spines on its back glowing with red energy.

MOGARU **CR 28**

XP 4,915,200

CN Colossal magical beast (kaiju, water)

Init +9; **Senses** darkvision 600 ft., low-light vision, *see invisibility*, sense kaiju; Perception +45

DEFENSE

AC 47, touch 7, flat-footed 42 (+5 Dex, +40 natural, –8 size)

hp 697 (34d10+510); fast healing 30

Fort +34, **Ref** +24, **Will** +23

Defensive Abilities absorb energy, ferocity, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fire, and fear; **Resist** acid 30, cold 30, electricity 30, negative energy 30, sonic 30

Weaknesses susceptible to song

OFFENSE

Speed 100 ft., swim 100 ft.

Melee bite +46 (8d6+20/19–20 plus grab), 2 claws +46 (4d8+20/19–20), 2 tail slaps +44 (6d6+10/19–20)

Ranged firebolts +31 touch (damage variable; see below)

Space 60 ft.; **Reach** 60 ft.

Special Attacks breath weapon, ferocity, fast swallow, hurl foe, reflexive breath, swallow whole (10d6 bludgeoning and 10d6 fire damage, AC 30, 69 hp), trample (4d8+30, DC 47)

STATISTICS

Str 50, **Dex** 21, **Con** 41, **Int** 3, **Wis** 30, **Cha** 26

Base Atk +34; **CMB** +62 (+66 bull rush, +66 grapple, +66 sunder); **CMD** 79 (81 vs. bull rush, 81 vs. sunder)

Feats Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Improved Iron Will, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Staggering Critical, Vital Strike

Skills Perception +45, Swim +49; **Racial Modifiers** +16 Perception

Languages Aquan (can't speak)

SQ massive

ECOLOGY

Environment warm forests or water

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Absorb Energy (Ex) Mogaru absorbs energy attacks that damage him, including negative energy attacks. Damage blocked by one of his resistances or immunities instead heals him an amount equal to the damage dealt. He may absorb only one kind of energy in this manner in a round. The first type of energy that affects him in a round (whether or not it penetrates his immunities or resistance to actually damage him) sets the type of energy he absorbs for that round. Hit points gained in excess of his normal maximum are lost. Mogaru cannot gain healing from energy effects generated by himself.

Breath Weapon (Su) Once every 4 rounds, Mogaru can breathe out a beam of fiery red force. When Mogaru uses this attack, he can choose to focus the breath weapon into a single 1,200-foot-long line, or he can shorten the range and turn his head and body while breathing, effectively affecting a 600-foot-long cone. All creatures caught in this area of effect take 20d6 points of fire damage, 20d6 points of force damage, and are staggered for 1d6 rounds from the devastating energy (Reflex DC 42 halves the damage and prevents the staggered effect). A creature slain by this effect is disintegrated, whether the saving throw was successful or not. This breath weapon is particularly effective at blasting through cover—cover does not grant any bonuses on Reflex saves against Mogaru's breath weapon. The save DC is Constitution-based.

Firebolts (Su) As a standard action on any round immediately following the use of his breath weapon, Mogaru can fire bolts of red energy from the glowing spines along his back. These bolts are ranged touch attacks with a range of 1,200 feet. When Mogaru uses this ability, he must choose between firing one firebolt, three firebolts, or six firebolts. If he fires one, it deals 20d6 points of damage on a hit. If he fires three bolts, each deals 8d6 points of damage on a hit. If he fires six bolts, each deals 5d6 points of damage on a hit. Half of the damage caused by any one firebolt is fire damage, the other half is force damage. Firebolts deal full damage against objects, and ignore the first 10 points of hardness possessed by an object.

Reflexive Breath (Ex) The first time in any round that Mogaru can make an attack of opportunity, he can choose to use a diminished version of his breath weapon instead of making a physical attack. This reflexive breath weapon attack only targets the creature that provoked the attack of opportunity, but otherwise causes the same damage and effects his breath weapon normally inflicts (Reflex DC 32 halves the damage and negates the staggered effect). Use of his breath weapon in this way does not affect the recharge rate of the regular breath weapon. The save DC is Constitution-based, and includes a –10 penalty to reflect the fact that the reflexive breath is a shorter (but no less intense) blast of energy than the kaiju's typical breath weapon attack.

Sense Kaiju (Su) Mogaru can sense the location of the nearest active kaiju, as if using *discern location*, at will.

Susceptible to Song (Ex) Mogaru's actions can be influenced by song, provided the kaiju notices the singing. If the kaiju is not currently engaged in battle, he automatically hears any song within 100 feet that is

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

directed at him in an attempt to influence him, but when he is in combat, there's only a cumulative 20% chance per round of sustained singing that he notices the song. In order to influence Mogaru, the singer must make a DC 35 Perform (sing) check (this check cannot be bolstered by the aid another action, and the singer cannot take 10 or 20 on the check). The result of this check sets the DC of the Will save Mogaru must make in order to not be influenced by the song. The singer can choose to influence Mogaru as if she had successfully cast *suggestion* on the kaiju (CL = the singer's ranks in Perform [sing]). If Mogaru succeeds at a Will save (DC = the singer's ranks in Perform [sing] + the singer's Charisma modifier), the effects of the influence last for a maximum of 1d4 rounds; otherwise, the effects last as long as a *suggestion* spell would normally last. Mogaru cannot use his recovery ability to recover from song influence, and a single singer may influence Mogaru only once per day.

Mogaru, known as the Final King to kaiju scholars, or simply as King Mogaru, is one of the most destructive of his kind. Although not the most powerful kaiju (a sobering thought in and of itself), Mogaru is certainly the most active of the known kaiju. Additionally, Mogaru seems to be as eager to rampage through the works of humanity as he is to attack and kill other kaiju, making him something of a mixed blessing to kaiju-threatened cities. While the prospect of an attack by Mogaru is the stuff of nightmares, the possibility of his intervention during a different kaiju attack is the stuff of hope, though the damage dealt to a city during its defense may be significant. Mogaru appears as a towering dinosaur with twin tails, spines that glow red as he uses his breath weapon, and two powerful clawed forearms.

King Mogaru dwells in the depths of a tropical jungle, sleeping silently at the bottom of an unusually deep lake until roused. Legends hold that Mogaru was born of the world itself, either formed from the spirits of countless plants and animals resulting from ages of hunting and predation by humanoids for food or sport, or formed from the souls of the countless slain in an ancient apocalypse or war that devastated one of the first of the world's empires. Regardless of the actual cause, the birth of Mogaru in these legends seems to be the same—soon after another kaiju, Lord Varklops, emerged from an erupting volcano, Mogaru rose to oppose the Thrice-Headed Fiend in a vast battle that nearly slew Varklops while devastating an entire nation in the process. Mogaru is also rumored to have slain no fewer than a dozen other kaiju, including Agmazar the Star Titan, now believed to be the only undead kaiju in existence.

Of particular note is the curious fact that Mogaru exhibits a particularly unique interest in song. Legends of skilled singers being able to save their cities with a single mournful paean to the kaiju, or of vengeful bards using their craft to waken the monster from his lair to send him on a rampage are common along coastal regions with a history of kaiju attacks, and in such regions renowned singers are well respected for this ability to influence one of the world's most destructive creatures. Kaiju scholars suspect that song manages to penetrate Mogaru's memories of some primeval event, but the reasons for the kaiju's reaction to the song are its own.

Mogaru stands 140 feet high and weighs 20,000 tons, and is nearly 300 feet long from nose to tail.



Illustration by Jim Nelson

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kapre

Roots and branches twist across this oddly proportioned creature to form knots of muscle. Its eyes burn like embers.

KAPRE **CR 10**

XP 9,600

CN Huge plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura confounding (100 ft., DC 21)

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, –2 size)

hp 127 (15d8+60)

Fort +12, **Ref** +9, **Will** +9

DR 10/slashing; **Immune** plant traits

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 slams +17 (2d6+12)

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

Special Attacks blow smoke

Spell-Like Abilities (CL 14th; concentration +18)

Constant—*speak with plants*

At will—*invisibility*

STATISTICS

Str 26, **Dex** 15, **Con** 17, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +21; **CMD** 33

Feats Alertness, Combat Reflexes, Diehard, Endurance, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Climb +20, Disable Device +11, Perception +22, Sense Motive +9, Stealth +18, Survival +9; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common; *speak with plants*

SQ tree meld

ECOLOGY

Environment warm or temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Blow Smoke (Su) Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a DC 20 Fortitude save or be nauseated for 1 round. This is a poison effect, and the save DC is Constitution-based.

Confounding Aura (Su) A magical aura surrounds a kapre, confusing and distracting its foes. Within a kapre's aura, the DC of all Survival checks is increased by 15, and creatures trained in Survival are no longer able to automatically determine true north. On top of this, any creature within a kapre's aura must succeed at a DC 21 Will saving throw when it enters the area or take a –4 penalty on concentration checks, initiative checks, and skill checks. A kapre can suppress this aura at will.

Tree Meld (Su) A kapre can meld with any tree, similar to how the spell *meld with stone* functions. It can remain melded with a tree as long as it wishes.



Illustration by Dave Allsop

Vehement defenders of the unusual locations of the natural world, kapres have a complicated relationship with the "civilized" races. Formed of dense tree matter, they are as much part of the forest as their botanical brethren. Their intimidating physical size, territorial nature, and unusual approach to friendship often bring them into conflict with local tribes and aggressive explorers. With slender limbs and thick, gnarled torsos, kapres are awkwardly humanoid in appearance, and if not for the soft glow of their eyes they could be mistaken for treants.

Exceedingly secretive and wary, kapres prefer to avoid conflict, using their imposing size and confounding auras to intimidate any would-be invaders. Leaning out of huge trees, they blow smoke onto lost explorers, persuading them to flee.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Karkinoi

This hulking mix of ogre and crab has one huge pincer that snaps menacingly, while its other arm is a twisted, humanlike hand.

KARKINOI **CR 6**

XP 2,400

CE Large monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 76 (8d10+32)

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

OFFENSE

Speed 30 ft., swim 40 ft.; sideways scuttle

Melee claw +13 (1d10+9/19–20 plus grab), slam +13 (1d6+6)

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

Special Attacks constrict 1d10+6

STATISTICS

Str 22, **Dex** 10, **Con** 16, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +8; **CMB** +15 (+19 grapple); **CMD** 25

Feats Combat Reflexes, Improved Critical (claw), Power Attack, Vital Strike

Skills Intimidate +9, Perception +11, Swim +21

Languages Aquan

SQ water dependency

ECOLOGY

Environment any water

Organization solitary, gang (2–6), or tribe (3–18)

Treasure standard

SPECIAL ABILITIES

Sideways Scuttle (Ex) When a karkinoi takes a 5-foot step, it can move up to 10 feet instead of 5 feet as long as it does so in a straight line. It can do this whether it is walking or swimming.

Water Dependency (Ex) A karkinoi can survive out of the water for 1 hour per point of Constitution. Beyond this limit, it runs the risk of suffocation, as if it were drowning.

Monstrous hunters and bullies of the ocean depths, karkinoi live only to destroy creatures that dare cross their path and then feed on the corpses of the vanquished. Though not mindless, they have no inclination to build civilizations or even settlements, living in roving gangs or nomadic tribes. The tools they use in their more humanoid appendages are always scavenged, usually from victims, and are discarded when broken or of no more immediate use. Pursuits such as crafting, learning, and diplomacy are a waste to them; they see these as the activities of food-creatures not strong enough to see the world as it is—a stage for domination, feeding, and spawning. Even when these brutes band together, it is usually to spawn or to face sources of food that are too strong for only one or two karkinoi alone.

Large hordes of karkinoi come together to hunt inhabitants of coastal settlements. Striking at night, they do as much damage as possible before dragging their meals into the sea. They make such attacks night after night until the settlement is destroyed or the resistance becomes too fierce, at which point the horde disbands and each karkinoi makes its own way in the sea. While karkinoi can walk on land, they do not enjoy long periods away from the sea, as they dry out, crack, and eventually suffocate.

Coastal raids are part of the karkinoi breeding cycle. The corpses that they drag off into the ocean are tethered to masses of eggs, and serve as food for karkinoi spawn. The spawn develop a taste for land-meat and crave it, ensuring the next generation of hungry raiders.

While karkinoi rarely ally with other creatures, they are easily swayed by aboleths promising destruction and raw power. In return, the aboleths gain expendable, fast-breeding shock troops and guardians. Some scholars believe this race was actually created by aboleths in ancient times, but were later turned loose in the ocean because skum made more reliable slaves than karkinoi brutes.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kasatha

This strange, four-armed humanoid is sleek and muscled, with two spiked blades raised to strike.

KASATHA **CR 1/2**

XP 200

Male kasatha monk 1

LN Medium humanoid (kasatha)

Init +3; **Senses** Perception +3

DEFENSE

AC 18, touch 18, flat-footed 13 (+3 Dex, +2 dodge, +3 Wis)

hp 10 (1d8+2)

Fort +3, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft.

Melee sai +3 (1d4+1) or
unarmed strike +3 (1d6+1) or
flurry of blows +2/+2 (1d6+1)

Special Attacks flurry of blows, stunning fist (1/day, DC 13)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 19

Feats Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +7, Climb +5, Escape Artist +7, Survival +4

Languages Common, Kasatha

SQ desert runner, desert stride, jumper, multi-armed, stalker

ECOLOGY

Environment warm deserts

Organization solitary, band (2–6), sect (2–20), or tribe (20–60)

Treasure NPC gear (sais [2], other treasure)

SPECIAL ABILITIES

Desert Runner (Ex) A kasatha has a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Desert Stride (Ex) A kasatha moves through nonmagical difficult terrain in desert environments at normal speed.

Jumper (Ex) A kasatha is always considered to have a running start when attempting Acrobatics checks to jump.

Multi-Armed (Ex) A kasatha has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Stalker (Ex) Perception and Stealth are class skills for a kasatha.

Exiles from an arid world circling a red star, modern kasathas have no idea how they left their home or how to return, but they keep searching for a way back. A clannish and secretive people, they have a matriarchal society, but other races have difficulty recognizing any physical difference between females and males. Kasathas keep their mouths hidden behind clothing, and don't remove this clothing in the presence of other races. They are omnivores, but prefer meat and salty foods.

Upon reaching adulthood, many kasathas leave their clans to search the world for adventure, treasure, and ways to return to their homeworld.

Kasatha Characters

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

+2 Dexterity, +2 Wisdom: Kasathas are nimble and perceptive.

Defensive Training (Ex): Kasathas have a +2 dodge bonus to Armor Class.

Desert Runner (Ex): See the stat block above.

Desert Stride (Ex): See the stat block above.

Jumper (Ex): See the stat block above.

Multi-Armed (Ex): See the stat block above.

Stalker (Ex): See the stat block above.

Languages: Kasathas speak Common and Kasatha. A kasatha with a high Intelligence score can choose from the following: Dwarven, Draconic, Gnoll, Orc, and Sphinx.

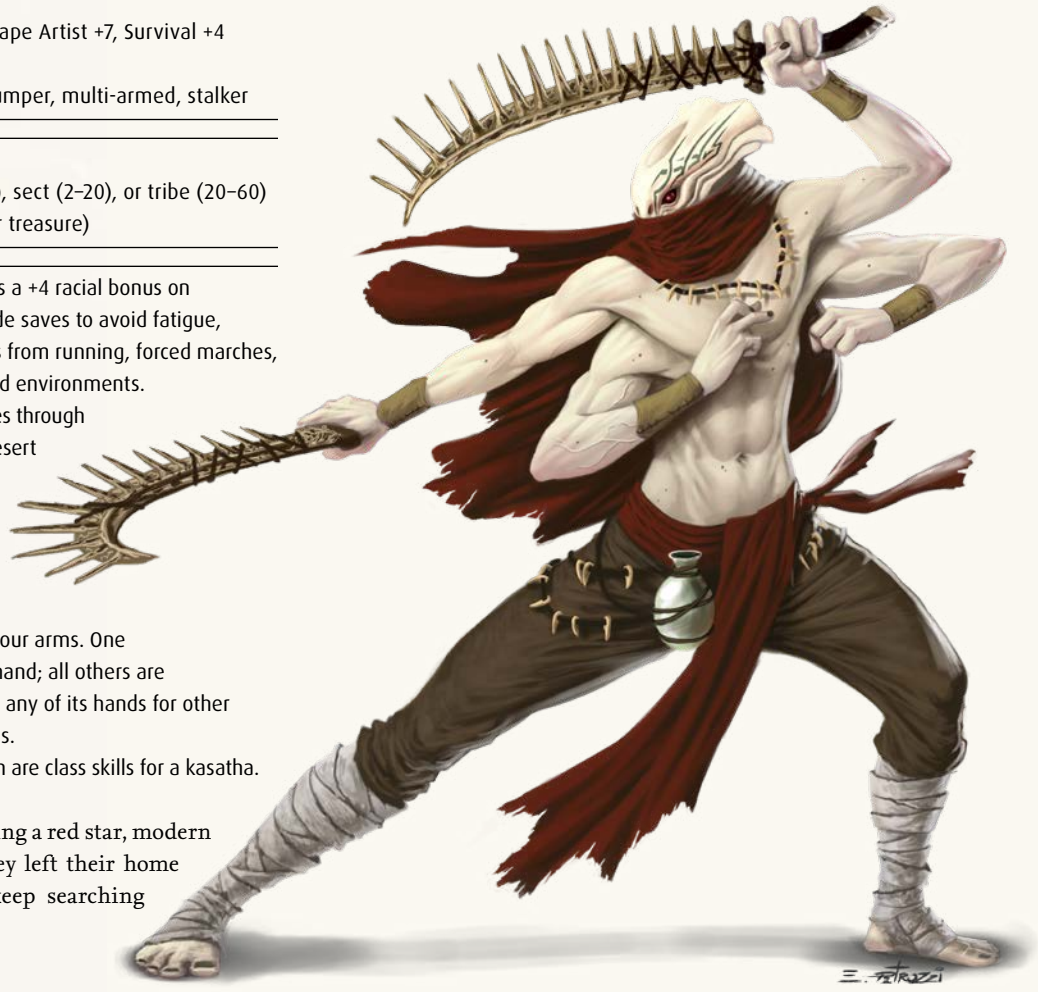


Illustration by Emiliano Petrozzi

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kitsune

This elegantly dressed woman has the head and bushy tail of well-groomed fox.

KITSUNE **CR 1/2**

XP 200

Female kitsune sorcerer 1

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 5 (1d6–1)

Fort –1, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

Melee bite –1 (1d4–1), mwk quarterstaff –5 (1d6–1)

Kitsune Spell-Like Abilities (CL 1st; concentration +4)

3/day—*dancing lights*

Bloodline Spell-Like Abilities (CL 1st; concentration +4)

6/day—laughing touch

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*charm person* (DC 15), *sleep* (DC 17)

0 (at will)—*daze*, *detect magic*, *prestidigitation*, *read magic*

Bloodline fey

STATISTICS

Str 8, **Dex** 15, **Con** 8, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +0; **CMB** –1; **CMD** 12

Feats Dodge, Eschew Materials

Skills Acrobatics +4, Bluff +7, Perception +3, Spellcraft +5, Stealth +3; **Racial Modifiers** +2 Acrobatics

Languages Common, Elven, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), change shape, kitsune magic

ECOLOGY

Environment temperate forests, hills, or mountains

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

Treasure NPC gear (*potion of cure light wounds*, mwk quarterstaff, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. This ability otherwise functions as *alter self*, except that the kitsune does not adjust her ability scores.

Kitsune Magic (Ex/Sp) Kitsune add 1 to the DC of any saving throws of enchantment spells they cast. Kitsune with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—*dancing lights*.

Wily but noble, kitsune are a race of shapechanging fox-folk. Each Kitsune has two shapes—a slender and attractive human form and its true form of an anthropomorphic fox. In either form, it displays physical grace and natural beauty. Most kitsune have ruddy, auburn fur and salient amber or pale blue eyes, though some are born with black, gray, or even white fur. White-furred kitsune are revered for their close connection to their spirit ancestors and typically raised as oracles.

Quick-witted and nimble, kitsune delight in the creative arts, particularly riddles, storytelling, pranks, and tall tales, and have garnered a well-deserved reputation and duplicitous tricksters. They are a good-natured folk and greatly value friendship.

When encountered outside human settlements, kitsune tend to live in small and remote villages run by elders of ancestral clans. In human settlements, kitsune usually remain in human form to avoid conflict.



Illustration by Eric Belisle

Kitsune Characters

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

+2 Dexterity, +2 Charisma, –2 Strength: Kitsune are agile and companionable, but tend to be physically weak.

Medium: Kitsune are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Kitsune have a base speed of 30 feet.

Low-Light Vision (Ex): Kitsune can see twice as far as humans in dim light.

Agile (Ex): Kitsune receive a +2 racial bonus on Acrobatics checks.

Change Shape (Su): See the stat block above.

Kitsune Magic (Ex/Sp): See the stat block above.

Natural Weapons (Ex): In her natural form, a kitsune has a bite attack that deals 1d4 points of damage.

Languages: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kyton, Ostiarius

Cloaked in shadows, every curve and sculpted muscle of this creature suggests some new gasping pleasure or titillating torture.

OSTIARIUS **CR 5**

XP 1,600

LE Medium outsider (evil, extraplanar, kyton, lawful)

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +2 natural, +4 shield)

hp 52 (7d10+14); regeneration 2 (good weapons and spells)

Fort +7, **Ref** +4, **Will** +11

Immune cold, *magic missile*

OFFENSE

Speed 30 ft.

Melee 2 touches +2 (1 plus bleed)

Special Attacks bleed (1d6), compel courage, unnerving gaze (30 ft., DC 19)

Spell-Like Abilities (CL 7th; concentration +11)

Constant—*shield*

At will—*calm emotions* (DC 16), *darkness*, *enthrall* (DC 16), *major image* (DC 17)

3/day—*crushing despair* (DC 17), *shadow walk*, *silence* (DC 16)

1/day—*plane shift* (DC 21; to the Material Plane and the Plane of Shadow only, lawful evil creatures only), *shout* (DC 18)

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 19, **Wis** 18, **Cha** 19

Base Atk +7; **CMB** +7; **CMD** 19

Feats Alertness, Blind-Fight, Improved Initiative, Iron Will

Skills Bluff +14, Diplomacy +14, Escape Artist +9, Heal +14, Intimidate +14, Knowledge (planes) +14, Perception +16, Perform (oratory) +14, Sense Motive +16, Stealth +12

Languages Common, Infernal; telepathy 100 ft.

SQ shadow traveler

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or synod (5–9)

Treasure standard

SPECIAL ABILITIES

Compel Courage (Ex) An ostiarius can inspire courage as a 5th-level bard using bardic performance, granting a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. This ability has a range of 50 feet and affects those creatures the ostiarius chooses who also willingly accept the benefits of the effect (no saving throw required). The ostiarius's performance compels creatures to perform at dangerous extremes. Any living non-outsider that benefits from this ability takes 1 point of bleed damage. A creature that accepts these benefits for multiple consecutive rounds gains additional points of bleed damage that stack with one another (to a maximum of 5). This is an audible, mind-affecting effect and can be countered by a bard's countersong class feature.

Shadow Traveler (Ex) When an ostiarius uses *plane shift* to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an ostiarius uses *shadow walk*, it moves at 100 miles per hour.

Unnerving Gaze (Ex) A creature that succumbs to an ostiarius's unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.



Illustration by Dave Allsop

Ostiariuses mind the gate between the world of mortals and the delights of the Plane of Shadow. Their role is twofold: admitting their brethren onto the Material Plane and—more insidiously—convincing mortals to willingly journey with them to their shadowed homeland. They are the emissaries of their race, encouraging susceptible mortals to abandon their tired philosophies and embrace the possibilities of a realm of inscrutable darkness. Most proudly stand over 6 feet tall, though their weights range from exceedingly light to grossly heavy.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Kyton, Sacristan

Chains and piercings torture this being's bloodless flesh. The greatest violations invade its face and mouth.

SACRISTAN **CR 10**

XP 9,600

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +3; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 126 (12d10+60); regeneration 5 (good spells and weapons, silver)

Fort +13, **Ref** +7, **Will** +10

DR 10/silver or good; **Immune** cold; **SR** 21

OFFENSE

Speed 30 ft.

Melee mwk spiked chain +18/+13/+8 (2d4+7) or 2 claws +17 (1d4+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Special Attacks shadow scream, unnerving gaze (30 ft., DC 18)

STATISTICS

Str 20, **Dex** 16, **Con** 21, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +17 (+19 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Bleeding Critical, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +15, Bluff +17, Climb +17, Intimidate +17, Perception +17, Sense Motive +17, Stealth +18

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, bodyguard (1d4 plus 1 kyton of lower CR [usually an ostiarius]), or entourage (2d6 plus 1 kyton of higher CR)

Treasure standard

SPECIAL ABILITIES

Shadow Scream (Su) Once per hour as a standard action, a sacristan can burst the bonds sealing its mouth and unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the sacristan is affected by *deeper darkness*. All creatures within the area are deafened for as long as they remain in the area and must succeed at a DC 18 Will save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving. Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional DC 18 Will save or be afflicted by a random insanity—roll on the insanity table on page 250 of the *Pathfinder RPG GameMastery Guide* to determine which. A sacristan's shadow scream lasts for 3 rounds and remains centered on the kyton even if it moves. The sacristan can end the shadow scream at will. The scream also ends if the sacristan is killed or is affected by the spell *dimensional lock*, which prevents this ability's use for as long as the spell in effect. The save DCs are Charisma-based.

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes staggered for 1 round.



Illustration by Emiliano Petrozzi

Every kyton considers itself some manner of artiste, working and reworking its avant-garde visions in various mediums—flesh, minds, darkness, and others both natural and fragile. But for every masterpiece, there are countless failures. Sacristans number among the most useful failures of the kyton race.

Born from scraps of imperfect flesh, bent chain, and scarred minds, sacristans are bound together by kyton sculptor-surgeons. They lack the burden of free will, and their minds are etched with the ability to serve, making them utterly obedient to other kytons. While much more than automatons, sacristans are a potent slave caste, one manufactured to take ecstatic pleasure from serving their brethren. Their other blessing is a miniature, permanent portal to the Shadow Plane sealed within their mouths. Kept restrained, this portal endlessly howls the music of the kytons' realms of shadowed torture and veiled delights. When threatened, sacristans burst open their mouths and allow the song of their collective race to seduce their foes in a way these brutes never could.

Sacristans vary in their appearance, but always look like tortured and maimed humanoids, often with redundant or absent features. They typically stand between 6 and 8 feet tall and weigh from 80 to 160 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Lampad

Tears stream from this beautiful but sullen creature's eyes, forming a puddle beneath her delicate feet.

LAMPAD **CR 5**

XP 1,600

CN Medium fey

Init +5; **Senses** darkvision 90 ft., low-light vision; Perception +15

Aura insane beauty (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +5 Dex)

hp 52 (7d6+28)

Fort +6, **Ref** +10, **Will** +8

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee mwk dagger +9 (1d4/19–20)

Ranged mwk sling +9 (1d4)

Special Attacks weep

Spell-Like Abilities (CL 7th; concentration +12)

At will—*meld into stone*, *stone tell*

Druid Spells Prepared (CL 5th; concentration +8)

3rd—*stone shape*

2nd—*spider climb*, *stone call*[APG]

1st—*cure light wounds*, *faerie fire*, *magic stone*

0—*detect magic*, *detect poison*, *light*, *mending*

STATISTICS

Str 10, **Dex** 21, **Con** 18, **Int** 14, **Wis** 17, **Cha** 21

Base Atk +3; **CMB** +3; **CMD** 23

Feats Alertness, Combat Casting, Point-Blank Shot, Weapon Finesse

Skills Diplomacy +13, Knowledge (dungeoneering) +9, Knowledge (nature) +12, Linguistics +3, Perception +15, Perform (sing) +9, Sense Motive +15, Spellcraft +9, Stealth +15, Use Magic Device +15

Languages Aklo, Common, Undercommon

SQ guarded

ECOLOGY

Environment any underground

Organization solitary

Treasure standard (masterwork dagger, masterwork sling, other treasure)

SPECIAL ABILITIES

Guarded (Su) A lampad adds her Charisma modifier as a deflection bonus to her Armor Class.

Insane Beauty (Su) This ability affects all humanoids within 30 feet who are viewing a lampad in conditions brighter than dim light. Those who look directly upon the lampad must succeed at a DC 18 Will save or gain the confused condition for 1d6 rounds. A creature that succeeds at the save is immune to the same lampad's insane beauty for 24 hours. A lampad can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells A lampad casts spells as a 5th-level druid, but can't swap out prepared spells to cast summon spells.

Weep (Su) As a standard action, a lampad can unsettle those near her when she cries. Any creature within 30 feet who can hear a lampad weeping becomes shaken unless it succeeds at a DC 18 Will saving throw. This ability can't cause a creature to become frightened or panicked. This is a mind-affecting fear effect that relies on audible components. The save DC is Charisma-based.



Illustration by Damien Mammoliti

Dark and moody cousins to nymphs, lampads sulk along natural caverns and dank tunnels, their weeping cries echoing through the darkness. These creatures are often found carrying light in caverns and dungeons, drawing creatures to them like moths to flame. Though they prefer the darkness, they know that exposing their forms under bright conditions gives them an edge over creatures viewing them.

Just as nymphs guard nature's purest places and dryads protect their sacred trees, lampads watch over the dark places of the world. They speak to the stone that forms their murky world, and their forlorn cries ring out through the belly of the earth.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Leaf Ray

This creature looks like a broad leaf with whiskers like a catfish and a dangerous stinger trailing behind it.

LEAF RAY **CR 1**

XP 400

N Small plant

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

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

hp 15 (2d8+6)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft., fly 40 ft. (average)

Melee stinger +3 (1d4+1 plus poison)

Special Attacks poison, seed

STATISTICS

Str 12, **Dex** 16, **Con** 17, **Int** 1, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +1; **CMD** 14 (can't be tripped)

Feats Flyby Attack

Skills Fly +9, Perception +5

ECOLOGY

Environment temperate or warm forests

Organization solitary or rustle (2–20)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

Seed (Ex) Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful DC 14 Fortitude save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, *remove disease*, *heal*, or similar effects automatically destroy any implanted seeds.

Growing in the upper canopies of massive trees, leaf rays fly through the air in search of food. Barely sentient, leaf rays have just enough intelligence to find nourishment and pick out creatures suitable for harboring their seeds. These creatures are hardly picky in their quest for either, merely requiring a warm-blooded living creature, preferably mammalian, for each purpose.

Leaf rays begin their lives as buds in the tops of deciduous trees, and form a symbiotic relationship with these trees, often leaving the husks of their victims under their host trees to decay and fertilize the soil. During its budding stage, a leaf ray spends its time flexing its body in reaction to blowing winds in order to prepare itself for flight. Once a leaf ray has matured, it can separate its stingerlike stem from the parent tree and soar through the air. A leaf ray measures 3 feet across and weighs only 2 pounds.

Variant Leaf Rays

Leaf rays change color in depending on the season, but they do not die off during winter. The stats above represent a leaf ray in the spring and summer. The following variations follow the changing seasons.

Fall: A leaf ray turns shades of yellow and red in the fall, and its poison's purpose shifts to deal Strength damage instead of Dexterity damage.

Winter: A leaf ray in the winter turns a dull range of browns and grays, and its poison deals Constitution damage instead of Dexterity damage. Because of this, few leaf rays are successful in implanting their seeds during this season.



Illustration by David Melvin

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Leanan Sidhe

This serene woman has pointed ears and flowing crimson hair, and wears an elegant dress and a crown of twigs.

LEANAN SIDHE **CR 9/MR 3**

XP 6,400

CN Medium fey (mythic)

Init +7[M]; **Senses** low-light vision; Perception +19

DEFENSE

AC 25, touch 19, flat-footed 21 (+5 deflection, +3 Dex, +1 dodge, +6 natural)

hp 100 (11d6+62)

Fort +12, **Ref** +15, **Will** +13

DR 10/cold iron and epic

OFFENSE

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

Melee dagger +5 (1d4/19–20) or touch +5 (1d4 Cha damage)

Special Attacks life drain, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 10th; concentration +12)

At will—*calm emotions* (DC 18), *crushing despair* (DC 20), *dimension door* (self plus 50 lbs. of objects only)

3/day—*animal trance* (DC 18), quickened *charm person* (DC 17)

STATISTICS

Str 10, **Dex** 17, **Con** 18, **Int** 13, **Wis** 12, **Cha** 21

Base Atk +5; **CMB** +5; **CMD** 24

Feats Alertness, Combat Casting, Dodge, Improved Initiative[M], Persuasive[M], Quicken Spell-Like Ability (*charm person*), Spell Focus (enchantment)

Skills Bluff +19, Diplomacy +25, Fly +7, Intimidate +22, Knowledge (arcana) +12, Knowledge (nobility) +7, Perception +19, Sense Motive +19, Spellcraft +6

Languages Sylvan; *tongues*

SQ change shape (any female humanoid), skill blessing, spell blessing, unearthly grace

ECOLOGY

Environment any land

Organization solitary or retinue (1 plus 3–7 guards and sycophants of 1st–3rd level)

Treasure double (dagger, other treasure)

SPECIAL ABILITIES

Life Drain (Ex) A leanan sidhe immediately knows if a creature uses her skill blessing or spell blessing. As a standard action at any range, she can expend one use of mythic power to drain 1 point of Constitution from that creature. The leanan sidhe heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to her full normal hit points) each time she uses this ability.

Skill Blessing (Su) As a standard action, a leanan sidhe can create a special token that takes the form of a masterwork artisan's tool for one Craft or Perform skill. The intended recipient of this tool gains a +4 bonus on skill checks made with the token. Like with a cursed item, the recipient prefers to use the token, refuses to get rid of it, and finds that it returns if stolen or discarded. The leanan sidhe can destroy the token as a standard action at any range. She can have a number of tokens in existence equal to her mythic rank.

Spell Blessing (Su) A leanan sidhe may enhance the magic of a willing humanoid spellcaster by touching him for 1 full round. The blessing allows the target to recall a number of spell levels each day equal to twice the leanan sidhe's mythic rank. This recalling works like a *pearl of power*, except it works for spellcasters of any class (spontaneous casters recover spent spell slots). The leanan sidhe can end this blessing as a standard action at any range. The number of blessed creatures she can have at the same time is equal to her mythic rank.

Unearthly Grace (Su) A leanan sidhe adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

Leanan sidhe are regal fey who pride themselves as patrons of the arts. By establishing a magical link with a talented mortal performer or artist, the leanan sidhe enhances her target's skill, but slowly feeds on his life energy. Many tragic stories of talented artists who have a creative burst and then fall into obscurity or suddenly die can be attributed to the influence of these creatures. A leanan sidhe prefers to avoid direct combat and relies on her minions and devotees to protect her—all of whom hope to become her next special project, despite the cost of this arrangement.



Illustration by Diana Martinez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Living Topiary

This lumbering topiary has the rough shape of an elephant, complete with brambly limbs and tusks.

LIVING TOPIARY **CR 4**

XP 1,200

N Medium plant

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d8+20)

Fort +10, **Ref** +3, **Will** +1

DR 5/slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +6 (1d6+4)

Spell-Like Abilities (CL 5th; concentration +4)

Constant—*pass without trace*

3/day—hedge stride

STATISTICS

Str 17, **Dex** 14, **Con** 19, **Int** 6, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Great Fortitude, Improved Initiative, Power Attack

Skills Escape Artist +10, Perception +6, Stealth +9 (+15 in undergrowth); **Racial Modifiers** +8 Escape Artist, +2 Stealth (+8 in undergrowth)

Languages Common, Sylvan (can't speak any language)

SQ assimilate, move through hedges, sculpt shape

ECOLOGY

Environment any land

Organization solitary, garden (2–4), or boscage (5–7)

Treasure none

SPECIAL ABILITIES

Assimilate (Ex) As a full-round action, a living topiary can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

Hedge Stride (Sp) This ability functions as *tree stride*, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

Move through Hedges (Ex) A living topiary may move through any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.

Sculpt Shape (Ex) As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.

Part plant and part beast, living topiaries are moving flora that look like decorative lawn ornaments used to adorn gardens and groves, though their bestial nature and aloof demeanor prove they are far from mere decorations.

Some theorize that the living topiaries originally came from the primal land of fey, where odd phenomena such as animal-shaped flora are not unheard of. Living topiaries wander the lands to fulfill their single purpose: searching for more plants to consume, which enables them to grow ever larger.

Though somewhat delicate, living topiaries can thrive for decades by constantly refreshing their bodies with new plant matter. Though living topiaries will not willingly go to such places on their own, sometimes one accidentally finds itself in an area void of adequate additional shrubbery or water, like a vast plain or desert. In such situations, an individual deprived of nutrients quickly dries out and shrivels over the course of several days.

Living topiaries range in height from shrubs only a couple feet off the ground to towering hedges. The average specimen is about 4 feet tall and weighs 200 pounds.



Illustration by Alexandur Alexandrov

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Living Wall

This gruesome wall is made stacked corpses mortared together into an unyielding mass of grasping limbs, topped with a dragon skull.

LIVING WALL **CR 4**

XP 1,200

N Large construct

Init –4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 12, touch 5, flat-footed 12 (–4 Dex, +7 natural, –1 size)

hp 46 (3d10+30); fast healing 1

Fort +1, **Ref** –3, **Will** +1

DR 5/slashing; **Immune** construct traits; **Resist** acid 5, cold 5, fire 5

OFFENSE

Speed 10 ft.

Melee 2 slams +6 (1d8+4 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks crushing push, push (slam, 5 ft.)

STATISTICS

Str 18, **Dex** 3, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +8 (+10 bull rush, +12 grapple); **CMD** 14 (16 vs. bull rush)

Feats Improved Bull Rush[B]

SQ fleshy link

ECOLOGY

Environment any ruins or underground

Organization solitary or pack (2–8)

Treasure incidental

SPECIAL ABILITIES

Crushing Push (Ex) A living wall adjacent to a creature that is also adjacent to a barrier (such as a dungeon wall, gate, or another living wall) can spend a standard action to crush that creature against the barrier, dealing 1d8+6 points of damage. If the living wall is grappling the target, as part of this attack it can attempt a free combat maneuver check to pin the target.

Fleshy Link (Ex) A living wall that is adjacent to another living wall automatically links with it, forming an impassible solid barrier. Linked living walls coordinate their attacks and move as one creature. Any linked wall can unlink itself as a free action. Any damage to one linked living wall is divided evenly among all linked living walls (for example, if three walls are linked and one takes 15 points of damage, each wall instead takes 5 points of damage). Two or three linked living walls count as a Huge creature for the purpose of effects affected or limited by size (such as bull rush), four or five count as Gargantuan, and six or more count as Colossal.

A living wall is a construct built out of the bodies of many creatures and mortared together with liquefied flesh. Like a gelatinous cube, it fills an entire 10-foot square, allowing it to completely block a hallway. Several living walls placed next to one another can obstruct an entire room. Its normal method of attack is to creep into range to make slam attacks, then push opponents against other walls and crush them to death. Living walls follow basic orders and are normally used to block access to certain parts of their creator's lair—to get through a living wall, it must be killed and hacked apart to create a space other creatures can pass through. Living walls can be ordered to stack themselves on top of each other to reach higher ceilings, but this requires a ramp to allow one to climb onto the other.

A living wall rises 8 to 10 feet high and weighs 4,000 pounds. The appearance of each one varies wildly depending on the creatures used to make up its constituent parts.



Illustration by Vincent Devault

Construction

The pieces of a living wall must come from normal humanoid corpses that have not decayed significantly. The wall must also include at least one skull of a Large or larger creature (not necessarily a humanoid). Assembly requires at least 20 different full bodies. Special flesh-dissolving acids worth 500 gp are also required to cement the pieces together. Note that creating a living wall requires casting a spell with the evil descriptor.

LIVING WALL

CL 12th; **Price** 18,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *geas/quest*, *limited wish*, creator must be caster level 8th; **Skill** Craft (leather) or Heal DC 13; **Cost** 9,500 gp

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Locust, Giant

The mandibles of this enormous grasshopper churn and grind as it quests for food.

GIANT LOCUST **CR 3**

XP 800

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +3, **Will** +1

Immune mind-affecting effects; **Resist** acid 5

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (average)

Melee bite +6 (1d8+4)

Ranged spit +5 touch (1d3 acid)

Special Attacks voracious

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** —, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +6; **CMD** 18 (26 vs. trip)

Skills Acrobatics +2 (+20 jumping), Climb +11; **Racial Modifiers** +18 Acrobatics while jumping

SQ leap

ECOLOGY

Environment temperate or warm deserts or plains

Organization solitary, pair, gang (3–8), or colony (5–20)

Treasure none

SPECIAL ABILITIES

Leap (Ex) A giant locust can take 10 on Acrobatics checks to jump even if distracted or in danger.

Spit (Ex) A giant locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.

Voracious (Ex) A giant locust's bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

Giant locusts have a hunger akin to their smaller cousins, but only rarely do they gather in the endless numbers of their tiny kin.

A mature giant locust measures just over 4 feet long and weighs 50 pounds.

Locust Swarm

Thousands upon thousands of locusts dance and drone in a dark and ravenous cloud.

LOCUST SWARM **CR 2**

XP 600

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 18 (4d8)

Fort +4, **Ref** +3, **Will** +1

Defensive Abilities swarm traits; **Immune** mind-affecting effects

OFFENSE

Speed 10 ft., climb 10 ft., fly 30 ft. (average)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks devour, distraction (DC 12), voracious (see giant locust)

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +3, Fly +10

ECOLOGY

Environment temperate or warm deserts or plains

Organization solitary, pair, cloud (3–20), or plague (21–100 or more)

Treasure none

SPECIAL ABILITIES

Devour (Ex) A locust swarm causes damage to unattended objects in its space each round as though they were creatures. It even damages inedible objects.

Under crowded conditions, these normally inoffensive relatives of the grasshopper change color, breed uncontrollably, ravenously consume any available vegetation, and wreak vast destruction to farms and settlements.

The largest swarms, known as plagues, can include billions of locusts and cover hundreds of square miles. Locusts in these swarms are larger and more aggressive than common ones, making the swarm a true danger to everything edible in their path and even to inedible objects as well.

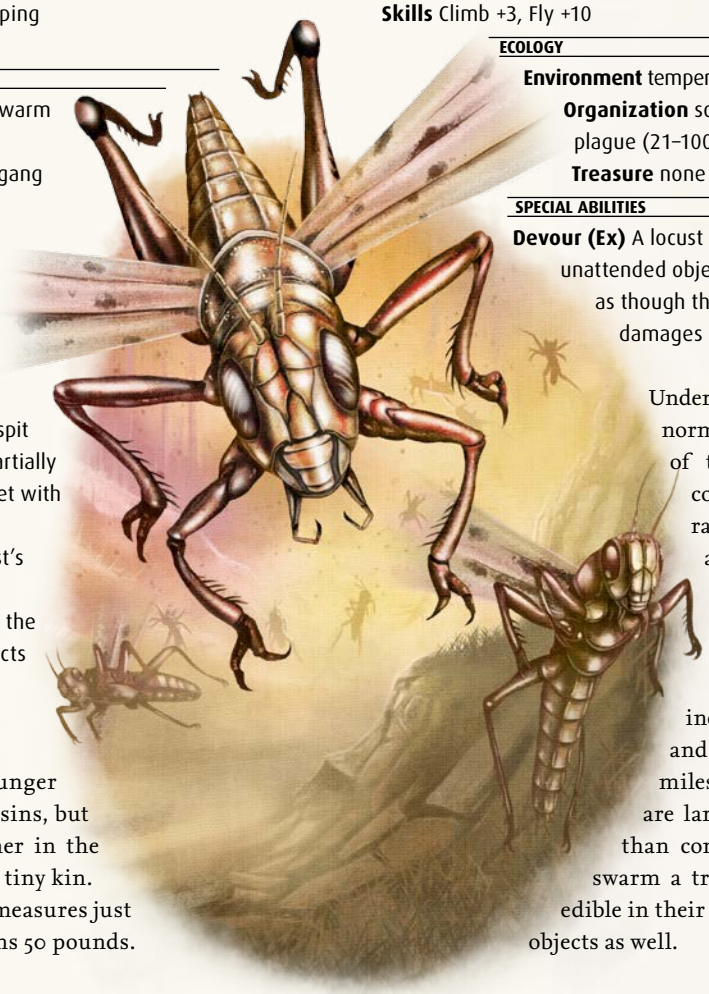


Illustration by Dean Spencer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Lorelei

This strange creature appears to be a gigantic human head carved from stone, with thick tentacles sprouting from its scalp.

LORELEI **CR 12**

XP 19,200

NE Large aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 162 (12d8+108)

Fort +13, **Ref** +5, **Will** +13

Immune sonic; **Resist** cold 10

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee 4 tentacles +18 (1d8+9 plus poison)

Space 10 ft.; **Reach** 15 ft.

Special Attacks murmur, poison, vortex

Spell-Like Abilities (CL 12th; concentration +17)

At will—*ghost sound* (DC 15), *speak with dead* (DC 18), *ventriloquism* (DC 16), *whispering wind*

3/day—*command undead* (DC 17), *control water*, *fog cloud*

STATISTICS

Str 28, **Dex** 13, **Con** 29, **Int** 11, **Wis** 16, **Cha** 20

Base Atk +9; **CMB** +19; **CMD** 30 (can't be tripped)

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Bluff +15, Climb +21, Perception +24, Sense Motive +15, Stealth +18 (+26 in rocky areas), Swim +21; **Racial Modifiers** +8 Stealth in rocky areas

Languages Aquan, Common

SQ freeze, water dependency

ECOLOGY

Environment any coastlines

Organization solitary

Treasure none

SPECIAL ABILITIES

Murmur (Su) A lorelei's murmur has the power to infect the minds of those that hear it. This effect even influences undead creatures despite their usual immunity to mind-affecting effects. When a lorelei murmurs, all creatures aside from other lorelei within a 300-foot spread must succeed on a DC 20 Will saving throw or become captivated. A creature that successfully saves is not subject to the same lorelei's song for 24 hours. A victim under the effects of the murmur moves toward the lorelei using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Affected creatures can take no actions other than to defend themselves. A victim within 5 feet of the lorelei simply stands and offers no resistance to its attacks. This effect continues for as long as the lorelei murmurs and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Poison (Ex) Tentacle—injury; *save* Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

Vortex (Su) A lorelei can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (*Pathfinder RPG Bestiary* 306), but can form only underwater and cannot leave the water. A creature must succeed at a DC 25 Reflex save or be snared by the churning waters. The vortex is 20 feet across and 80 feet deep, and deals 2d8+9 points of damage. The save DC is Constitution-based.

A lorelei resembles an enormous, stony sea anemone with a humanlike face covering much of its body. Noted for their magical murmurs that entrance sailors, the creatures lurk near rocky shoals barely concealed by crashing waves or rushing rivers, eager to lure humanoids to their deaths.

Also known as a "murmur stone" for its rocklike natural camouflage, a lorelei is a solitary creature that shuns peaceful contact with other living things. It broods in the shadows of seaside cliffs and ocean trenches, emerging only to torment the living. When not pursuing complicated schemes, a lorelei is fond of wrecking ships on rocks and luring sailors beneath the surface to drown.

Some scholars claim that these creatures were once a species of beautiful fey cursed by foul forces. This claim is backed by the fact that they behave much like nereids, nixies, and sirens. A lorelei stands 9 feet tall, not counting the mess of tentacles atop its body, and weighs around 2,000 pounds.

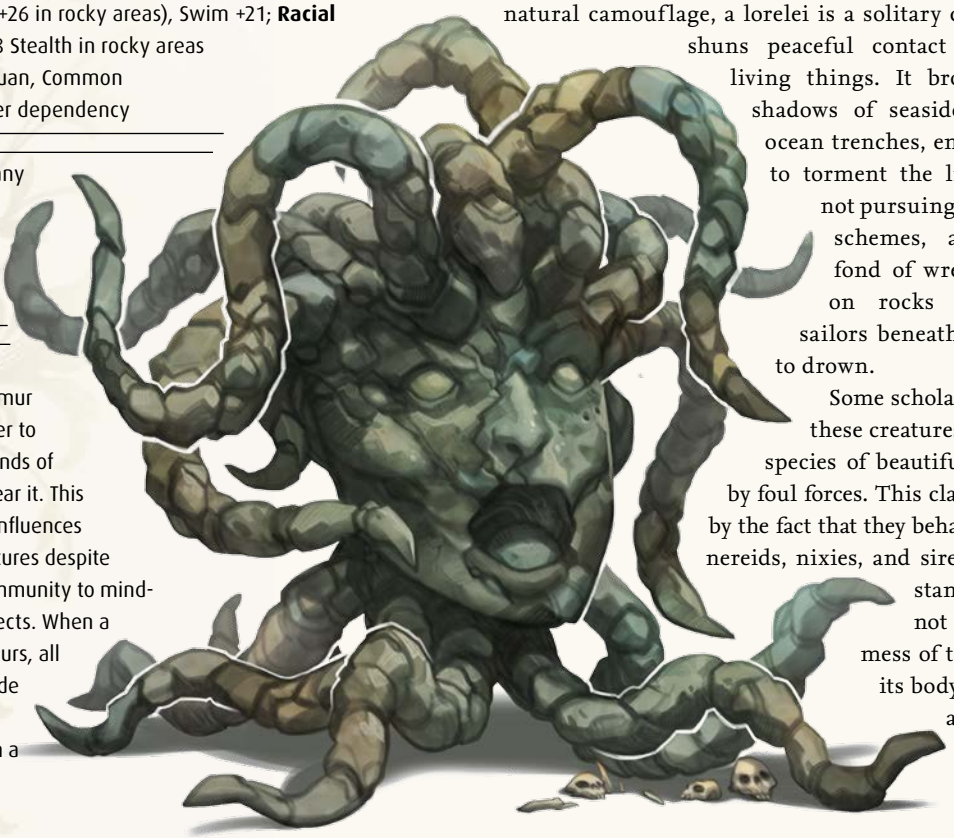


Illustration by Andrew Hou

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Lunarma

This monstrous crablike creature hovers in midair, its three clawed tentacles snapping aggressively.

LUNARMA **CR 6**

XP 2,400

N Medium aberration

Init +5; **Senses** all-around vision, darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 **Dex**, +6 natural)

hp 76 (9d8+36)

Fort +9, **Ref** +4, **Will** +9

Defensive Abilities barbed carapace; **Immune** cold, poison; **Resist** electricity 5, fire 5

OFFENSE

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

Melee 3 claws +9 (1d8+3 plus grab), bite +10 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with claws)

Special Attacks breath weapon (30-ft. line, 2d6 acid damage plus recurring damage, Reflex DC 18 half, usable every 1d4 rounds), constrict (1d8+3), implant eggs

STATISTICS

Str 16, **Dex** 12, **Con** 19, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 20

Feats Great Fortitude, Hover, Improved Initiative, Iron Will, Weapon Focus (bite)

Skills Fly +5, Perception +10, Stealth +7

Languages Common (can't speak); telepathy 120 ft. (other lunarma only)

SQ no breath

ECOLOGY

Environment any underground

Organization solitary, pair, or hive (3–16)

Treasure none

SPECIAL ABILITIES

Barbed Carapace (Ex) A lunarma's carapace is covered in jagged barbs. Any creature that grapples a lunarma or attacks it with unarmed strikes or natural weapons takes 1d4 points of damage from the vicious barbs. Using a reach weapon does not endanger the attacker this way.

Breath Weapon (Su) The acid from a lunarma's breath weapon lasts for 1d4 additional rounds, dealing 2d6 points of acid damage on its turn to any creature that took damage from the breath weapon. Washing off the acid with water or other liquid is a full-round action that ends the continuing damage.

Implant Eggs (Ex) As a full-round action, a lunarma can lay 2d6 eggs in a helpless creature. The eggs hatch after 24 hours and each deals 1 point of Con damage per hour as they feed on the host. After 1d2 days of eating, the larvae crawl out and find a safe place to mature into adults. A *remove disease* spell rids a creature of all implanted eggs or larvae, or they can be removed one at a time by using the Heal skill to treat deadly wounds.

Lunarmas are mysterious crablike creatures that come from space. They move by floating through the air and can eat flesh, wood, bone, and certain kinds of sand and dust. Highly aggressive, they attack by dropping on prey from above and grabbing it with their limbs, using their breath weapon to injure multiple creatures for easier capture, feeding, and implantation.

Efficient in its digestion and reproduction, a single lunarma can depopulate a village in a few days, spawning dozens of offspring that scatter in search of more prey. Fortunately, an adult lunarma lives no longer than a year. During this time, it seeks to eat and find living prey in which to lay its eggs.

A newly spawned lunarma forms a cocoon in which it metamorphoses into a preadult, emerging when it senses food. It can remain dormant in its cocoon for centuries, and clusters of eggs have been found in sealed caverns beneath icy surfaces, as well as on cold moons and drifting asteroids—as if placed there by an intelligent creature.

Though lunarmas are able to communicate among themselves telepathically, they're only barely intelligent, and their thoughts are primitive. They have no known culture, and their desires are limited to feeding and procreation. The only instinct they seem to have beyond that is a violent aversion to flumphs, which they attack on sight.

An adult lunarma is nearly 5 feet across and weighs 400 pounds.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Lurking Ray

Lurking rays are a whole family of creatures that infest the dark corners of the world, feeding on the weak and unwary. The infant form, known as the executioner's hood, is an unnerving but relatively mild threat for experienced adventurers, while its parents, the male lurker above and female trapper, are far more dangerous. All three types of lurking rays are ambush hunters with similar tactics, wrapping themselves thoroughly around their victims and choking the life from their prey before feeding.

Though somewhat similar in appearance to stingrays or manta rays, lurking rays in fact represent their own unique branch of subterranean evolution—or arcane experimentation. Executioner's hoods are roughly a foot long and weigh 5 pounds, whereas adult lurkers above and trappers can grow to be 15 feet wide, with males weighing 500 pounds and females up to four times that.



Executioner's Hood CR 2

XP 600

N Tiny aberration

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +8

Defense

AC 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)

hp 11 (2d8+2)

Fort +1, **Ref** +1, **Will** +4

Defensive Abilities amorphous; **Immune** sleep effects

Weaknesses light sensitivity, susceptible to alcohol

Offense

Speed 10 ft., climb 5 ft.

Melee slam +3 (1d4 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks constrict (1d4), engulfing drop, strangle

Statistics

Str 10, **Dex** 12, **Con** 12, **Int** 3, **Wis** 13, **Cha** 9

Base Atk +1; **CMB** +0 (+4 grapple); **CMD** 10 (can't be tripped)

Feats Skill Focus (Perception)

Skills Climb +8, Perception +8, Stealth +13

Ecology

Environment any underground

Organization solitary

Treasure standard

Special Abilities

Engulfing Drop (Ex) Though it is a Tiny monster, the hood can drop onto the head of a Medium or smaller creature and make a slam attack as a standard action. If the hood's attack succeeds, it can immediately attempt a grapple check against the target, and if successful, the executioner's hood can constrict.

Strangle (Ex) A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath (see Suffocation, *Pathfinder RPG Core Rulebook* 445), unless it doesn't speak or breathe through its head. Any attacks against the hood deal half damage to the hood and the other half to the creature that it's strangling.

Susceptible to Alcohol (Ex) Strong alcohol harms the hood. Every quart poured on it deals 1 point of damage. Four quarts of alcohol incapacitates it and forces it to release a grappled target.

These young rays are shaped roughly like hoods (hence their name), and drag themselves awkwardly about with their thin tentacles. Once an executioner's hood finds a suitable hunting ground, usually a cavern or dungeon room, it hauls itself up to a high perch and hangs there, disguising itself as an irregular stone formation or a strange bit of masonry on a dungeon wall. When suitable prey walks beneath it, the young lurking ray drops, attempting to engulf the creature's head and suffocate it, after which the ray can slowly dissolve the meat at its leisure.

Executioner's hoods are hatched from eggs laid by trappers. They stay with the mother for a month, then leave to hunt for themselves.

Illustration by Mike Corriero

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

LURKER ABOVE CR 7

XP 3,200

N Huge aberration

Init +5; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +5

DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)

hp 85 (10d8+40)

Fort +7, **Ref** +4, **Will** +9

Defensive Abilities amorphous; **DR** 10/piercing or slashing; **Resist** cold 10, fire 10

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., climb 5 ft., fly 40 ft. (poor)

Melee slam +15 (3d6+15 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (3d6+15), smother

STATISTICS

Str 30, **Dex** 12, **Con** 19, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 30 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +18, Fly +1, Perception +5, Stealth +8 (+16 in rocky areas); **Racial Modifiers** +4 Stealth (+12 in rocky areas)

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Smother (Ex) When a lurker above grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath (see Suffocation, *Pathfinder RPG Core Rulebook* 445).

Lurkers above are the nearly mindless males of the species, and follow much the same tactics as executioner's hoods, save that they gain the ability to stretch themselves wide, glide with both speed and silence, and can even fly by awkwardly flapping their flesh. They typically hide on cavern ceilings, shifting their coloration and texture to match the surrounding terrain.

Like all lurking rays, lurkers above are carnivorous, preferring the tang of living flesh—though they can subsist for a time on the minerals they absorb from rocky surfaces through their tentacles. Males are less able to subsist on minerals, however, and hence hunt more actively. While lurkers above are poor fliers, they're excellent gliders, able drop off a ceiling and silently float more than 100 feet horizontally over the course of a 5- or 6-foot drop.

Lurkers above can grow to be 15 feet from tip to tip, and weigh nearly 500 pounds when fully fed.

TRAPPER CR 8

XP 4,800

N Huge aberration

Init +5; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +25

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)

hp 123 (13d8+65)

Fort +10, **Ref** +5, **Will** +11

Defensive Abilities amorphous; **DR** 10/piercing or slashing; **Resist** cold 10, fire 10

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., climb 5 ft.

Melee slam +17 (3d6+15 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (3d6+15), smother (see lurker above)

STATISTICS

Str 30, **Dex** 12, **Con** 19, **Int** 14, **Wis** 17, **Cha** 13

Base Atk +9; **CMB** +21 (+25 grapple); **CMD** 32 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Climb +18, Knowledge (dungeoneering) +15, Perception +25, Sense Motive +16, Sleight of Hand +14, Stealth +19 (+27 in rocky areas), Survival +15; **Racial Modifiers** +4 Stealth (+12 in rocky areas)

Languages Aklo, Common, Undercommon

ECOLOGY

Environment any underground

Organization solitary or batch (1 plus 20–30 executioner's hoods)

Treasure standard

Female lurking rays, known as trappers, are the masterminds of their race. Too large to fly (and often gravid with wriggling young), the intelligent trappers scrape themselves out depressions in the floor of regularly traveled chambers and then lie in them, changing their coloration and texture perfectly to blend with the rest of the floor, and sometimes even creating protrusions in the shape of items they know to be valuable to their prey creatures. When a lulled individual steps onto the trapper's surface, the ray twists itself up around it, smothering and beating its victim senseless before drawing it into its maw for slow digestion.

Though quite intelligent even by human standards, trappers devote almost all of their mental faculties to perfectly remembering every sensory detail about their surroundings in order to make their chameleon-like disguises all the more cunning and difficult for their prey to resist.

Trappers can grow to be 15 feet from tip to tip, and weigh nearly 2,000 pounds when fully fed.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Lycanthrope, Werebat

This furred humanoid has protruding fangs and thin membranes of tissue connecting its arms to its sides.

WEREBAT (HUMAN FORM) **CR 3**

XP 800

Human natural werebat rogue 3

NE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +5 (+1 vs. traps), **Will** +3

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+2/19–20)

Ranged mwk shortbow +5 (1d6/×3)

Special Attacks sneak attack +2d6

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 16

Feats Agile Maneuvers, Combat Reflexes, Weapon Focus (short sword)

Skills Acrobatics +8, Climb +8, Disable Device +8, Disguise +4, Handle Animal +1, Intimidate +4, Perception +8, Sense Motive +8, Sleight of Hand +8, Stealth +8

Languages Common

SQ change shape (human, hybrid, and bat; *polymorph*), lycanthropic empathy (bats and dire bats), rogue talents (ledge walker), trapfinding +1

ECOLOGY

Environment temperate forests or hills

Organization solitary, pair, or gang (3–5)

Treasure NPC gear (leather armor, mwk shortbow with 20 arrows, mwk short sword, other treasure)

WEREBAT (HYBRID FORM)

NE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 26 (3d8+9)

Fort +4, **Ref** +5 (+1 vs. traps), **Will** +3

Defensive Abilities evasion, trap sense +1; **DR** 10/silver

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee bite +5 (1d6+3), 2 claws +5 (1d4+3)

Special Attacks curse of lycanthropy, sneak attack +2d6

STATISTICS

Str 16, **Dex** 15, **Con** 17, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17

Feats Agile Maneuvers, Combat Reflexes, Weapon Focus (short sword)

Skills Acrobatics +8, Climb +9, Disable Device +8, Disguise +4, Handle Animal +1, Intimidate +4, Perception +8, Sense Motive +8, Sleight of Hand +8, Stealth +8

Languages Common

SQ change shape (human, hybrid, and bat; *polymorph*), lycanthropic empathy (bats and dire bats), rogue talents (ledge walker), trapfinding +1



Illustration by Alexandur Alexandrov

Werebats are hybrids of vampiric bats and humanoids, possessed of a ravenous bloodlust. As opposed to vampires, with which werebats are often confused, these lycanthropes are often more savage and less calculating than the shapeshifting undead. As though to prove a point, some werebats go out of their way to take down powerful vampire lords and commandeer the vampires' positions—though many also become slaves to such undead after underestimating their prowess.

Natural werebats typically look like normal members of their humanoid parent race, though they often have dark hair, lithe frames, severe features, and slightly pointed ears. They typically stand taller than normal for their race, but weigh significantly less.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Lycanthrope, Werecrocodile

Standing taller than a man, this humanoid figure wears filth-covered rags over its scaly form.

WERECROCODILE (HUMAN FORM) CR 3

XP 800

Human natural werecrocodile fighter 3
NE Medium humanoid (human, shapechanger)
Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 27 (3d10+6)
Fort +7, **Ref** +2, **Will** +2 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee mwk battleaxe +7 (1d8+3/×3)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +6; **CMD** 17
Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Run
Skills Intimidate +4, Perception +4, Stealth +5, Survival +7, Swim +11
Languages Common
SQ armor training 1, change shape (human, hybrid, and crocodile; *polymorph*), lycanthropic empathy (crocodiles and dire crocodiles)

ECOLOGY

Environment warm rivers or marshes
Organization solitary, pair, or colony (3–12)
Treasure NPC gear (mwk battleaxe, other treasure)

WERECROCODILE (HYBRID FORM)

NE Medium humanoid (human, shapechanger)
Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 23, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 30 (3d10+9)
Fort +8, **Ref** +2, **Will** +2; +1 vs. fear
Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft., swim 20 ft.; sprint
Melee bite +7 (1d8+4 plus grab and curse of lycanthropy), tail slap +2 (1d12+2)
Special Attacks curse of lycanthropy, death roll (1d8+4 plus trip), grab

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 12, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18
Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Run
Skills Intimidate +4, Perception +4, Stealth +5, Survival +7, Swim +19
Languages Common
SQ armor training 1, change shape (human, hybrid, and crocodile; *polymorph*), hold breath, lycanthropic empathy (crocodiles and dire crocodiles), sprint

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, the werecrocodile deals its bite damage, knocks the creature prone, and maintains the grapple.
Sprint (Ex) Once per minute, a werecrocodile can increase its land speed to 60 feet for 1 round.

Werecrocodiles merge the ruthless determination of a crocodile with the intelligence and adaptability of a humanoid. This fusion creates a maliciously cunning creature with no doubt of its own martial superiority.



Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Lycanthrope, Wereshark

This muscular creature has a human body, but the head of a ravenous shark, complete with jet-black eyes and razorlike teeth.

Wereshark (Human Form) CR 3

XP 800

Human natural wereshark fighter 3
CE Medium humanoid (human, shapechanger)
Init +1; **Senses** low-light vision, scent; Perception +2

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 33 (3d10+12)
Fort +5, **Ref** +2, **Will** +3 (+1 vs. fear)
Defensive Abilities bravery +1

Offense

Speed 30 ft.
Melee mwk trident +9 (1d8+3)

Statistics

Str 17, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 17
Feats Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (trident)
Skills Survival +8, Swim +10
Languages Common
SQ armor training 1, change shape (human, hybrid, and shark; *polymorph*), lycanthropic empathy (sharks and dire sharks)

Ecology

Environment any oceans or coastlines
Organization solitary, pair, or shiver (3–6)
Treasure NPC gear (mwk trident, other treasure)

Wereshark (Hybrid Form)

CE Medium humanoid (human, shapechanger)
Init +1; **Senses** blindsense 30 ft., low-light vision, keen scent; Perception +2

Defense

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 36 (3d10+15)
Fort +6, **Ref** +2, **Will** +3 (+1 vs. fear)
Defensive Abilities bravery +1; **DR** 10/silver

Offense

Speed 30 ft.
Melee mwk trident +9 (1d8+4), bite +2 (1d8+2 plus curse of lycanthropy)

Statistics

Str 19, **Dex** 12, **Con** 16, **Int** 8, **Wis** 15, **Cha** 8
Base Atk +3; **CMB** +7; **CMD** 18
Feats Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (trident)
Skills Survival +8, Swim +11
Languages Common
SQ armor training 1, change shape (human, hybrid, and shark; *polymorph*), lycanthropic empathy (sharks and dire sharks)

In either humanoid or hybrid form, a wereshark is generally burly, has a mouth full of unusually large teeth, and typically has a personality that is both crude and bullying. They're bloodthirsty and are very easy to anger. They will jump into fights they have no stake in just to snap bones and draw blood.

Weresharks prefer life at sea or in port settlements commonly frequented by seagoing merchants and pirates. They can be found leading pirate gangs or loitering at seaside taverns accompanied by crowds of toadies. Since they get into fights so often, they try to stick close to the sea so they can escape into the water if they bite off more than they can chew. The other members of a wereshark's crew learn quickly that the boss is bound to skip out without much notice once a bigger fish comes along.



Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Maenad

This wild-looking woman is covered in spattered blood. Her wicked smile reveals sharp teeth and her eyes suggest insanity.

MAENAD **CR 8**

XP 4,800

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

hp 94 (9d10+45)

Fort +8, **Ref** +10, **Will** +9; +4 vs. mind-affecting effects

Immune *calm emotions*; **Resist** fire 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee bite +13 (1d6+4 plus poison), 2 claws +13 (1d4+4/19–20 plus poison)

Special Attacks infectious dance, poison

Spell-Like Abilities (CL 12th; concentration +17)

At will—*murderous command*[UM] (DC 16), *polypurpose panacea*[UM], *rage*

3/day—*bull's strength*, *charm monster* (DC 19), *mad hallucination*[UM] (DC 17), *vampiric touch*

STATISTICS

Str 19, **Dex** 18, **Con** 20, **Int** 13, **Wis** 16, **Cha** 21

Base Atk +9; **CMB** +13; **CMD** 28

Feats Dodge, Improved Critical (claw), Improved Initiative, Persuasive, Power Attack

Skills Bluff +14, Diplomacy +13, Disguise +11, Intimidate +19, Perception +15, Sense Motive +9

Languages Common, Sylvan

SQ mad feast

ECOLOGY

Environment temperate forests or plains

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

Treasure standard

SPECIAL ABILITIES

Infectious Dance (Su) Any creature viewing a dancing maenad from within 60 feet of her must succeed at a DC 19 Will save or be affected as if by *confusion* for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 temporary hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.

Mad Feast (Su) As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 temporary hit points, and a +4 morale bonus on fear saves for 12 hours. Creatures affected also take a –4 penalty on Will saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Creatures of unbridled violence and decadence, maenads roam the world inviting others to join in on their debased revels. Though they can otherwise pass for humans, maenads appear bestial when raging or engaging in a bloody revel. They consume massive amounts of wine and food, cause fights, and tear their foes limb from limb. They control people's minds, subconsciously inviting them to engage in their bloody festivities and fostering urges that lead to excesses of hunger, lust, anger, and violence.

Maenads can live for thousands of years. They insinuate themselves into normal society before attempting to influence the community. They travel their entire lives in search of creatures to influence into debauchery, cannibalism, and gluttony.



Illustration by Emiliano Petrozzi

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Manitou

An invisible presence suggests the shape of a giant-sized person, surrounded by a rhythm of subtle noises from the natural world.

MANITOU **CR 15**

XP 51,200

NG Huge outsider (native)

Init +10; **Senses** darkvision 60 ft., *detect evil*, *true seeing*; Perception +34

Aura positive energy (10 ft.)

DEFENSE

AC 29, touch 18, flat-footed 22 (+3 deflection, +6 Dex, +1 dodge, +11 natural, –2 size)

hp 237 (19d10+133); fast healing 5

Fort +18, **Ref** +12, **Will** +17

Defensive Abilities *freedom of movement*, *greater invisibility*; **DR** 10/cold iron and evil; **Immune** acid, cold; **Resist** electricity 30, fire 30; **SR** 26

OFFENSE

Speed 30 ft.

Melee 2 slams +30 (4d10+12)

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

Special Attacks spirit stampede

Spell-Like Abilities (CL 19th; concentration +26)

Constant—*detect evil*, *freedom of movement*, *greater invisibility*, *pass without trace*, *speak with animals*, *true seeing*

3/day—*heal*, *neutralize poison*, *restoration*, *summon nature's ally VIII*

1/day—*earthquake*

STATISTICS

Str 34, **Dex** 23, **Con** 24, **Int** 19, **Wis** 22, **Cha** 25

Base Atk +19; **CMB** +33 (+35 bull rush); **CMD** 53 (55 vs. bull rush)

Feats Awesome Blow, Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (slam)

Skills Climb +22, Diplomacy +20, Heal +16, Intimidate +10, Knowledge (arcana, geography, history, religion) +14, Knowledge (local, planes) +17, Knowledge (nature) +26, Perception +34, Sense Motive +19, Spellcraft +14, Stealth +17, Survival +28, Swim +22

Languages Celestial, Common, Sylvan; *speak with animals*

SQ token of fortune

ECOLOGY

Environment any plains or forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Positive Energy Aura (Su) Living creatures within the manitou's aura heal 5 hit points on its turn each round. A manitou can exclude a number of creatures equal to its Charisma modifier (typically 7) from the aura's effect, and can cease or resume the aura as a free action.

Spirit Stampede (Su) Every 1d4 rounds, a manitou can call upon animal spirits to attack, affecting a 60-foot cone and dealing 10d6 points of force damage (Reflex DC 26 half). Using this ability temporarily weakens the manitou's connection with the natural world, halting its positive energy aura until the stampede is ready to be used again.

Token of Fortune (Su) A manitou can imbue an small object, such as a stone or necklace, with its blessing. The object's bearer and any allies within 10 feet gain a +2 luck bonus on saving throws. The manitou can use *scrying* on the token at will. The manitou can teleport to it (without error) once per day as a swift action. These abilities are lost if the token leaves the manitou's territory. A manitou may only have one token active at a time.

A manitou is a powerful, benevolent spirit of nature that safeguards entire regions from danger, heals the sick and wounded, and preserves the balance among all creatures. When not invisible, a manitou looks like a powerfully built, long-haired humanoid with skin made of tree bark and rose quartz. A manitou stands 20 feet tall and weighs over 5,000 pounds.



Illustration by Vincent Devault

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Mi-Go

This unnaturally graceful creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs.



Mi-Go **CR 6**

XP 2,400

NE Medium plant

Init +5; **Senses** blindsight 30 ft., low-light vision; Perception +12

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 66 (7d8+35)

Fort +10, **Ref** +7, **Will** +4

DR 5/slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +10 (1d4+3 plus grab)

Special Attacks evisceration, grab, sneak attack +2d6

STATISTICS

Str 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)

Feats Combat Reflexes, Deceitful, Dodge, Weapon Finesse

Skills Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Aklo, Common, Mi-Go

SQ deceptive, item creation, no breath, starflight

ECOLOGY

Environment any

Organization solitary, pair, scouting party (3–9), or invasion (9–16)

Treasure double

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

Mi-go are both scientists and colonists—extraterrestrial travelers from deep space who view the universe as a canvas to be mastered and controlled. Their numbers on any particular planet can vary, but taken on a galactic scale, are mind-numbing in scope.

Although a mi-go's shape might suggest it is an arthropod, the creature is in fact a highly evolved form of extraterrestrial fungus. Mi-go communicate via a combination of clicking pincers and subtle shifts in the coloration of their bulbous heads.

A typical mi-go is roughly the size of a human, but weighs only 90 pounds.

Illustration by Scott Purdy

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Mindslaver Mold

A thick sheet of filthy green fungus grows in twisting patterns across the shoulders and back of this feral-looking man.

MINDSLAVER MOLD **CR 3**

XP 800

NE Small plant

Init +7; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 30 (4d8+12); fast healing 2

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities avoidance; **Immune** cold, plant traits; **Resist** acid 10; **SR** 14

OFFENSE

Speed 5 ft., climb 5 ft.

Ranged spore pod +7 touch (spores)

Special Attacks infestation, spores

Spell-Like Abilities (CL 8th; concentration +9)

1/day—*dominate person* (DC 16)

STATISTICS

Str 2, **Dex** 17, **Con** 17, **Int** 14, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** –2; **CMD** 12 (can't be tripped)

Feats Dodge, Improved Initiative

Skills Climb +8, Escape Artist +7, Perception +8, Stealth +14

Languages Aklo, Common, Sylvan (can't speak any language); mold mindlink

ECOLOGY

Environment any

Organization solitary or infestation (2–10)

Treasure incidental

SPECIAL ABILITIES

Avoidance (Ex) When a mindslaver mold is infesting a living or undead creature and would be hit by an attack, it can make a Reflex save as an immediate action. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature—the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The mindslaver mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.

Infestation (Su) A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host takes a –4 penalty on Will saves against the mindslaver mold's *dominate person* spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free of a host with a successful DC 15 Strength check as a standard action—doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.

Mold Mindlink (Su) A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area as if it had a *status* spell in effect on all other molds.

Spore Pod (Ex) A mindslaver mold's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.

Spores (Su) Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a DC 15 Fortitude save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. The save DC is Constitution-based.



Illustration by Dmitry Burmak

Mindslaver mold is an infestation from the primal world of fey that is particularly common in remote forests, islands, and mountain valleys where it is sometimes worshiped as a strange god by isolated, primitive tribes. The mold is joined together by a single consciousness, though individual patches retain their own goals. It seeks humanoid hosts, parasitizing them and forcing them to serve as its bodyguards and protectors.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Mudlord

This fluid creature's roughly humanoid form is composed entirely of thick gobbets of soggy, brown mud.

MUDLORD **CR 6**

XP 2,400

N Medium outsider (earth, elemental, water)

Init +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 67 (9d10+18)

Fort +8, **Ref** +9, **Will** +4

Defensive Abilities amorphous, **DR** 10/magic; **Immune** elemental traits; **SR** 17

Weaknesses vulnerable to magic

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 slams +13 (2d6+3 plus grab)

Ranged mudball +12 touch (blindness)

Special Attacks engulf (DC 17, 1d6+3 bludgeoning and smother), smother

STATISTICS

Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 7

Base Atk +9; **CMB** +12; **CMD** 25 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Lunge, Skill Focus (Stealth), Weapon Focus (slam)

Skills Acrobatics +15, Climb +9, Escape Artist +15, Intimidate +10, Knowledge (planes) +6, Perception +13, Stealth +18, Swim +17

Languages Terran

SQ compression, freeze (mud puddle)

ECOLOGY

Environment temperate or warm marshes or underground

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

Treasure standard

SPECIAL ABILITIES

Engulf (Su) A mudlord can engulf no more than one Medium or two Small or smaller creatures at a time.

Mudball (Ex) A mudlord can throw a ball of sticky mud up to 30 feet at an opponent's face as a ranged touch attack. It if hits, the target is blinded. Each round on its turn, the target can attempt a DC 16 Reflex save as a free action; if successful, the target shakes off the mud. The target or an adjacent creature can wipe off the mud as a standard action. The save DC is Constitution-based.

Vulnerable to Magic (Ex) A *transmute mud to rock* spell deals 1d6 points of damage per caster level to any mudlord in the area and automatically staggers it for 2d6 rounds.

Mudlords are agile creatures made of living mud. Some are natural elemental creatures, and others were created by long-term mixing of earth and magical water, such as by an enchanted fountain or pool leaking into the surrounding soil.

Regardless of their origin, mudlords are xenophobic and highly territorial. They avoid contact with humanoid creatures, and go to great lengths to ensure their mud-filled lairs are far from any humanoid settlements. If a group of humanoids settles too close to a mudlord enclave, the mudlords aggressively attempt to eradicate the humanoid infestation from their lands.

Because its natural form is a loose pile of mud and it can flatten itself even further, a common mudlord tactic is to blend in with a swamp, quicksand, or other depression in the earth (using its freeze ability to resemble a mud puddle) and wait for intruders to approach.

Among their own kind, mudlords are rambunctious and playful, engaging in wrestling matches, mud-throwing contests, and races. They have been known to ally with earth, mud, and water elementals, but consider themselves the superiors in these alliances because of their greater intelligence. Exceptional mudlords often become druids, oracles, or rangers, and are more tolerant of humanoids, often accepting tribute from tribes of boggards, goblins, or lizardfolk in exchange for truces. Some arise from contaminated sources (such as a demon imprisoned in water) and these might ally themselves with fiends, slimes, or other strange creatures.

A typical mudlord stands 7 feet tall and weighs 250 pounds.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Mummified Creature

Wrapped in strips of linen, this creature with tattered wings looks like it used to have the hindquarters of a lion and a woman's face.

MUMMIFIED GYNOSPHINX CR 9

XP 6,400

NE Large undead (augmented magical beast)

Init +5; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *see invisibility*; Perception +21

Aura frightful presence (30 ft., DC 20, 1d6 rounds)

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, –1 size)

hp 114 (12d8+60)

Fort +12, **Ref** +9, **Will** +10

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee 2 claws +19 (3d6+8/19–20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks burst of vengeance, dust stroke, pounce, rake (2 claws +19, 3d6+8/19–20)

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic*, *legend lore*, *locate object*, *remove curse*

1/week—any one of the following, with a maximum duration of 1 week: *symbol of fear* (DC 20), *symbol of pain* (DC 19), *symbol of persuasion* (DC 20), *symbol of sleep* (DC 19), *symbol of stunning* (DC 21)

STATISTICS

Str 26, **Dex** 13, **Con** —, **Int** 16, **Wis** 19, **Cha** 19

Base Atk +12; **CMB** +21; **CMD** 32 (36 vs. trip)

Feats Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Improved Natural Attack[B] (claw), Iron Will, Toughness[B]

Skills Bluff +12, Diplomacy +12, Fly +2, Intimidate +12, Knowledge (history) +5, Knowledge (religion) +5, Perception +21, Sense Motive +18, Spellcraft +11, Stealth +12; **Racial Modifiers** +4 Stealth

Languages Common, Draconic, Sphinx; *comprehend languages*

ECOLOGY

Environment warm ruins

Organization solitary

Treasure double

Many ancient cultures mummify their dead, preserving the bodies of the deceased through lengthy and complex funerary and embalming processes. While the vast majority of these corpses are mummified simply to preserve the bodies in the tombs where they are interred, some are mummified with the help of magic to live on after death as mummified creatures. A mummified creature appears much as other mummies do—a dusty corpse, desiccated and withered, swathed in a funeral shroud of linen wrappings adorned with hieroglyphs—but a spark of malign intelligence gleams in its unliving eyes.

Mummified creatures differ from the standard mummy presented in the *Pathfinder RPG Bestiary* with regard to how and why they are created. Most standard mummies are created as simple tomb guardians; they gain abilities such as an aura of despair and mummy rot, but they usually lose their free will, much of their intelligence, and the abilities they possessed in life. A mummified creature, on the other hand, retains its intelligence, memories, and many of its other abilities. A mummified creature does not spread the curse of mummy rot, nor does the sight of it paralyze the living with fear, but its touch can reduce a living creature to dust and its very presence is frightening. Though slow and clumsy in undeath, a mummified creature is nonetheless capable of surprising bursts of speed and ferocity. Because of its creation process, however, a mummified creature is susceptible to energy damage, though determining an individual mummified creature's vulnerability is not always easy.

Many mummified creatures are created to guard the tombs of important figures, but some powerful beings—rulers, high priests, mighty wizards, or even wealthy aristocrats—arrange to be transformed into mummified creatures upon their deaths. Unwilling to give up their lives and knowledge to the whims of fate, these people bind their souls to the dried husks of their dead bodies, trading oblivion for endless centuries of unlife. The truly wealthy sometimes arrange for their most favored spouses, concubines, servants, or guards to be mummified with them, enabling them to hold court in dusty tombs in an undead mockery of their old lives centuries after they perished.

To create a mummified creature, a corpse must be prepared through embalming, with its internal organs replaced with dried herbs and flowers and its dead skin preserved through the application of sacred oils. Unlike with standard mummies, a mummified creature's brain is not removed from its skull after death. Injected with strange chemicals and tattooed with mystical hieroglyphs, a mummified creature's brain retains the base creature's mind and abilities, though the process does result in the loss of some mental faculties. Once this process is complete, the body is wrapped in special purified linens marked with hieroglyphs that grant the mummified creature its new abilities (as well as its weakness). Finally, the creator must cast a *create greater undead* spell to give the mummified creature its unlife.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Creating a Mummified Creature

"Mummified creature" is an acquired template that can be added to any living corporeal creature (hereafter referred to as the base creature). A mummified creature uses all of the base creature's statistics except as noted here.

CR: Same as the base creature +1.

Alignment: Any evil.

Type: The creature's type changes to undead (augmented). It retains any other subtypes as well, except for alignment subtypes and subtypes that indicate kind. Do not recalculate class HD, BAB, saves, or skill points.

Senses: A mummified creature gains darkvision 60 feet.

Aura: A mummified creature gains a frightful presence aura with a range of 30 feet and a duration of 1d6 rounds.

Armor Class: Natural armor improves by +4.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As an undead, a mummified creature uses its Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A mummified creature gains DR 5/— and the defensive abilities granted by the undead type.

Weaknesses: The mummification process leaves a mummified creature vulnerable to a single energy type. Choose or determine randomly from the following list.

d10	Energy
1	Electricity
2–3	Acid
4–7	Fire
8–9	Cold
10	Sonic

As a fail-safe in case of rebellion, a mummified creature is subtly marked during the ritual process with a hieroglyph someplace inconspicuous on its body or wrappings that identifies the particular energy type to which it is vulnerable. A successful DC 20 Perception check is needed to find the mark, but a successful DC 25 Linguistics check is still required to decipher the hieroglyph's meaning.

Speed: Decrease all speeds by 10 feet (to a minimum of 5 feet). If the base creature has a flight speed, its maneuverability changes to clumsy.

Attacks: The mummification process hardens the mummified creature's bones to a stone-like density, granting the mummified creature a powerful slam attack if the base creature has no other natural attacks. This slam attack deals damage based on the mummified creature's size (*Bestiary* 302), treating the creature as if it were one size category larger.

Special Attacks: A mummified creature gains the following special attacks.

Burst of Vengeance (Su): Despite its slow, lumbering nature, a mummified creature is capable of lurching forward to attack with a short but surprising explosion of speed. Twice per day as a swift action, a mummified creature may act as if affected by a *haste* spell for 1 round.

Dust Stroke (Su): A creature killed by a mummified creature's natural attack or slam attack is disintegrated into a cloud of dust and ash, completely destroying the victim's body (as *disintegrate*).

Abilities: Str +4, Int –2 (minimum 1). As an undead creature, a mummified creature has no Constitution score.

Feats: A mummified creature gains Toughness as a bonus feat, and Improved Natural Attack as a bonus feat for each of the base creature's natural attacks.

Skills: A mummified creature gains a +4 racial bonus on Stealth checks.



Illustration by Shreya Shetty

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Myrmecoleon

This towering beetle-like horror has thick carapace segments and massive mandibles that leak sizzling acid.

MYRMECOLEON **CR 10/MR 3**

XP 9,600

N Huge magical beast (mythic)

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 24, touch 6, flat-footed 24 (–2 Dex, +18 natural, –2 size)

hp 135 (10d10+80)

Fort +12, **Ref** +7, **Will** +4

Defensive Abilities ferocity; **DR** 5/epic; **Immune** acid

OFFENSE

Speed 30 ft., burrow 20 ft., climb 20 ft.

Melee mandibles +14 (4d8+9/19–20 plus grab)

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

Special Attacks blood drain (1d2 Con), constrict (4d8+9), death throes, mythic power (3/day, surge +1d6), scalding spray, trample (2d8+9, DC 21)

STATISTICS

Str 23, **Dex** 6, **Con** 20, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 24 (28 vs. grapple, 32 vs. trip)

Feats Improved Critical (mandibles), Lightning Reflexes, Power Attack[M], Shatter Defenses, Weapon Focus[M] (mandibles)

Skills Climb +22, Perception +9

ECOLOGY

Environment temperate plains or hills

Organization solitary

Treasure none

SPECIAL ABILITIES

Death Throes (Ex) When a myrmecoleon is slain, its body explodes, releasing the acids that churn within it. All creatures within a 20-foot-radius burst take 4d8 acid damage (Reflex DC 20 half). The save DC is Constitution-based.

Scalding Spray (Ex) Once every 1d4 rounds, a myrmecoleon can eject a 60-foot cone of acidic chemicals from its mouth. Creatures caught in the blast take 8d6 points of acid damage and are blinded for 10 minutes (Reflex DC 20 half damage and negates blindness). Following the initial blast, the chemicals vaporize into a thick and noxious cloud 20 feet high with a 40-foot radius. Within the cloud, all sight is obscured beyond 5 feet. Furthermore, any living creature within the area of effect must succeed at a DC 20 Fortitude save or become nauseated for as long as it remains in the cloud and for 1d4+1 rounds after it leaves the cloud. Any creature that succeeds at its save but remains in the cloud must continue to save each round on the myrmecoleon's turn. This is a poison effect. The save DCs for this ability are Constitution-based.



Illustration by Mattias Fahlberg

This monstrous, insectlike beast resembles a huge beetle with gleaming black armored plates. Around its head and neck the chitin forms a great mane of jagged spikes. Its insides swirl with acidic juices.

Myrmecoleons live in remote areas where they claim large territories of wilderness as their hunting grounds. They're often drawn to far-flung ancient ruins and sites of mythic power, and sometimes act as guardians of such places. This has led some sages to theorize that some myrmecoleons aren't born but are spontaneously created by sites thrumming with mythic power.

These creatures only rarely interact with others of their kind—and these interactions usually end in brutal and destructive death matches. Myrmecoleons are cannibals and readily eat those they defeat. When fighting, these insects put on great displays to intimidate rivals or other threats.

Myrmecoleons are known to roll in the corpses of their prey, impaling the bodies upon their carapaces and leaving them there to rot. Why they perform this gruesome act remains unknown. Those who have studied the creature to understand its rudimentary intelligence hypothesize that it might be some sort of a display to showcase its strength to others of its kind, or even be one part of an elaborate mating ritual.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Nagaji

This dark-scaled reptilian humanoid has lidless eyes, and a serpentine tongue that flickers from a fanged, lipless mouth.

NAGAJI **CR 1/2**

XP 200

Male nagaji fighter 1

LN Medium humanoid (reptilian)

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

hp 10 (1d10)

Fort +1, **Ref** +2, **Will** +1; +2 vs. mind-affecting effects and poison

OFFENSE

Speed 30 ft.

Melee naginata[UC] +5 (1d8+4/×4) or claw +4 (1d4+4)

Ranged longbow +3 (1d8/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with naginata)

STATISTICS

Str 17, **Dex** 14, **Con** 8, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Power Attack, Weapon Focus (naginata)

Skills Handle Animal +3, Perception +4, Survival +5; **Racial Modifiers** +2 Handle Animal, +2 Perception

Languages Common, Draconic

ECOLOGY

Environment warm forests or hills

Organization solitary, war band (2–12), or clan (12–24)

Treasure NPC gear (leather armor, longbow with 20 arrows, naginata, other treasure)

The nagaji are a race of ophidian humanoids created by true nagas to serve as slaves. Vaguely humanlike in appearance, with scaled skin that mimics the colors and patterns of various true nagas, nagaji have forked tongues and lidless eyes, giving them an unblinking gaze that most other races find unnerving. Nagaji venerate nagas as their creators, even going so far as to deify them. Despite the influence of their creators, nagaji maintain their own distinct cultures containing elements borrowed from those of both nagas and humans. They prefer warm to tropical regions and settle in wild, isolated regions such as steaming jungles, vast swamps, or volcanic mountains where they erect large temples in honor of their naga creators. These magnificent temples are surrounded by dozens of simple mud daub huts and clay brick structures, which serve as the nagaji's homes and public buildings.

Nagaji typically stand between 5-1/2 and 6 feet tall and weigh about 175 pounds.

Nagaji Characters

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

+2 Strength, +2 Charisma, –2 Intelligence: Nagaji have strong bodies and personalities, but disdain intellectualism.

Medium: Nagaji are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Nagaji have a base speed of 30 feet.

Low-Light Vision: Nagaji can see twice as far as humans in conditions of dim light.

Armored Scales: Nagaji have a +1 natural armor bonus due to their scaly flesh.

Resistant (Ex): Nagaji receive a +2 racial saving throw bonus against mind-affecting effects and poison.

Serpent's Sense (Ex): Nagaji receive a +2 racial bonus on Handle Animal checks against reptiles, and a +2 racial bonus on Perception checks.

Languages: Nagaji begin play speaking Common and Draconic. Nagaji with high Intelligence scores can choose from the following: any human language, Abyssal, Aklo, Celestial, Draconic, Giant, Infernal, and Sylvan.



Illustration by Eva Widermann

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Necrocraft

Thick muscle and jutting bone from multiple corpses fused together form a winged, humanlike predator.

NECROCRAFT **CR 3**

XP 800

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +2, **Ref** +2, **Will** +4

Immune undead traits

OFFENSE

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

Melee 2 claws +5 (1d4+2), bite +5 (1d6+2)

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 16

Feats Toughness[B]

SQ Construction Points (additional movement [fly], extra attack [bite])

ECOLOGY

Environment any land or underground

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

Treasure none

SPECIAL ABILITIES

Construction Points Necrocrafts have a number of Construction Points (CP) used to purchase abilities and defenses. A Medium necrocraft has 2 CP; differently sized necrocrafts have CP totals as detailed on the size chart on page 201. If a necrocraft is built with more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent. Unless otherwise stated, each of these abilities can be purchased only once. The stats presented here are for a Medium necrocraft (with 2 CP spent on additional movement [fly] and extra attack [bite]).

Additional Movement (Ex, 1 CP): The necrocraft gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

All-Around Vision (Ex, 2 CP): The necrocraft has an additional head facing in the opposite direction from its main head, or has extra eyes grafted at various points around its body. The necrocraft gains all-around vision.

Blade Fists (Ex, 1 CP): Up to two of the necrocraft's claw attacks are replaced with sharpened bones or metal blades. These attacks deal 1d4 points of bleed damage. This ability can be selected multiple times, applying it to more claw attacks.

Bone Armor (Ex, 1 CP): Fortified with extra bone (perhaps including bones fused to its outer surface like armor), the necrocraft increases its natural armor bonus by 2. This ability can be selected up to three times.

Cannibalize (Ex, 1 CP): If the necrocraft is left near the corpse of a Medium or larger creature with discernible anatomy, it eats the corpse or tears off parts to repair its own substance. An undead creature consumed in this fashion heals the necrocraft 5 hit points plus 5 hit points per size category above Medium; any other type of creature restores only 1/5 this amount. Feeding takes 1 hour; any interruption (such as combat) requires it to start again.

Constrict (Ex, 1 CP): The necrocraft's claw attacks gain the constrict ability. It must have grab before this ability can be selected.

Disease (Su, 1 CP): One of the necrocraft's natural attacks is grafted with ghoul mouthparts, exposing a creature it hits to ghoul fever. *Ghoul Fever*: Bite, claw, or slam—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Extra Attack (Ex, 1 CP): The necrocraft gains an additional bite attack or claw attack. This ability can be selected multiple times.

Extra Legs (Ex, 1 CP): The necrocraft gains two more legs, increasing its base speed by 5 feet and increasing its CMD against overrun and trip attempts by 4. This ability can be selected multiple times.

Extra Strength (Ex, 1 CP): The necrocraft's Strength increases by 2 but its Dexterity decreases by 2. This ability can be selected twice.

Faster (Ex, 1 CP): The necrocraft's base, burrow, climb, fly, or swim speed increases by 10 ft.

Grab (Ex, 1 CP): The necrocraft gains the grab ability with its natural attacks.

Metal Armor (Ex, 2 CP): Metal plates are bolted to or fused with the necrocraft, serving as armor and granting it a +4 armor bonus to AC.

Mostly Skeletons (Ex, 1 CP): Most of the necrocraft's parts come from undead skeletons. The necrocraft gains DR 5/bludgeoning and resist cold 5. This ability can't be added to a necrocraft with the mostly zombies ability.

Mostly Zombies (Ex, 1 CP): Most of the necrocraft's parts come from zombies. The necrocraft gains DR 5/slashing and 5 additional hit points. This ability can't be added to a necrocraft with the mostly skeletons ability.

Paralysis (Su, 2 CP): Up to three of necrocraft's natural attacks gain the paralysis ability (1d4+1 rounds, DC 13, elves are immune to this effect). This graft requires the body of at least 1 ghoul. For an additional Construction Point, the paralysis ability can affect elves.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Reach Attacks (Ex, 1 CP): Up to two of the necrocraft's natural attacks increase their natural reach by 5 feet. This ability can be selected multiple times.

Rending Claws (Ex, 2 CP): The necrocraft gains the rend ability, activating when both claws hit and dealing additional damage equal to the damage dice for one claw plus 1-1/2 times the necrocraft's Strength bonus.

Rotting Flesh (Ex, 2 CP): Two of the necrocraft's bite or claw attacks are poisonous. *Poison*: bite or claw—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d3 Constitution damage; *cure* 1 save.

Stench (Ex, 2 CP): The necrocraft has the stench ability (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes). This graft requires the body of at least one ghoul.

Trample (Ex, 2 CP): The necrocraft gains the trample universal monster ability as a special attack.

A necrocraft is a medley of undead body parts and corpses grafted together with dark magic to create a single animated undead creature with abilities based on its component pieces and the surgical and necromantic talents of its creator. Necrocrafts are better suited for brute force than delicate manipulation, and most creators build larger hulks rather than smaller, more agile (and fragile) necrocrafts. Though necrocrafts can be of virtually any size and can be made up of undead bodies or parts of any size, a typical Medium specimen is 7 feet tall and weighs 250 pounds.

The details of the ritual to create a necrocraft vary greatly, and depend on the particular undead parts used and the intended size of the resulting creature. The final anatomy of the creation largely depends on the master's artistry, creativity, and personal preferences—as well as any specific goals it has in mind for the creature. For example, a necrocraft's "teeth" could actually be dozens of clawed ghoul talons, or its eyes and mouth might be located in its chest rather than in a distinct head.

Creating a Necrocraft

In order to create a necrocraft, a spellcaster must use at least five undead creatures (or their corpses), all of which must be under the creator's control, helpless, or slain. A larger undead or corpse can be used in place of two that are one size smaller. The creator must stitch, glue, or otherwise bind the parts together in the desired configuration, then cast *animate dead* and *make whole* to complete the construction (the material component cost of *animate dead* is 50 gp per Hit Die of the final necrocraft). The creator can't create a necrocraft with more Hit Dice than her caster level. As with *animate dead*, the necrocraft is under the creator's control when created. Note that creating a necrocraft requires casting a spell with the evil descriptor.

Size	HD	CP	CR	Number of Undead Required
Medium	4d8	2	3	5
Large	7d8	3	5	10
Huge	10d8	4	7	25
Gargantuan	14d8	5	9	50
Colossal	18d8	6	11	100



Illustration by Roberto Pitturru

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Nependis

Resembling a bestial ogre with great tusks and thick, bristly hair, this brute seems quite nimble despite its cloven hooves.

NEPENDIS **CR 9**

XP 6,400

CE Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 114 (12d10+48)

Fort +10, **Ref** +10, **Will** +11

Defensive Abilities ferocity

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +21 (1d6+10 plus grab), gore +21 (2d6+10)

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

Special Attacks abduct, roar

STATISTICS

Str 31, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 35

Feats Great Fortitude, Improved Initiative, Iron Will, Lunge, Mobility[B], Power Attack, Skill Focus (Stealth)

Skills Acrobatics +3 (+11 when jumping), Climb +18, Perception +15, Stealth +17, Survival +6; **Racial Modifiers** +8 Acrobatics (when jumping)

Languages Giant

ECOLOGY

Environment temperate forests

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

Treasure none

SPECIAL ABILITIES

Abduct (Ex) When a nependis successfully grabs a Medium or smaller opponent, on that turn it can spend a swift action to move up to its speed. This movement provokes attacks of opportunity as normal. A nependis that succeeds at a second grapple check against the opponent can move up to its full speed as a swift action instead of up to half its speed.

Roar (Su) A nependis can let out a savage roar. Nependises within 60 feet gain a +2 morale bonus on attack rolls, saving throws, and weapon damage rolls for 1d4 rounds. All other creatures other within range of the roar become shaken for 1d4 rounds (Will DC 14 negates); this is a mind-affecting sonic fear effect. The save DC is Charisma-based.



Illustration by Jorge Fares

Fiercely territorial, the brutish nependises drive away any other large predators from their hunting grounds, even others of their kind. Only mated pairs caring for a litter tolerate each other, and even they separate once the offspring are old enough to fend for themselves. Nependises favors intelligent prey, fey in particular, both for the taste and the thrill of the hunt. They ambush opponents by jumping down from trees, grabbing the creatures, then retreating to find a safe place to eat. When challenged in its territory, a nependis drops from the trees, roars, then fights on foot. A nependis's sharp hooves allow it to climb trees as well as a great cat, leaving telltale scars in the bark.

While nependises appear as hybrids of apes and boars, they aren't related to either. Some ascribe the origins of these creatures to a clan of ogres cursed into monstrous forms, or guardians bred and raised by the fey who later turned upon their former masters.

A full-grown nependis stands 9 feet tall and weighs 600 pounds. A newborn nependis takes 4 years to reach maturity. Nependises rarely die from natural causes, and they live as long as 80 years.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Nightgaunt

This lanky ebon humanoid has batlike wings, horns, and a long prehensile tail, but lacks a face.

NIGHTGAUNT **CR 4**

XP 1,200

CN Medium monstrous humanoid (extraplanar)

Init +6; **Senses** all-around vision, blindsight 60 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 37 (5d10+10)

Fort +3, **Ref** +8, **Will** +6

Defensive Abilities faceless; **Immune** cold, gaze attacks, inhaled poison, scent-based attacks

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +9 (1d6+4 plus grab)

Special Attacks clutches, tickle

STATISTICS

Str 18, **Dex** 15, **Con** 14, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +9 (+17 grapple); **CMD** 22

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Fly +7, Perception +6, Stealth +11; **Racial Modifiers** +4 Stealth

Languages Aklo (can't speak)

SQ no breath

ECOLOGY

Environment any mountains (Dimension of Dreams)

Organization single, pair, flight (3–12), or colony

Treasure none

SPECIAL ABILITIES

Clutches (Ex) A nightgaunt has a +4 racial bonus on grapple combat maneuver checks. If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.

Faceless (Ex) A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.

Tickle (Ex) As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Dexterity-based.

Nightgaunts haunt the deepest and darkest chasms of dreams. They lurk in the shadows that loom at the edges of sane slumber, but are ready at any moment to snatch a blithe dreamer away, carrying it off into realms of endless nightmare and tickling it terribly all the way. They appear as stooped, emaciated humanoids, yet possess a remarkable strength in their sinewy limbs. With inky black skin, batlike wings, a long spiny tail, and demonic horns protruding from its skull, a nightgaunt is a fearsome foe—yet the lack of any facial features is what makes it truly nightmarish.

A typical nightgaunt would stand 7 feet tall if fully upright, and weighs 175 pounds.

Nightgaunts feed on emotions, preferring despair, horror, and nervous laughter. They enjoy carrying their prey high over the mountains, tickling their prey to create a mix of emotions, and finally dropping their victims in remote areas where other monsters can stalk and kill them. Some creatures pay nightgaunts to serve as guardians or carry them from place to place, though the nightgaunts are prone to turn on their employers at the smallest slight.

Most nightgaunts have little interest in anything other than sating their hunger on sleepers, and gather in colonies to entertain each other by sharing emotion-memories through strange caresses. They sometimes war with the other creatures found in their desolate realms.



Illustration by Scott Purdy

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Nightmare Creature

This strange humanoid looks like a gangly, distorted caricature of an ettercap, with spiderlike fingers and an enormous wicked grin.

NIGHTMARE ETTERCAP **CR 4**

XP 1,200

NE Medium aberration

Init +9; **Senses** darkvision 120 ft., low-light vision; Perception +9

Aura fear (60 ft., DC 13), frightful presence (30 ft., DC 13)

DEFENSE

AC 17, touch 15, flat-footed 12 (+5 Dex, +2 natural)

hp 30 (4d8+12); regeneration 5 (good spells and weapons, silver)

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

Defensive Abilities illusion resistance, *protection from good*; **DR** 5/good or silver

OFFENSE

Speed 30 ft., climb 30 ft., fly 10 ft. (perfect)

Melee bite +5 (1d6+2 plus poison), 2 claws +5 (1d4+2)

Special Attacks night terrors (DC 13), poison, traps, web (+8 ranged, DC 15, 4 hp)

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*protection from good*

3/day—*detect thoughts* (DC 13), *dream* (DC 16), *nightmare* (DC 16), *suggestion* (DC 14)

1/day—*shadow walk*

STATISTICS

Str 14, **Dex** 21, **Con** 17, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 20

Feats Great Fortitude, Improved Initiative

Skills Climb +14, Craft (trapmaking) +11, Fly +13, Intimidate +5, Perception +9, Stealth +15; **Racial Modifiers** +8 Craft (trapmaking), +4 Intimidate, +4 Stealth

Languages Common

SQ feign death (DC 13), spider empathy +7

ECOLOGY

Environment temperate forests

Organization solitary, pair, or nests (3–6 plus 2–6 giant spiders)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spider Empathy (Ex) This ability functions as a druid's wild empathy, except that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts to them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Traps (Ex) An ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs.

An ettercap doesn't require gold to build its traps, merely time. Rules for crafting traps can be found in Chapter 13 of the *Pathfinder RPG Core Rulebook*. Ettercap traps can be found on page 129 of the *Pathfinder RPG Bestiary*.

Nightmare creatures have an unnatural link to the most terrifying parts of the Dimension of Dreams, allowing them to turn others' dreams into nightmares and sow fear even in the waking world. Corrupted by their power, they become evil and use their abilities to torment their enemies and abuse creatures weaker than themselves. Eventually this dream connection corrupts the creature's appearance into a bizarre caricature of its original form.

A nightmare creature uses its ability to control dreams to confuse and frighten its target with horrendous imagery—visions of failure or betrayal and horrific scenes of murder and death. A nightmare creature may even allow the target to think it is in control of the dream or has awakened from a nightmare, only to snatch away that hope and send its target into a downward spiral of misery and self-doubt. The most wicked nightmare creatures tend to become ghosts if slain, returning again and again to haunt their chosen victims.

Creating a Nightmare Creature

"Nightmare creature" is an acquired or inherited template that can be added to any creature with Intelligence and Charisma scores of at least 6 (referred to hereafter as the base creature). Most nightmare creatures were once aberrations, fey, humanoids, or outsiders. A nightmare creature uses the base creature's statistics and abilities except as noted here. If the base creature has 10 or more Hit Dice, it instead becomes a nightmare lord (see below).

CR: Same as the base creature +1.

Alignment: Any evil.

Type: If the base creature is an outsider, it gains the evil subtype.

Senses: A nightmare creature gains darkvision 120 feet.

Defensive Abilities: A nightmare creature gains DR 5/good or silver and the following defensive abilities.

Feign Death (Ex): Whenever a nightmare creature is unconscious, it appears dead. A conscious nightmare creature can also make itself appear dead as an immediate action. Any creature that physically interacts with a nightmare creature feigning death must succeed at a Heal check or Will saving throw (DC 10 + 1/2 the nightmare creature's Hit Dice + the nightmare creature's Intelligence or Charisma modifier, whichever is higher) to recognize it is actually alive.

Illusion Resistance (Ex): A nightmare creature automatically disbelieves illusions (no saving throw required) and has a +4 bonus on saving throws to resist illusion effects.

Regeneration 5 (Ex): Good-aligned weapons, silver weapons, and spells with the good descriptor cause a

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

nightmare creature's regeneration to stop functioning for 1 round.

Speed: Same as the base creature. If the base creature does not have a fly speed, the nightmare creature gains a fly speed of 10 (perfect maneuverability) as a supernatural ability.

Special Attacks: A nightmare creature gains several special attacks. Save DCs are equal to 10 + 1/2 the nightmare creature's Hit Dice + its Charisma modifier unless otherwise noted. The nightmare creature's caster level is equal to its total Hit Dice (or the caster level of the base creature's spell-like abilities, whichever is higher).

Fear Aura (Su): All creatures within a 60-foot radius that see or hear a nightmare creature must succeed at a Will save or be shaken for as long as they are within the aura. Whether or not the save is successful, that creature cannot be affected again by the same nightmare creature's fear aura for 24 hours. This is a mind-affecting fear affect.

Frightful Presence (Su): This ability activates when the nightmare creature charges, attacks during a surprise round, or succeeds at a DC 15 Intimidate or Perform check. Its frightful presence has a range of 30 feet.

Night Terrors (Su): Once a nightmare creature enters a target's mind with its *dream* or *nightmare* spell-like ability, it can attempt to control the target's dream. If the target fails a Will saving throw, it remains asleep and trapped in the dream world with the nightmare creature. Thereafter, the nightmare creature controls all aspects of the dream. Each hour that passes, the target can attempt another saving throw to try to awaken (it automatically awakens after 8 hours or if the nightmare creature releases it). The target takes 1d4 points of Charisma damage each hour it is trapped in the dream; if it takes any Charisma damage, it is fatigued and unable to regain arcane spells for the next 24 hours. The target dies if this Charisma damage equals or exceeds its actual Charisma score.

Spell-Like Abilities: A nightmare creature gains the following spell-like abilities: Constant—*protection from good*; 3/day—*detect thoughts*, *dream*, *nightmare*, *suggestion*; 1/day—*shadow walk*.

Ability Scores: Dex +4, Int +2, Cha +4.

Skills: A nightmare creature gains a +4 racial bonus on Intimidate and Stealth checks.

Nightmare Lords

Nightmare lords are especially powerful nightmare creatures who live in the Dimension of Dreams. They rule over lesser nightmare creatures in bizarre puppet courts staffed by the maddened and soul-shriveled husks of kidnapped dreamers. They have all the abilities of nightmare creatures, plus the following.

Special Attacks: A nightmare lord gains several special attacks.

Dream Slave (Su): Instead of killing a target with its night terror ability, a nightmare lord may instead enslave it with a permanent *dominate monster* effect. The enslaved creature is healed of all Charisma damage taken from night terrors.

Nightmare Magic (Su): The nightmare lord gains a +4 bonus to the DCs of its spells and spell-like abilities of the phantasm and shadow subschools.

Spell-Like Abilities: A nightmare lord gains the following spell-like abilities: 3/day—*deep slumber*, *invisibility*, *plane shift* (from the Material Plane to the Dimension of Dreams or back again), *shadow walk*; 1/day—*feeblemind*, *modify memory*, *shadow conjuration*, *shadow evocation*.

Ability Scores: Dex +2, Int +2, Cha +2.



Illustration by Emiliano Petrozzi

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Ningyo

This dog-sized creature combines the upper half of a deformed monkey with the lower half of a thrashing fish.

NINGYO **CR 1**

XP 400

NE Small monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

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

hp 13 (2d10+2)

Fort +1, **Ref** +4, **Will** +5

Defensive Abilities poison flesh

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +2 (1d3–1), bite +2 (1d4–1)

Special Attacks group grappler, startle, swarming

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 6, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 11 (can't be tripped)

Feats Step Up

Skills Stealth +10, Swim +12

Languages Aquan

SQ amphibious, nocturnal undeath



Illustration by Mark Molnar

ECOLOGY

Environment warm oceans

Organization solitary, pair, or shoal (3–22)

Treasure standard

SPECIAL ABILITIES

Group Grappler (Ex) A ningyo has a +2 racial bonus on combat maneuver checks. When two or more ningyos are grappling the same creature, each gains a +1 bonus on grapple combat maneuver checks and a +1 bonus on grapple damage rolls.

Nocturnal Undeath (Su) The body of a ningyo never rests peacefully. Every night, an hour after sundown, an intact ningyo corpse animates; its type changes to undead (aquatic), and it gains undead immunities, bonus hit points based on its Charisma instead of Constitution, and the startle ability. At dawn, the undead ningyo becomes a corpse again. An undead ningyo knows when the dawn is coming and attempts to find shelter so it is not discovered as a corpse. A ningyo missing a limb, head, or tail does not animate at night, but can do so if reunited with its missing body part. A ningyo corpse that is burned or torn apart and its pieces scattered does not rise as an undead.

Poison Flesh (Ex) Any creature that bites a ningyo or swallows any part of it becomes poisoned.

Ningyo Flesh: Ingested; *save* Fort DC 12; *onset* 1 minute; *frequency* 1/minute for 4 minutes; *effect* 1d2 Int damage; *cure* 2 saves.

Startle (Su) If an undead ningyo attacks in the surprise round, its target must attempt a DC 11 Will save. Success means the target is shaken for 1 round; failure means it is frightened for 1d4 rounds. The target can only be affected by that ningyo's startle once every 24 hours. Creatures with 6 or more Hit Dice are immune to this ability. This is a mind-affecting fear effect. The save DC is Charisma-based.

Swarming (Ex) Up to two ningyos can share the same square at the same time. If two ningyos in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

The bane of fishermen and divers, ningyos lurk in tropical waters, gorging themselves on fish and attacking anything they can sink their tiny fangs into. Primitive, miniature mer-monsters, ningyos are frightening bogeymen of the sea, often attacking seagoers, ships, and fishing tackle out of blind hunger. These terrors swarm by night and can easily drag opponents down to drown amid a swarm of claws and needling teeth.

A slain ningyo always returns to life by night, adopting old habits or searching for its killer, and reverting to a corpse at dawn. Sometimes its corpse washes up on shore as a gruesome and fascinating curiosity, animating the next night to attack its would-be collector.

A ningyo measures approximately 2 to 2-1/2 feet long from head to tail, and weighs 6 to 9 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Nycar

This cruel-looking serpent is about the size of a housecat, with two forearms and dangerous-looking fangs.

NYCAR **CR 2**

XP 600

CN Tiny dragon (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 22 (3d12+3); regeneration 1 (cold iron)

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

Defensive Abilities ferocity, **DR** 5/cold iron; **Immune** paralysis, sleep; **Resist** acid 5

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +8 (1d4+1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 5, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 15 (can't be tripped)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Escape Artist +13, Fly +11, Perception +5, Stealth +20, Swim +13; **Racial Modifiers** +8 Escape Artist

Languages Draconic (can't speak)

SQ amphibious, elusive

ECOLOGY

Environment cold marshes

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

Treasure standard

SPECIAL ABILITIES

Elusive (Ex) A nycar can make an Escape Artist check as a swift action.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d4 acid and 1 Con damage; *cure* 2 consecutive saves.

These diminutive serpentine creatures are distant cousins to powerful linnorms. Nycars live in the frigid, desolate moors and marshes of colder climates where their cruel and savage activities often escape unnoticed. A nycar relishes the hunt and often stalks a creature for hours before finally inflicting a single savage bite, then withdraws to safety to wait for its prey to sicken and die. Nycars often kill wastefully, attacking creatures much larger than they can eat. The opportunity to eat a human or other intelligent creature is a rare treat, as a nycar's uninviting habitat usually prevents much interaction with all but the most isolated people.

A nycar keeps a small subterranean lair, often accessed from an underwater entrance similar to the entrance to a beaver's den. Like a linnorm, it seeks treasure and hoards it in its lair. Much of its treasure is worthless trinkets and shiny baubles of little value, but by random chance one may discover a few valuable items over the course of its lifetime. A nycar usually sets simple traps and snares to protect its lair and treasure hoard while it is away or sleeping.

A nycar is about 2–1/2 feet long with two diminutive legs that it uses to pull its serpentine body along with deceptive speed. Nycars are jealous creatures and usually hunt alone, although a mated pair may stay together until the female lays her eggs. Nycar eggs are black and about the size of an adult human's fist; a female will feed and look after hatchlings for up to a year, so long as they remain in her territory. Upon reaching adulthood, a nycar weighs about 12 pounds, and can live up to 90 years.

Nycars have been known to partner with humans or other intelligent creatures, provided they are offered easy kills and the occasional shiny bauble. A chaotic neutral spellcaster with the Improved Familiar feat can gain a nycar as a familiar at 7th level.



Illustration by David Melvin

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Oceanid

This beautiful woman is clad only in sea foam and her long, white hair, which cascades over her body.

OCEANID **CR 7**

XP 3,200

CN Medium fey (water)

Init +8; **Senses** darkvision 120 ft., low-light vision, tremorsense 30 ft. (in water only); Perception +16

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 76 (9d6+45); fast healing 10 (in salt water only)

Fort +8, **Ref** +10, **Will** +10

DR 10/cold iron; **Immune** acid; **Resist** cold 30

Weaknesses vulnerable to fire, water dependency, water magic

OFFENSE

Speed 20 ft., swim 80 ft.

Melee slam +6 (1d4+3)

Ranged waterspout +8 (7d6)

Special Attacks water telekinesis

Spell-Like Abilities (CL 9th; concentration +14)

Constant—*speak with animals* (sea creatures only)

At will—*control water*, *create water*, *purify food and drink* (water only), *water breathing* (up to 9 creatures at a time)

3/day—*control winds*, *summon nature's ally V* (sea creatures or water elementals only)

1/day—*control weather*

STATISTICS

Str 14, **Dex** 19, **Con** 20, **Int** 14, **Wis** 19, **Cha** 21

Base Atk +4; **CMB** +6; **CMD** 26

Feats Combat Casting, Defensive Combat Training, Dodge, Improved Initiative, Mobility

Skills Diplomacy +17, Handle Animal +14, Intimidate +14, Knowledge (nature) +14, Perception +16, Sense Motive +16, Stealth +16, Swim +22

Languages Aquan, Common, Sylvan; *speak with animals* (sea creatures only)

SQ waveglide

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Water Dependency (Ex) An oceanid can survive out of the water for 1 hour per point of Constitution. After this limit, she takes 1 point of Constitution damage each hour until immersed in salt water.

Water Magic (Su) An oceanid can use her spell-like abilities only when she is in the ocean or within 1 mile of the ocean.

Water Telekinesis (Su) When immersed in water, an oceanid can manipulate water to affect creatures and objects within 500 feet that are in contact with the same body of water. This functions as the combat maneuver form of the *telekinesis* spell (caster level 9th, combat maneuver bonus +14), including the need to maintain concentration. This ability also allows her to create a small waterspout as a standard action once per round, striking an opponent within 100 feet with a blast of water as a ranged attack that deals 7d6 points of bludgeoning damage.

Waveglide (Su) An oceanid can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 100 contiguous 5-foot squares in a shapeable area (typically enough for one warship or two small sailing ships). This ability has a range of 1,000 feet, requires line of effect to some part of the area, and lasts as long as the oceanid concentrates. An unwilling target can ignore the effect for 1 round by succeeding at a DC 19 Will saving throw. The save DC is Charisma-based.



Illustration by Diana Martinez

Aquatic kin of nymphs and dryads, oceanids are fey bound to the sea. They can live in lakes, rivers, or oceans, but truly thrive only in salt water. The mood of an oceanid can change with little warning—they are quick to love and even quicker to anger.

An oceanid can be quite helpful toward mortals and their vessels—particularly if the mortals indulge her extreme vanity. Though silver-tongued people skilled at flattery might earn her help, they might also be lured away to join the oceanid under the sea until she grows bored with them.

When an oceanid is in the water, the lower half of her body transforms into a pillar of water, allowing her to swim at incredible speed. When she leaves the water, this water pillar transforms into humanoid legs. However, most oceanids consider walking a chore, and avoid it when possible.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Oma

This whale-like creature floats ponderously, arcs of brilliant energy filling its mouth and rolling down its body.

OMA **CR 16**

XP 76,800

N Colossal magical beast

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 30, touch 0, flat-footed 30 (–2 Dex, +30 natural, –8 size)

hp 290 (20d10+180)

Fort +23, **Ref** +10, **Will** +7

Immune cold, electricity, fire

OFFENSE

Speed fly 200 ft. (average)

Melee bite +33 (4d6+21 plus 2d6 electricity and grab), tail slap +28 (4d6+10)

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

Special Attacks capsize, swallow whole (6d6 acid damage, AC 25, 29 hp)

STATISTICS

Str 52, **Dex** 7, **Con** 29, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +20; **CMB** +49 (+51 bull rush, +53 grapple); **CMD** 57 (59 vs. bull rush, can't be tripped)

Feats Awesome Blow, Critical Focus, Diehard, Endurance, Flyby Attack, Great Fortitude, Improved Bull Rush, Power Attack, Staggering Critical, Vital Strike

Skills Fly –10, Perception +24

SQ carrier, no breath, starflight

ECOLOGY

Environment gas giants or vacuum

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

Treasure incidental

SPECIAL ABILITIES

Capsize (Ex) An oma can attempt to capsize a ship or other vehicle by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the oma, the oma takes a cumulative –10 penalty on this combat maneuver check.

Carrier (Ex) A creature swallowed whole by an oma can forgo attempts to cut itself out and instead attempt a DC 20 Reflex save on its turn. Success allows the creature to move into the creature's larger second stomach, where it can ride safely for an indefinite period without taking damage. When a passenger wishes to leave, it can cut its way free using the normal rules, or attempt an additional DC 20 Reflex save to be safely excreted in a square adjacent to the oma. An oma's carrier stomach can hold up to one Gargantuan creature (or twice as many creatures of the next smallest size: two Huge creatures, four Large, and so on). At its option, an oma can choose to forgo the normal bite damage of swallowing whole, but not the acid damage of the first stomach.

Starflight (Ex) An oma can survive in the void of outer space, and soars through vacuum at incredible speed. Although exact travel times vary, a trip between two planets within a solar system should take 3d20 days, while one to another system should take 3d20 weeks (or more, at the GM's discretion), provided the oma knows the way to its destination.

Oma soar through gas giants and the vast gulfs between planets on magical electromagnetic fields, feeding on cosmic materials strained from planetary rings and atmospheres with their energy baleen. Anything ingested by an oma is eventually sequestered in a surprisingly habitable second stomach before being excreted, and some alien creatures use oma as living starships, using telepathy to guide the colossi through the void.

A typical oma is 150 feet long and weighs 250 tons.



Illustration by Jean-Baptiste Reynaud

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Owb

This thing looks like a skeletal human torso coated in liquid shadow, obscuring its bones but clearly revealing its shape.

OWB **CR 6**

XP 2,400

NE Medium outsider (extraplanar)

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +13

DEFENSE

AC 17, touch 17, flat-footed 10 (+6 Dex, +1 dodge)

hp 76 (8d10+32); fast healing 2

Fort +10, **Ref** +8, **Will** +8

Immune cold

Weaknesses light sensitivity

OFFENSE

Speed 5 ft., fly 60 ft. (perfect)

Melee 2 claws +12 (1d8+4 plus 1d6 cold)

Ranged burning cold +14 touch (3d6 cold)

Special Attacks burning cold, curse of darkness

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*blur*

At will—*deeper darkness*, *detect thoughts*, *dust of twilight*[APG] (DC 15)

5/day—*shadow step*[UM]

1/day—*plane shift* (self only, to or from the Shadow Plane only)

STATISTICS

Str 18, **Dex** 22, **Con** 19, **Int** 11, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 29

Feats Dodge, Flyby Attack, Improved Initiative, Point-Blank Shot

Skills Bluff +12, Diplomacy +11, Fly +18, Knowledge (planes) +11, Perception +13, Sense Motive +13, Spellcraft +7, Stealth +17

Languages Dark Folk (can't speak); telepathy 100 ft.

ECOLOGY

Environment any land or underground (Plane of Shadow)

Organization solitary or cabal (2–4)

Treasure none

SPECIAL ABILITIES

Burning Cold (Su) As a standard action, an owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and deal 3d6 points of cold damage.

Curse of Darkness (Su) With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a DC 17 Fortitude save or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with *break enchantment* or *remove curse*, unless the target has the dark folk subtype, in which case the effect can only be removed by *wish* or similar magic. The save DC is Charisma-based.

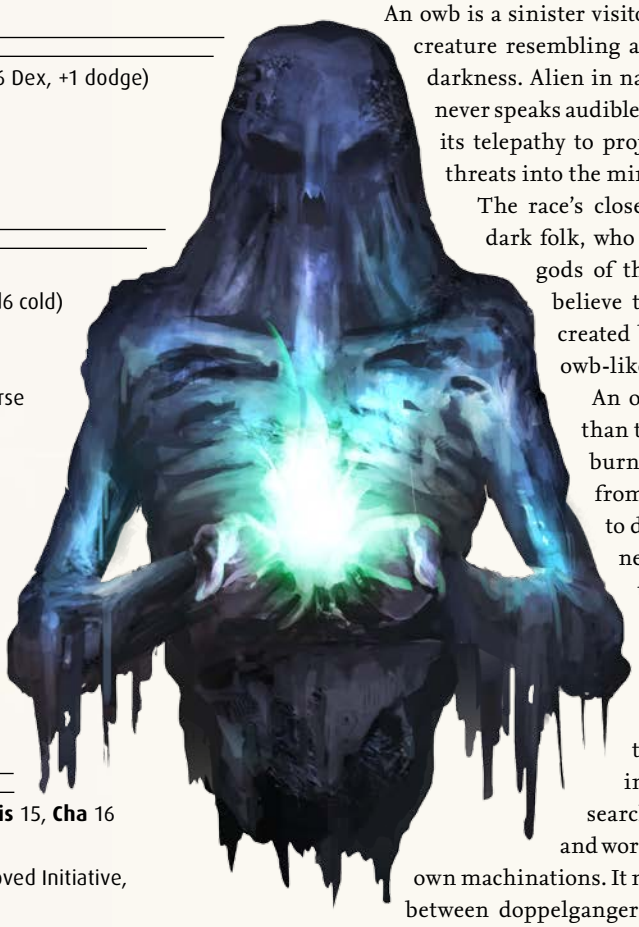


Illustration by Alberto Dal Lago

An owb is a sinister visitor from the Shadow Plane, a creature resembling a humanoid torso draped in darkness. Alien in nature, this mysterious shade never speaks audible words, but it constantly uses its telepathy to project mumbles of curses and threats into the minds of those it encounters.

The race's closest relationship is with the dark folk, who worship owbs as proxies to gods of the shadows. Most dark folk believe the first of their kind were created by owbs—or more powerful owb-like beings.

An owb despises any light other than the dim flicker created by its burning cold ability, and shrinks from its presence. It often seeks to destroy those who bring light near it, relentlessly attacking the perpetrators until its enemies flee or die.

An owb usually keeps its presence hidden from mortals. Lurking nearby, the shadowy creature listens in on nearby thoughts, always searching for a collection of fears and worries it can capitalize on for its own machinations. It may serve as an intermediary between doppelgangers on the surface world and dark folk in subterranean lands. An owb associated with a tribe of dark folk may scrutinize newborns and tune the children's connection to the Shadow Plane so they eventually grow into a different type of dark folk than the type they were born (allowing a dark creeper to become a dark stalker, and so on).

An owb loves manipulation and runs conspiratorial plots involving denizens of the Shadow Plane and those of the Material Plane. An owb or cabal of owbs may control entire clans of dark folk, and use them as spies and pawns in some inscrutable plan.

Though most of an owb's form measures only 3-1/2 feet tall, it typically floats so its head is level with that of a Medium humanoid. Deceptively light, an owb weighs only 20 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Pard

This brightly-colored feline blur resembles a cheetah with longer fur and lynx-like ears, and seems to scorch the air as it moves.

PARD **CR 3**

XP 800

CN Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 20, touch 18, flat-footed 12 (+7 Dex, +1 dodge, +2 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +11, **Will** +2; +4 vs. poison

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge; **DR** 5/magic; **Resist** electricity 10, fire 10

OFFENSE

Speed 120 ft.

Melee bite +12 (1d6+2), 2 claws +7 (1d4+1)

Special Attacks phasing attack

STATISTICS

Str 15, **Dex** 24, **Con** 12, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 24 (28 vs. trip)

Feats Dodge, Mobility[B], Spring Attack[B], Weapon Finesse, Wind Stance[B]

Skills Acrobatics +15 (+27 when jumping), Perception +6, Stealth +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +4 Stealth

Languages telepathy (empathy) 60 ft.

ECOLOGY

Environment temperate or warm forests or plains

Organization solitary, pair, or den (1–2 adults and 1–4 cubs)

Treasure incidental

SPECIAL ABILITIES

Empathy (Su) Pards can transmit complex emotions and basic ideas to other pards. When interacting with other kinds of creatures, they can only convey simple emotions such as anger, fear, and curiosity.

Phasing Attack (Su) As a full-round action, a pard can shift itself partially out of phase, damaging any creature it moves through. This works like the overrun combat maneuver, but the pard must move at least 30 feet and it gains a +4 bonus on the check. If it succeeds, the target takes 2d6 points of fire damage. If it exceeds a creature's CMD by 5 or more, it stuns the creature for 1 round instead of knocking it prone. The target can make an attack of opportunity, but at a –4 penalty. If the target forgoes an attack of opportunity provoked by this maneuver, it can try to avoid the pard by attempting a DC 19 Reflex save; if successful, it takes only half damage. The pard can only deal phasing attack damage to each target once per round, no matter how many times its movement takes it over a target creature. When using this ability, the pard can move through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. The pard cannot end its movement inside a creature or solid barrier. This ability counts as trample for the purposes of effects that enhance or protect against trample. The save DC is Dexterity-based.

Pards are alien catlike creatures known for their unnatural swiftness. They have sleek, short-furred bodies and long legs built for speed. Their color and markings vary widely, even among members of the same family, ranging through every color imaginable, with some bearing stripes, others spots, and a few solid-colored coats. Adult pards are 6 feet long and weigh 100 pounds.

Pards are carnivores and usually hunt small game and larger birds (such as swans), though many have developed a fondness for the flesh of gnomes and quicklings. Smarter than common beasts, pards are semi-intelligent, mate for life, and have a complex social structure. Pards also possess a form of telepathy they use to communicate amongst themselves, and can use this on a limited basis to confront intruders or create mutually beneficial alliances.



Illustration by Shreya Shetty

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Peluda

This long-necked dragon has steamy breath, a lashing tail, and a back covered in hundreds of quills.

PELUDA **CR 10**

XP 9,600

NE Large dragon

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)

hp 126 (11d12+55)

Fort +14, **Ref** +8, **Will** +11

Defensive Abilities ferocity, quills **DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 21

Weaknesses vulnerable tail

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +18 (2d6+8), 2 claws +18 (1d6+8), tail slap +13 (3d6+4 plus poison)

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

Special Attacks breath weapon (50-ft. line, 6d6 fire damage, Reflex DC 20 half, usable every 1d4 rounds), poison, quill barrage

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 6, **Wis** 15, **Cha** 12

Base Atk +11; **CMB** +20 (+22 bull rush); **CMD** 31 (33 vs. bull rush, 35 vs. trip)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

Skills Climb +12, Intimidate +15, Perception +16, Stealth +10, Swim +30

Languages Draconic

ECOLOGY

Environment temperate marshes or plains

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Poison (Ex) Quill—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Quill Barrage (Ex) Three times per day, a peluda can fire dozens of spearlike barbs in all directions. All creatures within 15 feet take 6d6 points of piercing damage (Reflex DC 20 half) and are subject to its poison quills. The save DC is Constitution-based.

Quills (Ex) A peluda's back and tail are covered in sharp black quills. A creature that strikes a peluda with a melee weapon, an unarmed attack, or a natural weapon takes 1d6 points of piercing damage from the peluda's quills and risks being poisoned. Weapons with reach do not endanger an attacker in this way. Any creature that grapples a peluda takes 3d6 points of piercing damage and risks being poisoned on its turn each round.

Vulnerable Tail (Su) A peluda is vulnerable to attacks against its tail. Any attack that is not an attempt to sever the peluda's tail (including area attacks or attacks that cause piercing or bludgeoning damage) affects its body. To sever the tail, an opponent must target the tail and attempt a sunder combat maneuver with a slashing weapon. The tail is considered a separate weapon with hardness 5 and hit points equal to the peluda's HD. The opponent must deal enough damage on a single blow to reduce the tail's hit points to 0 or fewer. If the tail is severed, the peluda can no longer attack with it and takes 2d6 points of bleed damage each round.



Illustration by Alexandur Alexandrov

Peludas loathe all weak, fragile creatures smaller than themselves, especially humanoids. Some hunt in nearby farmlands before returning to their own lairs. Some are worshipped as gods by lizardfolk or other swamp creatures, though a peluda's short temper means it may eat its devotees if affronted.

A typical peluda is 15 feet long and weighs 300 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Phantom Armor

This suit of armor moves with a warrior's deadly skill despite obviously being empty.

GUARDIAN PHANTOM ARMOR CR 2

XP 600

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)

hp 13 (3d8)

Fort +1, **Ref** +2, **Will** +3

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +5 (1d8+2/19–20) or 2 slams +4 (1d4+2)

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** 7, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Perception +6, Stealth +7

Languages Common (can't speak)

SQ freeze (suit of armor)

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

Created from blood-spattered armor infused with the souls of betrayed knights or fallen soldiers, phantom armors appear as suits of damaged but animate armor that move with deadly purpose and lethal precision.

GIANT PHANTOM ARMOR CR 4

XP 1,200

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, –1 size)

hp 37 (5d8+15)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee heavy flail +7 (2d8+7/19–20)

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

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** 7, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +9; **CMD** 19

Feats Improved Initiative, Power Attack, Toughness

Skills Perception +8, Stealth +4

Languages Common (can't speak)

SQ freeze (suit of armor)

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

Arising from the armored remains of towering humanoids, these suits are particularly fearsome, though slower than guardian phantom armors.

Creating Phantom Armors

Phantom armors are created using the spell *create undead*. Creating a phantom armor requires a corpse wearing a suit of heavy armor. The corpse is destroyed in the phantom armor's creation. A magic-user must be at least caster level 12th to create a guardian phantom armor and at least caster level 15th to create a giant phantom armor.

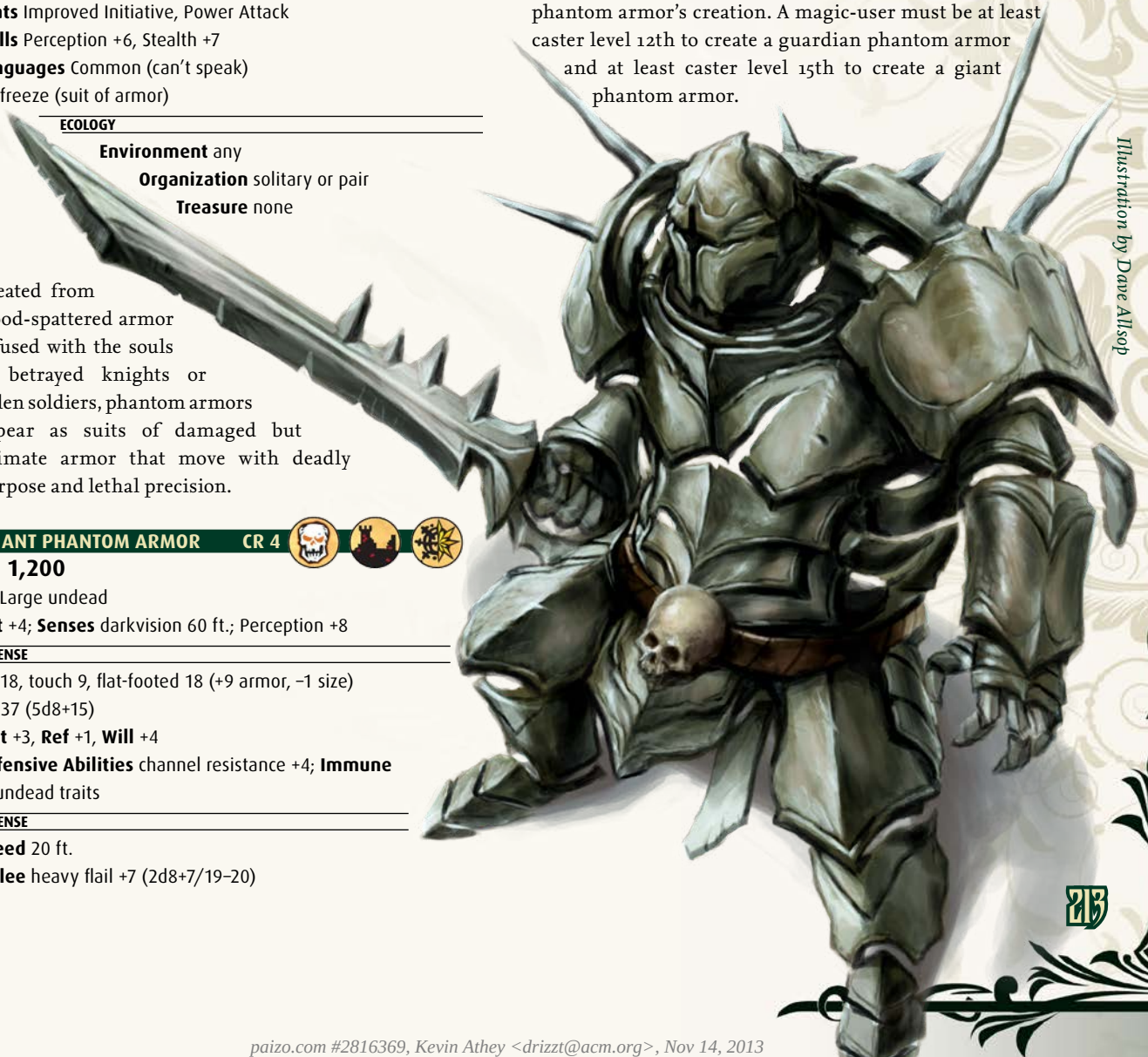


Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Pickled Punk

Barely contained in thick glass, this deformed humanoid creature wriggles in its jar.

PICKLED PUNK **CR 1**

XP 400

NE Tiny undead

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

DEFENSE

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

hp 11 (2d8+2)

Fort +1, **Ref** +1, **Will** +4

DR 5/bludgeoning; **Immune** undead traits

OFFENSE

Speed 15 ft.

Melee bite +4 (1d3–4 plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks attach, death throes, irritant

STATISTICS

Str 3, **Dex** 13, **Con** —, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Bluff +2 (+10 when playing dead), Stealth +13; **Racial Modifiers** +8 Bluff when playing dead

Languages Common

SQ opportune

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a pickled punk hits with a bite attack, it automatically grapples its foe, though the target is not considered to be grappling the punk. Each round the pickled punk is grappling its foe, it automatically deals bite damage each round.

Death Throes (Ex) When a pickled punk is destroyed, it discorporates into a fleshy sludge. Any creatures adjacent to a pickled punk when it is destroyed must succeed at a DC 12 Fortitude save or be nauseated for 1 round.

Irritant (Ex) The water in a pickled punk's jar is highly irritating to all living creatures. A creature damaged by a pickled punk's bite that deals damage to pickled punk with a natural weapon or unarmed attack, or that otherwise comes into contact with a pickled punk or the water in its jar, must succeed at a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 24 hours (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Charisma-based.

Opportune (Ex) Though Tiny, a pickled punk can extend its deformed limbs to make attacks of opportunity as if it had a reach of 5 feet. This ability doesn't allow a pickled punk to attack adjacent creatures as if it truly had a reach of 5 feet.

Grotesque curiosities, pickled punks are deformed, often-humanoid fetuses raised by necromancers and stored in jars of embalming fluid. Every pickled punk is different and the level of deformity spans a spectrum between the mildly lopsided to the utterly unfathomable. Though they seem harmless at first—even laughable—pickled punks are hungry creatures that attack without provocation when freed from their jars. Some pickled punks rock and wriggle in their jars in hopes of falling off a shelf or table and shattering their glass prison (such jars typically have hardness 1 and 2 hit points). Once freed, a pickled punk pulls itself across the ground with its malformed limbs in search of sustenance. Unless weaned from its taste for blood or constantly controlled, pickled punks become a danger to their creators.

Some necromancers (especially those on the edge of sanity) and some intelligent undead cultivate a fondness for pickled punks and regard them as their children. They talk to their various jars in cooing tones and are known to even carry around favored specimens on outings and social calls, often granting them names and imagined personalities.

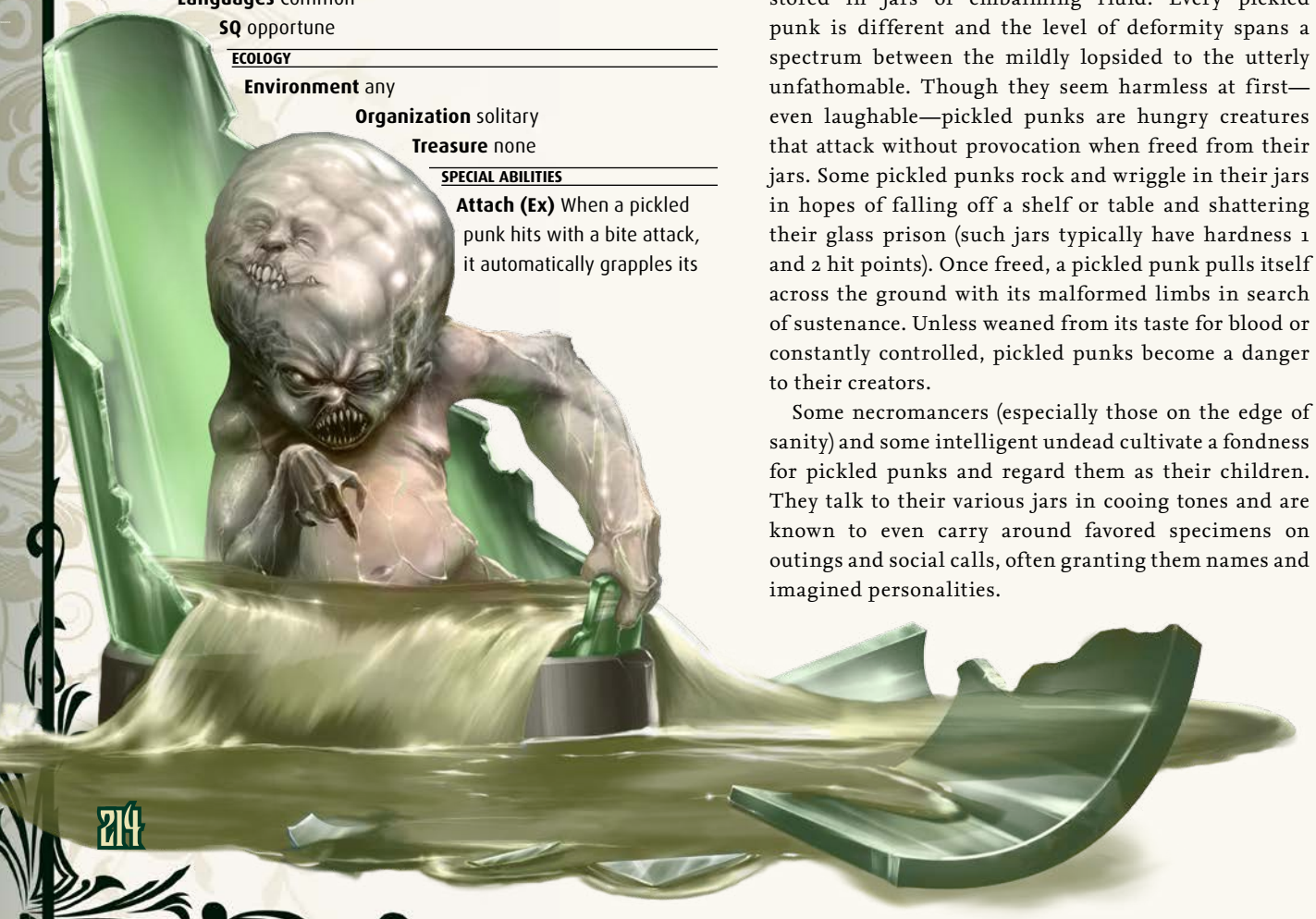


Illustration by Joshua Meehan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Pipefox

This furry, minute serpent has a foxlike head and tiny eyes that glitter with intelligence.

PIPEFOX **CR 2**

XP 600

N Diminutive magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 13 (3d10–3)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +10 (1d2–5)

Space 1 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 3rd; concentration +5)

Constant—*comprehend languages*

3/day—*augury*, *vanish*[APG]

1/day—*detect thoughts* (DC 14), *divination*, *greater invisibility* (self only)

STATISTICS

Str 1, **Dex** 16, **Con** 9, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 8

Feats Improved Initiative, Weapon Finesse

Skills Climb +7, Knowledge (arcana) +5, Knowledge (religion) +5, Perception +5, Sense Motive +2, Stealth +19

Languages Common, Draconic; *comprehend languages*

SQ compression

ECOLOGY

Environment any

Organization solitary

Treasure standard

A pipefox is a foot-long, furry, magical snake with the head of a fox. Often found either climbing in trees or snaking around pipes, these curious and stealthy creatures prefer to skulk about to observe and learn. Neither malicious nor particularly beneficial, pipefoxes love to gather knowledge and sometimes disseminate what they've acquired to those they find worthy.

Desirous of knowledge, no matter how obscure, these creatures only see other like-minded creatures worthy of their interaction. Though they might become curious about a tribe of barbarians, take sudden interest in learning the cant of a local group of thieves, or even study the method of distribution for the local brewery, they watch such things from a distance, never interacting with such "lesser minds." But if a pipefox finds a creature that loves knowledge as much as it does, it becomes intrigued, and after spending a period of time observing such a creature, will eventually muster up the courage to make the relationship more personal. Many pipefoxes are especially intrigued by spellcasters, and sometimes they offer to serve them as either familiars or confidants.

Pipefoxes are secretive by nature, and even when they make themselves known, they can be shy and evasive, both physically and intellectually. They often see knowledge as a type of spiritual currency, and are hesitant to give their knowledge away unless they gain something in return.

Some believe pipefoxes are the spirits of legendary scribes and lore masters given new form. Others believe the creatures are related to kami, and serve to preserve the world's knowledge.

A spellcaster of at least 7th level who has the Improved Familiar feat may select the pipefox as a familiar, but only after the pipefox has agreed to pledge its services to the spellcaster.



Illustration by Brynn Metheney

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Pooka

This creature combines the features of a sprightly girl and a black rabbit. A wicked, whimsical grin gleams on her face.

POOKA **CR 2**

XP 600

CN Tiny fey

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 18 (4d6+4); fast healing 2

Fort +2, **Ref** +7, **Will** +5

DR 5/cold iron or silver; **SR** 13

OFFENSE

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

Melee dagger +7 (1d2/19–20)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +7)

At will—*detect magic*, *invisibility* (self only)

3/day—*minor image* (DC 13), *sleep* (DC 12)

1/day—*suggestion* (DC 13)

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Bluff +8, Diplomacy +8, Fly +18, Perception +8, Sense Motive +6, Stealth +18, Use Magic Device +6

Languages Common, Sylvan; telepathy (by touch only)

SQ change shape (2 of the following forms: cat, goat, rabbit [use stats for raccoon], or raven; *polymorph*)

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Poison (Su) As a standard action, a pooka can blow across her palm and create a 5-foot-diameter cloud of intoxicating dust. The pooka decides when she uses this ability whether the dust acts as an inhaled poison or a mild intoxicant (equivalent to 1–2 glasses of beer).

Pooka Dust (Su): Inhaled; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis and 1d2 Cha (or intoxication); *cure* 2 consecutive saves.

Capricious in nature, pookas are always in search of fun, though they don't often care who they inconvenience with their antics—they're just in it for the whimsy. Always chaotic in nature, some pookas are cruel, some are good-natured, and others are slightly unhinged. There's no way to tell which kind one is just by looking at it; only by interacting with a pooka does its nature become clear.

However, having a conversation with a pooka isn't easy. Though they're intelligent, pookas speak in choppy, simple sentences filled with obscure metaphors and nonsensical references. Most creatures who converse with a pooka usually misunderstand it the first time and have to ask the creature to repeat itself. Even their telepathy is filled with strange images and references, such as representing the word "elf" with the face of an elf it knew long ago, colloquialisms that only make sense to native speakers of Sylvan, and so on.



Illustration by Alexandur Alexandrov

Pookas thrive when in the company of others, and they frequently find companionship in a particular individual whether the camaraderie is wanted or not. Pookas prefer creatures of chaotic alignments, don't trust those with lawful alignments, and find most people with neutral alignments boring.

Pookas pull pranks to get to know a person and stay near them to observe the results, invisibly perched on a shoulder or clinging to an article of clothing. As they usually communicate with their unlucky target (whom they call "friend") using telepathy, the person's erratic reactions to the unseen pooka's pranks and mental "voice" can make the target appear insane. The pooka doesn't mind a little rough retaliation, but flees any attempts to kill it.

Some pookas can be helpful, and farmers often leave a portion of their harvest behind as a tribute for any resident pookas. A pooka who is satisfied with such a gift may leave that farmer alone for an entire year, while a pooka who feels slighted by the offering may relentlessly mock the farmer and cause minor accidents on the farm.

A pooka measures 1 to 2 feet from eartips to tail and weighs up to 15 pounds.

A non-lawful spellcaster of at least 7th level who takes the Improved Familiar feat can select a pooka as a familiar.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Psychopomp

All life has its beginning and its end. From the moment of birth, everything that shrieks and struggles upon the Material Plane crawls toward a singular finale, that fatal climax that grants passage into the unimaginable infinities of the afterlife. As the spirits of the deceased flow from the confusion of mortality to their ultimate fates, they are each judged by the gods of death, who assure that all who die reach their prescribed afterlife. Yet with all the worlds of the Material Plane, the countless faces and exceptions of mortality, and all those who would turn fate and finality to their own devices, death as a system and institution requires more agents than a single deity or pantheon to uphold. These agents are the psychopomps—denizens of Purgatory and the dispassionate stewards, chroniclers, and guides of all that die.

Psychopomps preside over the flow of life. Their primary concerns focus upon souls in the vulnerable transition between death and their final destinations upon the planes. Psychopomps carry out their duties with the dispassion of veterans and cynics. In terms of service measuring in ages, psychopomps meet countless souls from innumerable worlds, and soon nearly every story, fate, plea, and exception becomes all too familiar. They care little for the histories or personalities of the souls that pass them by, concerned only for the efficient and unvaried processing of each spirit to its final unremarkable eternity. Damnation and paradise are the same to them, as are heroes and villains, and no psychopomp cares one jot for great deeds left undone, other fates hanging in the balance, or bribes worth even a world's ransom. But while drudgery is the lot of many psychopomps—interrupted only by the diversions they sometimes create for themselves—their system is not without flaws. There are creatures who would seek to deny the natural order of death—fiends that prey upon souls, spirits lost in their migration, and undead abominations. To counter such abnormalities and preserve the flow of souls as the multiverse requires, numerous specialized psychopomps exist to protect the dead and counter any who would seek to pervert the state of death to their own ends.

Noteworthy among psychopomps are their masks. Many who have dealings with the living wear some manner of grim face covering or funerary mask. While these masks are not part of a psychopomp's body and grant them no special abilities, the legends of numerous cultures suggest that for a living creature to see a psychopomp's unmasked countenance invites a premature death. Those psychopomps who deal predominately with the dead typically eschew such marks of station except as a formality.

Psychopomp Ushers

Beings ancient and dispassionate rise above the psychopomp droves, emissaries of death who have presided over the dooms of whole nations, races, and worlds. These eldest and most efficient servants of death hold great respect for the gods of death, but are not necessarily their minions, striving to fulfill their own visions of death's ultimate purpose and process over all other objectives.

- Atropos the Last Sister
- Barzahk the Passage
- Ceyanan the Shepherd
- Dammar the Denied
- Imot the Symbol of Doom
- Mother Vulture
- Mrtyu, Death's Consort
- Narakaas the Cleansing Sentence
- The Pale Horse
- Phlegyas, Consoler of Atheists
- Saloc, Minder of Immortals
- Teshallas the Primordial Poison
- Vale the Court of Ancestors

As psychopomps help convey souls to all of the Outer Planes, and thus provide petitioners equally to each of those realms, they enjoy a special status among many planar races as respected neutrals. As such, most other planar races grant them a wide berth, with even archons and demons going out of their ways to avoid interfering with death's emissaries. Soul-hungry daemons and reality-violating qlippoth are among the only races that actively oppose psychopomps. Consequently, the deadlier classes of psychopomps watch for and hunt disruptive members of these races, seeking to expunge the paths between the planes of any that would impede the certain cycle of death.

The death gods create the weakest psychopomps out of mortal souls, usually those who served Purgatory in life or worshiped deities of judgment. The gods may transform psychopomps which perform exemplary service into greater members of their kind, though rarely an exceptional hero or champion of Purgatory may become a superior psychopomp when she dies. There is little competitiveness or jealousy among the ranks of these creatures, as their primary motivation is fulfillment of their eternal duties, and there is little point in coveting another's rewards and responsibilities.

The following are the most common types of psychopomps. Other varieties exist, tasked with more obscure duties for the gods of death, or responsible for alien worlds where the native creatures have radically different life cycles and outlooks compared to humanoids.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Psychopomp, Catrina

With lengthy curling hair, a dancer's dress, and a bouquet of flowers, this woman remains beautiful, despite having no flesh.

CATRINA **CR 5**

XP 1,600

N Medium outsider (extraplanar, psychopomp)

Init +7; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +11

Aura calm emotions (30 ft., DC 17)

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 51 (6d10+18)

Fort +5, **Ref** +8, **Will** +9

DR 5/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 16

OFFENSE

Speed 30 ft.

Melee 2 slams +6 (1d8)

Special Attacks compel condemned, kiss of death

Spell-Like Abilities (CL 6th; concentration +10)

At will—*dancing lights*, *death watch*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *speak with dead*

3/day—*major image* (DC 20)

STATISTICS

Str 10, **Dex** 17, **Con** 16, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +6; **CMD** 19

Feats Combat Expertise, Improved Initiative, Iron Will

Skills Diplomacy +13, Heal +8, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Stealth +12, Use Magic Device +10

Languages Abyssal, Celestial, Common, Infernal; *tongues*, telepathy 100 ft.

SQ spirit touch

ECOLOGY

Environment any (Purgatory)

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

Treasure standard

SPECIAL ABILITIES

Calm Emotions Aura (Su) A catrina's aura acts like a *calm emotions* spell with a radius of 30 feet. A creature that succeeds at its save is immune to that catrina's aura for 24 hours. The save DC is Charisma-based.

Compel Condemned (Su) As a standard action, a catrina can force one humanoid within 30 feet to make a DC 17 Will save or be affected as per the spell *dominate person*. This ability functions exactly as that spell, but the catrina can only command an affected creature to approach and kiss her. This action is not considered to be against the target's nature or self-destructive. Any damage taken by the target (other than damage the catrina deals) immediately ends this effect.

Kiss of Death (Su) A catrina can kill a grappled, helpless, or willing target with a long, passionate kiss. The target must succeed at a DC 17 Fortitude save or take 5d6 points of damage. Any creature damaged by the same catrina's kiss for three consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old age category take a –2 penalty on saving throws to resist this ability, while those in the venerable age category take a –4 penalty. This is a death effect. The save DCs are Charisma-based.

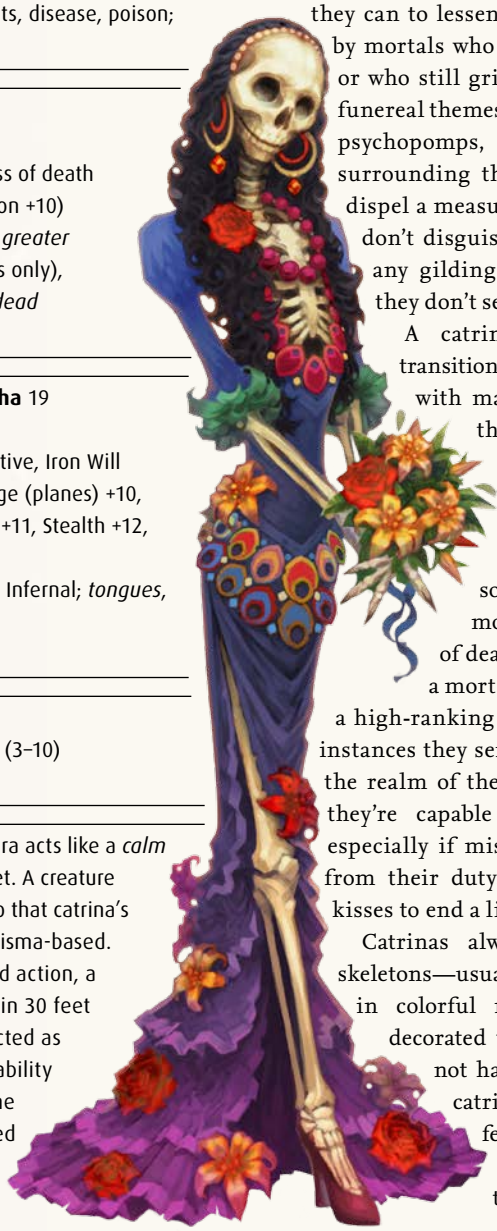


Illustration by Dmitry Prosvirnin

Catrinas welcome the dead into the afterlife, doing what they can to lessen the shock and terror experienced by mortals who haven't accepted their own deaths or who still grieve for themselves. Eschewing the funereal themes and colors preferred by most other psychopomps, catrinas dress in festive shades, surrounding themselves with light and color to dispel a measure of death's gloom. However, they don't disguise their skeletal bodies, for despite any gilding they might put on the moment, they don't seek to disguise the finality of death.

A catrina's motivation for easing the transition from life to death has more to do with making the soul's progression calm than compassion for the soul—after all, screaming and outrage disrupts the processing of the dead.

Catrinas rarely ever visit the Material Plane, but when they do so it's typically at the command of a more powerful psychopomp or deity of death who seeks to ease the passing of a mortal of singular importance—such as a high-ranking priest of a death goddess. In such instances they serve as companions and ushers into the realm of the dead, not executioners. However, they're capable of serving in both capacities, especially if misguided mortals try to keep them from their duty, using their deadly but painless kisses to end a life in an instant.

Catrinas always appear as festively dressed skeletons—usually in women's garb but sometimes in colorful men's formal wear, and usually decorated with or carrying flowers. They do not have true genders, but an individual catrina may have a more masculine or feminine voice and personality. They typically stand between 5 and 6 feet tall and weigh about 20 to 30 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Psychopomp, Morrigna

This beautiful woman wears a mask and is completely wrapped in spider silk. Magical fetishes adorn her clothing and staff.

MORRIGNA **CR 13**

XP 25,600

N Medium outsider (extraplanar, psychopomp)

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

DEFENSE

AC 28, touch 13, flat-footed 25 (+8 armor, +3 Dex, +5 natural, +2 shield)

hp 171 (18d10+72); regeneration 5 (acid or fire)

Fort +10, **Ref** +15, **Will** +16

DR 10/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 24

OFFENSE

Speed 40 ft. (30 ft. in armor), climb 15 ft.

Melee 2 slams +24 (2d6+6), 2 wrappings +19 (1d6+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with wrappings)

Special Attacks wrappings

Spell-Like Abilities (CL 12th; concentration +15)

At will—*detect undead*, *stone tell*

5/day—*speak with dead*

3/day—summon (level 7, 1d4 giant tarantulas [*Pathfinder RPG Bestiary 2* 256] 75% or 1d4 spider swarms 100%)

Inquisitor Spells Known (CL 12th; concentration +15)

4th (3)—*cure critical wounds*, *divination*, *freedom of movement*, *spell immunity*

3rd (5)—*blood biography*[APG] (DC 16), *dimensional anchor*, *dispel magic*, *halt undead* (DC 16)

2nd (6)—*confess*[APG] (DC 15), *detect thoughts* (DC 15), *hold person* (DC 15), *invisibility*, *see invisibility*

1st (6)—*bane* (DC 14), *command* (DC 14), *comprehend languages*, *expeditious retreat*, *sanctuary* (DC 14), *wrath*[APG]

0—*bleed* (DC 13), *detect magic*, *disrupt undead*, *read magic*, *sift*[APG], *stabilize*

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +24 (+28 grapple); **CMD** 38

Feats Alertness, Combat Expertise, Combat Reflexes, Deflect Arrows[B], Eschew Materials[B], Following Step[APG], Improved Initiative, Iron Will, Persuasive, Step Up, Step Up and Strike[APG]

Skills Bluff +15, Climb +11, Diplomacy +25, Disguise +15, Intimidate +17, Knowledge (planes) +13, Perception +28, Sense Motive +25, Sleight of Hand +10, Stealth +22, Survival +15, Swim +6

Languages Abyssal, Celestial, Infernal; *speak with animals* (including vermin), *tongues*

SQ change shape (any animal or humanoid), spirit touch

ECOLOGY

Environment any (Purgatory)

Organization solitary or group (3–15)

Treasure standard (*+2 glamered breastplate*, other treasure)

SPECIAL ABILITIES

Spells A morrigna casts spells as a 12th-level inquisitor.

Spider Sight (Su) A morrigna can see through the eyes of a spider swarm she summons as though it were the sensor of an *arcane eye* spell. She does not have to concentrate to use this ability.

Wrappings (Su) A morrigna's web wrappings grant her a +2 shield bonus to AC and can make secondary natural attacks.

Morrignas are Purgatory's investigators, bounty hunters, and assassins, tracking down those who flout the natural cycle of death and judgment. They stand 7 to 8 feet tall and weigh 200 to 250 pounds.

Many morrignas prefer to assume the appearances of those who have died. They ensure the smooth operation of death's bureaucratic machine by eliminating complications, dedicating their existence to wiping out any forces that circumvent or corrupt the natural cycle of death and judgment.



Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Psychopomp, Nosoi

This strange black bird wears a leather long-nosed mask like a plague doctor.

NOSOI **CR 2**

XP 600

N Tiny outsider (extraplanar, psychopomp)

Init +3; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 19 (3d10+3)

Fort +2, **Ref** +6, **Will** +4

DR 2/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee bite +8 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks haunting melody

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*invisibility* (self only)

3/day—*speak with dead* (6 questions, CL 12th)

1/day—*hide from undead* (DC 14), *sound burst* (DC 15)

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 13

Feats Alertness, Weapon Finesse

Skills Fly +17, Knowledge (history) +6, Knowledge (planes) +6, Perception +9, Profession (scribe) +7, Sense Motive +3, Stealth +17

Languages Abyssal, Celestial, Infernal

SQ change shape (raven or songbird [same statistics], *beast shape II*), spirit touch

ECOLOGY

Environment any (Purgatory)

Organization solitary, pair, or group (3–15)

Treasure standard

SPECIAL ABILITIES

Haunting Melody (Su) A nosoi's song has the power to grip the spirits of those that hear it. All living and undead creatures within a 60-foot spread must succeed at a DC 14 Will saving throw or be fascinated. A creature that successfully saves is not subject to that nosoi's song for 24 hours. This effect continues for as long as the nosoi sings and for 1 round thereafter. A nosoi can sing for a number or rounds per day equal to twice its Hit Dice. This is a sonic mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune). The save DC is Charisma-based.

Nosois eagerly fill the roles of clerks, scribes, and messengers in Purgatory's bureaucracy. They record the circumstances of each mortal's death, any judgments for and against its soul, and its final destination among the Outer Planes. A noisoi looks like a songbird—usually a crow, sparrow, or whippoorwill—though it wears a funerary mask that accentuates its beak. Many nosois craft decorative artificial tails from grave goods and other decorations that trail behind them as they fly. A nosoi typically measures about 1 foot in length but is deceptively heavy, weighing between 10 and 15 pounds. It can use drawing and writing tools suitable for Small or Medium creatures without penalty.

Nosois serve within the libraries and scriptoriums of Purgatory, tirelessly scribbling away without rest. Being social creatures, they frequently chatter or sing with one another. A nosoi considers eating a rare treat, and sometimes shares the information it knows if given a suitable tasty bribe.

A nosoi's primary duties are to record happenings within Purgatory, conduct souls to and from their appointed destinations, and carry messages from Purgatory to agents in other planes. Most outsiders respect the couriers' neutrality and allow them safe passage. Many also serve as assistants to more powerful psychopomps or even to mortals with particularly morbid concerns or important fates. Nosois take pride in knowing that their trivial tasks aid in keeping one of the multiverse's most important systems functioning with general reliability.

A true neutral spellcaster can gain a nosoi as a familiar at 7th level by taking the Improved Familiar feat. A nosoi familiar grants its master a +2 bonus on skill checks made to scribe scrolls. A nosoi immediately leaves the service of any master who creates or permanently becomes an undead.



Illustration by Jim Nelson

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Psychopomp, Vanth

This humanoid skeleton has black raven wings, a long tail, and a polished vulture-like mask where its face should be.

VANTH **CR 7**

XP 3,200

N Medium outsider (extraplanar, psychopomp)

Init +3; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +16

Aura fear (30 ft., DC 17)

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 76 (9d10+27)

Fort +11, **Ref** +6, **Will** +10

DR 10/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee *+1 adamantine scythe* +14/+9 (2d4+7/×4) or 2 claws +13 (1d6+4)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*deathwatch*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only)

3/day—*bestow curse* (DC 17), *locate creature*, *searing light*

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 13, **Wis** 19, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 26

Feats Cleave, Great Fortitude, Hover, Power Attack, Vital Strike

Skills Acrobatics +9, Fly +11, Intimidate +11, Knowledge (history) +9, Knowledge (planes) +13, Knowledge (religion) +13, Perception +16, Sense Motive +16, Stealth +15

Languages Abyssal, Celestial, Infernal

SQ reaper's scythe, spirit touch

ECOLOGY

Environment any (Purgatory)

Organization solitary, pair, or flock (2–12)

Treasure double (adamantine scythe)

SPECIAL ABILITIES

Fear Aura (Su) A creature of fewer than 10 Hit Dice that fails its save (DC 17) against the vanth's fear aura is shaken for as long as it remains within the aura. A creature that succeeds at its save is immune to that vanth's aura for 24 hours. The save DC is Charisma-based.

Reaper's Scythe (Su) Every vanth carries a distinctive adamantine scythe as both a weapon and a symbol of its duty. When the vanth wields its own scythe, the weapon gains a +1 enhancement bonus on attack rolls and damage rolls. As a free action, the vanth can summon its weapon from a personal demiplane or any other location and have it appear in its hands instantly. It can also dismiss its scythe back to its personal demiplane as a free action. If a vanth's scythe is destroyed, it can summon a new one in 24 hours.



Stern, silent, and cloaked in ragged black wings, vanth psychopomps serve as stoic guardians of Purgatory and watchers along the routes of the dead. A vanth looks like a black skeleton with ravenlike wings and a mask resembling a vulture's skull.

Also known as reapers, angels of death, or amzranei, vanths protect the departed from those wishing to eat or steal their mortal souls, recapture escaped souls trying to flee their assigned fates, and are death's foot soldiers against whatever would disrupt the natural cycle of mortality. They may also guard the dead and death's assets, such as forgotten cemeteries, unattended mausoleums, and sacred groves.

A vanth weighs 400 pounds and stands 8 feet tall, though its slumped posture means it can look most adult humanoids in the eye. Vanths are ancient creatures, perhaps predating the current gods of death, and are rumored to be ascended souls of a distant world of death-worshiping soldiers. They rarely speak or show emotion and their hollow voices carry unnaturally far. A vanth's scythe is a badge of its station, reflecting its role as a harvester of souls. It features symbols in a language that was already lost when the death gods claimed Purgatory.

Most outsiders scorn vanths, as the psychopomps have no concern for law, rightfulness, or personal gain—only duty. Vanths view any outsider visiting Purgatory as a potential threat, and stalk angels and demons alike.

Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Psychopomp, Yamaraj

The head of this winged, dragonlike beast is crowned with long spines. Sooty feathers cover its body.

YAMARAJ **CR 20**

XP 307,200

N Huge outsider (extraplanar, psychopomp)

Init +16; **Senses** darkvision 60 ft., *detect thoughts*, low-light vision, spiritsense, *true seeing*; Perception +37

Aura fear (30 ft., DC 32)

DEFENSE

AC 40, touch 21, flat-footed 27 (+4 armor, +12 Dex, +1 dodge, +15 natural, –2 size)

hp 337 (25d10+200); fast healing 10

Fort +22, **Ref** +20, **Will** +25

Defensive Abilities lightning drinker; **DR** 15/adamantine; **Immune** cold, electricity, death effects, disease, poison; **SR** 31

OFFENSE

Speed 40 ft., fly 60 ft. (good), swim 40 ft.

Melee bite +32 (2d6+9/19–20 plus grab and poison), 2 claws +32 (2d6+9), tail slap +30 (2d6+4), 2 wings +30 (1d8+4)

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

Special Attacks breath weapon (60-ft. cone, 20d6 cold, Reflex DC 30 half, usable every 1d4 rounds; or beetles), poison

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*detect thoughts* (DC 22), *mage armor*, *true seeing*

At will—*greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *reincarnate*, *rest eternal*[APG], *scrying*, *share language*[APG], *telekinesis* (DC 25), *tongues*

3/day—*circle of death* (DC 26), *forcecage* (DC 27), *miracle* (DC 29) (see final judgment), quickened *lightning bolt* (DC 23), *undeath to death* (DC 26)

1/day—*soul bind*, summon (level 9, any one CR 19 or lower psychopomp 100%), *wail of the banshee* (DC 29)

STATISTICS

Str 28, **Dex** 35, **Con** 27, **Int** 24, **Wis** 28, **Cha** 31

Base Atk +25; **CMB** +36 (+38 bull rush, +40 grapple); **CMD** 59 (61 vs. bull rush, 63 vs. trip)

Feats Combat Reflexes, Dodge, Hover, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Mobility, Multiattack, Power Attack, Quicken Spell-Like Ability (*lightning bolt*), Spell Penetration, Wind Stance

Skills Acrobatics +37 (+41 when jumping), Bluff +38, Diplomacy +35, Fly +40, Intimidate +35, Knowledge (arcana) +32, Knowledge (planes) +35, Knowledge (religion) +32, Perception +37, Sense Motive +37, Spellcraft +32, Stealth +32, Swim +42; **Racial Modifiers** +4 Acrobatics when jumping

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal

SQ final judgment, spirit touch

ECOLOGY

Environment any (Purgatory)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) In addition to its cold breath weapon, a yamaraj can breath a 60-foot cone of beetles and other insectile scavengers. Creatures in the breath weapon's area take 16d6 points of slashing damage and are nauseated for 1d4 rounds (Reflex 30 halves damage and negates nausea). The scavengers persist as a swarm around the affected creature that is closest to the breath weapon's point of origin; this swarm has the same statistics as an army ant swarm, but its distraction DC is the same as the yamaraj's breath weapon DC. The save DC is Constitution-based.

Final Judgment (Su) A yamaraj can only use its *miracle* spell-like ability to restore a slain outsider to life or to reproduce the following spell effects: *banishment*, *dimensional anchor*, *greater restoration*, *plane shift*, *true resurrection*.

Lightning Drinker (Su) A yamaraj absorbs electricity to strengthen itself. If struck by an electrical attack, it heals 1 hit point per 3 points of electricity damage the attack would otherwise deal. If the amount of healing would cause the yamaraj to exceed its full normal hit points, it gains any excess as temporary hit points (up to a maximum of 100), which last up to 1 hour.

Poison (Ex) Bite—injury; *save* **Fort** DC 30; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex drain; *cure* 3 consecutive saves.

Equal parts regal and horrifying to mortal sensibilities, yamarajes preside as judges of death and dispensers of ultimate justice. Superstitions of the living call them by many names—the final judges, the grave magistrates, the dragons who eat men's souls—but all agree that these nobles of death wither even the stoutest hearts. The grave magistrates glide with authority throughout Purgatory, commanding flocks of lesser psychopomps, tolerating the ministrations of devils and angels bickering for souls of note, and ordering the endless procession of petitioners. Many also serve as diplomats or military commanders to maintain Purgatory's neutrality, but any such role is secondary to maintaining the flow of souls and the balance of the multiverse. Though in theory each yamaraj answers to the gods of death, in practice each is unquestioned within its own courtroom.

Yamarajes vaguely resemble black dragons, though they are easily distinguished once one realizes the gigantic creatures are cloaked in feathers rather than scales. Each yamaraj measures at least 30 feet in length and weighs 4 tons. Despite their massive size and largely sedentary duties, yamarajes show astounding grace when they move.

Impossibly old, yamarajes are outsiders forged from lesser psychopomps or the souls of legendary mortals. As with other outsiders, they need not eat, drink, or sleep

Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

to survive, and the grave magistrates normally remain perched upon Purgatory's ruins for months at a time, overseeing the smooth organization of their realm. Hard work wears at their immortal drive, and like living lords, they eagerly indulge in exquisite banquets during their infrequent personal time. These bacchanals make for strange bedfellows among outsiders, as solars and pit fiends may hobnob alongside one another, vying for the attention of a yamaraj to help organize the release of judged souls and attempting to win future favors.

When called into physical action, all yamarajes can breathe raw decay in the form of clouds of carrion-eating insects, and their venom saps the youth and vitality from living creatures.

Yamarajes serve as lower judges and lords of Purgatory, directing the activities of other outsiders there, presiding over the dead, pre-sorting souls destined for ultimate judgment by the death gods, and seeing to the efficiency and safety of the plane's infinite inhabitants. As the highest order of psychopomps, they are simultaneously the most dedicated to their role as shepherds of the dead and the most prone to impressing their own opinions on their work in the form of overturning precedents, rambling speeches, and extensive opinions attached to rulings. Such flexibility is necessary when making immortal decisions based on the ever-changing actions of the living, but frustrates more absolute outsiders to no end.

Unsurprisingly, yamarajes tend to vary greatly from one individual to the next. Most develop deep interests in various worldly subjects that determine the sorts of mortals they ultimately choose to watch over. A given yamaraj might go out of its way to seek out artisans, followers of specific deities, or thieves, depending on its studies or whatever has come to interest it during that eon. Yamarajes might seek to guard such pet souls, ensuring their safe travels through Purgatory, learning more from the souls as they journey together, and ultimately advocating that the death gods grant a more peaceful judgment. Others act in reverse, finding certain sorts of mortals truly disgusting, tormenting their souls through their procession to the goddess's throne, and even suggesting that the spirits should face particularly monstrous damnations. How a yamaraj reacts to an individual thus proves unpredictable, depending on its changeable tastes. Such idiosyncrasies vary between individual yamarajes, and might change over the course of centuries.

Just as many yamarajes become fascinated with souls possessing specific experiences or from certain backgrounds, some of the psychopomps go out of their way to judge beings from specific worlds, collecting bits of information and insight with every creature that passes them by. Thus, some become experts on one or multiple worlds, having spent eternities ferreting out the histories and secrets of worlds from firsthand accounts over millennia of inquiries. Many yamarajes welcome the opportunity to share the details of their investigations, though they sometimes see inquiries into their worlds of expertise as opportunities to conscript new allies to aid the psychopomps' cause. Standing at the pinnacle of their race, yamarajes are well informed as to the challenges and goals of many subservient psychopomps, and might only negotiate with mortals who perform a service in aid of their underlings.



Illustration by Jorge Fares

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Qallupilluk

This hag's lumpy hide, tangled black hair, and ragged garments drip with icy water, though she has a curiously sweet smell.

QALLUPILLUK **CR 7**

XP 3,200

LE Medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +13

Aura cloying scent (15 ft.)

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +10, **Will** +8

DR 5/cold iron; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +13 (1d6+5), 2 claws +13 (1d6+5 plus grab)

Ranged javelin +10 (1d6+4)

Special Attacks curse of scales

Spell-Like Abilities (CL 8th; concentration +10)

At will—*water breathing*

3/day—*charm animal* (DC 13), *charm person* (DC 13), *chill metal* (DC 14), *sleet storm*

1/day—*commune with nature*, *divination*

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 25

Feats Blind-Fight, Combat Reflexes, Lightning Reflexes, Stand Still

Skills Knowledge (nature) +9, Perception +13, Stealth +13, Survival +13, Swim +23

Languages Aklo, Aquan, Common, Giant

SQ amphibious

ECOLOGY

Environment cold oceans

Organization solitary, family (2–6 plus 1–4 aquatic monsters)

Treasure standard

SPECIAL ABILITIES

Cloying Scent (Su) Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to take a –2 penalty on saves against mind-affecting effects.

Curse of Scales (Su) If a qallupilluk grapples a Medium or Small humanoid opponent, her target begins transforming into an aquatic monster. Starting on the third consecutive round of grappling, the grappled target must succeed at a DC 18 Fortitude save every round or fully transform into a grindylow (*Pathfinder RPG Bestiary 2* 148), reefclaw (*Bestiary 2* 234), bunyip (*Bestiary 2* 50), merrow (*Bestiary 2* 189), or scrag (*Pathfinder RPG Bestiary* 268). Once fully transformed, the creature is slavishly devoted to the qallupilluk that created it. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain. A qallupilluk can make this transformation permanent by performing a ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect. The save DC is Constitution-based.



Illustration by Eva Widermann

A qallupilluk is a sinister and much-dreaded haglike denizen of cold seas. An ambush predator, she waits near gaps and weak points in the ice and listens for the footsteps of creatures above, sometimes humming or tapping on the ice like a trapped seal in the hope of drawing the curious within range of her alluring scent. When one grabs a victim, she either drowns her prey, saving the body to eat later, or transforms her prey into a monstrous servant that she treats as her own child—and eventually, as a mate. All qallupilluks are female, but they can reproduce with other aquatic monsters. Their offspring are always qallupilluks.

Qallupilluks may craft hovels or lodges from stone or coral on the seabed. A few craft semipermanent homes in the submerged recesses of icebergs. They often know fragments of ancient and obscure natural secrets.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Rat King

Squeaks and chittering cries rise from a tangle of diseased rats with their tails knotted together.

RAT KING **CR 5**

XP 1,600

N Small magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 13 (+4 Dex, +1 dodge, +2 natural, +1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +9, **Will** +4

Defensive Abilities critical hits, flanking, effects that target a specific number of creatures

OFFENSE

Speed 30 ft., climb 15 ft., swim 15 ft.

Melee 5 bites +11 (1d4+1 plus disease)

Special Attacks disease, plaguebringer

STATISTICS

Str 12, **Dex** 19, **Con** 18, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +6; **CMD** 21 (can't be tripped)

Feats Dodge, Skill Focus (Perception), Weapon Finesse

Skills Climb +9, Diplomacy +0 (+4 when influencing rats), Knowledge (local) –2, Perception +11, Stealth +13, Swim +9; **Racial Modifiers** +4 Diplomacy when influencing rats

SQ compression, speak with rats

ECOLOGY

Environment any urban or underground

Organization solitary, pack (2–4), or infestation (5–12)

Treasure standard

SPECIAL ABILITIES

Disease (Ex) *Bubonic plague*: Inhaled or bite—injury; *save* Fort DC 19; *onset* 1d3 days; *frequency* 1/day; *effect* 1d4 Str damage, 1 Cha damage, and fatigue; *cure* 2 consecutive saves. The save DC is Constitution-based and includes the +2 from the rat king's plaguebringer ability.

Plaguebringer (Ex) A rat king increases the disease DC of rats (including rat kings, rat swarms, and dire rats) within 100 feet by +2.

Speak with Rats (Ex) A rat king can communicate with normal rats (including rat swarms and dire rats) as if using *speak with animals*. It can use Diplomacy to alter a rat's attitude, and when so doing gains a +4 racial bonus on the check. Any ability that allows a creature to communicate with rats (such as *speak with animals* or a wererat's rat empathy) allows for communication with a rat king.

Often found in city sewers, rat kings squirm through the muck and darkness, spreading disease and searching for food. Composed of no fewer than half a dozen rats knotted together at the tail, a rat king has one consciousness rather than many, increasing its intellect beyond that of a normal rat, and granting the rat king a cunning that allows it to stalk its prey and use improved tactics against its enemies and rivals.

Known by subterranean creatures for being plague carriers, rat kings are shunned by most creatures other than rats. Some humanoids that live beneath cities (such as morlocks, derros, and mites) use rat kings in their lairs as protectors or as a way to increase the deadliness of the dire rats they use for protection. City-dwellers see rat kings as a bad omen and fear that encountering the terrifying creatures will bring sickness and death to the entire settlement. The mere sighting of a rat king may result in the quarantine of multiple city blocks.

Some students of monster lore believe that a rat king begins as a group of normal rats that nested in too cramped a warren, their tails entwined and hopelessly knotted with filth and eventually growing together, and that this strange bond leads to a cooperative existence and fused mind. Naturalists studying creatures like this postulate that there could be other species of creatures susceptible to this phenomenon. Others argue that an outside influence is the only explanation for the creature's existence, perhaps as a result of derro experimentation or the work of a mad ratfolk or wererat alchemist.

A rat king is approximately 3 feet across and weighs 15 pounds.



Illustration by Dean Spencer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Ratling

This ratlike creature has tiny human hands in place of its front paws, and an unnerving human face with a toothy mouth.

RATLING **CR 2**

XP 600

CE Tiny magical beast

Init +2; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +6

DEFENSE

AC 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)

hp 19 (3d10+3)

Fort +4, **Ref** +5, **Will** +1

Defensive Abilities evasion; **Immune** disease, poison

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft., swim 30 ft.

Melee bite +3 (1d3–2 plus bleed 1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*, *read magic*, *speak with animals* (rodents only), *spider climb*, *tongues*

3/day—*cause fear* (DC 12), *dimension door*, *invisibility* (self only)

1/day—*summon swarm* (rat swarm only)

1/week—*commune* (only when serving as a familiar; 6 questions, CL 12th)

STATISTICS

Str 6, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 12 (16 vs. trip)

Feats Dodge, Mobility

Skills Climb +6, Knowledge (planes) +4, Perception +6, Stealth +16, Swim +6

Languages Aklo; *speak with animals* (rodents only), *tongues*

SQ scroll use

ECOLOGY

Environment any urban

Organization solitary or conclave (2–20 plus 2–12 dire rats and 1–4 rat swarms)

Treasure standard

SPECIAL ABILITIES

Scroll Use (Ex) A ratling can cast spells from any magic scroll as if it had the spell on its spell list.



Illustration by Miroslav Petrov

The ratling is a hideous amalgamation of rat and human: a long-haired rodent with handlike front paws and a face reminiscent of the face of a leering old man. Within the ratling's humanoid mouth are long, yellow incisors more akin to those one might find in the jaws of a rat.

Ratlings are carnivores. While they can subsist on grubs, other rodents, and carrion, they prefer living food and fresh blood, particularly that of humanoid children and elderly folk. They also have a sense for magic, and lurk around temples and universities searching for scraps of knowledge or overlooked books and scrolls to steal.

Ratlings associate with common rats and even mate with them, producing anything from large, aggressive rats (often with vestigial humanlike features or other sickening deformities) to infant ratlings to deformed rats. In a mixed litter, the infant ratling usually kills and eats its siblings, then arranges the dismembered and disemboweled corpses in semi-occult patterns.

Elder ratlings often gain the advanced simple template or levels in cleric, oracle, witch, or wizard (a rare few gain rogue levels, especially if they associate with a thieves' guild or wererats). These elders often become leaders of their own kind, creating cabals organized like the universities they frequently inhabit. If the ratling can gain a familiar, it usually chooses a rat—an association that often brings with it more than mere supernatural companionship. Ratlings can never select another ratling as a familiar.

A chaotic evil spellcaster can gain a ratling as a familiar at 7th level by taking the Improved Familiar feat. A ratling familiar gains *commune* once per week as a spell-like ability, which it can use on its master's behalf. The master usually allows the familiar to drink her blood at least once per week.

A ratling measures just over 2 feet long (although half that length is its long, ratty tail) and weighs 10 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Rokurokubi

This peasant woman sprouts a grotesquely long neck that coils about like a snake, with razor-sharp teeth filling her gaping maw.

ROKUROKUBI **CR 14**

XP 38,400

LE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft.; Perception +21

Aura nightfall (15 ft.)

DEFENSE

AC 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)

hp 195 (17d10+102)

Fort +11, **Ref** +16, **Will** +13

DR 5/cold iron; **Immune** sleep; **SR** 25

OFFENSE

Speed 30 ft.

Melee bite +24 (2d6+4/19–20 plus rokurokubi's curse), 2 claws +23 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (20 ft. with bite)

Special Attacks elongate neck, rokurokubi's curse

Sorcerer Spells Known (CL 12th; concentration +17)

6th (3)—*permanent image* (DC 21)

5th (6)—*feeblemind* (DC 20), *nightmare* (DC 20)

4th (7)—*charm monster* (DC 19), *confusion* (DC 19), *locate creature*

3rd (7)—*dispel magic*, *fly*, *keen edge*, *wind wall*

2nd (7)—*ghoul touch* (DC 17), *invisibility*, *knock*, *touch of idiocy*

1st (8)—*charm person* (DC 16), *disguise self*, *obscuring mist*, *shocking grasp*, *sleep* (DC 16)

0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 18, **Dex** 23, **Con** 22, **Int** 15, **Wis** 12, **Cha** 21

Base Atk +17; **CMB** +21; **CMD** 37

Feats Combat Casting, Combat Expertise, Combat Reflexes, Deceitful, Improved Critical (bite), Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (bite)

Skills Bluff +26, Climb +24, Disguise +26, Intimidate +25, Perception +21, Stealth +26

Languages Aklo, Common

SQ no sleep

ECOLOGY

Environment any ruins

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

Treasure standard

SPECIAL ABILITIES

Elongate Neck (Ex) A rokurokubi can stretch her neck from a normal human length up to 20 feet, giving her reach with her bite attack and threatening all squares within that range.

Nightfall Aura (Su) A rokurokubi can create an aura of *darkness* and *silence* (CL 12th) with a radius of 15 feet. The rokurokubi is immune to the effects of her aura, and can activate or suppress this ability as a free action. These aura effects can be dispelled as if they were spells.

No Sleep (Ex) A rokurokubi does not need to sleep and is immune to all sleep effects.

Rokurokubi's Curse (Su) Bite—injury; *save* Will DC 23; *frequency* 1 day; *effect* 1 Cha damage and permanently silenced after 4 Cha damage. Fully healing the Cha damage cures the silence. The save DC is Charisma-based.

Spells A rokurokubi casts spells as a 12th-level sorcerer.

A rokurokubi is an evil hag-like creature who seeks to spread as much mayhem and despair as possible. Her skin ranges in hue from pale blue to muted green, so to disguise herself she must cover up her flesh with makeup and clothing, and retract her neck so it is no longer than a human's. A rokurokubi can mate with almost any male humanoid, monstrous humanoid, or humanoid-shaped creature. Her offspring is always a rokurokubi. The mate is usually devoured once the rokurokubi tires of his presence.

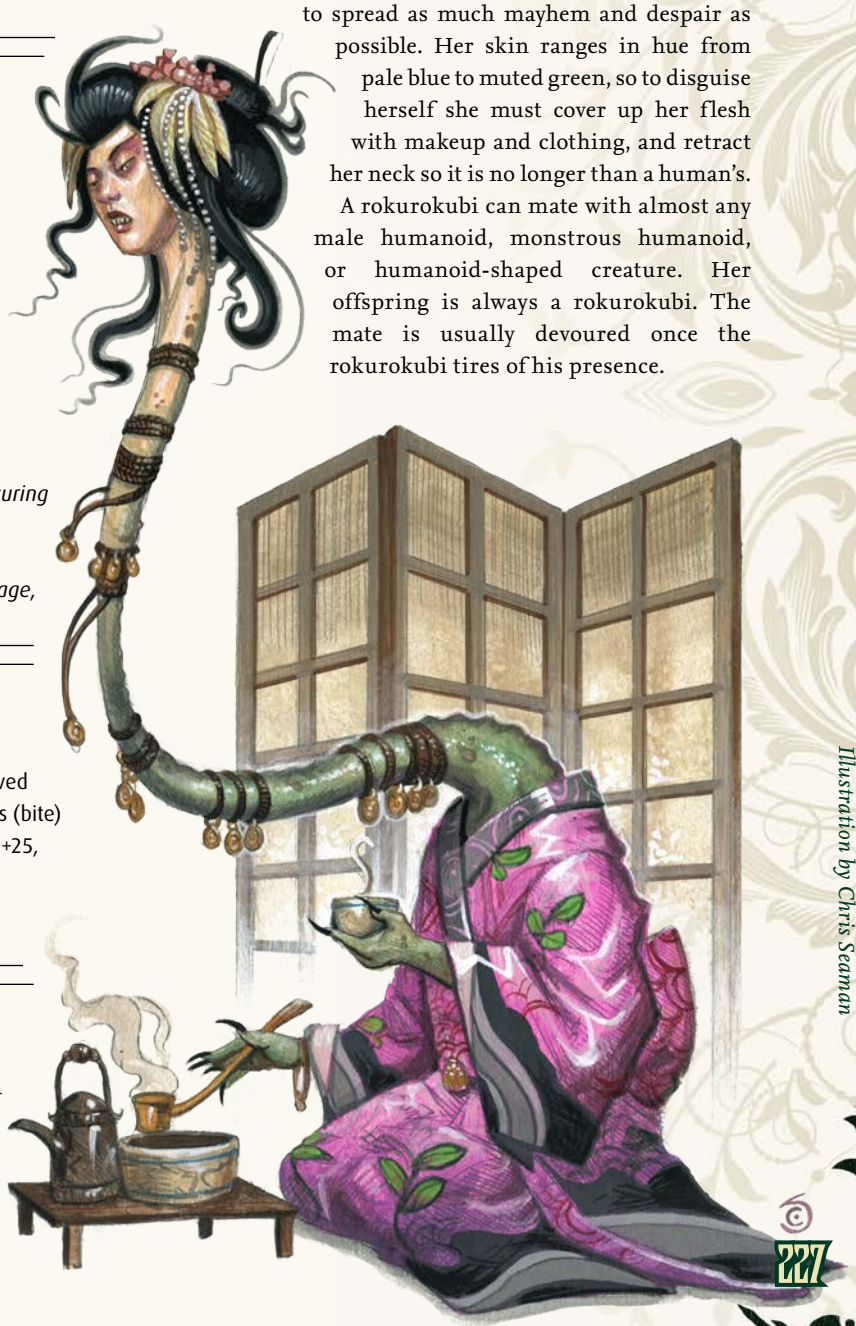


Illustration by Chris Seaman

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Rukh

This gigantic two-headed vulture has greasy, night-black wings and sharp talons.

RUKH CR 10

XP 9,600

N Gargantuan magical beast

Init +2; **Senses** low-light vision; Perception +32

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, –4 size)

hp 147 (14d10+70)

Fort +14, **Ref** +11, **Will** +7

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee 2 bites +23 (2d8+12 plus grab), 2 talons +23 (2d6+12)

Space 20 ft.; **Reach** 15 ft.

Special Attacks swallow whole (2d8+12 bludgeoning and 1d6 acid damage, AC 17, 14 hp)

STATISTICS

Str 34, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +14; **CMB** +30 (+34 grapple); **CMD** 38

Feats Flyby Attack, Iron Will, Skill Focus (Perception), Snatch, Weapon Focus (bite), Weapon Focus (talon), Wingover

Skills Fly –4, Perception +32; **Racial Modifiers** +8 Perception

ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or nest (2 adults and 1d4 juveniles)

Treasure incidental

JUVENILE RUKH CR 3

XP 800

N Large magical beast

Init +2; **Senses** low-light vision; Perception +17

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +6, **Will** +2

OFFENSE

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

Melee 2 bites +7 (1d8+2), 2 talons +6 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +8; **CMD** 20

Feats Flyby Attack, Snatch, Weapon Focus (bite)

Skills Fly –4, Perception +17; **Racial Modifiers** +8 Perception

ECOLOGY

Environment warm mountains or deserts

Organization pair or flock (3d4)

Treasure incidental



Illustration by Dean Spencer

Rukhs are foul-tempered creatures related to rocs, except they resemble two-headed vultures instead of raptors. They hunt live prey and carrion, typically gliding high above the desert in search of things to eat. They avoid creatures of their size or larger, preferring easier prey—horses, camels, and humanoids for adult rukhs, or Medium and Small creatures for juveniles. They nest on mountains and in cliffside caves, as they are too large to roost in trees. Few young rukhs reach adulthood, as many tribes and caravans hunt them for meat, often using a lone, weak-looking scout to lure a hungry juvenile into striking distance for an ambush.

A typical adult rukh stands nearly 35 feet tall and has a wingspan of more than 60 feet. Most are scrawny due to hunger. Coupled with their lightweight bones for easier flying, they rarely top 800 pounds. Juvenile rukhs usually stand about 10 feet tall, with a relatively small wingspan of nearly 18 feet, and weigh about 200 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Saguaroi

This humanoid plant creature has the prickly hide of a cactus, and smaller cactuses seemingly sprout from its flesh.

SAGUAROI **CR 5**

XP 1,600

N Medium plant

Init +8; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 59 (7d8+28); regeneration 5 (fire)

Fort +9, **Ref** +8, **Will** +4

Defensive Abilities needle hide; **Immune** plant traits

OFFENSE

Speed 40 ft.

Melee 2 slams +10 (1d6+5)

Special Attacks needle cone

STATISTICS

Str 20, **Dex** 18, **Con** 18, **Int** 7, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +10; **CMD** 24

Feats Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Perception +10, Sense Motive +5, Survival +5

Languages Sylvan

SQ freeze, produce water

ECOLOGY

Environment warm deserts

Organization solitary, pair, party (3–9), or tribe (10–20)

Treasure standard

SPECIAL ABILITIES

Needle Cone (Ex) Three times per day, as a standard action a saguaroi can eject a barrage of needles from its body. This effect creates a 15-foot-cone burst of needles that deals 4d6 points of piercing damage to all creatures in the area (Reflex DC 20 for half). The save DC is Constitution-based.

Needle Hide (Ex) A saguaroi is covered with needles and spines, and its slam attacks deal both bludgeoning and piercing damage. Any creature grappling a saguaroi or attacking it with a natural attack or unarmed strike takes 1d4 points of piercing damage (manufactured weapons with the reach special feature do not endanger the user this way). A creature grappling a saguaroi takes this damage each round of the grapple.

Produce Water (Ex) As a standard action once per hour, a saguaroi can cut itself (taking 1 point of damage) to produce 1 gallon of water. After producing 4 gallons, it becomes fatigued. After producing 8 gallons, it becomes exhausted and cannot produce more water for 24 hours.



Illustration by David Melvin

Saguarois, also called cactusfolk by desert-dwelling humanoids, make their homes in rocky badlands, hot scrublands on the edge of vast deserts, and sandy dunes baked by the sun. They are generous but territorial, offering aid to travelers who brave the blistering deserts—often in the form of their own watery blood—but don't tolerate guests who overstay their welcome. Civilization rarely attempts to push far into the deserts, leaving these creatures relatively isolated from other intelligent races. In cases where belligerent settlements threaten the way of life for tribes of saguarois, however, the cactusfolk respond with terrifying violence.

Saguarois live in small nomadic tribes, traveling under the life-giving sun by day and rooting themselves each night in places where they can draw minerals from the pebbly and sandy soil and absorb water. Saguarois produce flowers once a year that go to seed and grow into young saguarois if the adult creatures properly care for them. If planted, a seed must be attended by one or more saguarois over the course of a year before the infant saguaroi sprouts. After sprouting, it takes 4 years before the infant saguaroi can uproot itself and move about, and decades more to reach maturity. Some saguarois have lived for hundreds of years, and these old cactusfolk often sprout additional limbs or strange twisting growths stretching out from their cylindrical torsos. Usually these additional limbs and growths are nonfunctional, but significantly advanced saguarois have been known to learn how to use them as if they were their primary arms and legs.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Samsaran

This serene-looking slender young man has pale blue skin and solid black eyes, and is dressed in simple robes.

SAMSARAN **CR 1/2**

XP 200

Male samsaran oracle[APG] 1
N Medium humanoid (samsaran)
Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 11 (1d8+3)
Fort +0, **Ref** +2, **Will** +4; +2 vs. death effects, negative energy effects, negative levels

OFFENSE

Speed 30 ft.
Melee spear –1 (1d6–1)
Ranged sling +2 (1d4–1)
Spell-Like Abilities (CL 1st; concentration +3)
1/day—*comprehend languages*, *deathwatch*, *stabilize*
Oracle Spells Known (CL 1st; concentration +3)
1st (4/day)—*command* (DC 13), *cure light wounds*, *sanctuary* (DC 13)
0 (at will)—*ghost sound* (DC 12), *guidance*, *light*, *mage hand*, *read magic*, *resistance*
Mystery lore

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +0; **CMB** –1; **CMD** 11
Feats Toughness
Skills Diplomacy +6, Disable Device +7, Heal +6, Knowledge (religion) +5, Perception +8, Spellcraft +5; **Racial Modifiers** +2 Disable Device, +2 Perception
Languages Celestial, Common, Draconic, Samsaran
SQ lifebound, oracle's curse (haunted), revelations (think on it), shards of the past (Disable Device, Perception)

ECOLOGY

Environment any land
Organization solitary or clan (3–12)
Treasure NPC gear (studded leather, spear, sling with 10 bullets, thieves' tools, other treasure)

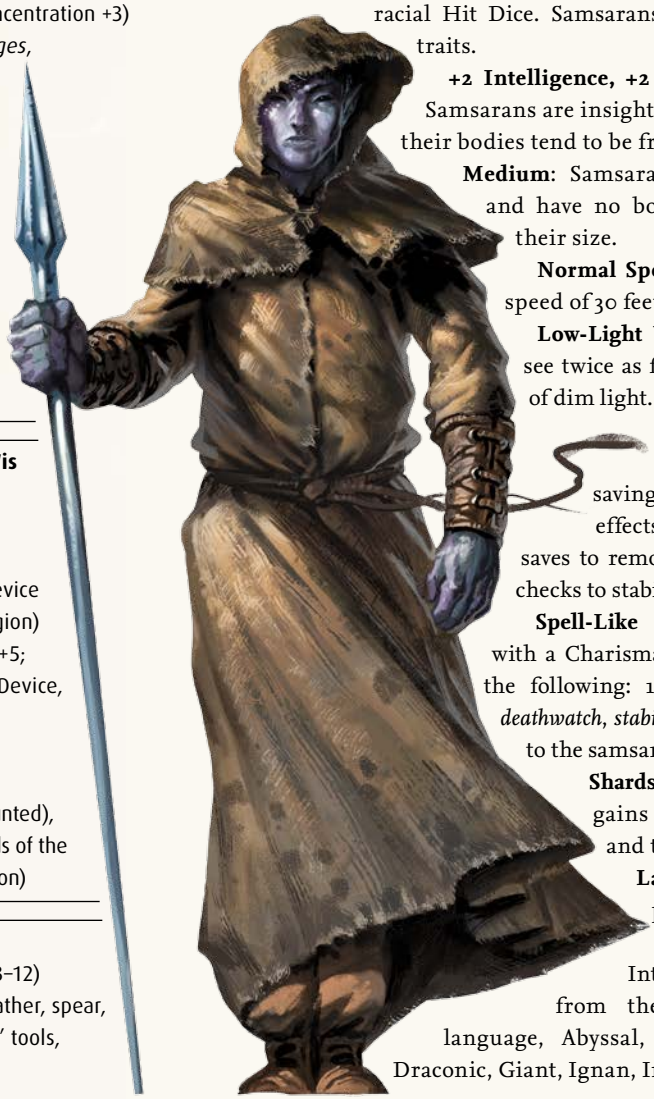


Illustration by Alexandur Alexandrov

Samsarans are a race of humanoids whose spirits naturally reincarnate into another samsaran upon death. They have dark hair, pale bluish skin, and eyes with no visible pupil or iris. A samsaran's blood is clear like water.

Each samsaran is born with the knowledge that it has lived before, and shall continue onward after death through the cycle of reincarnation. When a samsaran dies, its body fades from sight, and another samsaran child appears somewhere and matures at the normal rate. Samsarans can reproduce with humans and produce true human offspring.

Typical samsarans pursue simple, ascetic lives apart from mainstream society. They live in small isolated farming communities as individuals or couples, with older samsarans adopting newly manifested children. Some work as consultants, mediators, prophets, or seers.

Samsaran Characters

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

+2 Intelligence, +2 Wisdom, –2 Constitution: Samsarans are insightful and strong-minded, but their bodies tend to be frail.

Medium: Samsarans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Samsarans have a base speed of 30 feet.

Low-Light Vision (Ex): Samsarans can see twice as far as humans in conditions of dim light.

Lifebound (Ex): Samsarans gain a +2 racial bonus on saving throws against death effects, negative energy effects, saves to remove negative levels, and Con checks to stabilize.

Spell-Like Abilities (Sp): Samsarans with a Charisma score of 11 or higher gain the following: 1/day—*comprehend languages*, *deathwatch*, *stabilize*. The caster level is equal to the samsaran's character level.

Shards of the Past (Ex): A samsaran gains a +2 bonus on any two skills and these become class skills.

Languages: Samsarans begin play speaking Common and Samsaran. Those with high Intelligence scores can choose from the following: any human language, Abyssal, Aquan, Auran, Celestial, Draconic, Giant, Ignan, Infernal, and Terran.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Sayona

This revolting withered corpse of a woman is dressed in revealing clothes, its bare skin wet with fresh blood.

SAYONA **CR 12**

XP 19,200

CE Medium undead

Init +5; **Senses** darkvision 60 ft., lifesense; Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+5 **Dex**, +1 dodge, +10 natural)

hp 161 (17d8+85); fast healing 5 (see living form)

Fort +10, **Ref** +12, **Will** +13

Defensive Abilities ; channel resistance +4; **Immune** undead traits; **Resist** cold 30

OFFENSE

Speed 30 ft.

Melee bite +18 (2d6+1 plus bleed and paralysis), 2 claws +18 (2d6+1 plus bleed and paralysis)

Special Attacks absorb blood, blood drain (1d4 Con), fear cone (60 ft., DC 23), paralysis (1d4 rounds, DC 23), staggering gaze

Spell-Like Abilities (CL 12th; concentration +17)

3/day—*command undead* (DC 17), *dominate person* (DC 20), *fog cloud*, *gaseous form*, *invisibility*

STATISTICS

Str 13, **Dex** 20, **Con** —, **Int** 11, **Wis** 12, **Cha** 21

Base Atk +12; **CMB** +13; **CMD** 29

Feats Dodge, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +14, Diplomacy +14, Disguise +17, Knowledge (nobility) +8, Perception +21, Sense Motive +12, Stealth +16

Languages Abyssal, Common, Infernal

SQ create spawn, living form

ECOLOGY

Environment any land or underground

Organization solitary or retinue (1d3 plus 2d6 spawn)

Treasure standard

SPECIAL ABILITIES

Absorb Blood (Su) A sayona adjacent to a bleeding creature automatically accelerates the bleeding, dealing 1 point of Con damage to that creature once per round on its turn and absorbing the blood through its skin.

Create Spawn (Su) When a sayona kills a humanoid or fey of Medium or Small size with its absorb blood or blood drain ability, the victim rises 24 hours later as a ghoul with the advanced creature simple template and the blood drain ability. The spawn is the sayona's slave until its master is destroyed.

Living Form (Su) As a standard action, a sayona can transform into a young, beautiful person for 24 hours. It can only use this ability if it has absorbed or drained blood in the past hour. In this form, the sayona has the aura of a living creature instead of an undead (for the purpose of *detect undead* and similar effects), its fast healing increases to 10, positive energy attacks (such as channel energy) deal half damage to it, and it cannot use its fear cone or gaze attack. Exposure to holy water or positive energy attacks in this form reduces the duration of this transformation by 1d4 hours.

Staggering Gaze (Su) Staggered for 1d4 rounds, 30 feet, Fortitude DC 23 negates. This is a mind-affecting effect. The save DC is Charisma-based.

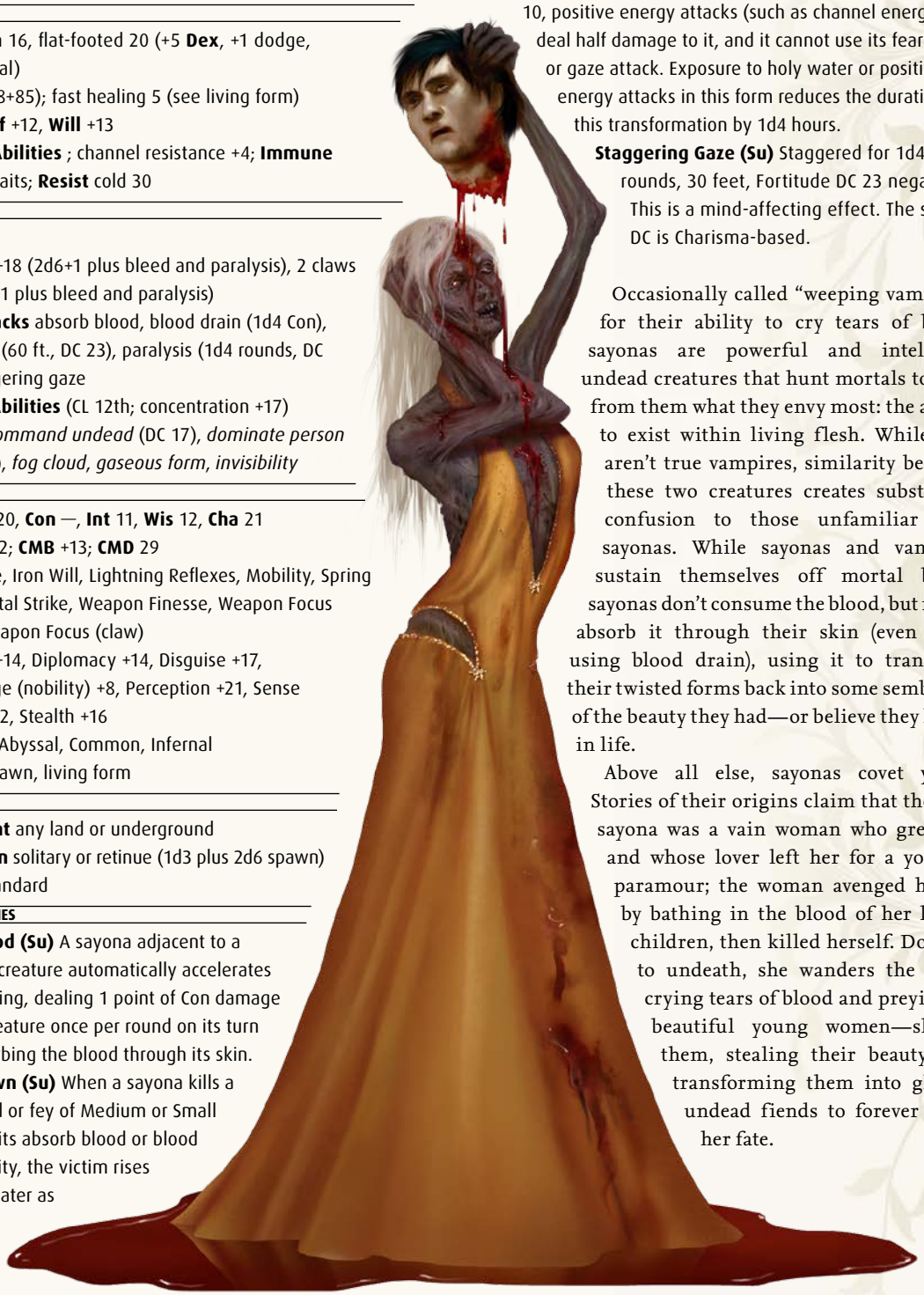


Illustration by Shreya Shetty

Occasionally called "weeping vampires" for their ability to cry tears of blood, sayonas are powerful and intelligent undead creatures that hunt mortals to steal from them what they envy most: the ability to exist within living flesh. While they aren't true vampires, similarity between these two creatures creates substantial confusion to those unfamiliar with sayonas. While sayonas and vampires sustain themselves off mortal blood, sayonas don't consume the blood, but rather absorb it through their skin (even when using blood drain), using it to transform their twisted forms back into some semblance of the beauty they had—or believe they had—in life.

Above all else, sayonas covet youth. Stories of their origins claim that the first sayona was a vain woman who grew old and whose lover left her for a younger paramour; the woman avenged herself by bathing in the blood of her lover's children, then killed herself. Doomed to undeath, she wanders the world crying tears of blood and preying on beautiful young women—slaying them, stealing their beauty, and transforming them into ghastly undead fiends to forever share her fate.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Scorpion, Giant Emperor

This massive scorpion erupts from the sand, its giant pincers snapping and its tail stinger swaying threateningly.

GIANT EMPEROR SCORPION CR 11

XP 12,800

N Gargantuan vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 24, touch 7, flat-footed 23 (+1 Dex, +17 natural, –4 size)

hp 142 (15d8+75)

Fort +14, **Ref** +6, **Will** +6

Defensive Ability ferocity; **Immune** mind-affecting effects

OFFENSE

Speed 50 ft., burrow 10 ft.

Melee 2 claws +18 (2d6+11 plus grab), sting +18 (2d6+11 plus poison)

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

Special Attacks ambush pit, constrict (2d6+11), poison, pounce

STATISTICS

Str 33, **Dex** 13, **Con** 20, **Int** —, **Wis** 12, **Cha** 2

Base Atk +11; **CMB** +26 (+30 grapple); **CMD** 37 (49 vs. trip)

Skills Climb +15, Perception +5, Stealth –3 (+1 in deserts); **Racial Modifiers** +4 Climb, +4 Perception, +8 Stealth (+12 in deserts)

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Ambush Pit (Ex) A giant emperor scorpion can spend 1 minute digging itself into the soil or other ground debris. It then waits for its tremorsense to detect prey. When a creature comes within range, it can erupt from the ground as a free action as part of a charge, allowing it to use its pounce ability. When dug in, the scorpion has improved cover granting it a +10 bonus on Stealth checks.

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 1 save. The save DC is Constitution-based.

A giant emperor scorpion is an ambush predator, burying itself in soil or sand until prey approaches.

Scorpion, Greensting

Though its pincers seem too small to harm anything larger than an insect, this scorpion's stinger still appears dangerous.

GREENSTING SCORPION CR 1/4

XP 100

N Tiny vermin

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee sting +5 (1d2–4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 7 (19 vs. trip)

Feats Weapon Finesse[B]

Skills Climb +7, Perception +4, Stealth +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or temperate forests

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save. The save DC is Constitution-based.

Deadly greensting scorpions normally live in forests, though they can survive nearly anywhere.

A greensting scorpion familiar grants a +4 bonus on Initiative checks so long as the familiar is within 1 mile of the spellcaster. A greensting scorpion familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.



Illustration by Dean Spencer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Sea Cat

This fierce creature merges the front half of a great cat with the tail and other characteristics of a giant fish.

SEA CAT **CR 4**

XP 1,200

N Large magical beast

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

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)

hp 45 (6d10+12)

Fort +7, **Ref** +6, **Will** +5

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +8 (1d8+3), 2 claws +9 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rend (2 claws, 1d4+4)

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Iron Will, Skill Focus (Perception), Weapon Focus (claw)

Skills Perception +10, Swim +17

SQ hold breath

ECOLOGY

Environment warm coastlines

Organization solitary, pair, or pride (3–15)

Treasure none

The feral sea cat (sometimes referred to as the sea lion, sea tiger, or sea leopard) is among the most vicious and ubiquitous of coastal predators in tropical oceans. The upper body of a sea cat is that of a typical great cat—a lion, tiger, leopard, or cheetah—complete with a pair of clawed paws capable of rending the flesh from its prey. In place of back legs, however, the sea cat has a sleek and powerful tail that allows it to move quickly and silently through the water.

While only the back half of a sea cat looks fishlike, its entire body from the neck down is covered in fine scales and fins. Among individual sea cats, these scales vary greatly in color and pattern, often influenced by the primary habitat of a given specimen; the most common sea cats, have bright coloration in striped or spotted patterns. A typical sea cat is 12 feet long and weighs upward of 800 pounds.

Sea cats can survive in both fresh and salt water, though most live in the ocean, where they can hunt a varied and consistent supply of food. A sea cat's diet typically consists of fish, crustaceans, and aquatic mammals (including seals and otters), but the creature's overpowering predatory and territorial instincts often lead it to attack ocean birds, humanoids, and even other aquatic predators like sharks and crocodiles. Coastal fishermen in areas where sea cats are known to dwell watch vigilantly for the predators, because the beasts have learned that netted or hooked prey is easier to kill and steal from the line.

Sea cats breathe air, not water. When not hunting they can be found on coastal rocks, coral islands, or even isolated beaches sunning themselves and digesting their most recent meals. Whether hunting or protecting its territory, a sea cat generally attacks immediately upon discovering a target, even when faced with a much larger or more dangerous foe.

The sea cat's low intelligence and high level of ferocity make it incredibly difficult to train or domesticate, though pirates and aquatic races have been known to try, with limited success.



Illustration by Jim Nelson

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Seahorse, Giant

This sea creature resembles a cross between fish and horse; it has small fins on its flanks and a gracefully curled tail.

GIANT SEAHORSE **CR 3**

XP 800

N Large animal (aquatic)

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 13 (+4 armor, +2 Dex, –1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +2

Defensive Abilities anchor

OFFENSE

Speed swim 30 ft.

Melee slam +7 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 21

Feats Endurance, Skill Focus (Perception)

Skills Perception +11, Swim +13

ECOLOGY

Environment any oceans

Organization solitary, pair, or school (3–20)

Treasure none

SPECIAL ABILITIES

Anchor (Ex) As a move action, a seahorse can wrap its tail around a stationary object. The seahorse remains anchored to the object until it releases its grip (a free action) or is forcibly moved. An anchored seahorse gains a +4 bonus to its combat maneuver defense and on checks and saving throws against effects that would move it against its will.

Giant seahorses are bear-sized versions of the common, harmless seahorse. Naturally docile and skittish, seahorses are easily trained to be mounts but are difficult to train for combat. They provide a smoother but slower ride than sharks or hippocampi.

A giant seahorse is considered a quadruped for the purpose of carrying capacity. A light load for a giant seahorse is up to 500 pounds, a medium load is 1,000 pounds, and a heavy load is 1,600 pounds. It can drag 8,000 pounds.

Seahorse, Killer

This elephant-sized sea creature resembles a horse crossed with a fish, with crazed whirling eyes.

KILLER SEAHORSE **CR 5**

XP 1,600

N Huge animal (aquatic)

Init +1; **Senses** low-light vision; Perception +13

DEFENSE

AC 17, touch 9, flat-footed 16 (+8 armor, +1 Dex, –2 size)

hp 63 (6d8+36)

Fort +10, **Ref** +6, **Will** +3

Defensive Abilities anchor (see giant seahorse)

OFFENSE

Speed swim 40 ft.

Melee bite +10 (1d8+8 plus bleed), tail slap +5 (1d6+4 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks bleed 1d6, constrict (1d6+8)

STATISTICS

Str 26, **Dex** 12, **Con** 21, **Int** 1, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +14; **CMD** 25

Feats Endurance, Skill Focus (Perception), Toughness

Skills Perception +13, Swim +16

ECOLOGY

Environment any oceans

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

Treasure none

These specially bred offshoots of the giant seahorse are used by aquatic creatures as guard animals. Vicious and territorial, they prefer larger prey and have been known to eat giant crabs and careless handlers. Killer seahorses are too unruly for use as mounts and only accept riders or baggage if magically controlled.

Killer seahorses have been known to crush other creatures into a bloody pulp just before giving birth, ensuring a good meal for their newborns (called "fry"). A killer seahorse fry is the size of a human hand and is an aggressive swarm feeder, like a piranha.

A light load for a killer seahorse is up to 2,500 pounds, a medium load is 4,900 pounds, and a heavy load is 7,400 pounds. A killer seahorse can drag 36,800 pounds.



Illustration by Brynn Metheney

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Seaweed Siren

This creature's three singing heads sway atop serpentine necks that extend from a bulbous body split by a wide, toothy mouth.

SEAWEED SIREN **CR 13**

XP 25,600

CN Large magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +17

Aura cacophony (100 ft., DC 22)

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, –1 size)

hp 184 (16d10+96)

Fort +16, **Ref** +12, **Will** +8

Immune mind-affecting effects; **Resist** fire 10, sonic 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +25 (4d6+15/19–20)

Ranged 3 sonic beams +17 (5d6 sonic)

Space 10 ft.; **Reach** 5 ft.

Special Attacks staggering gaze, trample (1d10+15, DC 28)

Spell-Like Abilities (CL 16th; concentration +19)

At will—*shatter* (DC 16)

3/day—*charm monster* (DC 18), quickened *confusion* (DC 18)

1/day—*bestow curse* (DC 18, ranged touch attack, 30 ft.)

STATISTICS

Str 30, **Dex** 15, **Con** 22, **Int** 11, **Wis** 16, **Cha** 19

Base Atk +16; **CMB** +27; **CMD** 39 (47 vs. trip)

Feats Blind-Fight, Critical Focus, Deafening Critical, Improved Critical (bite), Point-Blank Shot, Power Attack, Quicken Spell-Like Ability (*confusion*), Skill Focus (Perception)

Skills Bluff +12, Perception +17, Stealth +17 (+21 in water), Swim +18; **Racial Modifiers** +4 Stealth in water

Languages Aklo; *tongues*

SQ false heads, water dependency

ECOLOGY

Environment any coastlines

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cacophony (Su) A seaweed siren's noises disrupt spellcasting; casting within 100 feet of a seaweed siren requires a concentration check (DC 15 + the level of the spell being cast). All other concentration checks and Perception checks involving hearing made inside the aura have their DCs increased by 5. A siren can begin or end this ability as a free action. This is a sonic effect.

False Heads (Ex) A seaweed siren's false heads can be severed. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting the head. A head is considered a separate weapon with hardness 0 and hit points equal to the siren's Hit Dice (typically 16 hp). To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals an amount of damage to the siren's body equal to the siren's Hit Dice. A siren can't attack with a severed head. A siren with no remaining heads can't use its cacophony ability or its spell-like abilities.

Sonic Beams (Su) Each of the siren's false heads can fire a beam at a range of 60 feet, dealing 4d6 points of sonic damage.

Staggering Gaze (Su) Staggered 1d6 rounds, 30 feet, Will DC 22 negates. This is a mind-affecting effect. The save DC is Charisma-based.

Water Dependency (Ex) A seaweed siren can survive out of the water for 1 hour per point of Constitution (typically 22 rounds). Beyond this limit, a seaweed siren begins to suffocate.

A seaweed siren is a predator that uses false humanlike heads on its upper appendages in order to lure prey. The heads babble nonsense words and fragments of overheard sentences. If spoken to, they respond with words from a similar language. This behavior allows the seaweed siren to creep about under the water with only the heads showing, pretending to be swimming humanoids until it is ready to attack.



Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Selkie

This sleek, aquatic creature has short gray fur, webbed hands ending in sharp claws, and a mouth full of pointed teeth.

SELKIE **CR 5**

XP 1,600

CN Medium monstrous humanoid (aquatic, shapechanger)

Init +7; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 45 (6d10+12)

Fort +4, **Ref** +8, **Will** +5

Resist cold 10

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +10 (1d8+6), 2 claws +10 (1d6+4)

Special Attacks powerful blows (bite), shake

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 19

Base Atk +6; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Deceitful, Improved Critical[B] (bite), Improved Initiative

Skills Bluff +12, Disguise +10, Perception +9, Sense Motive +4, Stealth +10, Swim +21

Languages Aquan, Common

SQ change shape (any Small or Medium humanoid; *alter self*), echo of reason, hold breath

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pack (3–14)

Treasure standard

SPECIAL ABILITIES

Echo of Reason (Su) A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When using the Bluff skill, a selkie treats its lies as one step more believable for the purposes of bonuses or penalties on the check.

Shake (Ex) On a successful critical hit with its bite attack, a selkie automatically violently shakes a Large or smaller target. The target must succeed at a DC 15 Fortitude save or it is dazed for 1 round. Even on a successful save, the target still takes a –2 penalty on all attack rolls and skill checks for the next 2 rounds. The save DC is Constitution-based.



Illustration by Steve Ellis

Selkies are clever and brutal seal-like creatures. Although capable predators, selkies are best known for their shapechanging ability, which allows them to come ashore in the guise of land dwellers and even live among other races before luring their prey beneath the waves to drown. In its natural form, a selkie has webbed, clawed hands and a muscular trunk ending in broad flippers. A selkie's head is a blend of human and seal, with large eyes and a mouth full of curved teeth. Selkies grow to a length of 6-1/2 feet, but can weigh up to 300 pounds. Selkies typically live up to 75 years.

Most selkies use their shapechanging abilities for mischief. A favorite selkie tactic is to take the shape of a young woman or child and then pretend to be drowning, reverting to its natural form when a person approaches.

Selkies are solitary for most of their lives. Males and females come together briefly during their spring mating season, and thereafter each female finds a secluded cave or beach to birth a single pup, which is abandoned after 2 to 3 years. Younger selkies then form packs with others of their kind until they can strike out on their own. Some selkies live among humanoids to assuage their loneliness, and may marry land dwellers. Offspring from these marriages resemble their non-selkie parents but have a yearning for the sea.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Seps

This giant armored snake has large fangs, dripping with venom that hisses when it spatters on the ground.

SEPS **CR 11**

XP 12,800

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, –2 size)

hp 147 (14d10+70)

Fort +14, **Ref** +11, **Will** +6

Defensive Abilities acid blood; **Immune** acid, poison

OFFENSE

Speed 30 ft.

Melee bite +23 (3d8+15/19–20 plus poison)

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

Special Attacks poison

STATISTICS

Str 30, **Dex** 14, **Con** 21, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +14; **CMB** +26; **CMD** 38 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Perception +17, Stealth +11; **Racial Modifiers** +4 Perception, +4 Stealth

SQ liquefaction

ECOLOGY

Environment temperate or warm deserts or forests

Organization solitary or nest (2–5)

Treasure incidental (acid-proof items)

SPECIAL ABILITIES

Acid Blood (Ex) A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes 4d6 points of acid damage unless the weapon's wielder succeeds at a DC 22 Reflex save at the listed DC. The DC is Constitution-based.

Liquefaction (Su) Any creature killed by seps poison dissolves into an acidic liquid that deals 2d6 points of acid damage per round to anything in its square (including the dead creature's equipment).

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 10 rounds; *effect* 1d8 acid damage and 1d4 Con drain; *cure* 2 consecutive saves.

A seps is an exotic snake-like creature whose powerful jaws contain acidic venom so potent that it quickly dissolves prey into liquid.

An adult seps is 30 feet long and weighs 1,500 pounds.

Seps, Juvenile

This venomous snake is heavily armored and has unusually large fangs.

JUVENILE SEPS **CR 2**

XP 600

N Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 22 (3d10+6)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 20 ft.

Melee bite +4 (1d6–1 plus poison)

Special Attacks acid blood (2d6, DC 13; see seps), poison

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Perception +9, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

SQ liquefaction (see seps)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 10 rounds; *effect* 1d4 acid and 1d2 Con damage; *cure* 2 consecutive saves.

Sepses are born live. A hatchling soon grows up to 7 feet long and weighs 10 pounds.



Illustration by Joshua Meehan

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Shadow Creature

A tentacled horror that seems to shift in and out of the shadows, this bizarre beast is an amalgamation of darkness and menace.

SHADOW ROPER **CR 13**

XP 25,600

CE Large outsider (augmented aberration)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 162 (12d8+108)

Fort +13, **Ref** +5, **Will** +13

Defensive Abilities shadow blend; **DR** 10/magic; **Immune** electricity; **Resist** cold 15; **SR** 27

Weaknesses vulnerable to fire

OFFENSE

Speed 10 ft.

Melee bite +20 (4d8+18/19–20)

Ranged 6 strands +10 touch (1d6 Str)

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

Special Attacks pull (strands, 5 ft.), strands

STATISTICS

Str 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +22; **CMD** 33 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (strand)

Skills Climb +27, Knowledge (dungeoneering) +13, Knowledge (religion) +13, Perception +24, Stealth +18 (+44 in icy or stony areas); **Racial Modifiers** +26 Stealth in icy or stony areas

Languages Aklo, Common

ECOLOGY

Environment any underground

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

Treasure standard

SPECIAL ABILITIES

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

When a Material Plane creature is trapped on or chooses to remain on the Shadow Plane, it often finds that its offspring take on some of the eerie qualities of its new home dimension. Those who are born in that place become weird mockeries of their kin on the Material Plane.

Their colorings become jet-black (or at best a hazy gray), their features become more menacing, and their eyes glow white, a dulled crimson, a dark green, or a strange violet. The variety of shadow creatures is as vast as that on the Material Plane, creating dangers that are similar but have additional defenses and abilities characteristic of creatures truly native to the Shadow Plane's perpetual gloom.

Shadow creatures on the Material Plane will produce offspring, giving rise to shadow creature enclaves in dark corners of the world. Stranger still, a burgeoning ecology of shadow creatures that forms a colony on the Material Plane seems to create a small blighted realm of shadow where they dwell. As such, areas grow more and more overcast. Shadows become unnaturally deeper, darker, and more cloying until the land itself seems to assume the landscape and terrain of the Shadow Plane. As part of this transformation process, one of the more intelligent shadow creatures in the area becomes a shadow lord—a dread agent of shadow that controls powerful shadow abilities and works to expand its alien domain.

Creating a Shadow Creature

"Shadow creature" is an inherited template that can be added to any living creature, referred to hereafter as the base creature. A shadow creature retains all the base creature's statistics and abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Any (usually nongood).

Type: The base creature's type changes to outsider, and it gains the augmented subtype. Do not recalculate BAB, saves, or skill ranks.

Senses: As the base creature plus darkvision 60 feet and low-light vision.

Defensive Abilities: A shadow creature gains DR and resistance to cold and electricity based on its Hit Dice, as noted on the following table.

Hit Dice	Resist Cold and Electricity	DR
1–4	5	—
5–10	10	5/magic
11+	15	10/magic

Shadow Blend (Su): In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Spell Resistance (Ex): A shadow creature gains spell resistance equal to the base creature's CR + 6.

Creating a Shadow Lord

"Shadow lord" is an acquired template that can be added to any shadow creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most shadow lords were

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

originally humanoids. A shadow lord retains all the base creature's statistics and abilities (including those granted by the shadow creature template) except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Any evil.

Senses: A shadow lord gains the see in darkness ability.

Armor Class: Same as the base creature (see also the incorporeal step ability).

Defensive Abilities: A shadow lord gains the following defensive abilities.

Energy Resistance and Damage Reduction (Su): A shadow lord gains damage reduction and resistance to cold and electricity based on its Hit Dice, as noted on the table below. This replaces the energy resistance and damage reduction granted by the shadow creature template.

Hit Dice	Resist Cold and Electricity	DR
5–10	15	10/magic
11–15	20	15/magic
16+	30	20/magic

Incorporeal Step (Su): When a shadow lord moves, it gains the incorporeal subtype and quality, including a deflection bonus to AC equal to its Charisma bonus. It loses the incorporeal subtype and special ability when it stops moving.

Attacks: A shadow lord gains a melee touch attack that deals 1d6 points of damage (Fortitude negates). The save DC is equal to 10 + 1/2 the shadow lord's Hit Dice + the shadow lord's Charisma modifier. On a critical hit, the shadow lord's touch attack also deals 1 point of Constitution damage (also negated by the saving throw).

Special Attacks: A shadow lord gains the following special attacks. Their saving throw DCs for these attacks are equal to 10 + 1/2 the shadow lord's Hit Dice + the shadow lord's Charisma modifier, unless otherwise noted.

Cloying Gloom Blast (Su): Three times per day, the shadow lord can unleash a 30-foot cone of cloying gloom. On a failed Fortitude saving throw, creatures in the cone are affected by a *slow* spell (caster level equal to the shadow lord's Hit Dice) and are blinded for the duration of the *slow* effect.

Spell-Like Abilities: A shadow lord gains the following spell-like abilities, with a caster level equal to its Hit Dice: at will—*ray of sickening*[UM]; 3/day—*shadow conjuration*, *shadow step*[UM]; 1/day—*greater shadow conjuration* (if the shadow lord has 11 or more Hit Dice), *shadow walk*.

A creature created with *shadow conjuration* or *greater shadow conjuration* that would normally have a celestial or fiendish template (such as a bear) instead gains the shadow creature template.

Special Qualities: A shadow lord gains the following special quality.

Planar Thinning (Su): Once per day as a full-round action, a shadow lord can thin the barriers between the Material Plane and Shadow Plane, making it considerably easier for creatures to cross between the two. This functions like the planar travel aspect of the *gate* spell (caster level equal to the shadow lord's Hit Dice). This planar thinning is immediately dispelled if in an area of normal or bright light.

Ability Scores: Dex +4, Cha +4.

Skills: A shadow lord gains a +8 racial bonus on all Stealth checks.



Illustration by Vincent Devault

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Shard Slag

This smoldering mass of metal-encrusted goo sports half a dozen pseudopods, each tipped with a burning-hot sword blade.

SHARD SLAG **CR 8**

XP 4,800

N Huge ooze (fire)

Init –2; **Senses** blindsight 60 ft., tremorsense 60 ft.; Perception –5

Aura molten form (5 ft., 1d6 fire damage)

DEFENSE

AC 20, touch 6, flat-footed 20 (–2 Dex, +14 natural, –2 size)

hp 126 (12d8+72)

Fort +10, **Ref** +2, **Will** –1

DR 5/magic; **Immune** acid, electricity, fire, ooze traits

Weaknesses vulnerable to cold and water

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 1d4+2 slag blades +13 (1d8+6/19–20 plus 2d6 fire)

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

Special Attacks excruciating burn (DC 16), molten form, slag blades

STATISTICS

Str 22, **Dex** 6, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +17; **CMD** 25 (can't be tripped)

SQ no breath

ECOLOGY

Environment any volcanoes or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Burrow (Ex) A shard slag can burrow through solid stone at half its normal burrow speed.

Excruciating Burn (Ex) A living creature that takes fire damage from a shard slag must succeed at a DC 16 Fortitude save or be staggered for 1 round. This is a fire effect. The save DC is Constitution-based.

Molten Form (Ex) A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d6 points of fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a shard slag or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a DC 22 Reflex save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes 2d6 points of fire damage. Unattended objects in contact with a shard slag take 2d6 points of fire damage per round. Damage caused to weapons and unattended objects is not halved, and ignores the first 5 points of hardness. The save DC is Constitution-based.

Slag Blades (Ex) Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal an additional 2d6 points of fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

Vulnerable to Water (Ex) If a significant amount of water—such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental—strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.



Illustration by Damien Mammoliti

Shard slags are living mounds of magic-infused iron. They dwell within the iron-rich molten cores of worlds, the hearts of active volcanoes, or any location where the borders of the Material Plane and the Plane of Fire are thin. Though they're not sentient, shard slags are skilled hunters and have developed a bizarre method of hunting and defending themselves. When a creature is near, a shard slag spontaneously alters its molten body to produce a number of razor-sharp blades. The shard slag then mindlessly attacks until the other creature is stabbed, burned, and then consumed.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Shark, Bull

This sleek, gray predator weaves back and forth through the water with savage grace.

BULL SHARK **CR 2**

XP 600

N Medium animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent, low-light vision; Perception +6

DEFENSE

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

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed swim 60 ft.

Melee bite +3 (2d8+3)

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +1; **CMB** +3; **CMD** 15 (can't be tripped)

Feats Improved Initiative

Skills Perception +6, Swim +10

ECOLOGY

Environment any oceans

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

Treasure none

This shark is named for its stocky shape, flat snout, and aggressively territorial behavior. Its natural environment brings it close to humanoid prey, and it has been known to attack fishers, swimmers, rafts, and canoes. Though it prefers salt water, it can tolerate fresh water, and can leap over obstacles like low rapids. These qualities make it a terrifying aquatic predator that can travel dozens of miles up rivers in search of prey, striking in secluded swimming holes and placid lakes.

A bull shark is over 7 feet long and weighs roughly 250 pounds. Female bull sharks are slightly larger than males.

Shark, Great White

This immense silvery beast is a majestic specimen, its gigantic jaws lined with rows of serrated teeth.

GREAT WHITE SHARK **CR 4**

XP 1,200

N Huge animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent, low-light vision; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, –2 size)

hp 42 (5d8+20)

Fort +10, **Ref** +6, **Will** +4

OFFENSE

Speed swim 60 ft.

Melee bite +9 (2d8+10 plus bleed)

Space 15 ft.; **Reach** 10 ft.

Special Attacks bleed (1d6)

STATISTICS

Str 25, **Dex** 14, **Con** 19, **Int** 1, **Wis** 16, **Cha** 4

Base Atk +3; **CMB** +12; **CMD** 24 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Weapon Focus (bite)

Skills Perception +11, Swim +15

ECOLOGY

Environment any oceans

Organization solitary, pair, school (3–6), or pack (7–13)

Treasure none

The great white shark is one of the largest predatory fish in the ocean, and preys on seals, small whales, seabirds, dolphins, and turtles. Its strength and speed even allow it to leap out of the water to reach prey on land, rafts, or boats.

Though fierce and ruthless, great white sharks are often careful when they encounter a new type of prey. They make many biting passes to evaluate the threat their quarry poses.

An adult great white shark is 20 feet long and weighs 5,000 pounds.

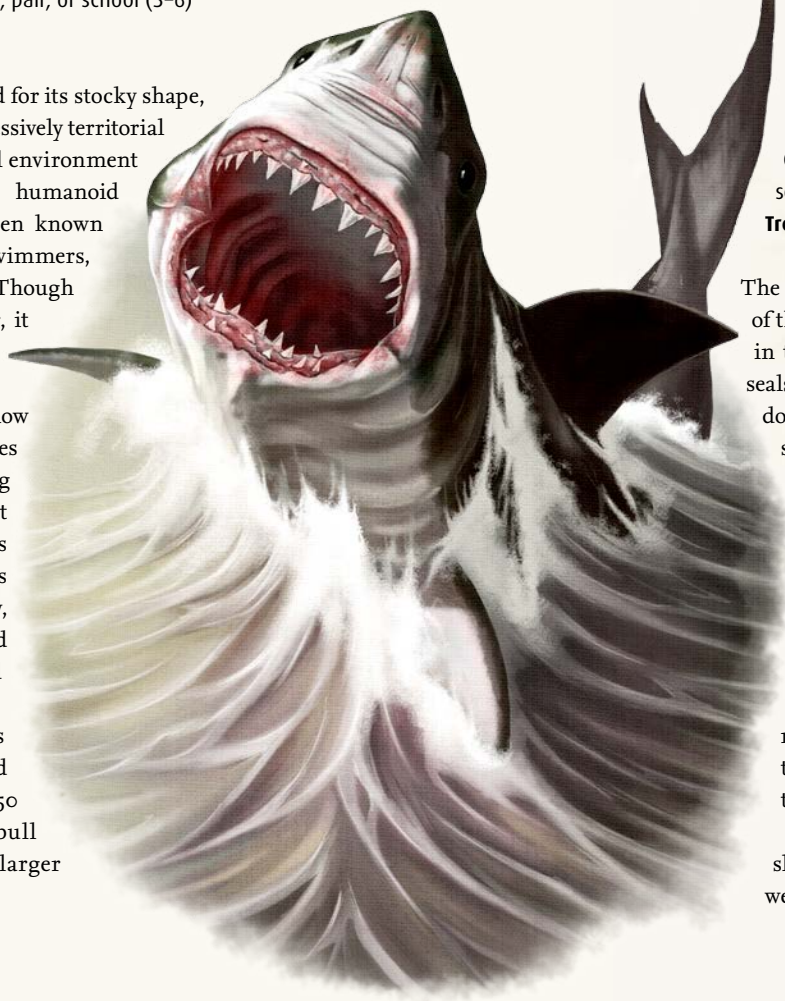


Illustration by Dean Spencer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Shobhad

This gray-skinned goliath is lean and muscled. Its four powerful arms carry weapons, and it wears a leather chest harness.

SHOBHAD **CR 4**

XP 1,200

N Large monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 10, flat-footed 17 (+4 armor, +1 Dex, +4 natural, –1 size)

hp 47 (5d10+20)

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

Defensive Abilities ferocity; **Resist** cold 5

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee longsword +5 (2d6+5/19–20), longsword +5 (2d6+2/19–20), 2 slams +4 (1d6+2)

Ranged shobhad longrifle +6 (2d6/×4) or 2 javelins +5 (1d8+5)

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

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +11; **CMD** 22

Feats Combat Reflexes, Improved Initiative, Multiweapon Fighting, Weapon Focus[B] (shobhad longrifle)

Skills Intimidate +9, Perception +8, Stealth +2, Survival +8

Languages Giant

ECOLOGY

Environment cold deserts or mountains

Organization solitary, pair, raiding party (3–19), or clan (20 or more plus 1 sergeant of 3rd–4th level per 10 adults and 1 leader of 5th–7th level), plus mounts (use statistics for ankylosaurus, *Pathfinder RPG Bestiary* 83).

Treasure NPC gear (hide armor, 2 longswords, 2 javelins, shobhad longrifle with 20 bullets, other treasure)



Illustration by Mattias Fahlberg

These fabled four-armed giants are native to a low-gravity planet and renowned across several worlds for their ferocity in battle. Most shobhads are born and come of age in fierce tribal clans known collectively as the Shobhad-neh, and disdain the "soft living" practiced by many other humanoid races—they believe the abandonment of nomadic culture is a slippery slope that leads away from individual honor and into marginalization. Whether with flashing swords and lances or mysterious longrifles capable of picking off targets on faraway horizons, the clans of the Shobhad-neh constantly vie for resources in the hard deserts and mountains where they live, their need to survive trumped only by a still greater desire for honor.

Though considered barbaric by many, the Shobhad-neh operate under strict codes of conduct that dictate how a warrior may gain status via ritualistic challenges or daring coups in territorial squabbles. Unfortunately for other races, these rules almost always apply exclusively to interactions with other shobhads, and the Shobhad-neh see "lesser" races as little more than sheep to be culled.

Typical shobhad warriors stand 12 feet tall and weigh 500 pounds, and their lean bodies are corded with ropes of muscle. Most shobhads prefer to go naked save for loincloths and the leather harnesses that crisscross their chests and secure their weapons in place. When they wear clothing, its either practical such as hide armor and wrappings that protect against biting sandstorms, or ceremonial like the brightly colored skins and feathers chieftains and shamans wear.

Though shobhads can be found on occasion working as lone mercenaries in cities, such urban individuals are the exception rather than the rule. Shobhad shamans preach that in human cities, an individual is little more than a faceless cog in a machine, remembered by no one. Yet a shobhad warrior who rides heroically into battle atop her armored reptilian steed is never forgotten—neither by her own kin, nor by the families of those she defeats. Thus, in battle, a shobhad is made truly immortal.

Shobhad Longrifle

A shobhad longrifle is treated as a Large rifle (*Pathfinder RPG Ultimate Equipment* 46) with a range increment of 200 feet, but it functions only on low-gravity worlds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Shredskin

This floating creature looks like an orc's animate, hollow skin. Its upper half is intact, but its lower half is in tatters.

SHREDSKIN **CR 2**

XP 600

NE Small undead

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

DEFENSE

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

hp 22 (4d8+4)

Fort +2, **Ref** +3, **Will** +4

Defensive Abilities amorphous; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (average)

Melee bite +6 (1d4), 2 claws +6 (1d4 plus grab)

Special Attacks constrict (1d4), control body, enshroud, grab (Medium)

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

Constant—*detect undead*

1/day—*command undead* (DC 13)

STATISTICS

Str 10, **Dex** 15, **Con** —, **Int** 6, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 14 (can't be tripped)

Feats Agile Maneuvers, Weapon Finesse

Skills Fly +4, Perception +7, Stealth +13

Languages Common (can't speak)

SQ compression

ECOLOGY

Environment any land

Organization solitary or pack (2–5)

Treasure incidental

SPECIAL ABILITIES

Control Body (Su) A shredskin can wrap itself around a corpse (or a corporeal undead it controls using *command undead*). When wrapping a host body in this way, the shredskin gains Strength 14 or the host body's Strength, whichever is higher, but cannot use its grab or enshroud abilities which doing so. Attacks targeted at the shredskin deal half damage to it and half damage to the host body; area attacks deal normal damage to both the shredskin and its host. If the host is destroyed, the shredskin unwraps itself as a free action on its next turn. A typical Medium corpse has 15 hit points for this purpose, while a Small corpse has 10 hit points. A shredskin can only use this ability on a generally humanoid-shaped creature (two arms, one head, humanoid torso) of Medium or Small size.

Enshroud (Ex) A shredskin that successfully pins a creature can wrap itself around that target like a shirt. The target gains the pinned condition, but the shredskin has neither the grappled or pinned condition, and can move itself and the target as if it controlled the target's body. The shredskin deals constrict damage to the target on its turn each round (no combat maneuver check needed). Attacking the shredskin while it's using this ability damages both it and the target as described in the control body ability. The shredskin can release the target as a free action.



Illustration by Dave Allsop

A shredskin is a wretched undead creature created either when a humanoid is skinned alive to be preserved as a trophy or otherwise killed in a terrifying way that leaves much of its upper half unharmed, such as being dissolved feet-first in acid. A fragment of the creature's soul animates the skin and seeks vengeance on those who created it, all the while trying to find a comfortable body for it to use as it did when it was alive. A shredskin may attack on its own and try to squeeze the life out of a living humanoid to use it as a body, or it might control another undead such as a skeleton, zombie, or ghoul, covering it like a morbid costume. In either case, it abandons its borrowed body if it finds a better one or the old one is destroyed. A shredskin is usually recognizable by creatures who knew it in life.

Because it lacks a lower half, a shredskin is 3–4 feet tall and weighs only 10–15 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Shriezyx

An oversized, eight-legged monstrosity stares ravenously from its three beady eyes, its gaping maw dripping with green venom.

SHRIEZYX **CR 4**

XP 1,200

CE Medium aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +12

DEFENSE

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

hp 38 (7d8+7); regeneration 3 (fire)

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

Defensive Abilities ferocity; **Immune** mind-affecting effects

Weaknesses fear of fire, vulnerable to fire

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6+1 plus poison), 4 claws +8 (1d4+1)

Special Attacks slowing toxin, web (+8 ranged, DC 14, 7 hp)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 3, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +6; **CMD** 19 (31 vs. trip)

Feats Great Fortitude, Improved Initiative, Step Up, Weapon Finesse

Skills Climb +15, Perception +12; **Racial Modifiers** +4 Perception

Languages Aklo

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Fear of Fire (Ex) A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Will save (DC equals the amount of fire damage dealt) or become frightened for 1 round.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Slowing Toxin (Su) A shriezyx's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a DC 14 Fortitude save or become slowed (as the *slow* spell) for 1 minute. Each round, a victim may attempt a new DC 14 Fortitude save to end the effect early. This toxin fades quickly from spun webs—it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing effect. The save DC is Constitution-based.

Devised by a cabal of ancient wizards to serve as guardians for monuments and laboratories, shriezyx are horrific spiderlike aberrations created in arcane vats out of the flesh of many different creatures. Having outlived their creators, they continue to lurk in ruins, caves, and the deep places of the world, spreading far beyond the original city where they were created.

Shriezyx have no natural place in the ecology, but easily fill the niche of any predator of comparable strength. They can subsist on rats and other vermin for long periods of time, but relish the opportunity for a more substantial meal. Derros, drow, and other subterranean races sometimes use them as guards or mounts, or subject them to torturous experimentation. These races use bribes of food and the threat of fire to keep the creatures in line.

Shriezyx can reproduce with their own kind or lay unfertilized eggs that hatch into identical copies of their parent. Eggs remain viable for years, hatching after exposure to water, fresh air, or consistent warmth. A typical shriezyx is 3 feet tall and weighs 300 pounds.

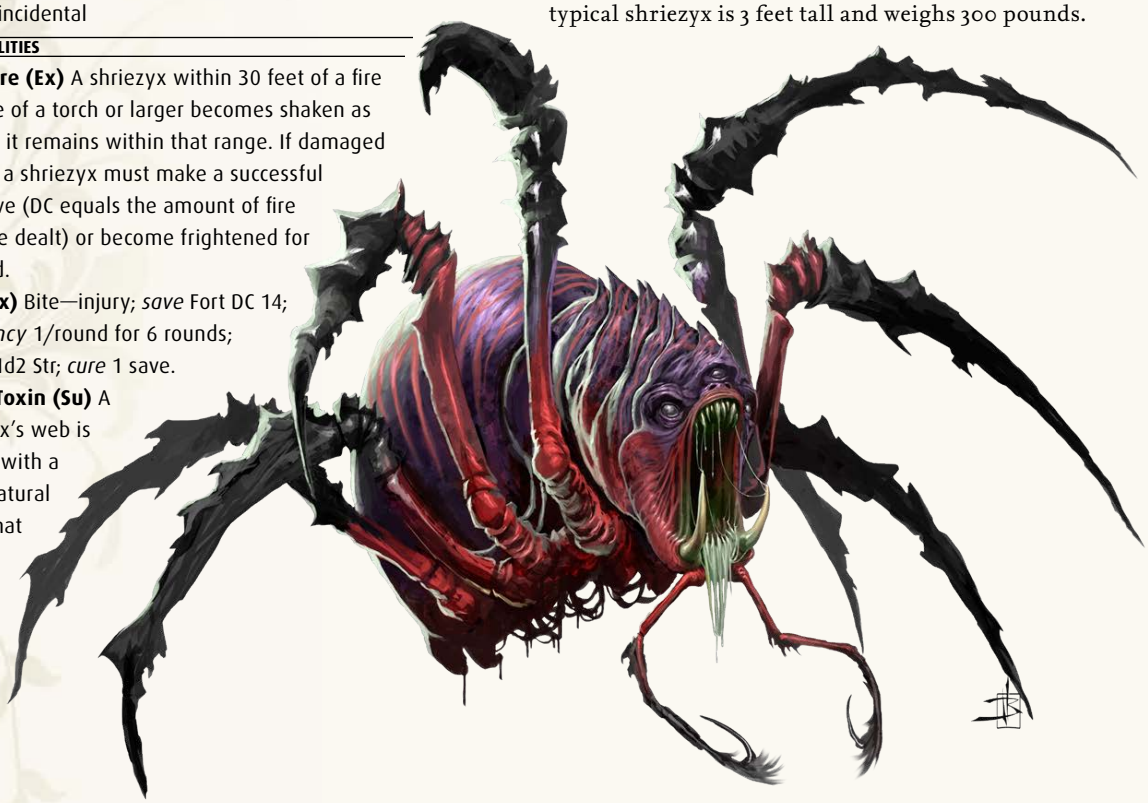


Illustration by Eric Belisle

Illustration by Helge C. Balzer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Shulsaga

Jagged scales cover this lean humanoid's sculpted skin, glinting as it soars upon a disk of radiant energy.

SHULSAGA **CR 3**

XP 800

N Medium outsider (extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 22 (4d10)

Fort +1, **Ref** +8, **Will** +7

OFFENSE

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

Melee mwk trident +6 (1d8+1)

Ranged mwk longbow +9 (1d8/×3)

Special Attacks astral recoil

Spell-Like Abilities (CL 3rd; concentration +1)

3/day—*floating disk* (see below), *shield*, *spiritual weapon*

STATISTICS

Str 12, **Dex** 19, **Con** 10, **Int** 13, **Wis** 16, **Cha** 13

Base Atk +4; **CMB** +5; **CMD** 19

Feats Improved Initiative, Point Blank Shot

Skills Acrobatics +11, Fly +19, Knowledge (planes) +8, Perception +10, Ride +11, Stealth +11, Survival +10

Languages Auran

SQ disk rider, sense rift

ECOLOGY

Environment any (Astral Plane)

Organization solitary, pair, hunting party (3–6), warband (7–22)

Treasure standard (mwk longbow, mwk trident, other treasure)

SPECIAL ABILITIES

Astral Recoil (Su) As a full-round action, a shulsaga that touches a silver cord (such as that created by the spell *astral projection*) can cause the cord to recoil. The astral projecting creature must succeed at a DC 15 Will saving throw or be snapped back to its body, ending the spell effect but not harming the spellcaster. The save DC is Wisdom-based.

Disk Rider (Su) A shulsaga can only use its fly speed in tandem with its *floating disk* spell-like ability. A shulsaga that casts *floating disk* can use the spell to its normal effect, or step upon it and use it to fly for the duration of the spell. The disk can support its creator and the creator's equipment (even if this exceeds the load a *floating disk* can normally bear), but nothing else. Only the disk's caster can ride it in this way. A *floating disk* cast by a shulsaga is dismissible.

Sense Rift (Su) As a standard action, a shulsaga can detect any planar rift within 20 miles, automatically learning its direction and distance. This includes natural portals, non-instantaneous planar spells such as *gate*, and other tears in reality.

Natives of the Astral Plane, shulsagas wish only to be left in peace to ride and hunt the wild voids. Life is rarely so easy, though, as predatory outsiders, mortal travelers, and souls making their passage to the Outer Planes constantly trespass upon the shulsagas' home plane. Proud and territorial, the disk-riders use their intimate understanding of astral forces to drive interlopers from their territory.

Shulsagas live in a simple but far from primitive hunter society, based around drifting villages that float upon stray chunks of elemental detritus and astral protomatter. They often train the massive beasts of their native plane (such as astral leviathans) to pull and defend their unfettered homes. Because shulsagas endlessly face the deadly beings that travel the Astral Plane, most communities attack strangers rather than risking their lives trying to distinguish friends from foes. Shulsagas speak a raspy dialect of Auran.

A shulsaga is born genderless. It reaches maturity when it's a century old, and can then will its body toward a gender it will have for the rest of its life. Shulsagas can live to be over 500 years old, but most die earlier in hunts or planar upheavals. They average 7 feet in height and weigh about 240 pounds. Many have levels in ranger or summoner.



Illustration by Mark Molnar

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Skinstitch

This hulking thing is a patchwork of rotten cloth and grotesque skin, with stray bits of straw poking out the seams.

SKINSTITCH **CR 5**

XP 1,600

N Large construct

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

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +1, **Will** +1

DR 5/slashing; **Immune** construct traits; **Resist** cold 10, electricity 10

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee longsword +7 (2d6+4/19–20), slam +2 (2d6+4)

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

STATISTICS

Str 19, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +9; **CMD** 19

SQ nest, repair

ECOLOGY

Environment any land

Organization solitary, hive (1 plus 1 swarm), or gang (2–4)

Treasure none

SPECIAL ABILITIES

Nest (Su) A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.

Repair (Ex) A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.

A skinstitch is a crude construct made of cloth, leather, hides, and skins sewn together into a roughly ogre-like shape and stuffed with hay. Skinstitches are usually created by a spellcaster lacking the power, talent, or gold to craft a flesh golem.

A skinstitch's stuffing juts out of gaps in the sewing and the mouths and eye-holes of its component faces, giving it a horrifying, ragged look. Swarms of vermin and other creatures often find refuge within the straw, and the magic of this construct grants swarms nesting within its body amazing regenerative powers. Despite its appearance, a skinstitch is strong, tough, and agile, though its components make it susceptible to fire.

Variant Skinstitches

A skinstitch created with material from specific creatures, such as dragons or fire giants, may gain additional abilities appropriate to that creature.

Enhanced Skinstitch (CR +1): An enhanced skinstitch has a natural armor bonus 5 greater than normal, a +5 bonus on Stealth checks, and fire resistance 10.

Resilient Skinstitch (CR +1): A resilient skinstitch loses its fire vulnerability and gains fire resistance 10 and DR 5/magic.

Construction

A skinstitch's body is made from leather and cloth costing at least 500 gp.

SKINSTITCH

CL 8th; **Price** 6,500 gp

CONSTRUCTION

Requirements Craft Construct, creator must be caster level 10

Skill Craft (leather); **Cost** 3,500 gp



Illustration by Emiliano Petrozzi

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Snallygaster

This lean, scaly beast has broad wings, horns, a single eye, and writhing tentacles within its sharp, toothy beak.

SNALLYGASTER **CR 3**

XP 800

CE Medium aberration

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 30 (4d8+12)

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

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +6 (1d8+3/×3 plus bleed), 2 claws +6 (1d4+3), sucking tentacles +1 (1d4+1 plus grab)

Special Attacks aerial charge, bleed (1d6), sucking tentacles

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 5, **Wis** 14, **Cha** 9

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. trip)

Feats Flyby Attack, Skill Focus (Stealth)

Skills Fly +10, Perception +7, Stealth +9 (+13 in forests); **Racial Modifiers** +4 Stealth in forests

Languages Aklo (can't speak)

ECOLOGY

Environment temperate forests or mountains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Aerial Charge (Ex) When a snallygaster charges downward at an angle of 45 degrees or more, its bite attack deals double damage (or triple damage on a critical hit). Bleed damage is not multiplied for this attack.

Sucking Tentacles (Ex) A snallygaster uses its retractable tentacles to suck blood from its victim's bleeding wounds. If a target has a bleed effect and the snallygaster grabs it with tentacles or maintains a grapple against it, the target takes double the normal bleed damage at the beginning of its next turn. When the snallygaster is using its tentacles, it cannot make bite attacks.

The snallygaster is a hideous amalgamation of lizard and bird that preys on unwary travelers. Its claws and beak have an almost metallic sheen to them, hinting at their sharpness and strength. Black stripes run the length of its scaly blue hide all the way to the tip of its long, sinuous tail. The snallygaster's serpentine neck terminates at a small, birdlike head with a single eye set in the center of the forehead. In place of a tongue, its long throat contains a slobbering mass of tentacles that twist and squirm grotesquely whenever the creature extends them.

A typical snallygaster measures 9 feet from the tip of its tail to the point of its beak, with a wingspan of 15 feet and a weight of approximately 200 pounds.

The snallygaster is an ambush predator, attacking its prey from above. Once it spots a potential victim, it dives toward its unsuspecting foe, using the fall to build up momentum. Once its foe lies dead or unconscious, the snallygaster uses its tonguelike tentacles to slurp up the victim's blood. The only thing a snallygaster craves more than blood is alcohol, and it spends much of each autumn scouring its territory for fermenting fruit, on which it gorges itself until thoroughly inebriated. Intoxicated snallygasters are extremely aggressive.

Snallygasters prefer to nest in wooded, mountainous regions. They are primarily active during the day, which they spend searching for food or scaring off rivals. Whether or not a female snallygaster finds a mate, it lays one to two eggs per year.



Illustration by Rayph Beisner

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Soulbound Mannequin

This strange construct is shaped like a masked humanoid made of wood and porcelain.

SOULBOUND MANNEQUIN CR 7

XP 3,200

N (but see below) Medium construct

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 85 (10d10+30)

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

DR 5/magic; **Immune** construct traits

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (1d8+4 plus grab)

Special Attacks constrict (1d8+4)

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

At will—*detect poison*, *light*, *mage hand*, *open/close*, *prestidigitation*

3/day—*alarm*, *feather fall*, *hold portal*

1/day—*disguise self* (see below), *levitate*, one additional ability based on alignment (see below)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 11, **Wis** 10, **Cha** 9

Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 27

Feats Improved Initiative, Martial Weapon Proficiency (any one), Throw Anything, Toughness, Weapon Focus (claw)

Skills Intimidate +9, Perception +10

Languages Common

SQ alignment variation, soul focus

ECOLOGY

Environment any land

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

Treasure standard

SPECIAL ABILITIES

Alignment Variation (Ex) Soulbound mannequins are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day as listed below.

- *Chaotic Neutral*: *confusion* (DC 13)
- *Lawful Neutral*: *fear* (DC 13)
- *Neutral*: *hold monster* (DC 13)
- *Neutral Evil*: *enervation*
- *Neutral Good*: *greater invisibility*

Disguise Self (Sp) The soulbound mannequin can only disguise itself as the living person it used to be at approximately the age it was when its soul was used to make the mannequin (this allows it to take the appearance of another creature type).

Soul Focus (Su) The soul bound to the mannequin lives within a focus integrated into the doll or its apparel, typically a carved mask. As long as this soul focus remains intact, it can be used to animate another mannequin, at the same cost as creating a new soulbound mannequin. The new mannequin retains its personality and memories. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Susceptible to Mind-Affecting Effects (Ex) Unlike most constructs, a soulbound mannequin is not immune to mind-affecting effects.

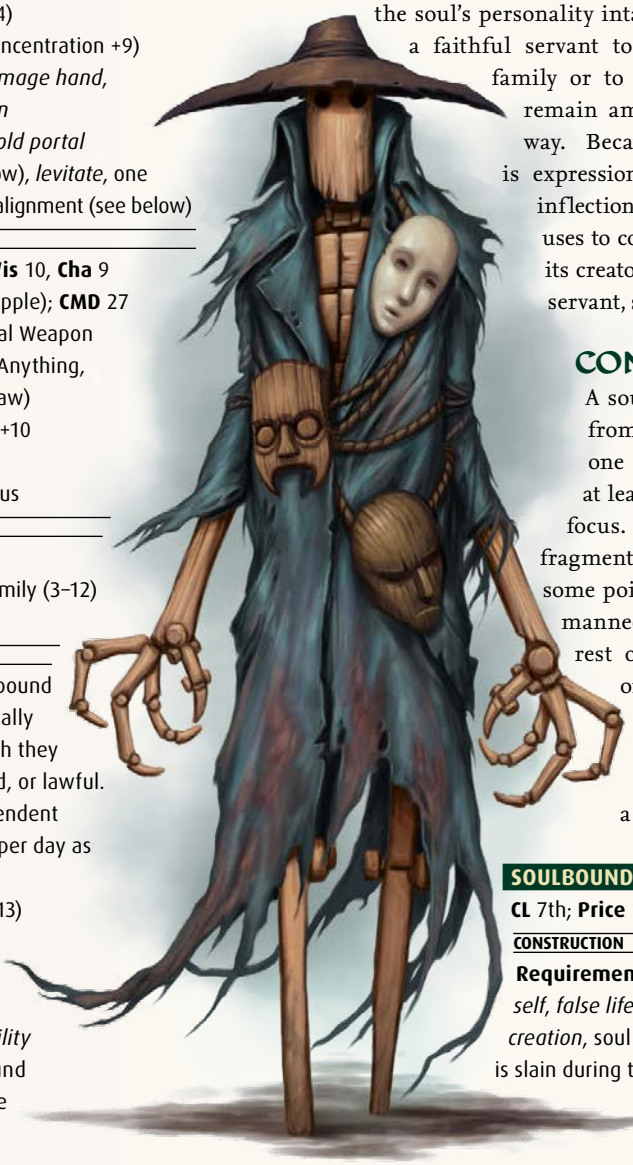


Illustration by Dave Allsop

A soulbound mannequin is a human-sized improvement on the soulbound doll (*Pathfinder RPG Bestiary* 2 255). The binding process is sophisticated enough to leave much of the soul's personality intact. Most are crafted to allow a faithful servant to remain with a prestigious family or to allow a dying loved one to remain among the living in a limited way. Because the mannequin's face is expressionless and its voice has little inflection, it carries several masks that it uses to convey emotions. It often serves its creator as a bodyguard, companion, servant, sentry, or even paramour.

Construction

A soulbound mannequin is made from wood or porcelain, with one expertly carved mask worth at least 500 gp to serve as the soul focus. Creation requires a soul fragment from a creature who dies at some point during the creation of the mannequin (this doesn't prevent the rest of the soul from continuing on to the afterlife or prevent the body from later being revived). An unwilling soul can resist the procedure with a successful DC 20 Will save.

SOULBOUND MANNEQUIN

CL 7th; **Price** 16,500 gp

CONSTRUCTION

Requirements Craft Construct, *disguise self*, *false life*, *lesser geas*, *magic jar*, *minor creation*, soul of a living creature who dies or is slain during the creation process; **Skill** Craft (sculptures); **Cost** 8,500 gp

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Soulbound Shell

This white statue of a bald human is marbled with glowing green veins of energy.

Soulbound Shell **CR 12**

XP 19,200

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 26, touch 11, flat-footed 25 (+4 armor, +1 Dex, +11 natural)

hp 132 (15d10+50)

Fort +5, **Ref** +6, **Will** +7

DR 10/adamantine and magic; **Immune** construct traits; **SR** 23

Weaknesses cemented mind, susceptible to mind-affecting effects

OFFENSE

Speed 30 ft.

Melee mwk dagger +17/+12/+7 (1d4+1/19–20)

Wizard Spells Prepared (CL 12th; concentration +17)

6th—*beast shape IV*, *disintegrate* (DC 21)

5th—*cloudkill* (2, DC 22), *dominate person* (DC 21), *passwall*

4th—*black tentacles* (2), *fire shield*, *shout* (DC 19)

3rd—*fly*, *lightning bolt* (2, DC 18), *stinking cloud* (2, DC 20)

2nd—*false life* (already cast), *glitterdust* (DC 19), *hideous laughter* (DC 18), *make whole*, *mirror image*

1st—*charm person* (2, DC 17), *expeditious retreat*, *grease* (DC 18), *mage armor* (already cast), *unseen servant*

0—*acid splash*, *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 13, **Dex** 13, **Con** —, **Int** 20, **Wis** 10, **Cha** 13

Base Atk +15; **CMB** +16; **CMD** 27

Feats Combat Casting, Craft Construct[B], Greater Spell Focus (conjuration), Improved Iron Will, Iron Will, Skill Focus (Spellcraft), Spell Focus (conjuration), Spell Focus (enchantment), Toughness

Skills Craft (sculptures) +20, Disguise +16, Knowledge (arcana) +20, Knowledge (engineering) +20, Perception +15, Spellcraft +26, Use Magic Device +16

Languages Aklo, Common, Draconic

SQ soul focus

ECOLOGY

Environment any land

Organization solitary or workshop (1 plus 2–8 other constructs)

Treasure standard (mwk dagger, other treasure)

SPECIAL ABILITIES

Cemented Mind (Ex) A soulbound shell can never change its known or prepared spells.

Soul Focus (Su) The soul bound to the shell lives within a gem inside its chest. As long as this soul focus remains intact, it can be used to animate another shell, at the same cost as creating a new soulbound shell, and retains its personality and memories. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Spells A spellbound shell casts spells as a 12th-level cleric, witch, or wizard, but does not gain any other class abilities.

Susceptible to Mind-Affecting Effects (Ex) A soulbound shell is not immune to mind-affecting effects.

A soulbound shell is the perfected version of a soulbound mannequin, allowing the soul to retain its spellcasting.

Construction

A soulbound shell is constructed from marble, a 5,000 gp gem for the soul focus, and the soul of a willing spellcaster of at least 12th level who dies at the culmination of the creation process and animates the stone shell.

Soulbound Shell

CL 12th; **Price** 115,000 gp

CONSTRUCTION

Requirements Craft Construct, *false life*, *magic jar*, *make whole*, *mnemonic enhancer*, *stoneskin*;
Skill Craft (sculpture); **Cost** 60,000 gp



Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Soulsliver

This smooth-featured, humanoid creature appears to have skin made entirely of mirrored glass.

SOULSLIVER **CR 2**

XP 600

NE Medium outsider (extraplanar, shapechanger)

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

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)

hp 19 (3d10+3); fast healing 1

Fort +4, **Ref** +6, **Will** +2

Resist acid 5, fire 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +5 (1d4+2)

Special Attacks death throes

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

3/day—*mage hand, open/close, silent image*

1/day—*mirror image*

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative

Skills Acrobatics +9 (+13 when jumping), Bluff +7, Disguise +7 (+11 when using change shape), Perception +7, Sense Motive +7, Stealth +9; **Racial Modifiers** +4 Acrobatics when jumping, +4 Disguise when using change shape

Languages Aklo, Common

SQ change shape (any humanoid, *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

ECOLOGY

Environment any land (extraplanar)

Organization solitary or gang (2–5)

Treasure incidental

SPECIAL ABILITIES

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half). The save DC is Constitution-based.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.



Illustration by Xia Taptara

A soulsliver is an extradimensional shapechanger that lurks in the half-dimensions behind mirrors. It watches creatures on the Material Plane through reflective surfaces, assumes their likeness, then crawls through the mirror to kill and feast upon its prey. Whether they are bizarre offshoots of the doppelganger race or originate from some aberrant magic used to create a demiplane, soulslivers are responsible for many unsolved murders, and their mirror travel makes them hard to catch.

A soulsliver causes trouble for a short while in its assumed form, then retreats through the mirror to its home plane. Its native plane is an aspect of the Plane of Shadow, with reversed and grossly distorted creatures and scenery from the Material Plane.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Spawn of Yog-Sothoth

The shape of this creature gives the impression of a squirming mass accompanied by an indescribable monstrous stench.

SPAWN OF YOG-SOTHOTH CR 10

XP 9,600

CE Large aberration (extraplanar)

Init +6; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +20

Aura stench (30 ft., DC 22, 10 rounds)

DEFENSE

AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, –1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +8, **Will** +12

Defensive Abilities tenuous natural invisibility; **DR** 10/magic; **Immune** cold, fire; **Resist** sonic 10; **SR** 21

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +17 (1d8+8/19–20/×3), 4 tentacles +16 (1d6+4 plus grab)

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

Special Attacks blood drain (1d4 Con), devastation

STATISTICS

Str 26, **Dex** 15, **Con** 21, **Int** 17, **Wis** 17, **Cha** 20

Base Atk +10; **CMB** +19; **CMD** 30 (38 vs. trip)

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Vital Strike, Weapon Focus (tentacle)

Skills Climb +33, Escape Artist +19, Intimidate +22, Knowledge (arcana) +20, Perception +20, Spellcraft +20, Stealth +15

Languages Aklo

ECOLOGY

Environment temperate hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Devastation (Ex) As a full-round action, the spawn can assault a structure, dealing 4d6+16 points of damage to the structure in that round.

Tenuous Natural Invisibility (Ex) This functions like natural invisibility, except it is subject to *invisibility purge* and effects that outline invisible creatures (such as *glitterdust* and *faerie fire*). It cannot be dispelled.

The spawn of Yog-Sothoth are begotten upon the world as the results of vile rituals in which cultists call down the essence of Yog-Sothoth, an Outer God from beyond the stars (see page 135) to impregnate a humanoid creature. The Outer God is not of this dimension or world; only by incorporating flesh and bone of a mortal can its spawn exist. Upon death, a spawn's flesh rapidly melts until nothing remains but a crusty stain. Although the spawn of Yog-Sothoth are naturally invisible, they exude a hideous, unforgettable stench that alerts others to their presence.

Ancient legend holds that the spawn of Yog-Sothoth are inflicted upon a world to clear it of all sane life and to prepare the way for the return of the Great Old Ones. But it's just as likely that the carnage and mayhem it brings upon the world is due to its ravenous and constant hunger for blood as any agenda from masters beyond the stars.

A spawn of Yog-Sothoth grows quickly to Large size, but if it continues to feed, it also continues to grow, albeit at a lesser rate. A truly ancient spawn of Yog-Sothoth can be the size of a barn or even a small hill.

Not all spawn of Yog-Sothoth are massive or inhuman. Some (often twins to their more monstrous kin) remain roughly humanoid in shape and size, although their deformities still require them to wear disguises or layers of baggy clothing if they want to walk unchallenged in civilized regions. These sinister creatures have a wide range of strange and unusual abilities and appearances, and are usually spellcasters—typically oracles with the dark tapestry mystery (*Pathfinder RPG Ultimate Magic* 54) or sorcerers with the aberrant bloodline.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Spider, Goliath

This massive brown-and-green tarantula is the size of a large house and has huge, razor-sharp fangs.

GOLIATH SPIDER **CR 11**

XP 12,800

N Colossal vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 25, touch 3, flat-footed 24 (+1 Dex, +22 natural, –8 size)

hp 147 (14d8+84)

Fort +15, **Ref** +5, **Will** +4

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (6d8+22 plus poison)

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

Special Attacks poison, poisoned web (+13 ranged, DC 23, 14 hp), trample (4d8+22, DC 32)

STATISTICS

Str 41, **Dex** 13, **Con** 22, **Int** —, **Wis** 10, **Cha** 2

Base Atk +10; **CMB** +33; **CMD** 44 (56 vs. trip)

Skills Climb +23, Perception +4, Stealth –7 (+1 in forests); **Racial Modifiers** +8 Climb, +4 Perception, +8 Stealth (+16 in forests)

ECOLOGY

Environment any forests or swamps

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Str and paralysis 1 round; *cure* 2 consecutive saves.

Poisoned Web (Ex) This ability works like the web ability, but affects all creatures in a 10-foot-radius burst. In addition, any creature hit by the web must save against the spider's poison.

Goliath spiders are giant hunting spiders that most often prey on large creatures such as giant scorpions, snakes, and younger dragons, but sometimes catch and paralyze smaller prey to eat later. Camouflaged by their hairs and coloration, they prowl atop the forest canopy, dropping upon unsuspecting creatures. Females often cannibalize their mates.



Illustration by Vincent Devault

Spider, Scarlet

This bright red spider has eight dexterous black legs, and can move with amazing speed for its size.

SCARLET SPIDER **CR 1/4**

XP 100

N Tiny vermin

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +5, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee bite +7 (1d3–4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 3, **Dex** 21, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +3; **CMD** 9 (21 vs. trip)

Feats Weapon Finesse[B]

Skills Acrobatics +13, Climb +21, Perception +4, Stealth +17; **Racial Modifiers** +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment any land

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1 Str; *cure* 1 save.

Scarlet spiders are small arachnids with bright red bodies and black legs. Scarlet spiders don't have web attacks. Though they can be found in any terrain, scarlet spiders are more common in environments where they can hunt large insects and small mammals.

A spellcaster who selects a scarlet spider as a familiar gains a +3 bonus on Climb checks as long as the familiar remains within 1 mile of her; a scarlet spider familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Spring-Heeled Jack

With jet-black skin and a small but menacing pair of horns, this goateed, impish creature wields a bloody knife and a wicked grin.

SPRING-HEELED JACK **CR 3**

XP 800

CE Small fey

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 16, flat-footed 11 (+5 Dex, +1 size)

hp 26 (4d6+12)

Fort +3, **Ref** +9, **Will** +4

OFFENSE

Speed 40 ft.

Melee mwk dagger +9 (1d3+2/19–20)

Special Attacks breath weapon (15-ft. cone, 2d6 fire damage, Reflex DC 14 half, usable every 2d4 rounds), frightening gaze, vault, sneak attack +1d6

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*feather fall, pass without trace*

1/day—*passwall*

STATISTICS

Str 15, **Dex** 21, **Con** 14, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 18

Feats Toughness, Weapon Finesse

Skills Acrobatics +12 (+16 when jumping), Bluff +6, Climb +9, Escape Artist +12, Perception +7, Sleight of Hand +10, Stealth +16; **Racial Modifiers** +4 Acrobatics when jumping

Languages Common, Sylvan

ECOLOGY

Environment any land

Organization solitary

Treasure double (mwk dagger, other treasure)

SPECIAL ABILITIES

Frightening Gaze (Su) Any creature within a 10-ft. radius upon whom Spring-Heeled Jack's gaze falls is panicked for 1d6 rounds. A successful DC 13 Will save negates. The save DC is Charisma-based.

Vault (Su) Spring-Heeled Jack can jump up to 20 feet (vertically or horizontally in any combination) as a move action without provoking attacks of opportunity.

This cruel-eyed night terror is infamous for his love of trickery and spontaneous bursts of violence. Spring-Heeled Jack stands about 4 feet tall and weighs about 80 pounds.

Spring-Heeled Jack keeps up a reputation for gruesome killing sprees and tends to flee the crime scene by leaping onto buildings. He subsists on raw animal meat, from deer to house rat to beetle. His knife is often his only company, and after years of self-inflicted solitude Spring-Heeled Jack considers it his best and only friend, and has taken to calling it "Love." The finely wrought knife has no special properties, but is clearly of otherworldly origin and leaves strange scars that are impossible to reproduce.

Chaotic and spontaneous, Spring-Heeled Jack at times lets his prey live to spread his legend. Though he doesn't commit his heinous crimes for notoriety alone, he revels in the reputation he has earned and the fear that registers in people's eyes as he pounces upon them.

It is widely thought that Spring-Heeled Jack was at one point human, but lost his humanity in exchange for fiendish powers. The truth is that "he" is a fey creature—the best known of a race of fey creatures related to quicklings (*Pathfinder RPG Bestiary 2* 227). These fey are fond of traveling to the Material Plane, where their mayhem is more feared and appreciated. To add to the mystery, they all use the same name among mortals and pretend to be the same individual.



Illustration by Jean-Baptiste Reynaud

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Star-Spawn of Cthulhu

A mountainous form, this hideous creature is humanoid in general shape, but its hateful face is a writhing mass of tentacles.

STAR-SPAWN OF CTHULHU CR 20

XP 307,200

CE Huge aberration

Init +5; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +37

Aura frightful presence (150 ft., DC 29)

DEFENSE

AC 36, touch 9, flat-footed 35 (+1 Dex, +27 natural, –2 size)

hp 362 (25d8+250); regeneration 15 (fire)

Fort +18, **Ref** +9, **Will** +25; +8 vs. divination and mind-affecting

Defensive Abilities immortality, overwhelming mind; **Immune** cold, disease, poison; **SR** 31

OFFENSE

Speed 40 ft., fly 60 ft. (average), swim 40 ft.

Melee 2 claws +32 (2d6+16/19–20), 6 tentacles +27 (1d8+8/19–20 plus grab)

Space 15 ft.; **Reach** 30 ft.

Special Attacks constrict (1d8+8), overwhelming mind

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

Constant—*mind blank*

At will—*dream*, *insanity* (DC 24), *nightmare* (DC 22), *sending*

3/day—*demand* (DC 25)

1/day—*gate*

STATISTICS

Str 42, **Dex** 13, **Con** 30, **Int** 23, **Wis** 29, **Cha** 24

Base Atk +18; **CMB** +36 (+38 bull rush, +40 grapple); **CMD** 47 (49 vs. bull rush)

Feats Awesome Blow, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (claw), Improved Critical (tentacle), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike

Skills Fly +25, Intimidate +35, Knowledge (arcana, geography, planes) +31, Perception +37, Sense Motive +34, Spellcraft +34, Swim +52, Use Magic Device +32

Languages Aklo; telepathy 300 ft.

SQ compression, limited starflight, no breath

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Immortality (Ex) A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

Limited Starflight (Ex) A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go; see page 193), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its *gate* ability to make the journey quickly.

Overwhelming Mind (Ex) A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 29 Will save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a *demand*, *dream*, *nightmare*, or *sending* spell-like ability, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Of all the strange and malefic denizens of the void between the stars, few cause the same terror as this titanic race. They hail from a mad star whose light cannot be seen by conventional telescopes, and the smallest of these behemoths stand nearly 30 feet in height. Humanoid in shape, their immense bodies have rubbery flesh that seems to wriggle and seethe like a half-solidified ooze. Tremendous draconic wings, murderous taloned hands, and a tentacled visage that evokes the alien gaze of an octopus complete the being's monstrous shape. This malevolent race has a name, yet it is no name known to the sane. Among mortal scholars, they are known merely by the name of their greatest priest—they are the star-spawn of Cthulhu.

The star-spawn of Cthulhu have a strange, mutable anatomy—their form is not fixed. They can absorb parts of their bodies or enlarge others at will, a trait they often use on their claws or tentacles to dramatically extend their reach in combat beyond what might normally be possible for a creature of the same shape and size. Despite this mutable shape, the star-spawn's forms generally don't deviate far from that of an octopus-headed, winged humanoid, likely because of the powerful links their otherworldly minds have to their overlord and master, who lies dead but dreaming in the lost city of R'lyeh.

Although they typically appear as immense humanoid creatures with rubbery hides and octopoid heads, the star-spawn of Cthulhu are not any more aquatic in nature than they are terrestrial—that they're often associated with a planet's oceans lies more in the simple fact that oceans often cover the majority of a planet's surface. The

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

creatures themselves, being equally at home on land, at sea, or in the depths of space, make no real distinction between such regions, choosing them as the sites of their cities and temples for purposes only they can know. Servants of the alien gods of the void, they work upon the worlds they invade to wipe them clean of indigenous life in preparation for the eventual time when the deep void expands to replace all that exists with its strange realities.

The star-spawn of Cthulhu hold little malice toward indigenous life—they simply can't proceed with their plans for a world while such life exists. Just as a human might move into a house thinking it to be abandoned, only to discover colonies of ants dwelling within the building's walls, the star-spawn work to eradicate indigenous infestations. Their methods seldom vary from world to world—those whose intellects they can influence via dreams and nightmares they besiege as the victims sleep, seeding the growth of destructive cults and societies. These groups in turn further the star-spawn's agenda, preparing the world and bringing it to the brink of destruction. When such worlds are poised to tear themselves apart from within through unrest, civil war, excessive pollution, or genocide, the star-spawn mobilize their cults to end all things. The only reward such cults may receive for their (sometimes unwitting) aid is the dubious honor of being among the final few to be eradicated, for the star-spawn have no interest in and feel no responsibility toward their pawns.

The fact that the star-spawn's plans to bring about the eradication of life span centuries or even millennia should not be mistaken for sloth or lassitude—the star-spawn are inhumanly patient, and the preparation of the universe's worlds must precisely follow an unknowable schedule, for only when the exact cosmic convergences are in place and the stars are right can they make their final moves to end all things. This time frame does give some worlds a chance to discover the star-spawn's influence and to delay or even defeat their world's star-spawned doom, but such tales of triumph are rare in the face of the void's relentless tides.

The star-spawn of Cthulhu war with many other strange races out of time and space, including elder things (see page 85) and the servitors of other Great Old Ones (see page 135). They have also been known to use these creatures—and other races such as the mi-go—as pawns, slaves, or minions to promote their immortal agenda.

Though the star-spawn themselves hail from a distant world deep in the void and can be found on countless other realms as gods and monsters, their lord Cthulhu (see page 138) dwells upon a distant planet far removed from any commonly visited world. Yet while Cthulhu lies imprisoned in the corpse-city of R'lyeh deep under a great ocean, his dreams resonate still in the minds of his star-spawn, and from there touch upon the dreams of many slumbering poets and philosophers on countless worlds. Guided by their knowledge of their master's great plan, and updated by his far-reaching dreams, the star-spawn of Cthulhu proceed inevitably toward their goals.



Illustration by Scott Purdy

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Svartalfar

This hairless, black-skinned elflike creature has an expressionless face and wields an eerie ebon sword.

SVARTALFAR **CR 8**

XP 4,800

LE Medium fey (extraplanar)

Init +5; **Senses** darkvision 120 ft., low-light vision; Perception +18

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 84 (13d6+39)

Fort +6, **Ref** +13, **Will** +12

DR 10/cold iron; **Resist** cold 10, electricity 10; **SR** 19

Weaknesses light blindness

OFFENSE

Speed 40 ft.

Melee *+1 longsword* +9/+6 (1d8+4/19–20)

Special Attacks bane, quickened spell strike, sneak attack +3d6

Spell-Like Abilities (CL 13th; concentration +18)

At will—*chill touch* (DC 16), *corrosive touch*[UM]

3/day—*frigid touch*[UM], *shadow step*[UM], *vanish*[APG]

1/day—*force punch*[UM] (DC 18), *greater invisibility*, *ray of exhaustion* (DC 18)

STATISTICS

Str 12, **Dex** 21, **Con** 17, **Int** 18, **Wis** 14, **Cha** 21

Base Atk +6; **CMB** +11; **CMD** 22

Feats Agile Maneuvers, Combat Casting, Iron Will, Skill Focus (Stealth), Stealthy, Vital Strike, Weapon Focus (longsword)

Skills Acrobatics +21 (+25 when jumping), Bluff +21, Escape Artist +25, Intimidate +18, Knowledge (nature) +20, Knowledge (planes) +17, Perception +18, Sense Motive +18, Sleight of Hand +21, Stealth +31; **Racial Modifiers** +4 Acrobatics when jumping

Languages Aklo, Common, Elven, Sylvan

ECOLOGY

Environment any (Shadow Plane)

Organization solitary, pair, cabal (3–12), or clan (10–30)

Treasure NPC gear (*+1 longsword*, other treasure)

SPECIAL ABILITIES

Bane (Su) Once per day as a swift action, a svartalfar can imbue one of its weapons with the *bane* weapon special ability. It must select one creature type (and subtype, if choosing humanoid or outsider) when it uses this ability. This lasts for 1 hour. This ability only functions while the svartalfar wields the weapon.

Quickened Spell Strike (Su) Three times per day as a free action after hitting with a melee weapon, a svartalfar can cast and deliver one of the following of its spell-like abilities through the weapon: *chill touch, corrosive touch, force punch, frigid touch*, or *ray of exhaustion*. If the attack is a critical hit and the spell-like ability deals damage, it deals double damage.

The ancestors of the svartalfars were exiled from their primordial home for grave crimes that no fey will speak of. Fleeing to the Shadow Plane, they formed assassin clans, and now they hire their services to any who pay them. Their payment must be in secrets, bits of occult science, and obscure information to add to their huge, dark libraries in underground warrens hidden away on the Shadow Plane. Svartalfars are extremely interested in knowledge about the realm of the fey. Many fear the svartalfars are searching for a way to finally take their revenge upon those who expelled them.

These cold, calculating killers are not swayed by whimsy or deeper passions. They pride themselves on their pitilessness and inability to be bribed or dissuaded from ending a target's life once they've been contracted to do so. Once an assassination is paid for, it's the duty of all the svartalfars of a clan or cabal to make sure it gets done. If a clan or cabal fails, another one will finish the job.

Svartalfars seem to feel no love or real friendship. All of their actions are committed for practical reasons—political gain, procreation, or relieving boredom. Focused and utterly unyielding, they are considered by many to be the perfect killers, and their tenacity and mastery over magic and shadows are a death sentence for anyone who has been marked as their quarry.

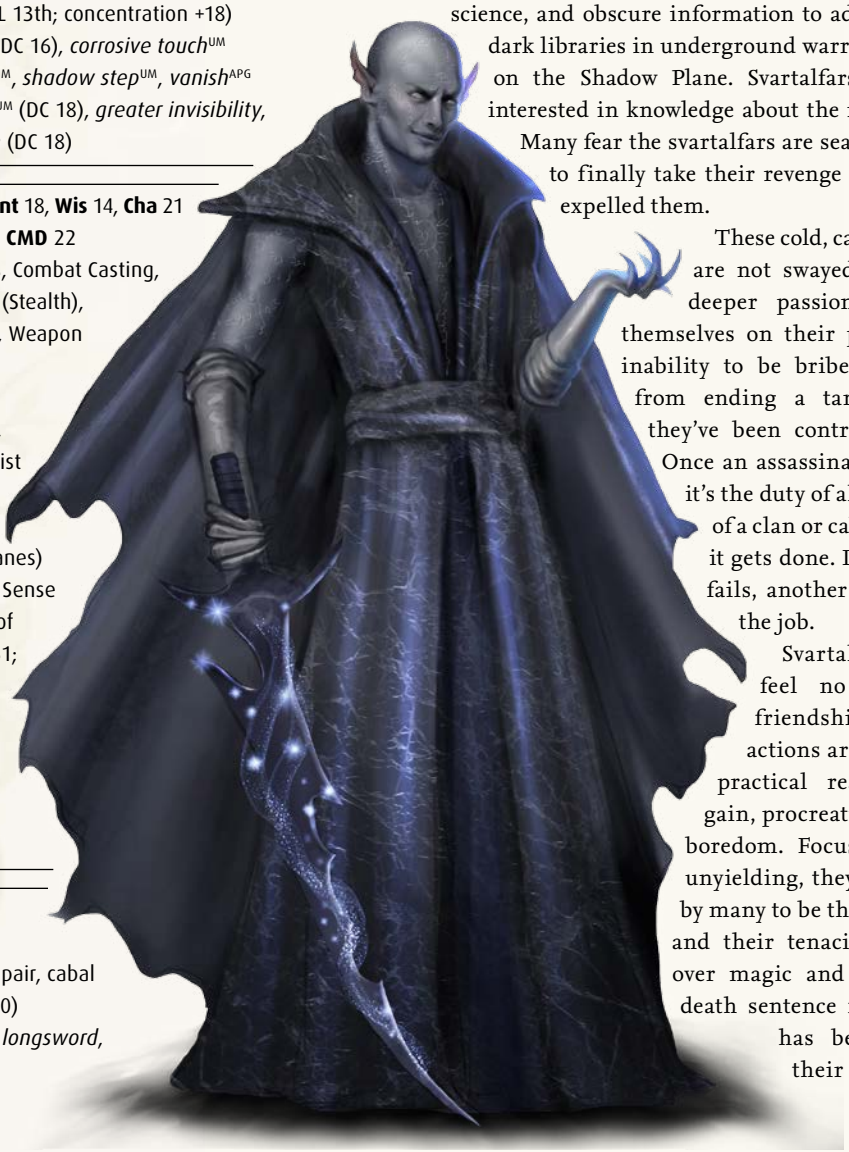


Illustration by Shreya Shetty

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Swan Maiden

This tall, regal woman is clad in a long cloak of pristine white swan feathers and silvery armor with a winged helm.

SWAN MAIDEN **CR 6**

XP 2,400

CG Medium fey (shapechanger)

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 natural)

hp 55 (10d6+20)

Fort +5, **Ref** +12, **Will** +8

DR 5/cold iron; **Resist** cold 10, electricity 10; **SR** 17

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee mwk rapier +11 (1d6+1/18–20)

Ranged longbow +10 (1d8/×3)

Spell-Like Abilities (CL 10th; concentration +12)

At will—*dancing lights*

1/day—*confusion* (DC 16), *deep slumber* (DC 15), *entangle* (DC 13), *glitterdust* (DC 14), *major image* (DC 15)

STATISTICS

Str 13, **Dex** 20, **Con** 15, **Int** 10, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +10; **CMD** 22

Feats Agile Maneuvers, Dodge, Flyby Attack, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +11, Bluff +10, Fly +20, Knowledge (nature) +8, Perception +14, Sense Motive +9, Stealth +20; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan

SQ change shape (trumpeter swan, *beast shape I*), feather cloak, trackless step, transformation ritual

ECOLOGY

Environment temperate lakes or swamps

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

Treasure standard (chain shirt, mwk longsword, longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Feather Cloak (Su) Without her feather cloak, a swan maiden can't use her change shape ability.

Transformation Ritual (Su) A swan maiden can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. The humanoid loses her class and racial abilities.

Swan maidens are fey shapechangers who vow to protect unspoiled wilds from the encroachment of civilization or evil. They live in small flocks along secluded lakeshores. Because stealing a swan maiden's cloak robs her of her shapechanging ability, most maidens avoid humanoids and take up armor and weapons to defend themselves.

Swan, Trumpeter

This large waterfowl has a wide wingspan, all-white feathers, a black bill, and a long, curving neck.

TRUMPETER SWAN **CR 1/3**

XP 135

N Small animal

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +1

OFFENSE

Speed 10 ft., fly 100 ft. (average)

Melee bite +1 (1d4), 2 wings –4 (1d3)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +0; **CMB** –1; **CMD** 11

Feats Skill Focus (Perception)

Skills Fly +4, Perception +8

ECOLOGY

Environment temperate lakes or swamps

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

Treasure none

Swans are large and aggressive waterfowl. The average adult trumpeter swan is 5 feet long and weighs around 25 pounds.



Illustration by Diana Martinez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Taniniver

This legless, winged, white-eyed dragon is covered in patches of diseased flesh, squirming with maggots and oozing pus.

TANINIVER **CR 18**

XP 153,600

NE Huge dragon

Init +4; **Senses** darkvision 120 ft., *deathwatch*; Perception +26

Aura frightful presence (180 ft., DC 25)

DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, –2 size)

hp 270 (20d12+140)

Fort +21, **Ref** +12, **Will** +15

Defensive Abilities negative energy affinity; **DR** 15/good and magic; **Immune** paralysis, sleep, visual effects; **Resist** acid 30, cold 30, electricity 30, fire 30; **SR** 29

OFFENSE

Speed 30 ft., fly 200 ft. (clumsy)

Melee bite +30 (4d6+11 plus disease), 2 claws +30 (2d8+11 plus disease), tail slap +24 (2d8+5 plus disease)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 1d6 Str drain plus mummy rot, Fortitude DC 27 negates, usable every 1d4 rounds)

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*deathwatch*

3/day—*animate dead*, *inflict serious wounds* (DC 18)

1/day—*eyebite* (DC 21), *horrid wilting* (DC 23), *symbol of pain* (DC 20)

STATISTICS

Str 33, **Dex** 11, **Con** 25, **Int** 18, **Wis** 17, **Cha** 20

Base Atk +20; **CMB** +33; **CMD** 43 (can't be tripped)

Feats Cleave, Combat Reflexes, Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Sickening Critical, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +28, Fly –12, Heal +26, Intimidate +28, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +26, Sense Motive +26, Spellcraft +27, Stealth +15, Use Magic Device +28

Languages Common, Draconic, Undercommon

ECOLOGY

Environment any land or underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Ex) A taniniver's breath weapon is a hideous gray cloud of disease particles. Any creature in the area must succeed at a DC 27 Fortitude save or contract mummy rot (*Pathfinder RPG Bestiary* 210). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Ongoing saving throws against the disease use the dragon's breath weapon DC. The save DC is Constitution-based.

Disease (Ex) A taniniver's natural attacks infect its opponent with a random disease from the following list: blinding sickness, bubonic plague, cackle fever, leprosy, mindfire, or shakes. The initial saving throw against these diseases uses the breath weapon's DC.



Illustration by Tyler Walpole

Taninivers are a degenerate race of diseased dragons. A taniniver's body is alive but constantly rotting. Wracked by never-ending pain, with the stench of its own decaying flesh so strong it nearly overwhelms the vile creature's enhanced senses, the foul taniniver spends most of its time in magical research to reverse the progression of its diseases or, failing that, to stave off further deterioration. Taninivers often ally with cults of undeath or dragonkind.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Tiberolith

A bizarre thrum echoes from somewhere deep within this towering stone hulk, and blue liquid runs down its shuddering body.

TIBEROLITH **CR 10**

XP 9,600

N Huge construct

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

DEFENSE

AC 24, touch 8, flat-footed 24 (+16 natural, –2 size)

hp 111 (13d10+40)

Fort +4, **Ref** +4, **Will** +4

Defensive Abilities spell trap; **DR** 10/adamantine and bludgeoning; **Immune** acid, construct traits; **Resist** electricity 30; **SR** 24

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (3d8+8)

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

Special Attacks corrosive strikes, shockwave

STATISTICS

Str 26, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +23; **CMD** 33

ECOLOGY

Environment any coastlines or water

Organization solitary, pair, or squad (3–4)

Treasure standard

SPECIAL ABILITIES

Corrosive Strikes (Ex) A tiberolith reduced to 30 or fewer hit points leaks acid, and deals an additional 1d6 points of acid damage with its slam attacks.

Shockwave (Su) Three times per day, a tiberolith can unleash a burst of electricity. This blast deals 12d6 points of electricity damage to all creatures within 30 feet (Reflex DC 16 half). A tiberolith is immune to its shockwave and that of other tiberoliths. The save DC is Constitution-based.

Spell Trap (Su) When a tiberolith is targeted by a spell that allows spell resistance and its spell resistance fails to protect it against that spell, the spell instead becomes trapped in the tiberolith's magical runes. The runes can only trap one spell at a time; if a second spell would become trapped, the first spell affects the tiberolith normally (including allowing a saving throw, if appropriate) and the second spell is trapped. A trapped spell dissipates harmlessly after 24 hours.

Tiberoliths are magical constructs with primitive internal mechanical components, held together with sinew and plant matter. Created by a vicious lost civilization to protect its citadels, villages, and treasures, tiberoliths are found in submerged ruins and remain immobile unless attacked or approached by unauthorized intruders. Each is covered in a unique pattern of markings that glow blue when it moves. When active, it makes an unmistakable high-pitched whirring sound. A tiberolith typically stands 18 feet tall and weighs 7,000 pounds.

Its stone body is filled with an acidic blue alchemical liquid that channels electricity from its mechanisms. In addition to this fluid, its hollow interior spaces have puzzlebox-like devices anchored within them, though how these relate to the creature's movement is unknown.

Construction

A tiberolith is created from three stone slabs (2,500 pounds each). They're bound with plant matter or sinew treated with unguents costing at least 7,000 gp.

TIBEROLITH

CL 12th; **Price** 48,000 gp

CONSTRUCTION

Requirements Craft Construct, *acid fog*, *limited wish*, *stone shape*, creator must be at least caster level 11th; **Skill** Craft (sculptures) or Craft (stonemasonry) DC 18; **Cost** 24,000 gp



Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Tikbalang

Merging the features of a horse and human, this monstrosity has an equine snout, sharp fangs, and long forelimbs with clawed fingers.

TIKBALANG **CR 9**

XP 6,400

CE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)

hp 114 (12d10+48)

Fort +10, **Ref** +11, **Will** +11

OFFENSE

Speed 40 ft.

Melee bite +18 (2d4+7/19–20), 2 hooves +13 (1d8+10)

Ranged 4 spines +14 (1d6+8)

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

Special Attacks pounce, spines, trample (1d8+10, DC 23)

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*spider climb*

At will—*ventriloquism* (DC 15), *invisibility*

3/day—*major image* (DC 17)

1/day—*fly* (self only), *mirage arcana* (DC 19)

1/week—*maze*

STATISTICS

Str 24, **Dex** 16, **Con** 19, **Int** 11, **Wis** 16, **Cha** 19

Base Atk +12; **CMB** +20; **CMD** 34

Feats Combat Reflexes, Deceitful, Dodge, Great Fortitude, Improved Critical (bite), Power Attack

Skills Bluff +20, Disguise +6, Perception +18, Sense Motive +9, Stealth +14, Survival +12

Languages Common, Sylvan

SQ change shape (Small or Medium humanoid, *alter self*), powerful blows (hooves), sound mimicry (sounds and voices)

ECOLOGY

Environment warm jungles or forests

Organization solitary, pair, or gang (3–5)

Treasure standard

SPECIAL ABILITIES

Spines (Ex) As a standard action, a tikbalang can launch four spines from its mane, each dealing 1d6 points of damage plus its Strength bonus. This attack has a range of 120 feet with no range increment. All targets must be within 30 feet of each other. A tikbalang can launch only 24 spines in any 24-hour period.

Dangerous protectors of deep forests and lush jungles, tikbalangs are malicious creatures that enjoy leading travelers astray. Tikbalangs mimic sounds to lure explorers off their determined path, even separating a single traveler from his group and kidnapping him. They use their magical abilities to make the forest confusing to those passing through, often weaving illusions around a path to hide important turns or cloaking the entire jungle in an unfamiliar appearance.

Sometimes a tikbalang stalks intruders, spying on them from afar or from within the canopies of trees to learn more about its visitors. It then uses its change shape ability to appear as someone familiar to its first victim (such as another member of the group) and leads that person deeper into the woods to become lost. Once the victim is out of hearing range, the tikbalang drags it into a high tree, wraps it in vines, and packs its mouth with leaves and moss to stifle its screams. The tikbalang may eat its prisoner, offer to release it if the other intruders leave, or leave its corpse as a grisly warning to other travelers.

Though sinister and always looking to bring ruin to explorers, tikbalangs can be bribed or mollified into allowing safe passage with offerings or the performance of strange rituals, such as singing a song, wearing a shirt inside out, or giving the monster bread and honey. The exact bribe is different each day, and the tikbalang never explains what it wants.



Illustration by Eric Belisle

Illustration by David Melvin

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Titan, Fomorian

This godlike giant wears armor made of thick plates of blackened iron and wields a great bladed mace.

FOMORIAN TITAN **CR 22/MR 8**

XP 614,400

CE Colossal outsider (chaotic, evil, extraplanar, mythic)

Init +1; **Senses** darkvision 60 ft., divine spell perception; Perception +26

Aura frightful presence (60 ft., DC 27)

DEFENSE

AC 41, touch 3, flat-footed 40 (+14 armor, +1 Dex, +24 natural, –8 size; +4 deflection vs. divine)

hp 413 (18d10+314); regeneration 15 (good artifacts, effects, and spells)

Fort +24, **Ref** +9, **Will** +18; +8 vs. mind-affecting, +4 vs. divine

Defensive Abilities fortification (50%); **DR** 15/epic and lawful; **Immune** aging, death effects, disease; **Resist** electricity 30, fire 30; **SR** 33

OFFENSE

Speed 30 ft., (40 ft. base), *air walk*

Melee *+3 speed wounding heavy mace* +29/+29/+24/+19/+14 (6d6+19/19–20/×3 plus bleed and push), slam +26 (2d8+24 plus push)

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

Special Attacks bleed (4d6), blood rage, mythic power (8/day, surge +1d10), push (heavy mace or slam, 10 ft.), rock throwing (100 ft.), trample (2d8+24, DC 35)

Spell-Like Abilities (CL 20th; concentration +28)

Constant—*air walk*, *mind blank*, *true seeing*

At will—*break enchantment*, *divination*, *greater dispel magic*, *sending*

3/day—*disintegrate* (DC 24), *greater scrying* (DC 25), *heal*, *mass suggestion* (DC 24)

1/day—*cursed earth*[UM], *greater planar ally*, *mage's disjunction* (DC 27), *spell turning*, *wish*

STATISTICS

Str 42, **Dex** 12, **Con** 37, **Int** 29, **Wis** 20, **Cha** 27

Base Atk +18; **CMB** +42 (+44 bull rush); **CMD** 53 (55 vs. bull rush)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical[M] (heavy mace), Iron Will[M], Lightning Reflexes, Power Attack[M], Staggering Critical, Vital Strike[M]

Skills Acrobatics +14, Bluff +29, Craft (any one) +30, Diplomacy +20, Heal +23, Intimidate +29, Knowledge (arcana, history) +21, Knowledge (planes, religion) +30, Perception +26, Sense Motive +26, Spellcraft +30, Survival +23, Swim +29, Use Magic Device +29

Languages Abyssal, Celestial, Common; telepathy 300 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or war band (3–6)

Treasure double *(+3 speed wounding heavy mace, +4 moderate fortification full plate,* other treasure)

SPECIAL ABILITIES

Divine Resistance (Su) A fomorian titan gains a +4 deflection bonus to Armor Class and a +4 bonus on saving throws against attacks and effects from deities, outsiders who serve a deity, and divine spellcasters.

Divine Spell Perception (Su) A fomorian titan automatically notices divine spellcasting within 60 feet. It automatically pinpoints the location of the caster, identifies the spell being cast, and knows the intended target or area of the spell.

Fomorian titans were the first titans created by the gods. In their pride, the titans intruded on the domain of their masters and created life of their own, so they too might be worshiped. The gods were forced to battle their creations, and though they won, they could not bring themselves to destroy the fomorians, and instead shackled the titans in armor that hid their beauty and imprisoned them in secret prisons across the multiverse.



Illustration by Alexandur Alexandrov

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Tooth Fairy

This gaunt fairy has tattered ears, black eyes, and a huge mouth filled with mismatched teeth. It carries an oversized pair of pliers.

TOOTH FAIRY **CR 1/4**

XP 100

CE Diminutive fey (extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 5 (2d6–2)

Fort –1, **Ref** +5, **Will** +5

DR 2/cold iron

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)

Melee *+1 pliers* +8 (1d4–2/19–20/×2), bite +7 (1d4–3 plus paralysis)

Space 1 ft.; **Reach** 0 ft. (5 ft. with pliers)

Special Attacks death throes, paralysis (1d3 rounds, DC 11), pliers, tricky thief

Spell-Like Abilities (CL 5th; concentration +7)

At will—*mage hand*, *open/close*

1/day—*invisibility* (self only), *sleep* (DC 13)

STATISTICS

Str 5, **Dex** 14, **Con** 9, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +1; **CMB** –1 (+3 dirty trick, +7 steal); **CMD** 6 (8 vs. steal)

Feats Weapon Finesse, Improved Steal[B, APG], Greater Steal[B, APG]

Skills Acrobatics +7 (+3 when jumping), Escape Artist +7, Fly +16, Perception +7, Sense Motive +7, Stealth +19; **Racial Modifiers** –4 Acrobatics when jumping

Languages Sylvan

ECOLOGY

Environment any urban or plains

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

Treasure standard

SPECIAL ABILITIES

Death Throes (Su) When killed, a tooth fairy explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench so foul that it sickens any creature coated by it for 1d4 rounds (Fortitude DC 10 negates). This is a poison effect. The save DC is Constitution-based.

Pliers (Su) Each tooth fairy owns a pair of pliers it uses to torment its victims. In the hands of a tooth fairy, the pliers deal damage as a *+1 dagger* wielded by a Medium creature. The pliers have hardness 10 and 3 hit points. If its pliers are destroyed, a tooth fairy is stunned for 1 round. If the tooth fairy is killed, the pliers rust away into worthless splinters 1d4 rounds later. A tooth fairy can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair. The pliers grant the tooth fairy the Greater Dirty Trick[APG] feat and a +4 bonus on dirty trick and steal combat maneuvers.

Tricky Thief (Su) A tooth fairy can use a dirty trick combat maneuver with its pliers to pinch an opponent's fingers, or a steal combat maneuver to steal an opponent's tooth. A finger pinch deals 1 point of Dexterity damage. Stealing a tooth deals 1 point of Charisma damage and 1 point of bleed damage. If the stolen tooth is reattached within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the bleed damage ends, and the Charisma damage is cured.



Illustration by Damien Mammoliti

Tooth fairies are fey created when a willful child's tooth (or, rarely, a whole child) is buried in a place with strong connections to the mysterious realm of the fey. Wicked and capricious, tooth fairies delight in spreading fear and pain, and have a perverse need to steal the teeth of humanoid creatures.

Each night, gangs of tooth fairies stalk humanoid settlements, using their magic to confuse and distract their victims, and reveling in the looks of horror on their victims' faces as the fey suddenly appear out of the darkness with their dirty, bloody pliers. The fairies then lull their targets to sleep and get to work at claiming their prizes. Some cautious fairies bite their targets to paralyze them and ensure the victims can't wriggle away from the fairy's grasping pliers; others enjoy the sounds of creatures awakening to their own screams as the fairy torments them with harsh pinches and painful tugs on fingers, teeth, or eyelids.

Tooth fairies use stolen teeth either to replace their own lost teeth (if the stolen teeth are small) or to decorate their dwellings, which usually lie inside abandoned buildings or knotholes in trees. Used as stools, carved into minuscule sculptures, or worn as crowns, the prized teeth serves as trophies of their successful raids.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Tortoise, Giant

This tortoise is half the height of a human, and has a domed shell, leathery skin, and a long neck.

GIANT TORTOISE **CR 1**

XP 400

N Medium animal

Init –2; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 8, flat-footed 16 (–2 Dex, +8 natural)

hp 22 (3d8+9)

Fort +8, **Ref** +1, **Will** +2

OFFENSE

Speed 10 ft.

Melee bite +4 (1d6+3)

STATISTICS

Str 14, **Dex** 7, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 12 (16 vs. trip)

Feats Endurance, Great Fortitude

Skills Perception +7 (+3 for sound-based checks); **Racial Modifiers** –4 Perception for sound-based checks

SQ buoyant, shell, slow and steady

ECOLOGY

Environment warm deserts or islands

Organization solitary, pair, or herd (6–12)

Treasure none

SPECIAL ABILITIES

Buoyant (Ex) A tortoise that fails a Swim check by 5 or more does not sink.

Shell (Ex) As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move action.

Slow and Steady (Ex) A tortoise's speed is never modified by armor or encumbrance.

Giant tortoises typically live on tropical islands without large predators. Despite their impressive shells, their slow speed makes them easy prey, especially for vermin and other creatures that consume their eggs. Tortoises are herbivores, and can survive for months or even years without food or water. Despite being poor swimmers, their buoyancy and long necks capable mean they can survive for significant periods at sea.

A typical giant tortoise is 3-1/2 feet tall to the top of the shell and weighs 500 pounds.

Tortoise, Immense

Plants and even trees grow atop the shell of this massive tortoise, which gazes about with dull, placid eyes.

IMMENSE TORTOISE **CR 8**

XP 4,800

N Colossal animal

Init –2; **Senses** low-light vision; Perception +14

DEFENSE

AC 25, touch 0, flat-footed 25 (–2 Dex, +25 natural, –8 size)

hp 126 (11d8+77)

Fort +16, **Ref** +5, **Will** +3

OFFENSE

Speed 20 ft.

Melee bite +15 (4d6+22/19–20)

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

Special Attacks trample (2d8 + 22, DC 30)

STATISTICS

Str 40, **Dex** 7, **Con** 24, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +8; **CMB** +31; **CMD** 39 (43 vs. trip)

Feats Critical Focus, Endurance, Great Fortitude, Improved Critical (bite), Improved Great Fortitude, Power Attack

Skills Perception +14 (+10 for sound-based checks); **Racial Modifiers** –4 Perception for sound-based checks

SQ buoyant, shell, slow and steady (see giant tortoise)

ECOLOGY

Environment warm islands

Organization solitary

Treasure none

These immense, ancient tortoises never stop growing.



Illustration by Rudy Rodriguez

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Trox

This hulking juggernaut has two massively muscled arms and a group of four smaller ones that jut from under its rib cage.

TROX **CR 2**

XP 600

Trox barbarian 1

CN Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 10, touch 8, flat-footed 9 (+2 armor, +1 Dex, –2 rage, –1 size)

hp 17 (1d12+5)

Fort +6, Ref +1, Will +2

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee warhammer +7 (2d6+7/×3)

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

Special Attacks frenzy, rage (6 rounds/day)

TACTICS

Base Statistics When not raging, the trox's statistics are **AC** 12, touch 10, flat-footed 11; **hp** 15; **Fort** +4, **Will** +0; warhammer +5 (2d6+5/×3); **Str** 21, **Con** 14; **CMB** +7, **CMD** 18; **Skills** Climb +9.

STATISTICS

Str 25, **Dex** 13, **Con** 18, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +9 (+11 grapple); **CMD** 18 (20 vs. grapple)

Feats Improved Grapple[B], Power Attack

Skills Climb +11, Intimidate +2, Survival +4

Languages Terran

SQ fast movement, grabbing appendages

ECOLOGY

Environment tropical deserts

Organization solitary, band (2–8), or clan (9–20)

Treasure NPC gear (leather armor, warhammer, other treasure)

SPECIAL ABILITIES

Frenzy (Ex): Once per day when a trox takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a –2 penalty to AC.

Grabbing Appendages (Ex): A trox's smaller arms are useful for little more than aiding grappling. Trox gain Improved Grapple as a bonus feat, and can maintain a grapple and still make attacks with their main arms.

Trox were once members of a much smaller and more docile race of subterranean burrowers, but were long ago enslaved by the duergar and bred into useful brutes. Eventually, several clans of trox were able to escape their slavers and reach the surface world, though they found the creatures above were just as eager to enslave them. Most trox still live a life of servitude. A free trox tends to be loyal to its true friends and inquisitive, though it can harbor deep grudges and resentments.

Trox Characters

Trox are defined by their class levels—they do not possess racial Hit Dice. Despite having no racial Hit Dice, trox are powerful creatures and their CR is 2 higher than a human of the same level. All trox have the following racial traits.

+6 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma: Trox are very strong, but they can be dim, unreceptive, and inhospitable.

Normal Speed: Trox have a base speed of 30 feet.

Large: Trox are Large and take a –1 size penalty to AC, take a –4 size penalty on Stealth checks, and gain a +1 size bonus on combat maneuver checks and to combat maneuver defense.

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

Burrow: Trox have a burrow speed of 20 feet.

Frenzy: See stat block above.

Grabbing Appendages: See stat block above.

Languages: Terran. A Trox with a high Intelligence score can choose from the following: Common, Dwarven, Giant, Orc, and Undercommon.



Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Tunche

Standing on three legs, this creature is a mix of dangerous jungle animals and plants fused into one deadly predator.

TUNCHE **CR 17**

XP 102,400

CN Huge fey

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +33

DEFENSE

AC 31, touch 13, flat-footed 26 (+5 Dex, +18 natural, –2 size)

hp 262 (25d6+175)

Fort +15, **Ref** +19, **Will** +19

DR 15/cold iron and slashing

OFFENSE

Speed 50 ft., climb 20 ft., swim 20 ft.; feather step

Melee bite +22 (2d8+11/19–20 plus poison), 4 claws +22 (3d6+11)

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

Special Attacks poison, rend (2 claws, 3d6+16)

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

Constant—*speak with plants*, *tongues*

At will—*burst of nettles*[UM] (DC 20), *entangle* (DC 18), *tree shape*, *tree stride*, *ventriloquism*, *warp wood* (DC 19)

7/day—*diminish plants*, *plant growth*, *wall of thorns*

3/day—*control plants* (DC 25), *move earth*, *true seeing*

STATISTICS

Str 33, **Dex** 21, **Con** 24, **Int** 12, **Wis** 20, **Cha** 25

Base Atk +12; **CMB** +25 (+27 bull rush); **CMD** 40 (42 vs. bull rush, 42 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +21 (+29 when jumping), Bluff +22, Climb +19, Intimidate +32, Knowledge (geography) +29, Knowledge (nature) +29, Perception +33, Sense Motive +33, Stealth +25 (+33 in forests), Swim +19; **Racial Modifiers** +8 Acrobatics when jumping, +8 Stealth in forests

Languages Aklo, Sylvan; *speak with plants*, *tongues*

SQ change shape (Small or Medium humanoid; *alter self*), sound mimicry (sounds and voices)

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Feather Step (Su) A tunche in a forest ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Poison (Ex) Bite—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 1d4 Con and 1d4 Wis plus nauseated for 1 round; *cure* 2 consecutive saves.



Illustration by Shreya Shetty

A tunche is a bizarre forest creature with twisted feline legs, a dense body resembling jungle undergrowth, clawed arms like those of a praying mantis, and a head resembling a cross between a monstrous spider's head and a jungle orchid. Although it has plant and animal features, a tunche is neither plant nor animal and is immune to effects that specifically target such creatures. Considering itself the ultimate protector of the jungle, a tunche prowls its domain in search of any who might despoil this vibrant and lush environment. If a tunche encounters travelers who treat the jungle with proper respect, it might simply observe them or demand an offering in exchange for allowing them to pass through its territory.

A tunche especially enjoys toying with its victims, using its magic to confuse and mislead its opponents. A tunche rarely kills a foe without toying with it first, unless the target is actively harming plants or animals.

A tunche stands 20 feet tall and weighs 4,000 pounds.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Tyrant Jelly

This amber-colored ooze contains the preserved larva of a giant insect, almost like a monstrous brain.

TYRANT JELLY **CR 9/MR 3**

XP 6,400

N Large ooze (mythic)

Init +2[M]; **Senses** blindsight 60 ft.; Perception +11

DEFENSE

AC 23, touch 4, flat-footed 23 (–5 Dex, +29 natural, –1 size)

hp 129 (10d8+84); fast healing 5

Fort +11, **Ref** –2, **Will** +6

DR 5/epic; **Immune** electricity, ooze traits, piercing damage, slashing damage

OFFENSE

Speed 20 ft., climb 10 ft.

Melee slam +12 (6d6+6 plus 1d6 acid plus grab and poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (6d6+4 plus 1d6 acid plus grab and poison), mythic power (3/day, surge +1d6), poison

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

3/day—*charm monster* (vermin only), *giant vermin*, *hold monster* (vermin only), *dominate monster* (vermin only)

STATISTICS

Str 18, **Dex** 1, **Con** 22, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)

Feats Great Fortitude, Improved Initiative[M], Iron Will, Step Up, Weapon Focus[M] (slam)

Skills Climb +12, Perception +11

SQ compression, control vermin, create spawn, vermin empathy

ECOLOGY

Environment any underground

Organization solitary or nest (1 plus 7–19 giant wasps)

Treasure standard

SPECIAL ABILITIES

Control Vermin (Ex) A tyrant jelly's spell-like abilities work on mindless vermin that have exoskeletons (bees, centipedes, crabs, flies, wasps, and so on), but not soft-bodied creatures such as leeches, slugs, or worms.

Create Spawn (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to a tyrant jelly. Instead, part of the creature splits off into an ochre jelly. This new jelly has 30 hit points and fast healing 5; the tyrant jelly loses 30 hit points when it splits off. The new jelly is under the control of the tyrant jelly. A tyrant jelly with 30 hit points or fewer can't split again, and dies if reduced to 0 hit points. A tyrant jelly can reabsorb an adjacent spawn as a full-round action, destroying the spawn and adding the spawn's current hit points to its own.

Poison (Ex) Slam—injury; *save* Fort DC 21; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Vermin Empathy (Su) A tyrant jelly can improve the attitude of vermin as a druid can with animals. Vermin have a starting attitude of unfriendly.



Illustration by Dave Allsop

When an ochre jelly infiltrates a colony of giant bees or wasps and consumes a queen egg, a strange reaction sometimes occurs between the jelly's fluids and the egg, resulting in a tyrant jelly—an intelligent ooze using an immature insect as a primitive brain. The tyrant jelly has unusual powers over vermin, and quickly takes control of the colony, sending its drones to gather food to sate its unnatural hunger. Other vermin are attracted to the scent of these creatures, and then fall under the tyrant's sway—a colony often has giant bees, centipedes, spiders, and wasps working together.

A tyrant jelly's primary interests are food and survival. Magic or telepathy might allow a creature to bargain with it, exchanging food for its cooperation. Some insect cults hunt tyrant jellies, believing their strange substance has properties similar to a giant bee's royal jelly (*Pathfinder RPG Bestiary 2* 43) or can increase the intelligence of other vermin.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Udaeus

This armored humanoid has skin resembling white bone, carved with images of weapons and dragons.

UDAEUS **CR 4/MR 1**

XP 1,200

N Medium humanoid (mythic, udaeus)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +1 natural, +3 shield)

hp 38 (4d8+20); fast healing 1

Fort +7, **Ref** +2, **Will** +2

Resist fire 30 (see energy resistance below)

OFFENSE

Speed 20 ft.

Melee +1 shortspear +9 (1d6+6)

Ranged mwk javelin +5 (1d6+3)

Special Attacks infuse arms and armor, mythic power (1/day, surge +1d6)

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

1/day—*barkskin*, *true strike*

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 17

Feats Endurance[B], Weapon Focus[M] (shortspear), Weapon Specialization (shortspear)

Skills Intimidate +3, Perception +5

Languages Celestial, Common

SQ armor and weapon training, fighter training

ECOLOGY

Environment any land or urban

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

Treasure NPC gear (mwk shortspear, mwk breastplate, mwk heavy steel shield, 4 javelins, other treasure)

SPECIAL ABILITIES

Armor and Weapon Training (Ex) Udaeoi are proficient with simple weapons, martial weapons, light armor, medium armor, heavy armor, and shields (including tower shields).

Energy Resistance (Ex) An udaeus has resistance 30 against one type of energy. By performing a ritual that takes one day, an udaeus can change its energy resistance to a different energy type (either acid, cold, electricity, or fire). Most udaeoi choose fire resistance unless they expect to fight a creature using a specific energy type.

Fighter Training (Ex) An udaeus counts its racial Hit Dice as fighter levels for the purpose of qualifying for feats. If it has levels in fighter, these HIt Dice stack.

Infuse Arms and Armor (Ex) Any improvised weapon an udaeus wields is treated as a comparable normal weapon. Any normal weapon an udaeus wields is treated as a masterwork weapon. Any masterwork weapon it wields is treated as a weapon with a magical +1 enhancement bonus. Any weapon with a magical enhancement bonus it wields is treated as though its enhancement bonus were 1 higher than its actual value (to a maximum of +6). This ability also applies to armor and shields (normal is treated as masterwork, masterwork is treated as +1, and +1 or higher is treated as 1 higher than actual).



An udaeus (plural udaeoi) is a fierce humanoid who's obsessed with perfecting its skills at war. The first udaeoi were obedient warriors created by a deity out of dragon teeth, but now they are a distinct race and capable of reproducing on their own. Though an udaeus loves combat and is eager to demonstrate its abilities, it is violent only when it's in an honorable battle; only a desperate or manipulated udaeus would resort to thuggery.

Udaeoi resemble tall, athletic humans with bone-white skin and black hair. They mark themselves with tattoos or brands, usually of weapons, dragons, or battle scenes. When an udaeus hardens its flesh with its innate magic, these markings look like carvings and cracks in a marble statue. Udaeoi might hire themselves out as mercenaries or serve as soldiers in a local army. Udaeoi prefer to fight alongside their own kind, and a squadron usually comprises members of the same fighting company or family unit.

Illustration by Emiliano Petrozzi

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Vampire, Nosferatu

This somberly dressed but feral-looking gaunt man has yellowed, ratlike fangs and ragged, clawed fingers.

NOSFERATU **CR 10**

XP 9,600

Male human nosferatu rogue 9

NE Medium undead (augmented humanoid, human)

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Perception +28

DEFENSE

AC 30, touch 18, flat-footed 23 (+4 armor, +1 deflection, +6 Dex, +1 dodge, +8 natural)

hp 71 (9d8+27); fast healing 5

Fort +7, **Ref** +16, **Will** +7; +3 vs. traps

Defensive Abilities channel resistance +4, evasion, improved uncanny dodge, trap sense +3; **DR** 5/wood and piercing; **Immune** undead traits; **Resist** cold 10, electricity 10, sonic 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d6+3)

Special Attacks blood drain (1d4 Con and 1d4 Wis), dominate (DC 17), sneak attack +5d6, telekinesis (DC 17)

STATISTICS

Str 16, **Dex** 24, **Con** —, **Int** 16, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 28

Feats Alertness[B], Dodge, Improved Initiative[B], Lightning Reflexes[B], Mobility, Power Attack, Skill Focus[B] (Perception), Skill Focus[B] (Stealth), Spring Attack, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +19, Bluff +15, Climb +15, Intimidate +15, Knowledge (dungeoneering) +15, Knowledge (history) +12, Knowledge (local) +15, Knowledge (religion) +12, Perception +28, Sense Motive +13, Stealth +30, Survival +12, Swim +15, Use Magic Device +15; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aklo, Common; telepathy 60 ft.

SQ rogue talents (bleeding attack +5, fast stealth, stand up, surprise attack), spider climb, swarm form, trapfinding +4

ECOLOGY

Environment any urban or ruins

Organization solitary

Treasure NPC gear (*wand of scorching ray* [10 charges], *+2 leather armor, belt of incredible dexterity +2, cloak of resistance +1, ring of protection +1*, other treasure)

Nosferatu are savage undead who may be the progenitors of the common, more refined vampires. The curse of the nosferatu lacks the elegance and romance of its modern form, harkening to a forgotten age of verminous hunger and eerie powers. Granted immortal life but not immortal youth, nosferatu are withered, embittered creatures unable to create others of their kind, as they somehow lost that ability long ago.

Their ancient sensibilities still reflect the cruelty of epochs past, and their age-spanning plots are untethered by the modern affliction of morality. Nosferatu resent common vampires (which they call "moroi," an ancient term from a lost language) for their beauty, whereas those vampires scorn the nosferatu as bestial relics of an earlier age, best hidden away in remote ruins so as not to sully the charismatic reputation of "true" vampires.

Because nosferatu can't create spawn, any nosferatu in existence are very old—created long ago in a time before they lost the ability to infect others with their undead curse. Most nosferatu live in isolated places with few visitors, and a nosferatu could be a thousand years old and yet have fewer than a dozen character levels because it lacks sufficient foes to challenge it or the initiative to train itself.

Creating a Nosferatu

"Nosferatu" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most nosferatu were once humanoids, fey, or monstrous humanoids. A nosferatu uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature +2.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A nosferatu gains darkvision 60 ft., low-light vision, and scent.

Armor Class: Natural armor improves by 8.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As an undead, a nosferatu uses its Charisma modifier to determine its bonus hit points (instead of Constitution).

Defensive Abilities: A nosferatu gains channel resistance +4 and DR 5/wood and piercing (this includes all wood-shafted weapons such as arrows, crossbow bolts, spears, and javelins, even if the weapon's actual head is made of another material). It also gains resistance 10 to cold, electricity, and sonic.

A nosferatu gains fast healing 5. If reduced to 0 hit points in combat, a nosferatu assumes its swarm form (see below) and attempts to escape. It must reach its coffin within 1 hour or be utterly destroyed. (In swarm form, it can normally travel up to 5 miles in 1 hour.) Additional damage dealt to a nosferatu forced into swarm form has no effect. Once at rest, the nosferatu is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Weaknesses: A nosferatu can't tolerate the strong odor of garlic, and won't enter an area laced with it. Similarly, it recoils from mirrors or strongly presented holy symbols. These things don't harm the nosferatu—they merely keep it at bay. A recoiling nosferatu must stay at least 5 feet away from the mirror or holy symbol and can't touch or make melee attacks against that creature. Holding a nosferatu at bay takes a standard action. After 1 round, a nosferatu can overcome its revulsion of the object and function normally each round it succeeds at a DC 25 Will save.

A nosferatu cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a nosferatu's hit points to 0 incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay nosferatu. Exposing any nosferatu to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water deals an amount of damage to a nosferatu equal to one-third of its full normal hit points—a nosferatu reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless nosferatu's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless its head is also severed and anointed with holy water.

Speed: Same as the base creature. If the base creature has a swim speed, the nosferatu is not harmed by running water.

Melee: A nosferatu gains two claw attacks if the base creature didn't have any (1d4 points of damage for a Small nosferatu, 1d6 points of damage for a Medium one).

Special Attacks: A nosferatu gains several special attacks. Its save DCs are equal to 10 + 1/2 the nosferatu's Hit Dice + the nosferatu's Cha modifier unless otherwise noted.

Blood Drain (Ex): A nosferatu can suck blood from a helpless, willing, or grappled living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, draining 1d4 points of Constitution and Wisdom each round the pin is maintained. On each round it drains blood, the nosferatu gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Dominate (Su): A nosferatu can crush a humanoid opponent's will as a standard action. Anyone the nosferatu targets must succeed at a Will save or fall instantly under the nosferatu's influence, as though by a *dominate person* spell (caster level 12th). This ability has a range of 30 feet. At the GM's discretion, some nosferatu (such as a very old one or with an unusually strong bloodline) might be able to affect different creature types with this power.

Telekinesis (Su): As a standard action, a nosferatu can use *telekinesis* (caster level 12th).

Special Qualities: A nosferatu gains the following.

Spider Climb (Ex): A nosferatu can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su): As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The nosferatu gains the natural weapons and extraordinary special attacks of the swarm it has transformed into. The swarm has the same number of hit points as the nosferatu. While in swarm form, a nosferatu can't use its claw attacks or any of its special attacks. It retains the defensive abilities, weaknesses, and special qualities it gains from being a nosferatu, counts as an undead creature, and can use any of the swarm's abilities and defenses. It can remain in swarm form until it assumes another form or until the next sunrise.

Telepathy (Su): A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same language it does. In addition, a nosferatu can use this ability to communicate with any animal, magical beast, or vermin.

Ability Scores: Str +2, Dex +4, Int +2, Wis +6, Cha +4. As an undead creature, a nosferatu has no Constitution score.

Skills: A nosferatu gains a +8 racial bonus on Perception, Sense Motive, and Stealth checks.

Feats: A nosferatu gains Alertness, Improved Initiative, Lightning Reflexes, and Skill Focus (in two different skills) as bonus feats.

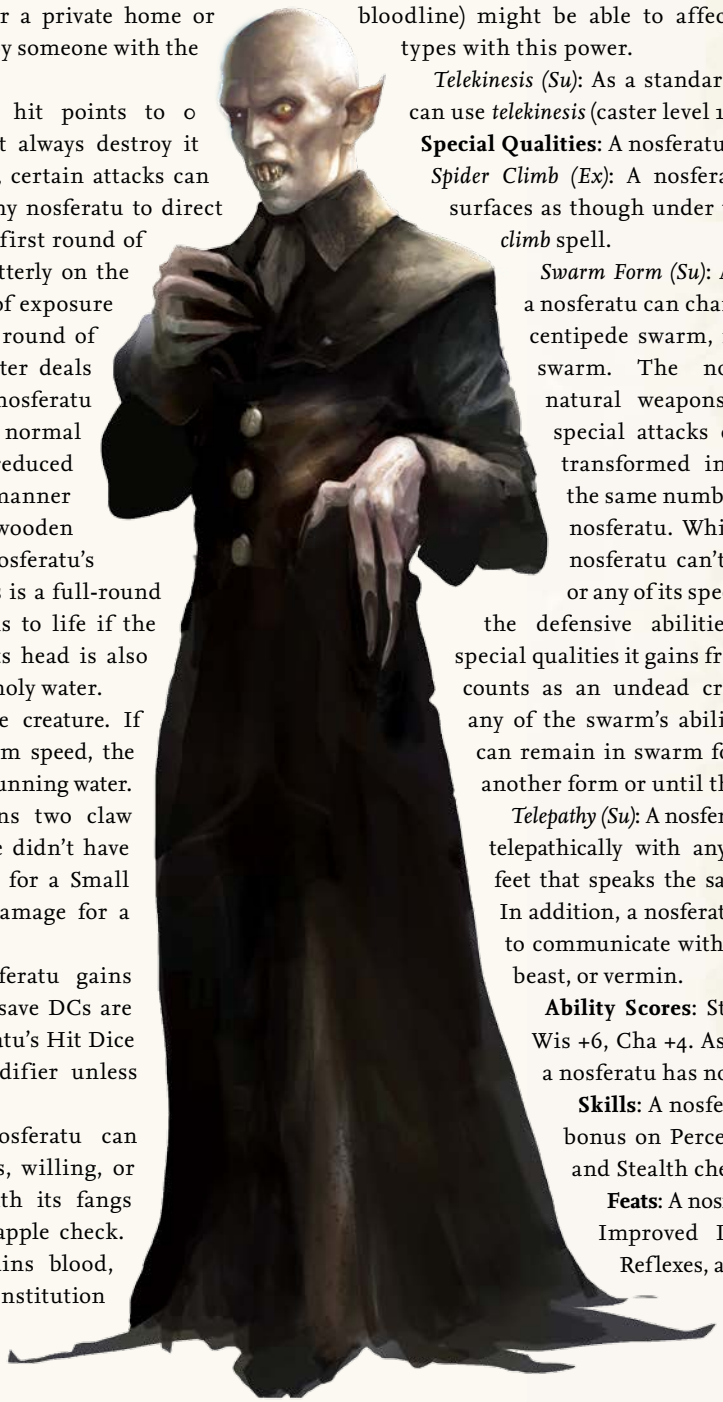


Illustration by Alberto Dal Lago

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Vouivre

One half of this creature is a nude woman, and the other is the front end of a slithering, winged dragon.

VOUIVRE **CR 12**

XP 19,200

CE Large monstrous humanoid (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 152 (16d10+64)

Fort +9, **Ref** +11, **Will** +14; +4 vs. mind-affecting effects

Defensive Abilities unwavering mind; **Immune** cold; **Resist** fire 10, sonic 10

OFFENSE

Speed 30 ft., fly 40 ft. (poor), swim 50 ft.

Melee bite +20 (3d6+4 plus grab), 2 claws +20 (2d6+4/19–20), 2 wings +14 (1d8+2)

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

Special Attacks breath weapon (30-ft. cone, 8d6 fire, Reflex DC 22 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 13th; concentration +17)

At will—*charm person* (DC 15), *comprehend languages*, *ghost sound* (DC 14), *speak with animals* (snakes only)

1/day—*charm animal* (DC 15, snakes only), *shout* (DC 18), *song of discord* (DC 19)

STATISTICS

Str 19, **Dex** 13, **Con** 18, **Int** 11, **Wis** 14, **Cha** 18

Base Atk +16; **CMB** +21 (+25 grapple); **CMD** 32 (can't be tripped)

Feats Critical Focus, Deafening Critical, Great Fortitude, Improved Critical (claw), Improved Initiative, Iron Will, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +20, Fly +6, Intimidate +15, Perception +17, Sense Motive +10, Stealth +12, Swim +12

Languages Common, Sylvan

SQ amphibious, snake empathy

ECOLOGY

Environment temperate forests, lakes, or rivers

Organization solitary or harem (1 plus 4–10 snakes)

Treasure standard

SPECIAL ABILITIES

Snake Empathy (Ex) A vouivre can communicate and empathize with snakes. It can use Diplomacy to alter such an animal's attitude, and when doing so gains a +4 racial bonus on the check.

Unwavering Mind (Ex) A vouivre gains a +4 bonus on saving throws to resist mind-affecting effects.

A vouivre is a deceptive and monstrous predator that looks like a humanoid woman from the waist up and the front end of a green-scaled dragon from the waist down. It shuns the company of its own kind, preferring evil fey (particularly water-dwelling ones such as nixies) for intelligent conversation and mundane snakes for companionship. A vouivre is 12 feet long from head to head, weighs 500 pounds, and can live 200 years.

Vouivres make their homes in small caves near calm waters. They like to decorate their lairs with shiny coins, jewelry, and bright silks. One might place some of its treasure in the water outside to lure in curious humanoids, and bathe in these waters as a further enticement, hiding its reptilian half until prey is within striking distance. Because a vouivre can breathe water or air (from either head), it often grabs a creature, then retreats underwater to wait for the opponent to drown. It prefers humanoid flesh, but will feed on any available warm-blooded prey. Vouivres have an affinity for music, and their magic is often accompanied by singing or subtle musical vibrations from their scales.

When a vouivre dies, its dragon head disgorges a 2-foot-diameter glassy egg. After around 6 weeks, the egg hatches into one or two vouivres, which take 7 years to reach maturity. These offspring resemble humanoids the mother has eaten, so it prefers to feast on attractive and strong victims. The young also adapt to the appearance of nearby reptilian creatures.



Illustration by Dave Allsop

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Walrus

Two long tusks jut from the mouth of this bulky, bewhiskered creature. It walks clumsily on flippers instead of feet.

WALRUS **CR 3**

XP 800

N Large animal

Init +0; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +8 (1d8+7)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 11, **Con** 16, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 19 (can't be tripped)

Feats Endurance, Weapon Focus (bite)

Skills Perception +7, Swim +17

SQ hold breath

ECOLOGY

Environment cold oceans

Organization solitary, pair, or herd (3–24)

Treasure none

Walruses normally have gray or brown hides, fading to nearly white when immersed in cold water, and turning pink from increased blood flow when basking in the sun. A thick layer of blubber serves as protection from both predators and cold.

A typical male walrus weighs 1 to 2 tons and measures 10 feet in length, with females about a third lighter and about 9 feet long. Both sexes have tusks up to 3 feet long, and stiff whiskers used to feel out the hiding places of shellfish. A walrus lives up to 40 years.

Owing to their fearsome tusks, prodigious strength, and willingness to fight as a herd, only the most aggressive or hungry polar predators risk attacking an adult walrus. People hunt walruses for meat and for their tusks, valued for their worth as ivory and as impressive trophies in their own right.

Walrus, Emperor

Thick folds of skin protect this massive sea mammal like fleshy armor. Tusks as tall as humans jut from its whiskered face.

EMPEROR WALRUS **CR 8**

XP 4,800

N Gargantuan animal

Init –1; **Senses** low-light vision; Perception +16

DEFENSE

AC 20, touch 5, flat-footed 20 (–1 Dex, +15 natural, –4 size)

hp 126 (12d8+72)

Fort +14, **Ref** +7, **Will** +8

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +16 (4d6+15/19–20) or slam +15 (2d6+15 plus trip)

Space 20 ft.; **Reach** 15 ft.

STATISTICS

Str 31, **Dex** 9, **Con** 22, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +9; **CMB** +23; **CMD** 32 (can't be tripped)

Feats Diehard, Endurance, Improved Critical (bite), Iron Will, Vital Strike, Weapon Focus (bite)

Skills Perception +16, Swim +22

SQ hold breath

ECOLOGY

Environment cold oceans

Organization solitary, pair, or herd (1–3 and 5–20 walruses)

Treasure none

Towering over common walruses, emperor walruses live in only the most secluded arctic areas. They might be throwbacks to an earlier age of giant animals or bred by druids to be superior arctic predators. They often live in the company of common walruses, but are far more aggressive, driving off or killing any potential threats to the herd. Emperor walruses have a similar diet to common walruses, but may also eat giant crabs, seals, large fish, and seabirds.

A full-grown male emperor walrus measures 20 feet in length and weighs around 16 tons, with tusks up to 6 feet long. It can live up to 80 years.

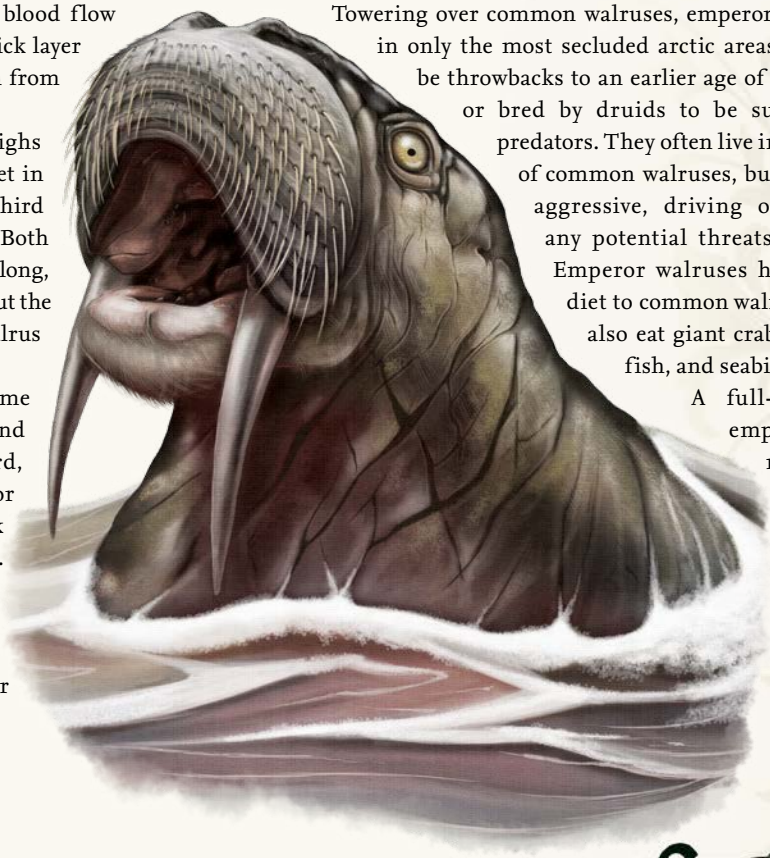


Illustration by Dean Spencer

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Warsworn

An enormous, animate mass of armed and armored corpses undulates forth, like a siege tower of steel-girded flesh.

WARSWORN **CR 16**

XP 76,800

NE Gargantuan undead

Init +3; **Senses** darkvision 60 ft.; Perception +27

Aura frightful presence (60 ft., DC 26)

DEFENSE

AC 29, touch 9, flat-footed 26 (+3 Dex, +20 natural, –4 size)

hp 207 (18d8+126)

Fort +13, **Ref** +9, **Will** +17

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee 4 slams +21 (2d6+12 plus energy drain)

Ranged 1 scrap ball +12 (2d6+12)

Space 20 ft.; **Reach** 5 ft.

Special Attacks absorb dying creature, energy drain (1 level, DC 26), trample (2d6+18, DC 31)

Spell-Like Abilities (CL 18th; concentration +25)

3/day—extended *animate objects* (7 Medium weapons only), *telekinesis* (violent thrust, heavy armor only)

STATISTICS

Str 34, **Dex** 17, **Con** —, **Int** 9, **Wis** 22, **Cha** 25

Base Atk +13; **CMB** +29; **CMD** 42 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Greater Overrun, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Step Up, Strike Back

Skills Climb +33, Perception +27, Swim +30

Languages Common (can't speak)

SQ profane magic

ECOLOGY

Environment any

Organization solitary

Treasure double standard (nonmagical armor and weapons)

SPECIAL ABILITIES

Absorb Dying Creature (Su) A warsworn can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the warsworn, and heals the warsworn by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a *miracle* or *wish* until the warsworn that consumed them is destroyed.

Profane Magic (Su) *Protection from evil* blocks attacks from a warsworn's spell-like abilities. Weapons animated by the warsworn are damaged by channeled energy as if undead.

Scrap Ball (Ex) The warsworn can throw a mass of broken weapons and armor. This deals an amount of damage equal to 2d6 + the warsworn's Strength modifier, and has a range increment of 20 feet.



Illustration by Branko Bistrovic

Warsworns are massive undead amalgams, their ever-shifting, chaotic bodies composed of countless slain soldiers and their armor and weapons. The shambling, serpentine form of a warsworn creates a grotesque, metallic cacophony as the weapons and armor of countless souls clash as though still in the throes of a never-ending battle.

A warsworn forms by the will of a god or goddess of undeath or war, or spontaneously from the bloodlust and wrath of a battlefield of dead soldiers. Once created, a warsworn exists to spread the rage of war, ravage the land, and spread the carnage of battle.

A typical warsworn weighs several tons and can reach a height of up to 25 feet. A newly formed one is much smaller, but quickly consumes nearby corpses from a battlefield or mass grave and swells to its full size. It is always hungry for more dying bodies. It prefers to absorb warriors and soldiers, but willingly consumes any suitable humanoid. Its constant grinding motion breaks its component parts, giving it plenty of scrap to hurl at distant foes.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Water Strider, Giant

This bug has long, fuzzy legs that support it on the water's surface as if the creature stands on solid ground.

GIANT WATER STRIDER **CR 1**

XP 400

N Large vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 12, touch 10, flat-footed 11 (+1 Dex, +2 natural, –1 size)

hp 19 (3d8+6)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 20 ft. (poor)

Melee 2 claws +2 (1d4+1), bite +2 (1d2+1)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +4; **CMD** 16 (24 vs. trip)

Skills Fly –5, Perception +4, Swim +5; **Racial Modifiers** +4 Perception, +4 Swim

SQ water skating

ECOLOGY

Environment any water

Organization solitary or colony (2–9)

Treasure incidental

SPECIAL ABILITIES

Tremorsense (Ex) A water strider's tremorsense functions only when the creature is in contact with the water's surface.

Water Skating (Ex) A water strider can move on the surface of water as if it were on land. A water strider swimming at the water's surface can pull itself onto the water with a successful Swim check.

A giant water strider is a long-legged insect with the ability to walk on water. It feeds on fish and birds. Water striders use their weak flight only to escape predators or for seasonal migrations to new breeding areas. They are sometimes kept as mounts by coast-dwelling humanoids. A giant water strider lives 1–2 years.

Carrying more than a light load (200 pounds) prevents a giant water strider from using its water skating ability.

Water Strider, Nymph

These small, immature water insects are easily supported by the water's surface tension.

NYMPH WATER STRIDER **CR 1/4**

XP 100

N Small vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft. (see giant water strider); Perception +4

DEFENSE

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

hp 4 (1d8)

Fort +2, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 20 ft. (poor)

Melee 2 claw –1 (1d3–2), bite –1 (1d2–2)

STATISTICS

Str 7, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –3; **CMD** 9 (17 vs. trip)

Skills Fly +0, Perception +4, Swim +2; **Racial Modifiers** +4 Perception, +4 Swim

SQ water skating (see giant water strider)

ECOLOGY

Environment any water

Organization solitary or colony (2–9)

Treasure incidental

A nymph water strider is an immature specimen of the giant water strider—more mature than a caterpillar but not yet an adult. Over the next several months it eats and molts, increasing in size with each molt until it becomes Large and is fully adult. These creatures are shy and more skittish than adults.

Lizardfolk hunt wild nymph water striders, and consider them a wonderful delicacy. Boggards and gripplis raise them as food animals, but something about the domestication process makes such nymphs unappealing to lizardfolk. In the wild they frantically flee other creatures that approach them, making them difficult to hunt or corral. Many boggard, lizardfolk, and grippli tribes consider capturing a live nymph a rite of passage to adulthood.

A nymph water strider isn't suitable as a mount for any Large or smaller creature.

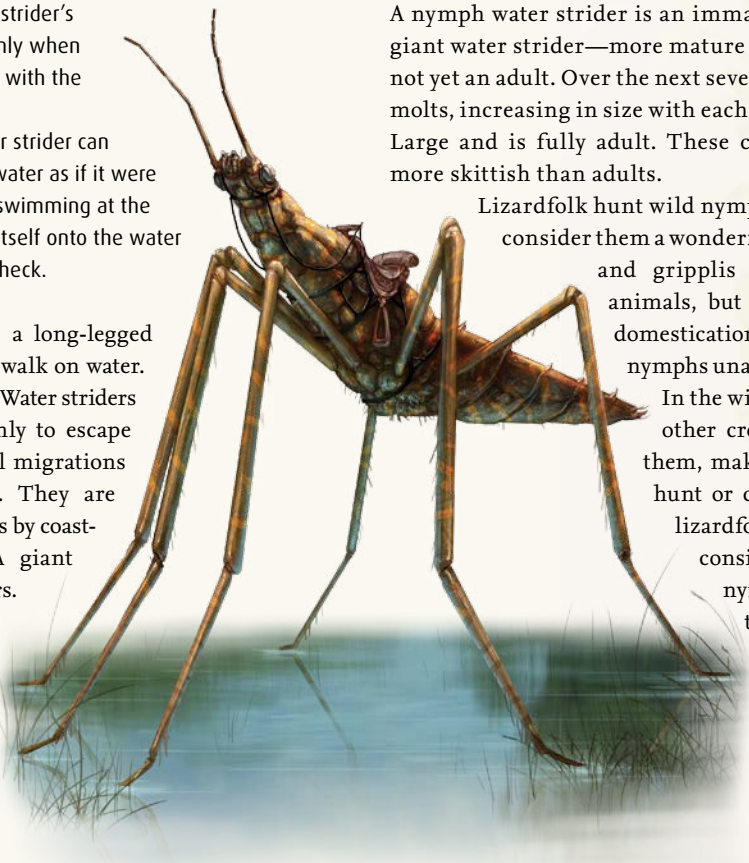


Illustration by Mark Molnar

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Wayang

Spiralling patterns cover this shadowy humanoid's skin, and its black hair trails away in wisps.

WAYANG **CR 1/2**

XP 200

Male wayang illusionist 1
CN Small humanoid (wayang)
Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 8 (1d6+2)
Fort +1, **Ref** +3, **Will** +1; +2 vs. shadow spells

OFFENSE

Speed 20 ft.
Melee dagger +0 (1d3–1/19–20)
Ranged blowgun +4 (1)
Wayang Spell-Like Abilities (CL 1st; concentration +2)
1/day—*ghost sound* (DC 11), *pass without trace*, *ventriloquism* (DC 12)
Arcane School Spell-Like Abilities (CL 1st; concentration +4)
6/day—blinding ray
Illusionist Spells Prepared (CL 1st; concentration +4)
1st—*hypnotism* (DC 14), *silent image* (DC 14), *vanish*[APG]
0 (at will)—*detect magic*, *ghost sound* (DC 13), *read magic*
Opposition Schools necromancy, transmutation

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 17, **Wis** 8, **Cha** 13
Base Atk +0; **CMB** –2; **CMD** 11
Feats Combat Casting, Scribe Scroll
Skills Craft (alchemy) +7, Knowledge (arcana) +7, Perception +2, Spellcraft +7, Stealth +10; **Racial Modifiers** +2 Perception, +2 Stealth
Languages Abyssal, Common, Draconic, Goblin, Wayang
SQ arcane bond (amulet), extended illusions +1 round, light and dark, shadow magic

ECOLOGY

Environment temperate forests
Organization solitary, pair, tribe (3–24)
Treasure NPC gear (blowgun with 20 darts, dagger, other treasure)

SPECIAL ABILITIES

Light and Dark (Su) Once per day as an immediate action, a wayang can choose to be affected by positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts for 1 minute.

Originating from the Shadow Plane, wayangs are pixie-like in stature with extremely gangly limbs and skin the color of deep shadow. They follow a philosophy known as "The Dissolution," which teaches that in passing they again merge into shadow.

Wayang Characters

Wayangs are defined by class levels—they don't have racial Hit Dice. Wayangs have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Wisdom: Wayangs are nimble and cagey, but their worldview is strange.

Small: Wayangs are Small creatures and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Wayangs have a base speed of 20 feet.

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

Light and Dark (Su): See stat block above.

Lurker: Wayangs gain a +2 racial bonus on Perception and Stealth checks.

Shadow Magic: Wayangs add +1 to the save DC of shadow subschool spells they cast. Wayangs with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*ghost sound*, *pass without trace*, *ventriloquism* (caster level equals the wayang's level, saves are Charisma-based).

Shadow Resistance: Wayangs get a +2 racial bonus on saves against spells of the shadow subschool.

Languages: Wayangs begin play speaking Common and Wayang. Those with high Intelligence scores can choose from the following: any human language, Abyssal, Aklo, Draconic, Goblin, and Infernal.



Illustration by Ben Wootten

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Weasel, Dire

This bear-sized predator is long and low-slung. Its soft fur and intelligent expression contrast with its glistening fangs.

DIRE WEASEL **CR 3**

XP 800

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+7 plus grab)

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

Special Attacks blood drain (1d4+1 Con), blood rage, grab

STATISTICS

Str 21, **Dex** 16, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +9, Perception +11, Stealth +10, Swim +11; **Racial Modifiers** +4 Climb, +2 Perception, +6 Stealth, +2 Swim

SQ compression

ECOLOGY

Environment any land

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

Treasure incidental

Common in a variety of environments and climates, dire weasels are larger relatives of normal weasels. They're relentless predators known for their fearless nature and killing frenzies, and are dangerous to farmsteads and settlements—they not only prey on cattle and horses, but also target humanoids. Those that do often become obsessed with the taste of that flesh and hunt such prey exclusively.

Sometimes, dire weasels are trained to be mounts by evil humanoids—usually by bugbears or hobgoblins.

Measuring 12 feet long, a dire weasel stands 4 feet tall at the shoulder and weighs around 900 pounds.

Weasel, Giant

The predatory nature of this wolf-sized creature is revealed by its long teeth, sleekly muscular body, and belligerent hiss.

GIANT WEASEL **CR 1**

XP 400

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 9 (2d8)

Fort +3, **Ref** +7, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +5 (1d6+3 plus grab)

Special Attacks blood drain (1d2 Con), grab

STATISTICS

Str 14, **Dex** 19, **Con** 10, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 17 (21 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Perception +7, Stealth +10, Swim +8; **Racial Modifiers** +4 Climb, +2 Perception, +6 Stealth, +2 Swim

SQ compression

ECOLOGY

Environment any land

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

Treasure incidental

Like their smaller cousins, giant weasels have long, slender bodies and short legs, and come in a variety of colors from reddish brown to snowy white. Giant weasels are active and tenacious predators, and have a reputation for being as clever as they are quick. Both highly aggressive and extremely territorial, they frequently attack creatures that are much larger than they are.

Giant weasels are often trained to serve as guards and mounts by various Small humanoids. Adult giant weasels can grow to be 5 feet long, stand as high as 2-1/2 feet tall at the shoulder, and weigh up to 150 pounds.



Illustration by Brynn Metheney

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Weedwhip

This strange, vibrant plant slowly but dangerously whips about its trio of tendrils with spiked heads.

WEEDWHIP **CR 2**

XP 600

N Medium plant

Init +7; **Senses** blindsight 30 ft., low-light vision; Perception +1

Aura stench (DC 12, 1 minute)

DEFENSE

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

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +2

Defensive Abilities dig in, poisonous; **Immune** plant traits

Weaknesses languid whips

OFFENSE

Speed 10 ft.

Melee 3 tentacles +5 (1d4 plus poison)

Space 5 ft.; **Reach** 15 ft.

Special Attacks poison



Illustration by David Melvin

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** —, **Wis** 13, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Feats Improved Initiative[B], Weapon Finesse[B]

SQ camouflage

ECOLOGY

Environment temperate or warm forests

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

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) Since a weedwhip looks like a normal plant when at rest, a successful DC 15 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Dig In (Ex) A weedwhip can bury its central bulb in earth or sand as a move action, granting it partial cover against all attacks (*Pathfinder RPG Core Rulebook* 196), but preventing it from moving. It can extract itself from the ground as a move action.

Languid Whips (Ex) A weedwhip's tentacles don't threaten any squares, and doesn't make attacks of opportunity.

Poison (Ex) Tentacle—contact; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* nauseated 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poisonous (Ex) Any creature that attacks a weedwhip with a natural piercing or slashing weapon is exposed to its poison.

A weedwhip is an animate plant that rarely attacks unless provoked. Its unpleasant smell (reminiscent of decomposing fish) and tendency to sprout in any passable soil makes it a nuisance to farmers and settlers. Those who don't know of the weedwhip's dangers quickly fall prey to this plant once they target it for culling. Farmers have to deal with it in croplands and orchards, groundskeepers find it climbing walls like ivy, druids spot it encroaching on sacred groves, and even cave dwellers find it growing in dung heaps. Animals don't eat it because of its stench and poison, and fire is a risky way to destroy it because the weed mixes with other plants or wraps around trees or buildings.

A mature plant consists of a torso-sized bulb with small, ambulatory roots and three large, lashing vines, each as long as a whip, with blade-like thorns that secrete an irritating toxin. When the weedwhip is blooming, the bulb is crowned with a large flower and its scent is especially strong, often attracting pollinating flies.

In rocky areas lacking suitable soil, a weedwhip can root itself in a corpse, leading some adventurers to think it prefers feeding on dead bodies or plants seeds in its kills, but it does so only in extreme circumstances.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Wickerman

This humanoid-shaped colossus is a towering fury of burning wicker and wood.

WICKERMAN **CR 13**

XP 25,600

N Colossal construct (fire)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 5, flat-footed 17 (+3 Dex, +15 natural, –8 size)

hp 157 (14d10+80); fast healing 1

Fort +4, **Ref** +7, **Will** +4

Defensive Abilities fire healing, hardness 5; **Immune** construct traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d8+13 plus burn and grab)

Ranged burning brand +9 (4d6+13 plus burn)

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

Special Attacks burn (1d6 fire, DC 17), wicker cage

STATISTICS

Str 37, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 7

Base Atk +14; **CMB** +35 (+39 grapple); **CMD** 48

SQ constant blaze

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Burning Brand (Ex) Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.

Constant Blaze (Su) A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.

Fire Healing (Ex) A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.

Wicker Cage (Su) If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire [*Pathfinder RPG Core Rulebook* 444], AC 17, 15 hp). The DC to put out this fire is 17. If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed. The save DC is Constitution-based.

A wickerman is a towering wicker statue with a cage in its chest. Inanimate ones are used for sacrifices to gods or nature faiths, and the constructs to terrify a faith's enemies.

Construction

A wickerman is created from 12,000 pounds of wicker and rare wood costing 10,000 gp. Activating the wickerman requires sacrificing a living humanoid inside its chest cage. Sacrificing a creature is an evil act.

WICKERMAN

CL 14th; **Price** 110,000 gp

CONSTRUCTION

Requirements Craft Construct, *fire seeds*, *wall of fire*, *warp wood*, creator must be caster level 12th; **Skill** Craft (carpentry) or Craft (sculptures) DC 15; **Cost** 60,000 gp



Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Wikkawak

This thick-bodied, white-furred bugbear wears bearskins and carries an axe made of ice and bone.

WIKKAWAK **CR 4**

XP 1,200

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 armor, +3 Dex, +3 natural)

hp 39 (6d8+12)

Fort +4, **Ref** +8, **Will** +3

Resist cold 5

OFFENSE

Speed 30 ft.

Melee battleaxe +9 (1d8+7/×3)

Ranged javelin +7 (1d6+5)

Spell-Like Abilities (CL 4th; concentration +5)

3/day—*quench*

STATISTICS

Str 20, **Dex** 17, **Con** 15, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +9; **CMD** 22

Feats Martial Weapon Proficiency (battleaxe), Nimble Moves, Power Attack

Skills Climb +11, Intimidate +11, Perception +11, Stealth +16, Survival +7; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Stealth

Languages Common, Giant, Goblin

SQ thuggery, trackless step

ECOLOGY

Environment cold mountains

Organization solitary, pair, gang (3–6), or warband (7–12 plus 3 warriors of 1st level and 1 chieftain of 3rd–5th level)

Treasure NPC gear (mwk studded leather armor, battleaxe, 3 javelins, other treasure)

SPECIAL ABILITIES

Thuggery (Ex) Intimidate and Perception are class skills for wikkawaks.

The goblinoid race of bugbears infests all regions of the world, and these cruel creatures have adapted to the various climes where they make their homes. In the icy wastes, a race of albino bugbears called wikkawaks stalk the windswept glaciers and frozen mountaintops.

Well adapted to the cold, wikkawaks are masters of stealth and arctic survival, and they have the ability to quell lanterns, torches, and campfires with a thought. Wikkawaks leave no trail in even the heaviest of snows, though salt sprinkled on snow can supposedly reveal a wikkawak's tracks. Of course, by the time one has discovered a wikkawak's trail, it could already be too late.

Like most bugbears, wikkawaks normally lead a solitary existence, preying on isolated settlers and hunters like pale arctic serial killers. Their powerful noses can sniff out a humanoid or animal over great distances. The rank smell of fear is a powerful stimulant to wikkawaks, and an individual wikkawak hunter might stalk and terrorize a potential victim for several nights, "steeping" its prey in dread and terror before finally pouncing. Wikkawaks consider humanoid flesh a great delicacy, and one might freeze a dead humanoid in a remote area, only to return to its grisly cache again and again to savor the taste of the victim for weeks on end. Wikkawaks enjoy keeping mementos of their victims, and prefer fingers as trophies.

Wikkawaks occasionally congregate in larger groups, either to find mates or to better terrorize a large settlement. Wikkawak pairings seldom last longer than a winter, and young wikkawaks are pushed out into the cold to fend for themselves as soon as they've grown their fur. Wikkawaks don't enjoy the company of other goblinoids, and are just as likely to kill and eat a tribe of snow goblins as they are to rule their lesser kin.

A wikkawak is covered in a thick pelt of insulating white fur, and its beady eyes are a dead white color. A typical wikkawak stands just over 7 feet tall and weighs around 450 pounds.



Illustration by David Melvin

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Winter Hag

This woman has black, frostbitten skin, white hair, and a black ice staff decorated with bones and gems.

WINTER HAG **CR 7**

XP 3,200

CE Medium monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., *see invisibility*, snow vision; Perception +18

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 85 (10d10+30)

Fort +8, **Ref** +8, **Will** +8

DR 10/magic; **Immune** cold; **SR** 18

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee *+2 frost quarterstaff* +15/+10 (1d6+6 plus 1d6 cold) or 2 claws +13 (1d4+3)

Special Attacks breath weapon (30-ft. cone, 4d6 cold and blinded for 1d6 rounds, Reflex DC 18 partial, usable every 1d4 round)

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*pass without trace*, *see invisibility*

At will—*chill metal* (DC 16), *detect magic*, *fog cloud*, *frostbite*[UM], *whispering wind*

3/day—*alter self*, *charm monster* (DC 18), *invisibility* (self only), *major image* (DC 17)

1/day—*cone of cold* (DC 19; see ice staff), *control weather* (windy or cold weather only), *wall of ice* (DC 18), *waves of fatigue*

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 16, **Wis** 13, **Cha** 18

Base Atk +10; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +18, Craft (alchemy) +11, Diplomacy +9, Disguise +11, Intimidate +17, Knowledge (arcana) +8, Perception +18, Ride +9, Sense Motive +8, Spellcraft +8, Stealth +9 (+13 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Aklo, Common, Giant

SQ ice staff, icewalking

ECOLOGY

Environment cold forests or plains

Organization solitary, patrol (1 plus 1 winter wolf), or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A creature that successfully saves against the hag's breath weapon takes half damage and is not blinded.

Ice Staff (Su) Once per week, a winter hag can perform an hour-long ritual to create a staff made of black ice that is as hard as steel and functions as a *+2 frost quarterstaff*. A winter hag holding her ice staff can use *cone of cold* once per day as a spell-like ability. The staff melts after 1 week.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the hag climbs must be icy. The hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A winter hag can see perfectly well in snowy conditions and doesn't take any penalties on Perception checks while in snow.

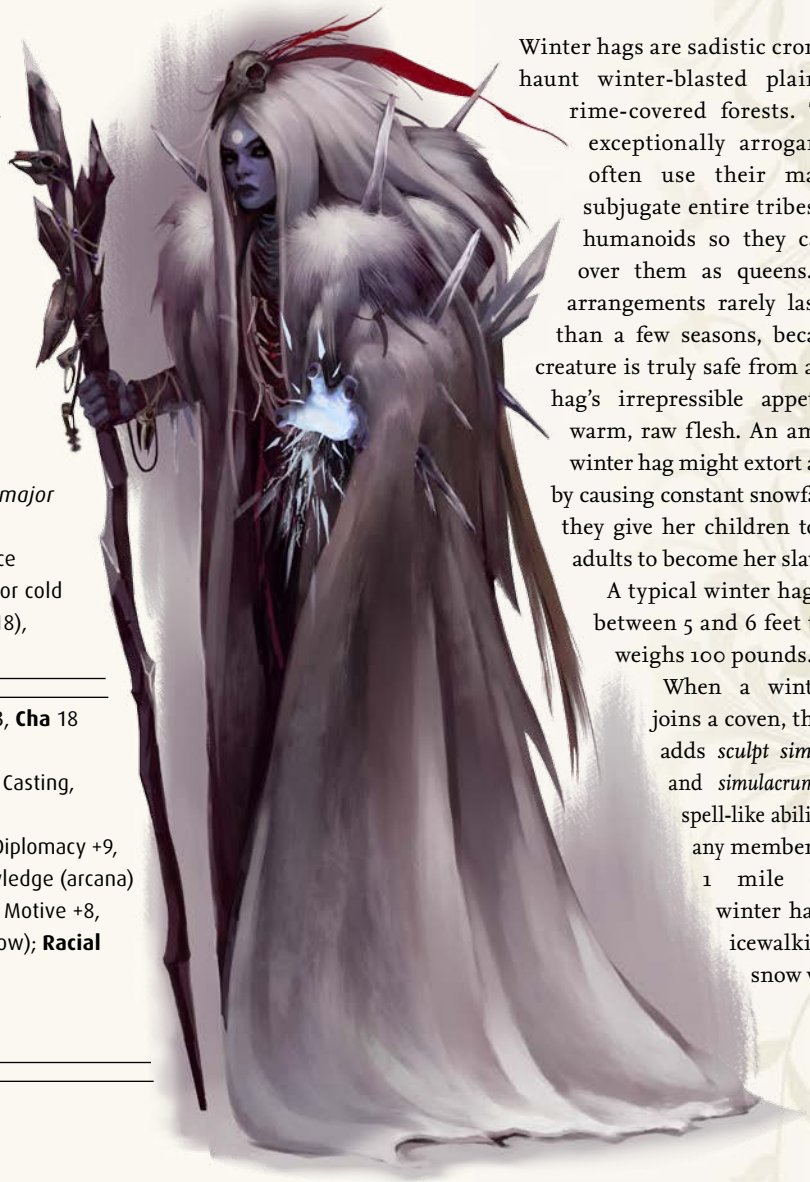


Illustration by Diana Martinez

Winter hags are sadistic crones who haunt winter-blasted plains and rime-covered forests. They're exceptionally arrogant, and often use their magic to subjugate entire tribes of evil humanoids so they can rule over them as queens. These arrangements rarely last more than a few seasons, because no creature is truly safe from a winter hag's irrepressible appetite for warm, raw flesh. An ambitious winter hag might extort a village by causing constant snowfall until they give her children to eat or adults to become her slaves.

A typical winter hag stands between 5 and 6 feet tall and weighs 100 pounds.

When a winter hag joins a coven, the coven adds *sculpt simulacrum* and *simulacrum* to its spell-like abilities, and any member within 1 mile of the winter hag gains icewalking and snow vision.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Wyrwood

Though obviously a wooden construct, this small, nimble creature moves fluidly and purposefully.

WYRWOOD **CR 1/2**

XP 200

Wyrwood rogue 1

N Small construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 18 (1d8+10)

Fort +0, **Ref** +5 (+1 vs. traps), **Will** +1

Immune construct traits

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3+2/19–20)

Ranged dagger +4 (1d3+2/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** —, **Int** 15, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 14

Feats Deft Hands

Skills Acrobatics +7, Appraise +6, Climb +6, Craft (alchemy) +6, Disable Device +9, Escape Artist +7, Knowledge (dungeoneering) +6, Perception +5, Sleight of Hand +9, Stealth +11, Use Magic Device +2

Languages Common

SQ trapfinding +1



Illustration by Emiliano Petrozzi

ECOLOGY

Environment any ruins or underground

Organization solitary or cabal (2–8)

Treasure NPC gear (daggers [2], leather armor, thieves' tools, other treasure)

This relatively young race was created by a cabal of wizards who needed nimble and skilled construct servants to do their dirty work. This cabal was interested in creating magical machines, so they built their tools to be small, agile, and clever. Over time, the cabal pushed the limits too far and created minions with free will, and these first wyrwoods began to question why they were involved in their masters' petty intrigues. When the wizards forced the wyrwoods to fight each other as proxies for the wizards themselves, the constructs instead killed their creators and stole the notes on how to create more of their kind, allowing them to perpetuate their race.

Wyrwoods are secretive and somewhat xenophobic, and can seem cold and calculating to others—a trait that could earn respect or enmity, depending on the audience. Purely rational and unemotional, wyrwoods see the survival of their race as their primary goal. Even the rare wyrwood who understands the point of empathy and altruism sees such concepts as mere tools to help ensure its own survival or that of its people. All wyrwoods know how to create more of their kind, and they keep the details of their construction process secret from other creatures to make sure their race is never again enslaved.

Most wyrwoods are wizards or rogues. The few who are inclined to worship tend to revere lawful deities with strict codes of behavior, which they follow to the letter rather than the spirit.

Wyrwood Characters

Wyrwood are defined by their class levels—they do not possess racial Hit Dice. All wyrwoods have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma: Wyrwoods are quick and calculating. As constructs, wyrwoods do not have a Constitution score.

Normal Speed: Wyrwoods have a base speed of 30 feet.

Small: Wyrwoods are Small creatures and gain a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to combat maneuver defense, a +2 bonus on Fly checks, and a +4 size bonus on Stealth checks.

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

Low-Light Vision: Wyrwoods have low-light vision.

Languages: Wyrwoods speak Common. A wyrwood with a high Intelligence score can choose from the following: Draconic, Dwarven, Elven, Gnome, Goblin, or Orc.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Wyvaran

This dragonlike humanoid brandishes its spear, spreads its wings, and shows its fangs in a angry snarl.

WYVARAN **CR 1/2**

XP 200

Female wyvaran inquisitor[APG] 1
LN Medium dragon
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)
hp 10 (1d8+2)
Fort +3, **Ref** +2, **Will** +5
Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy) (20 ft., fly 20 ft. [clumsy] in armor)
Melee shortspear +1 (1d6) or
slapping tail +0 (1d8; attacks of opportunity only)
Domain Spell-Like Abilities (CL 1st; concentration +3)
6/day—lightning arc (1d6 electricity)
Inquisitor Spells Known (CL 1st; concentration +3)
1st (2/day)—*cause fear* (DC 15), *shield of faith*
0 (at will)—*acid splash, daze* (DC 14), *disrupt undead, guidance*
Domain Air

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 6, **Wis** 17, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 12
Feats Weapon Focus (shortspear)
Skills Fly –6, Intimidate +6, Knowledge (religion) +2, Perception +7
Languages Common, Draconic
SQ judgment 1/day, monster lore +3, stern gaze

ECOLOGY

Environment temperate mountains
Organization solitary, wing (2–8), or flight (4–12)
Treasure NPC gear (spear, scale mail, holy symbol, other treasure)

These creatures are the result of magical draconic experiments at crossbreeding wyverns and kobolds. Wyvarans are fiercely territorial creatures loyal to their kin and tribe, and allow no interlopers into their lands without good reason or proper tribute. Each defends its personal property, and seeks revenge on any who dare steal from it. Most evil and neutral wyvarans primarily concern themselves with expanding their territory and wealth.

Many civilized races dismiss wyvarans as fast, dumb, selfish brutes. However, a creature who respects the wyvarans' rules about their property finds that they make steadfast and loyal allies. Adventuring wyvarans often view their companions as clutchmates, and are willing to take great risks to protect them.

Wyvaran Characters

Wyvarans are defined by their class levels—they don't have racial Hit Dice. All wyvarans have the following racial traits.

+2 Dexterity, –2 Intelligence, +2 Wisdom: Wyvarans have a reptilian grace and a strong will, but they tend to be a little dimwitted.

Normal Speed: Wyvarans have a base speed of 30 feet.

Flight: Wyvarans have dragonlike wings that grant them a fly speed of 30 feet with clumsy maneuverability.

Slapping Tail (Ex): Wyvarans have a tail attack they can only use when making attacks of opportunity. This slapping tail attack deals 1d8 points of damage plus the wyvaran's Strength modifier.

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

Low-Light Vision: Wyvarans have low-light vision.

Languages: Wyvarans speak Common and Draconic. A wyvaran with a high Intelligence score can choose from the following: Dwarven, Elven, Gnome, Goblin, and Orc.



Illustration by Xia Taptara

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Xanthos

This elephant-sized equine creature has bright red skin, fangs, six eyes, and armored plates on its head, neck, and back.

XANTHOS **CR 14**

XP 38,400

N Huge magical beast

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +23

DEFENSE

AC 31, touch 11, flat-footed 28 (+2 Dex, +1 dodge, +20 natural, –2 size)

hp 195 (17d10+102)

Fort +15, **Ref** +12, **Will** +10

Immune cold; **Resist** electricity 30, fire 30; **SR** 25

OFFENSE

Speed 60 ft.

Melee bite +23 (2d6+8), 2 hooves +21 (1d8+4), tail slap +21 (2d6+4)

Space 15 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 15th; concentration +16)

5/day—*know direction*, *locate creature*, *purify food and drink*, *teleport*

STATISTICS

Str 26, **Dex** 15, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +17; **CMB** +27; **CMD** 40 (44 vs. trip)

Feats Blind-Fight, Combat Casting, Dodge, Endurance, Improved Initiative, Iron Will, Mobility, Multiattack, Toughness, Wind Stance

Skills Climb +19, Intimidate +10, Knowledge (any one) +10, Perception +23, Swim +19

Languages Aklo; telepathy 5 ft.

SQ exploit stellar conjunction, hold breath

ECOLOGY

Environment any land

Organization solitary or gang (2–5)

Treasure none

SPECIAL ABILITIES

Exploit Stellar Conjunction (Su) A xanthos can sense the alignment of stellar objects (planets, comets, asteroids, and so on) and when they form conjunctions that allow it to use its magic for interplanetary travel. During these conjunctions, the xanthos can use its *teleport* spell-like ability as *interplanetary teleport*[UM] to reach any other world in its current solar system, or as *plane shift* to reach any known plane. A conjunction remains viable for only 10d10 hours, after which it could be days, weeks, or even months before another conjunction occurs that would once again allow travel between those two locations.



Illustration by David Melvin

A xanthos is a strange creature, part equine, part reptile. Bred as mounts by a long-dead race of alien plane-jumping explorers, xanthoi have a remarkable intelligence and the ability to teleport themselves and their riders over long distances. The race that created xanthoi has since died off or left for remote destinations, and the remaining xanthoi have lost many of their former powers, but they still have a driving need to explore worlds and planes. Xanthoi are omnivores but can survive on vegetable matter.

A xanthos memorizes geography, flora, and fauna in case its lost masters ever return. In its travels, it may seek out powerful adventurers to form a mutual alliance of curiosity and friendship, and continue its explorations in their company. Each xanthos has a specific interest, and its desire to examine and catalog might be inconvenient or irrelevant to an adventurer's desires.

Xanthoi avoid using their abilities to interfere or help with wars, planar invasions, and natural disasters, as they believe doing so violates an ancient code limiting their actions to observation and memorization rather than influencing events. They are more likely to flee than to fight unless fleeing would leave their friends stranded or in danger.

A xanthos is 13 feet tall at the shoulder and weighs 15,000 pounds. Its sloping, armored back is not particularly comfortable for humanoids to sit on, but is well suited for bearing a howdah that can hold up to four Medium or Small creatures. It may accept a howdah, but doesn't tolerate being treated as a beast of burden.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Xenopterid

What appears to be this creature's cloak unfurls into bug wings, and its apparently human face is merely patterns on its head.

XENOPTERID **CR 7**

XP 3,200

N Medium vermin

Init +3; **Senses** darkvision 60 ft., lifesense; Perception +1

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 93 (11d8+44)

Fort +11, **Ref** +6, **Will** +4

Defensive Abilities ferocity; **Immune** mind-affecting effects

OFFENSE

Speed 40 ft., climb 20 ft., fly 20 ft. (clumsy)

Melee 2 claws +13 (1d6+5 plus grab), bite +13 (1d6+5 plus poison)

Special Attacks blood drain (1d2 Constitution), poison

STATISTICS

Str 20, **Dex** 17, **Con** 19, **Int** —, **Wis** 12, **Cha** 7

Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 26 (34 vs. trip)

Feats Improved Critical[B] (claw)

Skills Climb +13, Disguise +6 (+14 when disguised as a humanoid), Fly –5, Stealth +11; **Racial Modifiers** +8 Disguise (+16 when disguised as a humanoid), +8 Stealth

SQ entangling slime

ECOLOGY

Environment any land or underground

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

Treasure none

SPECIAL ABILITIES

Entangling Slime (Ex) A xenopterid can produce a sticky, slimy secretion it uses to protect its territory and eggs. The xenopterid can slime up to a 10-foot-square area per day at a rate of 1 square foot per minute. For 1 week thereafter, any creature coming in direct contact with the slime must succeed at a DC 19 Strength check or be entangled and glued to it as if it had failed its save against a tanglefoot bag. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Xenopterids are human-sized predatory insects with the insidious ability to mimic the form of their favorite prey—humanoids. Xenopterids can be encountered nearly anywhere they can find food, quickly adapting their mimicry to resemble whatever humanoids are most common in a particular region. They can bend their wings to form cowls and cloaks, and they can fold their limbs to imitate humanoids' weapons and armor. A xenopterid's eeriest feature is its mouth—a crude chitinous beak that, when closed, resembles a human face. Up close, the xenopterid's unsettling nature is obvious, but from a distance or in dim light, the creature easily passes for its prey. Because their mimicking abilities require concealment, xenopterids commonly hunt their prey at night. Once a xenopterid captures and kills a victim, it liquefies the creature's remains in order to bring the putrid slurry back to the hive where it stuffs this substance into small spherical capsules the creatures use as food. Some evil races prize these capsules, and make gruesome liquors by fermenting the contents.

Xenopterids live in colonies in abandoned ruins, old castles, decrepit farmsteads, and similarly abandoned human structures. A colony typically consists of 19 to 28 sterile drones and a fertile hive king and hive queen (xenopterids with the advanced creature simple template). Each colony has only one fertile male, so xenopterids reproduce slowly. Still, the only way to destroy a xenopterid colony is to kill both the king and the queen, and neither one of them ever leaves the safety of the hive. Xenopterid drones become fiercely aggressive when defending the hive against invaders.



Illustration by Mark Molnar

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Yaoguai

This creature is a mix of different animals fused together, with a bear's torso and head, clawed ape legs, and a furred tentacle arm.

YAOGUAI **CR 7**

XP 3,200

N Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, –2 size)

hp 84 (8d10+40); fast healing 5

Fort +11, **Ref** +6, **Will** +4; +4 vs. mind-affecting effects

Defensive Abilities fortification (50%); **DR** 5/—; **Immune** nauseated, sickened; **SR** 18

Weaknesses polymorph susceptibility

OFFENSE

Speed 40 ft.

Melee bite +12 (2d6+6), claw +12 (1d8+6), tentacle +12 (1d8+6 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (1d6+6)

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 2, **Wis** 11, **Cha** 8

Base Atk +8; **CMB** +16; **CMD** 26

Feats Blind-Fight, Cleave, Iron Will, Power Attack

Skills Climb +11, Perception +7, Swim +11

SQ maker's gift (grab and constrict)

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Maker's Gift (Ex) Each yaoguai gains one additional ability that is based on its specific form. Typical additional yaoguai abilities include the following.

Flight: The yaoguai gains a fly speed of 30 feet (clumsy).

Grab and Constrict: The yaoguai's tentacle attack gains grab and constrict. The creature's constrict damage is equal to its slam damage plus its Strength bonus.

Poison: One claw or tentacle attack is replaced with a sting attack (same damage as the replaced attack) plus poison. *Poison* Sting—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Pounce and Rake: The yaoguai gains pounce and rake (2 claws +14, 1d8+7).

Quills: A creature attacking the yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+7 points of piercing damage from the yaoguai's quills. Melee weapons with reach do not endanger their users in this way.

Trample: The yaoguai gains a trample attack that deals an amount of damage equal to its claw damage plus 1-1/2 times its Strength modifier.

Polymorph Susceptibility (Su) A yaoguai is immune to polymorph effects or effects that otherwise change its shape, but the attempt to alter its shape causes it great pain and it must attempt a saving throw if the effect allows it. If it fails its save or the effect doesn't allow a saving throw, the yaoguai is staggered and loses its damage reduction and fast healing for 1d4 rounds.

A yaoguai is a monstrosity born of unnatural magic that combines several creatures into one body, creating a deformed, mismatched monster that slays and escapes its creator as soon as possible. No two yaoguai look the same, but most have similar abilities. Invariably, the torment of its genesis and the ongoing pain of its existence leave a yaoguai violently insane and prone to attacking at the slightest provocation.



Illustration by Tyler Walpole

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Ypotryll

This ugly creature's porcine head features multiple horns and tusks. Its muscular body ripples with raw power.

YPOTRYLL **CR 15**

XP 51,200

N Huge magical beast

Init –1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 29, touch 7, flat-footed 29 (–1 Dex, +22 natural, –2 size)

hp 253 (22d10+132)

Fort +21, **Ref** +12, **Will** +9; +6 vs. charms and compulsions

DR 5/—

OFFENSE

Speed 60 ft.

Melee gore +31 (4d8+16 plus push), 2 hooves +29 (2d8+11), tail slap +29 (2d6+5 plus push)

Space 10 ft.; **Reach** 15 ft. (15 ft. with tail slap)

Special Attacks destructive charge, push (gore, tail slap, 10 ft.), thundering path, trample (2d8+16), unstoppable force

STATISTICS

Str 32, **Dex** 9, **Con** 21, **Int** 2, **Wis** 10, **Cha** 7

Base Atk +22; **CMB** +35 (+37 bull rush, +39 overrun); **CMD** 44 (46 vs. bull rush, 46 vs. overrun)

Feats Charge Through[APG], Endurance, Great Fortitude, Greater Overrun, Improved Bull Rush, Improved Overrun, Iron Will, Multiattack, Power Attack, Run, Toughness

Skills Acrobatics +6 (+18 when jumping), Perception +12, Survival +4, Swim +23; **Racial Modifiers** +12 Acrobatics when jumping, +4 Swim

SQ bloody-minded

ECOLOGY

Environment temperate marshes, hills, or coasts

Organization solitary, pair, herd (3–16)

Treasure none

SPECIAL ABILITIES

Bloody-Minded (Ex) A ypotryll is not easily swayed from its bloody business. It gains a +6 bonus on saves against charm and compulsion effects.

Destructive Charge (Ex) A ypotryll's charge attack ignores up to 1 point of a target object's hardness for each 5 feet charged.

Thundering Path (Ex) A ypotryll's charge shakes the ground it crosses. The path of its charge is considered difficult terrain until the start of the ypotryll's next turn, and creatures with tremorsense that are within 100 feet of the end of the ypotryll's charge are blinded for that same amount of time.

Unstoppable Force (Ex) A ypotryll's bonus on a charge attack is +4, and it may add this bonus on overrun combat maneuver checks attempted using Charge Through. A ypotryll may charge over difficult terrain, provided the terrain does not cost more than 2 squares to enter.

For those unfortunate enough to get in an ypotryll's way, the thundering rhythm of its hooves is the sound of doom. These creatures are pure savagery and destruction incarnate. A bulk of muscle and hate, a charging ypotryll can be slowed by few things. Bodies and viscera are strewed about when this powerful boarlike juggernaut hits a shield wall, and pikes splinter on its armored plates as if they were twigs. Given enough momentum, a charging ypotryll can rip apart a drawbridge or even the crash through a keep's walls. Powerful savage tribes corral these beasts and unleash their carnage on the battlefield. Giants and powerful troll chiefs prize ypotrylls, and spend much time and resources to break them, though ypotrylls' volatile nature ensures such domestication is rare. When it does happen, they make truly frightening steeds.

In the wild, ypotrylls spend their time roaming their territory looking for enough food to support their massive bodies. While they prefer meat, these creatures are omnivores and will eat almost anything. Ypotrylls are especially fond of the scraps they can find in the trash heaps of civilized races, which can mean disaster for a settlement.



Illustration by Eric Belisle

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Zombie Lord

Gore stains this creature's tattered clothes, grimly appropriate garments for the rotting corpse inside.

ZOMBIE LORD **CR 3**

XP 800

Female human monk 3

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 Wis, +2 natural)

hp 30 (5d8+8)

Fort +3, **Ref** +6, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; channel resistance +4; **DR** 5/slashing; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d6+3) or flurry of blows +5/+5 (1d6+3)

Special Attacks flurry of blows, stunning fist (3/day, DC 13)

STATISTICS

Str 17, **Dex** 16, **Con** —, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Nimble Moves, Power Attack, Step Up, Stunning Fist, Toughness[B]

Skills Acrobatics +11, Climb +11, Intimidate +8, Knowledge (religion) +6, Perception +10, Sense Motive +8, Stealth +11

Languages Abyssal, Common

SQ fast movement, maneuver training

ECOLOGY

Environment any

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

Treasure NPC gear

Zombie lords are the fleshy counterparts of skeletal champions—intelligent, cunning, and envious of creatures whose bodies aren't rotting away. Despite their decaying flesh, they are not slow like common zombies, and can easily pursue fleeing prey. Zombie lords are more powerful than common zombies and retain their class levels.

Creating a Zombie Lord

"Zombie lord" is an acquired template that can be added to any corporeal creature (other than undead) that has a minimum Intelligence of 3. This corporeal creature is referred to hereafter as the base creature.

CR: A zombie lord's CR is 1 higher than that of a normal zombie with the same Hit Dice, plus the normal CR increase for class levels (if any).

Type: The creature's type becomes undead. It keeps subtypes except for alignment subtypes and subtypes that indicate kind.

Alignment: Any evil.

Armor Class: Natural armor as per zombie (*Pathfinder RPG Bestiary* 288).

Hit Dice: Change all of the creature's racial Hit Dice to d8s, then add 2 racial Hit Dice to this total (creatures without racial HD gain 2 undead HD). Hit Dice from class levels are unchanged.

Saving Throws: Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A zombie lord gains DR 5/slashing and channel resistance +4, in addition to undead traits.

Speed: As zombie (*Bestiary* 288).

Attacks: As zombie (*Bestiary* 289).

Abilities: Str +2, Dex +2. As an undead, it has no Constitution score.

BAB: A zombie lord's BAB for its racial HD is equal to 3/4 its HD.

Skills: A zombie lord gains skill ranks per racial Hit Die equal to 4 + its Int modifier (class skills as the undead type). Skills gained from class levels remain unchanged.

Feats: A zombie lord gains Toughness as a bonus feat.

Special Qualities: Unlike a common zombie, a zombie lord does not gain the staggered special quality.



Illustration by Kieran Yanner

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Zomok

At first glance, this creature resembles a dragon, but its body is entirely made of plants and soil, and it exhales clouds of dirt.

ZOMOK **CR 16**

XP 76,800

N Gargantuan plant (extraplanar)

Init +4; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; Perception +26

DEFENSE

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

hp 246 (17d8+170)

Fort +20, **Ref** +7, **Will** +13

Immune sonic, plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., fly 100 ft. (poor); forest step

Melee bite +20 (2d8+12), 2 claws +20 (2d6+12), tail slap +15 (2d8+6), 2 wings +15 (2d6+6)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail)

Special Attacks breath weapon (60-ft. cone, 18d6 bludgeoning plus entangle, Reflex DC 28 partial, usable every 1d4 rounds), swallow whole (6d6 bludgeoning damage, AC 23, 24 hp), trample (2d8+18, DC 30)

Spell-Like Abilities (CL 16th; concentration +24)

Constant—*pass without trace*

At will—*command plants* (DC 22), *plant growth*, *quench* (DC 21)

3/day—*entangle* (DC 19), *liveoak*, *transmute mud to rock*, *transmute rock to mud*, *wall of thorns*

1/day—*shambler*

STATISTICS

Str 35, **Dex** 11, **Con** 30, **Int** 16, **Wis** 22, **Cha** 26

Base Atk +12; **CMB** +28 (+30 sunder); **CMD** 40 (42 vs. sunder, 44 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Snatch

Skills Fly +10, Knowledge (nature) +20, Perception +26, Stealth +8, Survival +23

Languages Common, Sylvan, Terran

ECOLOGY

Environment any forests (primal land of fey)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A zomok's breath weapon is a cone of flying dirt, bark, stones, and moss, which takes root as soon as it touches the ground. Creatures may attempt a saving throw for half damage. Any creature that fails its save and is touching the ground is entangled for 1d6 rounds by this material. A creature can break free with a DC 28 Strength or Escape Artist check. The save DC is Constitution-based.

Forest Step (Su) A zomok in a forest area may teleport up to 120 feet by moving the essence of its being to another forested area. The zomok is cured of 60 points of damage when it does this. It may use this ability once every 1d6+1 rounds but no more than three times per day. If the zomok has swallowed a foe, the foe is left behind when the zomok teleports.

Zomoks are dragonlike creatures made out of animate plant matter. Native to the realm of the fey, they are guardians of mystic forests. Some travel to the Material Plane and adapt to its woodlands, defending them against massive destruction—forest fires, logging, undead armies, and so on—and use their abilities to heal and regrow damaged areas.

Rather than having a distinct physical body, a zomok is more like a spirit animating a collective mass of vegetation, and over time it sheds and acquires new material from its environment, changing its appearance to match its current location. Zomoks do not need to eat, and any creature they swallow is usually left behind as a mashed corpse to decay and provide nutrition for plants.

A typical zomok is about 18 feet tall and 30 feet long, and weighs 30 tons.



Illustration by Damien Mammoliti

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Appendix 1: Monster Creation

Pathfinder RPG Bestiary 4 provides all the information you need to use and quickly modify the monsters presented in this book. For information on creating new monsters, see the *Pathfinder RPG Bestiary*. Table 1–1: Monster Statistics by CR on the following page is an expanded (up to CR 30) version of the table presented in the original *Bestiary*.

Appendix 2: Monster Advancement

The following rules allow you to adjust monsters, increasing (or even decreasing) their statistics and abilities while still creating a balanced and fun encounter.

Templates

A template is a set of rules that you apply to a monster to transform it into a different monster. It gives precise directions on how to change the original monster's statistics to transform it into the new monster.

Acquired Templates: This kind of template is added to a creature well after its birth or creation.

Inherited Templates: This kind of template is part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them.

Celestial Creature Defenses

Hit Dice	Resist Acid, Cold, and Electricity	DR
1–4	5	—
5–10	10	5/evil
11+	15	10/evil

Entropic Creature Defenses

Hit Dice	Resist Acid and Fire	DR
1–4	5	—
5–10	10	5/lawful
11+	15	10/lawful

Fiendish Creature Defenses

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

Resolute Creature Defenses

Hit Dice	Resist Acid, Cold, and Fire	DR
1–4	5	—
5–10	10	5/chaotic
11+	15	10/chaotic

Simple Templates

Simple templates can be applied during the game with minimal effort. The "quick rules" present a fast way to modify die rolls made in play to simulate the template's effects without actually rebuilding the stat block. The "rebuild rules" list the exact changes you make to the base stat block if you have the time to completely rebuild it. The two methods result in creatures of similar, if not identical, abilities. For some simple templates, the quick and rebuild rules are exactly the same.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and to special ability DCs; +4 to AC and CMD; +2 hp/HD.

Rebuild Rules: **AC** increase natural armor by 2; **Ability Scores** +4 to all ability scores.

Celestial Creature (CR +0 or +1)

Celestial creatures dwell in the higher planes. A celestial creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against evil foes; smite persists until the target is dead or the celestial creature rests).

Entropic Creature (CR +0 or +1)

Creatures with the entropic template live in planes where chaos is paramount. An entropic creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against lawful foes; smite persists until the target is dead or the entropic creature rests).

Fiendish Creature (CR +0 or +1)

Creatures with the fiendish template live in the Lower Planes, such as the Abyss and Hell. A fiendish creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Table 1-1: Monster Statistics by CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage High	Average Damage Low	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17
21	400	37	31	24	130	98	27	20	23	18
22	440	39	32	25	140	105	28	21	23	18
23	480	40	33	26	150	113	29	22	24	19
24	520	42	35	27	165	124	30	23	25	20
25	560	43	36	28	180	135	30	24	26	21
26	600	44	37	29	195	145	31	25	27	22
27	640	45	38	30	210	155	32	26	28	23
28	680	46	39	31	225	165	33	27	29	24
29	720	47	40	32	240	175	34	28	30	25
30	760	48	41	33	255	185	35	29	31	26

Giant Creature (+1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

Quick Rules: +2 on all rolls based on Str or Con, +2 hp/HD, –1 penalty on all rolls based on Dex.

Rebuild Rules: **Size** increase by one category; **AC** increase natural armor by 3; **Attacks** increase dice rolled by 1 step; **Ability Scores** +4 size bonus to Str and Con, –2 Dex.

Resolute Creature (CR +0 or +1)

Creatures with the resolute template live in planes where law is paramount. A resolute creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against chaotic foes; smite persists until target is dead or the resolute creature rests).

Young Creature (CR –1)

Creatures with the young template are immature specimens of the base creature. You can also use this simple template to easily create a smaller variant of a monster, such as the runt of a litter. This template cannot be applied to Fine creatures or those that increase in power through aging (such as dragons) or feeding (such as barghests).

Quick Rules: +2 on all Dex-based rolls, –2 on all other rolls, –2 hp/HD.

Rebuild Rules: **Size** decrease by one category; **AC** reduce natural armor by –2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** –4 Strength, –4 Con, +4 size bonus to Dex.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Appendix 3: Glossary

This appendix includes the Universal Monster Rules, Creature Types, and Creature Subtypes.

Universal Monster Rules

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's stat listing and its location on the stat block. Some mythic abilities from *Pathfinder RPG Mythic Adventures* are presented here for your convenience, although they are not universal monster rules; these are indicated with a superscript "MA."

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; *Location*: Special Attacks and individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; *Location*: senses.

Amazing Initiative[MA] **(Ex)** The creature has a bonus on initiative checks equal to its mythic rank. As a free action on its turn, it can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. It can't gain an extra action in this way more than once per round.

Format: amazing initiative; *Location*: Special Attacks.

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Format: amorphous; *Location*: Defensive Abilities.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Format: amphibious; *Location*: SQ.

Attach (Ex) The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a successful grapple or Escape Artist check. Most creatures with this ability have a racial bonus to maintain a grapple (listed in its CMB entry).

Format: attach; *Location*: individual attacks.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, dealing additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); *Location*: Special Attacks and individual attacks.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to succeed at Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense 60 ft.; *Location*: Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to succeed at Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; *Location*: Senses.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, dealing Constitution damage.

Format: blood drain (1d2 Constitution); *Location*: Special Attacks.

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Format: blood rage; *Location*: Special Attacks.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location*: Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must succeed at a Reflex save to avoid catching on fire (*Pathfinder RPG Core Rulebook* 444).

Format: burn (2d6, DC 15); *Location*: Special Attacks and individual attacks.

Capsize (Ex) A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative –10 penalty on its combat maneuver check.

Format: capsize; *Location*: Special Attacks.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Format: change shape (wolf, *beast shape I*); *Location*: SQ, and in special abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by channeled energy. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Format: channel resistance +4; *Location*: Defensive Abilities.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Format: compression; *Location*: SQ.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); *Location*: Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Format: construct traits; *Location*: Immune.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope's size, this ability has no effect.

Format: curse of lycanthropy; *Location*: individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantine, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that deals damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: **DR** 5/silver; *Location*: Defensive Abilities.

Darkvision (Ex or Su) A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range, the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but is otherwise like normal sight.

Format: darkvision 60 ft.; *Location*: Senses.

Demon Lord Traits (Ex, Sp, or Su) A demon lord is a powerful, unique demon that rules a layer of the Abyss. All demon lords are chaotic evil outsiders that are, at a minimum, CR 26. Demon lords have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A demon lord can grant spells to its worshipers as if it were a deity. A demon lord's domains are Chaos, Evil, and two other domains relevant to its theme and interests. Like a deity, a demon lord has a favored weapon.
- A demon lord's natural weapons, as well as any weapons it wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
- *Abyssal Resurrection (Ex)* A demon lord rules an Abyssal realm, a vast world that not only serves as its home but provides it with power. If a demon lord is slain, its body rapidly melts into corruption (leaving behind any gear it held or carried), its soul returns to a hidden location within its realm, and it is immediately restored to life (as *true resurrection*) at that location. Once this occurs, a demon lord can't use this ability again until a full year has passed. A demon lord realizes it is vulnerable during this time and usually doesn't risk further battles for the remainder of that year, relying on the defenses of its realm and its legions of minions to protect it. A demon lord that is slain again during this year or is killed by unusual methods (such as by a true deity or an artifact created for this purpose) is slain forever—its remains appearing somewhere deep in the Abyss among other dead demon lords from the ages. A demon lord who does not control a domain does not gain this ability.
- *Frightful Presence (Su)* A demon lord can activate its frightful presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud.
- Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.
- *Regeneration (Ex)* Only epic and good damage, or damage from a creature of equal or greater power (such as an archdevil, deity, demon lord, or protean lord) interrupts a demon lord's regeneration.
- Resistance to acid 30, cold 30, and fire 30.
- *Summon Demons (Sp)* Three times per day as a swift action, a demon lord can summon any demon or combination of demons whose total combined CR is 20 or lower. This otherwise works like the summon universal monster rule with a 100% chance of success, and counts as a 9th-level spell effect.
- Telepathy 300 feet.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through remove disease and similar effects.

Format: **Disease Name (Ex)** Bite—injury; save Fort DC 15, onset 1d3 days, frequency 1 day, effect 1 Con damage, cure 2 consecutive saves; *Location*: Special Attacks and individual attacks.

Display of Strength[MA] **(Su)** As a free action, the creature can expend one use of mythic power to attempt a feat of Strength, gaining a +20 circumstance bonus on one

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Strength-based skill check or Strength ability check. Alternatively, the creature can use this ability to apply a +20 circumstance bonus to its Strength score for a number of hours equal to its mythic rank for the purpose of determining its carrying capacity.

Format: display of strength; *Location*: SQ.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Format: distraction (DC 14); *Location*: Special Attacks.

Dual Initiative[MA] **(Ex)** The creature gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn (such as saving throws against ongoing effects or taking bleed damage), only the creature's first turn each round counts toward such durations.

Format: +21/+1; *Location*: Initiative.

Empyreal Lord Traits (Ex, Sp, or Su) Empyreal lords are the greatest members of the agathion, angel, archon, and azata races, and are sometimes worshiped as if they were deities. All empyreal lords are good outsiders that are, at a minimum, CR 21. In addition to having agathion, angel, archon, or azata traits, Empyreal lords have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A empyreal lord's natural weapons, as well as any weapons he or she wields, are treated as epic and good for the purpose of overcoming damage reduction. If the empyreal lord is chaotic or lawful, these attacks also count as that alignment for the purpose of overcoming damage reduction.
- Agathion, angel, archon, or azata energy resistances are increased to 30.
- An empyreal lord can grant spells to its worshipers as if it were a deity. An empyreal lord's domains are Chaos (if chaotic), Good, Law (if lawful), and two other domains relevant to its theme and interests (or three if it is neither chaotic nor lawful). Like a deity, an empyreal lord has a favored weapon.
- Blindsense 60 feet.
- *Greater Teleport (Sp)* An empyreal lord can use *greater teleport* at will (caster level 20th).
- Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.
- *Primal Aura (Su)* An aura of primeval power surrounds every empyreal lord. The effects of this aura are unique to each empyreal lord.
- *Regeneration (Ex)* Only epic and evil damage, or damage from a creature of equal or greater power (such as an archdevil, deity, demon lord, or protean lord) interrupts an empyreal lord's regeneration.
- *Seed of Life (Sp)* An empyreal lord can touch a willing creature and imbue it with magical healing power. The target radiates an aura of good as if it were an outsider and gains a +2 insight bonus on all saving throws against negative energy and death effects. As a standard action, the target can release this energy, turning it inward as a *heal* spell upon itself or outward as a *mass cure serious wounds* spell on allies within 30 feet (caster level 15th). If not released, the energy dissipates harmlessly after 24 hours. The empyreal lord can use this ability 5 times per day, but only on other creatures.

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Format: energy drain (2 levels, DC 18); *Location*: Special Attacks and individual attacks.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

Format: engulf (DC 12, 1d6 acid and paralysis); *Location*: Special Attacks.

Fast Healing (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing 5; *Location*: hp.

Fast Swallow (Ex) The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

Format: fast swallow; *Location*: Special Attacks.

Fear (Su or Sp) Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the fear spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., DC 17); *Location*: Aura.

Format: fear cone (50 ft., DC 19); *Location*: Special Attacks.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and looses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; *Location*: Defensive Abilities.

Formian Traits (Ex or Su) Formians are a spacefaring race of insectlike creatures from a forest world that aggressively colonize other worlds. A formian possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and blindsense 30 feet.
- *Hive Mind (Ex)* Formians share a telepathic bond with other members of their hive that enhances their hive mates' perception. As long as a formian is within telepathic range of at least one hive mate, it gains a +4 racial bonus on initiative checks and Perception checks. If at least one formian disbelieves an illusion, all formians within its telepathic range are also considered to disbelieve that illusion. If one formian is aware of combatants, all other hive mates within the range of its telepathy are also aware of those combatants.
- Resistance to sonic 10.
- *Telepathic Caster (Ex)* Due to a formian's telepathic nature, if it casts spells it does so as spell-like abilities.
- Telepathy 60 ft.

Fortification (Ex) The monster has an 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification* armor.

Format: fortification (50%); *Location*: Defensive Abilities.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Format: freeze; *Location*: SQ.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Format: frightful presence (60 ft., DC 21); *Location*: Aura.

Gaze (Su) A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to attempt the saving throw by not looking at the creature, in one of two ways.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to attempt a saving throw against the gaze attack. The creature with the gaze attack gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to attempt a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; *Location*: Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Format: grab; *Location*: individual attacks.

Greensight (Su) The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; *Location*: Senses.

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Format: hold breath; *Location*: SQ.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

Format: Immune acid, fire, paralysis; *Location*: Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location*: Defensive Abilities.

Keen Scent (Ex) The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Format: keen senses; *Location*: Senses.

Lifesense (Su) The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Format: lifesense; *Location*: Senses

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; *Location*: Weaknesses.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: Weakness light sensitivity; *Location*: Weaknesses.

Low-Light Vision (Ex) A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions. *Format*: low-light vision; *Location*: Senses.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Format: lycanthropic empathy (bears and dire bears); *Location*: SQ.

Mistsight (Ex) The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; *Location*: Senses.

Mythic Immortality[MA] **(Su)** If the creature is killed, it returns to life 24 hours later, regardless of the condition of its body or the means by which it was killed. When it returns to life, it isn't treated as if it had rested, and doesn't regain the use of abilities that recharge with rest until it next rests. This ability doesn't apply if it is killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. If the creature is mythic rank 10, it can be killed only by a coup de grace or critical hit made with an artifact. (This ability is called "immortal" in *Mythic Adventures*.)

Format: mythic immortality; *Location*: SQ.

Mythic Magic[MA] **(Su)** Up to three times per day, when the creature casts a spell, it can cast the mythic version instead (as with all mythic spells, the creature must expend mythic power to cast a mythic spell in this way).

Format: mythic magic 3/day; *Location*: Special Attacks.

Mythic Power[MA] **(Su)** The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability (see page 300), and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Format: mythic power (3/day, surge +1d6); *Location*: Special Attacks.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus –5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 the creature's Strength bonus on damage rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table 3–1 lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. See Table 3–1 for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location*: Melee and Ranged

Natural Invisibility (Ex or Su) This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell.

Format: natural invisibility; *Location*: Defensive Abilities.

Negative Energy Affinity (Ex) The creature alive, but reacts to positive and negative energy as if it were undead—positive energy harms it, negative energy heals it.

Format: negative energy affinity; *Location*: Defensive Abilities.

No Breath (Ex) The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Format: no breath; *Location*: SQ.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

Format: paralysis (1d4 rounds, DC 18); *Location*: Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Format: plant traits; *Location*: Immune.

Plantbringer[MA] **(Su)** All plants within a 1-mile radius of the creature grow at double their normal rate and don't suffer from any diseases or maladies. Allied plant creatures within 30 feet of the creature gain fast healing equal to the creature's mythic rank. If the creature uses *plant shape* or wild shape to take the form of a plant, it gains this fast healing in plant form.

Format: plantbringer; *Location*: SQ

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 poisoning creature's racial HD + creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through neutralize poison and similar effects.

Format: **Poison Name (Ex)** Sting—injury; save Fort DC 22, frequency 1/round for 6 rounds, effect 1d4 Con, cure 2 consecutive saves; *Location*: Special Attacks and individual attacks.

Poisonous Blood (Ex) Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison. (Melee weapons with reach don't endanger their users in this way.) The type of poison depends on the monster. Unless otherwise stated, this poison uses the poison's normal DC, though some monsters might have a poison DC that's Constitution-based.

Table 3-1: Natural Attacks by Size

	Base Damage by Size*									Damage	Attack
Natural Attack	**Fine**	**Dim.**	**Tiny**	**Small**	**Med.**	**Large**	**Huge**	**Garg.**	**Col.**	**Type**	**Type**
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B,P, and S	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B and S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, tentacle, wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, tail slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B, P, or S	Secondary

* Individual creatures vary from this value as appropriate.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Format: poisonous blood (dragon bile); *Location*: Defensive Abilities.

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; *Location*: Special Attacks.

Powerful Blows (Ex) The specified attack adds 1-1/2 times the creature's Strength bonus to damage instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); *Location*: SQ.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Format: powerful charge (gore, 4d8+24); *Location*: Special Attacks.

Pull (Ex) A creature with this ability can choose to attempt a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Format: pull (tentacle, 5 feet); *Location*: Special Attacks and individual attacks.

Push (Ex) A creature with the push ability can choose to attempt a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Format: push (slam, 10 feet); *Location*: Special Attacks and individual attacks.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +8, 1d4+2); *Location*: Special Attacks.

Recuperation[MA] **(Ex)** The creature is restored to full hit points after 8 hours of rest so long as it isn't dead. In addition, by expending one use of mythic power and resting for 1 hour, it regains a number of hit points equal to half its full hit points (up to a maximum of its full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

Format: recuperation; *Location*: SQ.

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (fire, acid); *Location*: hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); Location: Special Attacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Format: Resist acid 10; *Location*: Defensive Abilities.

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

(or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can attempt a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Format: rock catching; *Location*: Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Format: rock throwing (120 ft.); *Location*: Special Attacks (damage is listed in Ranged attack).

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location*: Senses.

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

Format: see in darkness; *Location*: Senses.

Smother (Ex) If the creature's opponent is holding its breath, the creature can reduce the time until the target has to attempt suffocation checks. As a free action, the creature can attempt a grapple combat maneuver against the opponent. If it succeeds, the opponent reduces the remaining duration it can hold its breath by 1d6 rounds.

Format: smother; *Location*: Special Attacks.

Sound Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature attempts a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Format: sound mimicry (voices); *Location*: SQ.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must attempt a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Format: SR 18; *Location*: Defensive Abilities.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an antimagic field and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to attempt a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); *Location*: Spell-Like Abilities.

Spells: The creature is able to cast magical spells like a member of a spellcasting class. The creature counts as a member of that class for any effect or ability relating to casting spells as that class. For example, it can use spell completion and spell trigger items usable by that class or use magic items that affect that class's spellcasting (such as *incense of meditation* or a *pearl of power*). If the creature has any other abilities relating to that class (such as cleric domains or a sorcerer bloodline), this is explained in its entry. If the creature gains levels in that spellcasting class, these abilities stack (for example, a spirit naga that gains 3 sorcerer levels casts spells as a 10th-level sorcerer). Some creatures may have unusual abilities unavailable to spellcasters of that class (such as a spirit naga's ability to learn cleric spells with her sorcerer spells known).

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Format: stench (DC 15, 10 rounds); *Location*: Aura.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); *Location*: Spell-Like Abilities.

Sunlight Powerlessness (Ex) If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Format: sunlight powerlessness; *Location*: Weaknesses.

Surge[MA] **(Su)** The creature can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling a die and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die depends on the creature's mythic rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

Surge doesn't have a separate entry in the monster stat block—the surge die is listed in the mythic power ability.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab on page 295), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp); *Location*: Special Attacks.

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy 100 ft.; *Location*: Languages.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to attempt a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, DC 20); *Location*: Special Attacks.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Format: tremorsense 60 ft.; *Location*: Senses.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Format: undead traits; *Location*: Immune.

Undersized Weapons (Ex) The creature uses manufactured weapons as if it were one size category smaller than the creature's actual size.

Format: undersized weapons; *Location*: SQ.

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

Format: unnatural aura (30 ft.); *Location*: Aura.

Unstoppable[MA] **(Ex)** The creature can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting it: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. It can use this ability at the start of its turn even if a condition would prevent it from acting.

Format: unstoppable; *Location* Defensive Abilities.

Vulnerabilities (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Format: vulnerability to fire; *Location*: Weaknesses.

Water Dependency (Ex) A creature with this special ability can survive out of water for 1 minute per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Format: water dependency; *Location*: SQ.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it take a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+8 ranged, DC 16, 5 hp); *Location*: Special Attacks.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round.

A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location*: Special Attacks.

Creature Types

Each creature has one type (such as "dragon" or "undead"), which broadly defines its abilities. Some creatures also have one or more subtypes, as described on pages 304–308. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically.

For full information on creature types and subtypes (such as for the purpose of advancing or creating new monsters), see the *Pathfinder RPG Bestiary*.

Aberration

An aberration has bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has an Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

Construct

A construct is an animated object or artificially created creature. A construct has the following traits.

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, energy drain, exhaustion, fatigue, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or fewer.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on its size (included in its stat block).
- Constructs do not breathe, eat, or sleep.

Dragon

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

Fey

A fey is a creature with supernatural abilities and

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

connections to nature or to some other force or place. Fey are usually human-shaped.

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and they usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, dark folk, or goblinoid.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids with more than 1 Hit Die (such as giants) are the only humanoids who make use of the features of the humanoid type.

Magical Beast

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in their appearance or habits.

Monstrous Humanoid

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Ooze

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following traits.

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Mindless creatures have no skills or feats. An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, illusions, visual effects, and other attack forms that rely on sight.
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Oozes eat and breathe, but do not sleep.

Outsider

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. An outsider has the following traits.

- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. A different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, is required to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures. A plant creature has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants breathe and eat, but do not sleep.

Undead

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following traits.

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immunity to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own (over time) if it has no Intelligence score, although it can be healed by others (such as with inflict spells). Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

VERMIN

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following traits.

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Mindless creatures have no feats or skills. A verminlike creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Vermin breathe, eat, and sleep.

CREATURE SUBTYPES

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Agathion Subtype: Agathions are beast-aspect outsiders native to Nirvana. They have the following traits.

- +4 racial bonus on saving throws against poison.
- Except where otherwise noted, agathions speak Celestial, Infernal, and Draconic.
- Immunity to electricity and petrification.
- Lay on hands as a paladin whose level equals the agathion's Hit Dice.
- Low-light vision.
- Resistance to cold 10 and sonic 10.
- *Speak with Animals (Su)* This ability works like *speak with animals* (caster level equal to the agathion's Hit Dice) but is a free action and does not require sound.
- *Truespeech (Su)* All agathions can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Dice). This ability is always active.

Air Subtype: This subtype is usually used for outsiders with a connection to the Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

Angel Subtype: Angels are a race of celestials, or good outsiders, native to the good-aligned outer planes. An angel possesses the following traits (unless otherwise noted in a creature's entry).

- +4 racial bonus on saves against poison.
- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- *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 angel. 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 angel's HD). The defensive benefits from the circle are not included in an angel's statistics block.
- Resistance to electricity 10 and fire 10.
- *Truespeech (Su)* All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Augmented Subtype: A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

Azata Subtype: Azatas are a race of celestials, or good outsiders, native to chaotic good-aligned outer planes. An azata possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- *Truespeech (Su)* All azatas can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Changeling Subtype: This subtype is applied to the hag-born humanoids called changelings.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotically aligned outer planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned (see Damage Reduction on page 291).

Clockwork Subtype: Clockworks are constructs created through a fusion of magic and technology. They have the following traits unless otherwise noted.

- *Difficult to Create (Ex)* The time and gp cost required to create a clockwork is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.
- *Swift Reactions (Ex)* Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.
- *Vulnerable to Electricity*: Clockwork constructs take 150% as much damage as normal from electricity attacks.
- *Winding (Ex)* Clockwork constructs must be wound with special keys in order to function. As a general rule, a

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Colossus Subtype: Colossi are mythic constructs of Gargantuan size or larger. Unless otherwise noted in a creature's entry, colossi have the following traits.

- *Selective Antimagic Aura (Su)* A colossus exudes a constant *antimagic field*, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura.
- *Alternate Form (Ex)* Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by *true seeing* or similar magic.
- *Mythic Quickening (Sp)* As a swift action, a colossus can expend one use of mythic power to cast or activate one of its spell-like abilities as a free action.
- *Pinning Stomp (Ex)* When a colossus is in its normal form, as a swift action it can make a single melee attack at its highest base attack against a target three or more size categories smaller than the colossus. This attack deals an amount of damage equal to twice that of its slam attack plus 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most two creatures pinned with this attack at one time.
- *Mythic Creation (Ex)* A colossus can be created only by a creator with a mythic tier or rank equal to or greater than that of the colossus it is attempting to create.
- *Mythic Resilience (Ex)* A colossus can expend one use of mythic power as swift action to double its damage resistance for 1 round.

Dark Folk Subtype: Dark folk are reclusive subterranean humanoids with an aversion to light.

Demon Subtype: Demons are chaotic evil outsiders that call the Abyss their home. Demons possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A demon's natural weapons, as well as any weapon it wields, is treated as chaotic and evil for the purpose of resolving damage reduction.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.
- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon (Sp)* Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- Telepathy.

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess a particular suite of traits (unless otherwise noted in a creature's entry).

- A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.
- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- *See in Darkness (Su)* Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.
- *Summon (Sp)* Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.
- Telepathy.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed have tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Elementals do not breathe, eat, or sleep.
- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned (see Damage Reduction on page 291).

Extraplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Shadow Plane.

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin. Goblinoids treat Stealth as a class skill.

Good Subtype: This subtype is usually applied to outsiders native to the good-aligned outer planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned (see Damage Reduction on page 291).

Great Old One Subtype: A Great Old One is a powerful, alien entity—a being from another world, from another dimension, or even from the distant past or future. All Great Old Ones are chaotic, and most of them are also evil. They can be any creature type, but most are aberrations or magical beasts. Great Old Ones have the following traits.

- A Great Old One's natural weapons, as well as any weapon it wields, are treated as chaotic, epic, and mythic for the purpose of overcoming damage reduction.
- Although Great Old Ones grant spells to their worshipers, they don't seem to be interested in their worshipers beyond their own inscrutable ends—a Great Old One is just as likely to destroy one of its cultists as it is to destroy a nonbeliever. A Great Old One grants access to four domains and four subdomains, and its cults have a favored weapon—the exact details vary for each Great Old One.
- *Immortality (Ex)* A Great Old One does not need to eat, drink, or breathe, nor does it age. A Great Old One that is slain does not truly die—rather, it is forced into an extended period of dormancy that can last years, centuries, or longer. Exact details of this vary and are described in individual creature entries. Methods to permanently slay a Great Old One might exist, but such methods have yet to be learned by mortals.
- Immunity to ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, and petrification.
- *Insanity (Ex)* Any creature that attempts to interact directly with a Great Old One's thoughts (such as via *detect thoughts* or telepathy) must succeed at a Will save or be driven permanently insane. The save DC is equal to 10 + 1/2 the Great Old One's Hit Dice + the Great Old One's Charisma modifier. This duplicates the effect of the *insanity* spell, or the insanity rules in the *Pathfinder RPG GameMastery Guide* (in which case the save DC is also the ongoing insanity DC). A Great Old One using its telepathy to communicate doesn't activate this ability unless it spends a standard action to focus its mind on one opponent. This is a mind-affecting effect.
- *Mythic (Su)* A Great Old One has mythic power (10/day, surge +1d12) and counts as a 10th-rank mythic creature. A Great Old One can use any of its spell-like abilities as the mythic versions of those spells (if a mythic version of that spell exists), expending mythic power as normal. It can also expend mythic power to use the augmented versions of these spell-like abilities.
- *Otherworldly Insight (Ex)* All Great Old Ones gain a +10 insight bonus on Initiative checks and to AC.
- *Unspeakable Presence (Su)* A Great Old One's aura inflicts intense mental anguish and torment upon all creatures within 300 feet who can see and hear the Great Old One. The exact effects caused by a Great Old One's unspeakable presence vary by type. A successful Will save (DC 10 + 1/2 the Great Old One's Hit Dice + the Great Old One's Charisma modifier) reduces or negates the effect. This is a mind-affecting effect.

Human Subtype: This subtype is applied to humans and creatures related to humans.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

attack damage) unless the attacks are made using a weapon with the ghost touch special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality (see page 295).

Kaiju Subtype: These Colossal creatures inhabit the most desolate places of a world. When they are not slumbering, they roam the world, leaving destruction in their wake. A kaiju possesses the following traits (unless otherwise noted in a creature's entry).

- A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.
- Damage reduction 20/epic.
- Darkvision 600 feet.
- Fast healing 30.
- *Ferocity (Ex)* All kaiju possess the ferocity universal monster ability.
- *Hurl Foe (Ex)* When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.
- Immunity to ability damage, ability drain, death effects, disease, energy drain, and fear.
- *Massive (Ex)* Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, or vice-versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally requires a successful DC 30 check, and unlike the normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.
- *Recovery (Ex)* Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including *binding* and *temporal stasis* but not including *imprisonment*), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.
- Resistance 30 against acid, cold, electricity, fire, negative energy, and sonic.

Kasatha Subtype: A kasatha is a nimble four-armed humanoid from another planet.

Kitsune Subtype: A kitsune is a shapechanging humanoid fox-person.

Kyton Subtype: Kytons are a race of lawful evil outsiders native to the Shadow Plane who feed on fear and pain. Kytons possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Immunity to cold.
- *Regeneration (Ex)* The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons.
- *Unnerving Gaze (Su)* All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Will save—the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. The save DC is Charisma-based.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawfully aligned (see Damage Reduction on page 291).

Mythic Subtype: A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Some mythic creatures are powerful versions of existing monsters (such as minotaurs and medusas), others are completely new creatures that do not have a non-mythic equivalent (such as the argus and drakainia). For more information on mythic creatures,

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

see *Mythic Adventures*. Creatures with the mythic subtype have the following abilities (these are already included in the mythic monster stat blocks presented in this book).

- Ability score increases, depending on its mythic rank.
- Additional hit points per mythic rank, based on the type of Hit Dice it has (d6, d8, and so on).
- DR 5/epic if the creature has at least 5 Hit Dice. If the creature already had DR, it adds epic to the qualities needed to bypass that reduction.
- Mythic feats, which generally are improved versions of standard feats. Mythic feats are indicated by an [M].
- *Mythic Power (Su)* The creature has the mythic power and surge universal monster abilities (pages 296 and 300). The effect of these abilities depend on its mythic rank.
- Mythic rank, a number from 1 to 10, representing its overall mythic power.
- Natural armor increase equal to its mythic rank.
- Spell resistance increase (if it has spell resistance) equal to its mythic rank.

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Psychopomp Subtype: Psychopomps are neutral outsiders native to Purgatory. Psychopomps have the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- DR 5/adamantine.
- Immunity to death effects, disease, and poison.
- Resistance to cold 10 and electricity 10.
- Psychopomps speak Abyssal, Celestial, and Infernal.
- *Spirit Touch (Ex)* A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.
- *Spiritsense (Su)* A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Reptilian Subtype: These creatures are scaly and usually cold-blooded. This subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Samsaran Subtype: A samsaran is a humanoid creature whose spirit always reincarnates into another samsaran.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shapes has the shapechanger subtype. A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Udaeus Subtype: An udaeus is a member of a warlike mythic humanoid race originally created from dragon teeth.

Water Subtype: This subtype is usually used for outsiders with a connection to the Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

Wayang Subtype: A wayang is a gangly humanoid originating from the Shadow Plane.

Appendix 4: Monsters as PCs

For simple rules on using monsters as player characters, see page 313 of the *Pathfinder RPG Bestiary*.

Appendix 5: Monster Feats

Most of the following feats apply specifically to monsters, although some player characters might qualify for them (particularly Craft Construct).

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Awesome Blow (Combat)

This creature can send opponents flying.

Prerequisites: Str 25, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Craft Construct (Item Creation)

You can create construct creatures like golems.

Prerequisites: Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You can create any construct whose prerequisites you meet. The act of animating a construct takes 1 day for each 1,000 gp in its market price. To create a construct, you must use raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

Empower Spell-Like Ability

One of this creature's spell-like abilities is particularly potent and powerful.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as an empowered spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat on page 310.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

Flyby Attack

This creature can make an attack during its move action while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to attempt a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet.

The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin.

Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must succeed at a Fly check to hover and the creature does not create a cloud of debris while hovering.

Improved Natural Armor

This creature's hide is tougher than most.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by an additional +1.

Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisites: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike).The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Multiweapon Fighting (Combat)

This multi-armed creature is skilled at making attacks with multiple weapons.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by –2 with the primary hand and by –6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

Prerequisite: Spell-like ability at CL 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as a quickened spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 4. For a summary, see the table below.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

Empowered and Quickened Spell-Like Abilities

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

Snatch

This creature can grab other creatures with ease.

Prerequisite: Size Huge or larger.

Benefits: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover

This creature can make turns with ease while flying.

Prerequisite: Fly speed.

Benefits: Once per round, the creature can turn up to 180 degrees as a free action without making a Fly check. This turn does not cost the creature any movement.

Normal: A flying creature can turn up to 90 degrees by making a DC 15 Fly check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly check and expending 10 feet of movement.

Appendix 6: Monster Cohorts

The Leadership feat (*Pathfinder RPG Core Rulebook* 129) allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster rather than a member of the standard player races. The monsters on the following list all work well as cohorts (be they assassins, bodyguards, mounts, etc.)—their effective cohort "level" corresponds to the level available to the PC as afforded by his Leadership score. Use these monsters as guidelines when determining cohort levels for other monsters.

For more information on monster cohorts, see page 316 of the *Pathfinder RPG Bestiary*.

Monster Cohorts

Monster	Level
Blood hag	16
Contemplative	7
Fossegrim	8
Huldra	9
Nependis	13
Owb	11
Phantom armor, giant	9
Phantom armor, guardian	7
Saguaroi	9

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Sea cat	8
Shobhad	8
Shriezyx	7
Shulsaga	7
Snallygaster	7
Svartalfar	12
Swan Maiden	10
Vanth (psychopomp)	13
Xanthos	17

Appendix 7: Animal Companions

The following list indexes all additional animal companions found in this book, along with the page numbers on which they can be located. Below the list are the statistics for each animal companion. The rules for choosing and progressing an animal companion can be found on pages 51–53 of the *Pathfinder RPG Core Rulebook*.

Animal Companions

Animal	Page
Dimorphodon (dinosaur)	58
Diplodocus (dinosaur)	58
Giraffe (herd animal)	150
Seahorse, giant	234
Stag (herd animal)	150
Styracosaurus (dinosaur)	311
Swan, trumpeter	257
Tortoise, giant	263
Velociraptor (dinosaur)	59
Walrus	271
Weasel, giant	275

Dimorphodon Companions

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 80 ft. (clumsy); **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 8, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **SQ** low-light vision, scent.

4th-Level Advancement: **Attack** bite (1d6); **Ability Scores** Str +2, Con +2; **Special Attacks** poison (*frequency* 1 round (6); *effect* 1 Str damage; *cure* 1 save, Con-based DC).

Diplodocus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** tail (1d8); **Ability Scores** Str 10, Dex 14, Con 10, Int 2, Wis 12, Cha 10; **SQ** low-light vision, scent.

7th-level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** tail (2d6); **Ability Scores** Str +6, Con +4; **SQ** tail lash.

Giant Weasel Companions

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 10 ft.; **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 19, Con 13, Int 2, Wis 12, Cha 10; **Special Attacks** blood drain (1 Con), grab; **SQ** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2.

Giraffe Companions

Starting Statistics: **Size** Medium; **Speed** 50 ft., **AC** +2 natural armor; **Attack** 2 hooves (1d6); **Ability Scores** Str 16, Dex 17, Con 12, Int 2, Wis 13, Cha 7; **SQ** low-light vision, natural weapons.

7th-level Advancement: **Size** Large; **AC** +2; **Attack** 2 hooves (1d8), slam (1d8); **Ability Scores** Str +4, Dex –2, Con +4.

Seahorse Companions

Starting Statistics: **Size** Large; **Speed** swim 30 ft.; **AC** +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 16, Dex 13, Con 15, Int 1, Wis 12, Cha 6; **SQ** low-light vision.

4th-Level Advancement: **Attack** bite (1d6); **Ability Scores** Str +2, Con +2; **SQ** anchor.

Stag Companions

Starting Statistics: **Size** Small; **Attack** gore (1d4); **Ability Scores** Str 10, Dex 19, Con 14, Int 2, Wis 15, Cha 8; **SQ** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** gore (1d6), 2 hooves (1d4); **Ability Scores** Str +2, Dex –2, Con +2.

Styracosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** gore (1d8); **Ability Scores** Str 10, Dex 13, Con 11, Int 2, Wis 12, Cha 7; **SQ** low-light vision, scent.

7th-Level Advancement: **Size** Large, **AC** +3 natural armor; **Attack** gore (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **SQ** ferocity, reflexive strike.

Tortoise Animal Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft.; **AC** +6 natural; **Attack** bite (1d4); Ability Scores Str 14, Dex 8, Con 16, Int 2, Wis 13, Cha 9; **SQ** low-light vision

7th-Level Advancement: **Size** Large; **Speed** 10 ft.; **AC** +8 natural; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2; **Bonus Feat** Great Fortitude

Trumpeter Swan

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 80 ft. (average); **Attack** bite (1d4), 2 wings (1d3); **Ability Scores** Str 10, Dex 15, Con 12, Int 2, Wis 12, Cha 5; **SQ** low-light vision.

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

Velociraptor Companions

Use the dinosaur (velociraptor) animal companion statistics from the *Core Rulebook*.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Walrus Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft., swim 40 ft.; **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 13, Con 14, Int 2, Wis 13, Cha 6; **SQ** hold breath, low-light vision.

7th-Level Advancement: **Size** Large; **AC** +4 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex –2, Con +4.

Appendix 8: Monsters by Type

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: argus, brethedan, Cthulhu, dossenus, drakainia, elder thing, executioner's hood, fachen, fleshdreg, flying polyp, ghonhatine, grothlut, halsora, Hastur, hyakume, incutilis, irnakurse, lorelei, lunarma, lurker above, shriezyx, snallygaster, spawn of Yog-Sothoth, star-spawn of Cthulhu, trapper

(Air): Agyra, flying polyp, mist drake

Animal: archaeopteryx, bull shark, dimorphodon, diplodocus, dire weasel, dodo, emperor walrus, giraffe, giant seahorse, giant tortoise, giant weasel, great white shark, immense tortoise, killer seahorse, platypus, sloth, stag, styracosaurus, trumpeter swan, tuatara, velociraptor, walrus

(Aquatic): abaia, alpluachra, bakekujira, Bokrug, bull shark, elder thing, fossegrim, galvo, giant seahorse, great white shark, guardian dragon, haniver, incutilis, julunggali, karkinoi, killer seahorse, lorelei, ningyo, nycar, ocean giant, oceanid, qallupilluk, seaweed siren, selkie, vouivre

(Chaotic): Great Old Ones

(Cold): freezing flow, shadow drake, winter hag

Construct: blood golem, cephalophore, clockwork dragon, clockwork mage, clockwork steed, colossi, coral golem, juggernaut, junk golem, living wall, skinstitch, soulbound mannequin, soulbound shell, tiberolith, wax golem, wickerman, wyrwood

Dragon: guardian dragon, lava drake, lunar dragon, mist drake, nycar, peluda, shadow drake, solar dragon, spire drake, taniniver, time dragon, void dragon, vortex dragon, wyvaran

(Earth): Bezravnis

(Elemental): comozant wyrd, mudlord

(Evil): Cthulhu, graeae, Hastur

Fey: alpluachra, ankou, chaneque, erlking, fossegrim, gathlain, gremlins, hamadryad, huldra, ijiraq, lampad, leanan sidhe, oceanid, pooka, Spring-Heeled Jack, svartalfar, swan maiden, tooth fairy, tunche

(Fire): lava drake, shard slag, solar dragon, vortex dragon, wickerman

(Giant): cliff giant, ocean giant, river giant, slag giant

Humanoid: changeling, cliff giant, dark caller, dark dancer, kasatha, kitsune, nagaji, ocean giant, river giant, samsaran, slag giant, trox, udaeus, wayang, werebat, werecrocodile, wereshark, wikkawak

(Incorporeal): aoandon, colour out of space, comozant wyrd, festering spirit, geist

Magical Beast: abaia, Agyra, almiraj, Bezravnis, bhole, Bokrug, death dog, galvo, julunggali, Mogaru, myrmecoleon, oma, pard, pipefox, rat king, ratling, rukh, sea cat, seaweed siren, seps, xanthos, yaoguai, ypotryll

Monstrous Humanoid: blood hag, buggane, contemplative, formians, graeae, Grendel, karkinoi, maenad, nependis, nightgaunt, ningyo, qallupilluk, rokurokubi, selkie, shobhad, tikbalang, vouivre, winter hag

(Mythic): apocalypse locust, argus, chaneque, colossi, drakainia, elohim, fomorian titan, graeae, Grendel, guardian dragon, julunggali, leanan sidhe, myrmecoleon, tyrant jelly, udaeus

Ooze: boilborn, colour out of space, freezing flow, hungry flesh, immortal ichor, shard slag, tyrant jelly

Outsider: astral leviathan, einherji, elohim, hypnalis, owb, psychopomps, shulsaga, soulsliver

Outsider (air): comozant wyrd, Pazuzu

Outsider (chaotic): Cernunnos, demon lords, fomorian titan

Outsider (cold): Kostchtchie

Outsider (earth): mudlord

Outsider (evil): apocalypse locust, demon lords, devils, dorvae, fomorian titan, kytons

Outsider (good): empyreal lords

Outsider (lawful): devils, kytons, Vildeis

Outsider (native): aoandon, manitou

Outsider (water): Dagon, mudlord

Plant: barometz, bodythief, irminsul, jack-o'-lantern, jinmenju, kapre, leaf ray, living topiary, mi-go, mindslaver mold, saguaroi, weedwhip, zomok

(Shapechanger): blood hag, ijiraq, julunggali, kitsune, selkie, soulsliver, swan maiden, werebat, werecrocodile, wereshark

(Swarm): locust swarm

Template: broken soul, colour-blighted creature, devilbound creature, divine guardian, ectoplasmic creature, fungal creature, lycanthrope, mummified creature, pod-spawned creature, nightmare creature, nosferatu vampire, shadow creature, zombie lord

Undead: bakekujira, beheaded, festering spirit, gaki, gallowdead, gashadokuro, gearghost, geist, gholdako, harionago, isitoq, necrocraft, phantom armor, pickled punk, sayona, shredskin, warsworn

Vermin: giant emperor scorpion, giant flea, giant locust, goliath spider, greensting scorpion, locust swarm, mammoth flea, nymph water strider, scarlet spider, water strider, xenopterid

(Water): freezing flow, Mogaru, oceanid

Appendix 9: Monsters by CR

The following section lists all monsters included in this book, alphabetically by CR. Variant monsters (such as the alternate versions of the boilborn and the shadow lord) are not included in this list—an index of these monsters appears instead in Appendix 11: Variant Monster Index on page 316.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

In the case of templates, like fungal creatures and nosferatu vampires, only the sample creature presented with a full stat block at the start of the template's entry in this book is included.

Creatures that are essentially toolboxes which GMs might use to create their own creatures, such as beheaded, also only see the example version presented in this section. Similarly, for dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

A mythic creature's mythic rank is noted in parentheses after its listing.

CR 1/6

platypus

CR 1/4

archaeopteryx, dodo, greensting scorpion, nymph water strider, scarlet spider, tooth fairy, tuatara

CR 1/3

beheaded, grimple, trumpeter swan

CR 1/2

alpluachra, changeling, ectoplasmic human, giant flea, formian worker, gathlain, haniver, isitoq, kasatha, kitsune, nagaji, samsaran, trox, wayang, wyrwood, wyvaran

CR 1

almiraj, boilborn, chaneque (MR 1), dark dancer, dimorphodon, dossenus, fleshdreg, giant tortoise, giant water strider, giant weasel, jack-o'-lantern, leaf ray, monaciello, ningyo, pickled punk, stag

CR 2

bull shark, contemplative, death dog, executioner's hood, guardian phantom armor, incutilis, juvenile seps, locust swarm, mammoth flea, nosoi, nycar, pipefox, pooka, ratling, shadow drake, shredskin, soulsliver, velociraptor, weedwhip

CR 3

dire weasel, formian warrior, giant locust, giant seahorse, giraffe, grothlut, hungry flesh, juvenile rukh, mindslaver mold, necrocraft, pard, shulsaga, snallygaster, Spring-Heeled Jack, walrus, wax golem, werebat, werecrocodile, wereshark, zombie lord

CR 4

comozant wyrd, fossegrim, freezing flow, giant phantom armor, great white shark, huldra, junk golem, living topiary, living wall, nightgaunt, nightmare ettercap, sea cat, shobhad, shriezyx, udaeus (MR 1), wikkawak

CR 5

brethedan, buggane, catrina, dark caller, divine guardian hydra, elder thing, fachen, gearghost, graeae (MR 2), hypnalis, killer seahorse, lampad, mist drake, ostiarius, rat king, saguaroi, selkie, skinstitch, styracosaurus

CR 6

apocalypse locust (MR 3), blood golem, clockwork steed, host devil, karkinoi, lunarma, mi-go, mudlord, owb, river giant, swan maiden

CR 7

formian taskmaster, gaki, halsora, lurker above, oceanid, qallupilluk, slag giant, soulbound mannequin, spire drake, vanth, winter hag, xenopterid, yaoguai

CR 8

blood hag, cephalophore, drowning devil, emperor walrus, festering spirit, fungal nymph, immense tortoise, maenad, pod-spawned guard captain, shard slag, svartalfar, trapper

CR 9

broken soul lillend, cliff giant, clockwork mage, coral golem, galvo, geist, ijiraq, irnakurse, lava drake, leanan sidhe (MR 3), mummified gynosphinx, nependis, tikbalang, tyrant jelly (MR 3), young lunar dragon, young solar dragon, young void dragon

CR 10

abaia, colour out of space, einherji, formian myrmarch, myrmecoleon (MR 3), gholdako, ghonhatine, kapre, nosferatu, peluda, rukh, sacristan, spawn of Yog-Sothoth, tiberolith, young vortex dragon

CR 11

dorvae, giant emperor scorpion, goliath spider, harionago, jinmenju, juggernaut, seps, young time dragon

CR 12

aoandon, diplodocus, lorelei, sayona, soulbound shell, vouivre

CR 13

adult lunar dragon, adult solar dragon, adult void dragon, argus (MR 6), devilbound sorcerer, gashadokuro, morrigna, seaweed siren, shadow roper, wickerman

CR 14

adult vortex dragon, ankou, bodythief, flying polyp, ocean giant, rokurokubi, xanthos

CR 15

adult time dragon, barometz, hamadryad, hyakume, manitou, ypotryll

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

CR 16

clockwork dragon, flesh colossus (MR 6), gallowdead, oma, warsworn, zomok

CR 17

bakekujira, bhole, immortal ichor, irminsul (MR 7), iron colossus (MR 8), formian queen, tunche

CR 18

ancient lunar dragon, ancient solar dragon, ancient void dragon, astral leviathan, erlking, nemesis devil, taniniver

CR 19

ancient vortex dragon, Grendel (MR 7), stone colossus (MR 7)

CR 20

ancient time dragon, yamaraj, star-spawn of Cthulhu

CR 21

julunggali (MR 8)

CR 22

fomorian titan (MR 8)

CR 23

elohim (MR 6)

CR 24

guardian dragon (MR 10)

CR 25

drakainia (MR 10)

CR 26

Bezravnis, Korada, Kostchtchie

CR 27

Agyra, Bokrug

CR 28

Dagon, Mogaru, Vildeis

CR 29

Hastur

CR 30

Cernunnos, Cthulhu, Pazuzu

Appendix 10: Monsters by Terrain

The following lists group all of the monsters in this book into their respective terrains. Note that there can be a certain amount of crossover on these lists, especially between climate bands, similar terrains, or a planar terrain and the Material Plane. For example, although slag giants are normally encountered in warm mountains, it's certainly possible to encounter one in temperate mountains (but much less likely to find one in cold mountains). Likewise, while slag giants usually prefer mountains, it wouldn't be unusual to find one in the hills.

It also wouldn't be unheard of to encounter one of these creatures outside their usual habitat, but this typically only happens when some need or event drives them to leave the regions where they're most comfortable. Creatures listed under planar terrains can usually be encountered anywhere on the Material Plane as well, but are only very rarely encountered on planes other than the one associated with them.

In short, use these lists as a guide, not as shackles—if your adventure works better with a winter hag encountered in temperate mountains, by all means, go for it! Just keep in mind that you should probably come up with an in-game reason to explain the monster's presence there, but that can lead to ideas for a great adventure in its own right.

ANY TERRAIN

aoandon, beheaded, blood golem, boilborn, brethedan, broken soul, cephalophore, changeling, colour out of space, Cthulhu, drakainia, ectoplasmic human, einherji, flying polyp, gallowdead, gashadokuro, geist, graeae, guardian dragon, Hastur, irminsul, isitoq, juggernaut, junk golem, mi-go, mindslaver mold, phantom armor, pickled punk, pipefox, pooka, shadow drake, shriezyx, star-spawn of Cthulhu, warsworn, wax golem

ANY LAND

argus, blood hag, clockwork dragon, clockwork mage, clockwork steed, dire weasel, festering spirit, flesh colossus, gaki, giant flea, giant weasel, harionago, hungry flesh, iron colossus, julunggali, leanan sidhe, living topiary, necrocraft, owb, samsaran, sayona, scarlet spider, shredskin, skinstitch, soulbound mannequin, soulbound shell, soulsliver, Spring-Heeled Jack, stag, stone colossus, taniniver, udaeus, wickerman, xanthos, xenopterid, yaoguai

COASTLINES

coral golem, dimorphodon, dodo, gholdako, giant tortoise, haniver, immense tortoise, lorelei, mist drake, sea cat, seaweed siren, tiberolith, tuatara, wereshark, ypotryll

DESERTS (COLD)

Kostchtchie, shobhad

DESERTS (TEMPERATE)

cliff giant, formians, giant locust, locust swarm, seps

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

DESERTS (WARM)
Bezravnis, cliff giant, death dog, formians, giant emperor scorpion, giant locust, giant tortoise, kasatha, locust swarm, rukh, saguaroi, seps, trox

FORESTS (COLD)
freezing flow, huldra, ijuraq, Kostchtchie, winter hag

FORESTS (TEMPERATE)
almiraj, alpluachra, archaeopteryx, barometz, bodythief, Cernunnos, chaneque, erlking, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, gathlain, goliath spider, greensting scorpion, hamadryad, jack-o'-lantern, kapre, kitsune, Korada, leaf ray, maenad, mammoth flea, manitou, nependis, nightmare ettercap, pard, seps, snallygaster, vouivre, wayang, weedwhip, werebat, zomok

FORESTS (WARM)
archaeopteryx, barometz, bodythief, Cernunnos, chaneque, dimorphodon, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, gathlain, goliath spider, greensting scorpion, kapre, Korada, lava drake, leaf ray, manitou, Mogaru, nagaji, pard, seps, sloth, tikbalang, tunche, velociraptor, weedwhip, zomok

HILLS (COLD)
freezing flow, Kostchtchie, mist drake, spire drake

HILLS (TEMPERATE)
almiraj, fachen, formians, jack-o'-lantern, jinmenju, kitsune, mammoth flea, mist drake, myrmecoleon, spawn of Yog-Sothoth, spire drake, werebat, ypotryll

HILLS (WARM)
formians, lava drake, nagaji, spire drake

MOUNTAINS (COLD)
freezing flow, huldra, Kostchtchie, shobhad, wikkawak

MOUNTAINS (TEMPERATE)
formians, jinmenju, kitsune, Korada, mammoth flea, nightgaunt, snallygaster, wyvaran

MOUNTAINS (WARM)
Agyra, formians, lava drake, rukh, shard slag, slag giant

OCEANS (COLD)
emperor walrus, freezing flow, ocean giant, oceanid, qallupilluk, selkie, walrus, wereshark

OCEANS (TEMPERATE)
bakekujira, Bokrug, bull shark, comozant wyrd, Dagon, galvo, giant seahorse, giant water strider, great white shark, incutilis, julunggali, karkinoi, killer seahorse, nymph water strider, ocean giant, oceanid, tiberolith, wereshark

OCEANS (WARM)
coral golem, Mogaru, ningyo, ocean giant, oceanid, wereshark

PLAINS (COLD)
freezing flow, ijiraq, Kostchtchie, winter hag

PLAINS (TEMPERATE)
almiraj, Cernunnos, cliff giant, fachen, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, giant locust, jack-o'-lantern, locust swarm, maenad, mammoth flea, manitou, myrmecoleon, pard, peluda, tooth fairy

PLAINS (WARM)
cliff giant, diplodocus, formians, giant locust, giraffe, locust swarm, pard, styracosaurus, velociraptor

PLANAR (ABADDON—NEUTRAL EVIL)
apocalypse locust, dorvae

PLANAR (ABYSS—CHAOTIC EVIL)
apocalypse locust, Dagon, dorvae, fomorian titan, Kostchtchie, Pazuzu

PLANAR (ASTRAL)
astral leviathan, shulsaga

PLANAR (ELYSIUM—CHAOTIC GOOD)
Cernunnos

PLANAR (ETHEREAL)
hypnalis

PLANAR (HEAVEN—LAWFUL GOOD)
Vildeis

PLANAR (HELL—LAWFUL EVIL)
apocalypse locust, dorvae, devil

PLANAR (NIRVANA—NEUTRAL GOOD)
Korada

PLANAR (SHADOW PLANE)
kyton, owb, svartalfar

PLANAR (PRIMAL LAND OF FEY)
ankou, zomok

PLANAR (PURGATORY—NEUTRAL)
catrina, morrigna, nosoi, vanth, yamaraj

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

RIVERS/LAKES

abaia, alpluachra, Bokrug, fossegrim, freezing flow, galvo, giant water strider, julunggali, karkinoi, Mogaru, nymph water strider, platypus, river giant, tiberolith, trumpeter swan, vouivre, werecrocodile

RUINS

divine guardian hydra, fleshdreg, fungal nymph, immortal ichor, living wall, mummified gynosphinx, nosferatu, rokurokubi, wyrwood

SWAMPS (COLD)

freezing flow, Grendel, Kostchtchie, mist drake, nycar

SWAMPS (TEMPERATE)

formians, goliath spider, mist drake, mudlord, peluda, trumpeter swan, ypotryll

SWAMPS (WARM)

mudlord, werecrocodile

UNDERGROUND

bhole, buggane, dark caller, dark dancer, dossenus, executioner's hood, festering spirit, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, fungal nymph, gearghost, giant flea, ghonhatine, grothlut, halsora, hungry flesh, hyakume, immortal ichor, irnakurse, lampad, living wall, lunarma, lurker above, mudlord, necrocraft, nosferatu, owb, rat king, sayona, shadow roper, shard slag, slag giant, taniniver, trapper, tyrant jelly, wyrwood, xenopterid

URBAN

contemplative, devilbound sorcerer, gearghost, grimple, monaciello, rat king, ratling, tooth fairy, udaeus

VACUUM

lunar dragon, oma, solar dragon, time dragon, void dragon, vortex dragon

Appendix 11: Variant Monster Index

Not all of the monsters presented in this book have their own stat blocks. Many of them are merely variants on a theme, such as the various kinds of boilborn or alternate versions of the skinstitch. Monster variants use the standard monster's stats but with specific changes, as outlined in the text. The following list indexes all of the monster variants in this book that are associated with rules changes (creatures that are only mentioned in passing, such as other kaiju, are not indexed here, nor are pseudo-variants created by adding more abilities to the standard creature, such as the variant beheaded and clockwork dragons).

Variant Monster	Page
Abyssal boilborn	22
Blindborn boilborn	22
Clockwork charger	33
Death worg	44
Dread gholdako	125
Enhanced skinstitch	246
Infernal boilborn	22
Nightmare lord	205
Plagueborn boilborn	22
Resilient skinstitch	246
Shadow lord	239

Appendix 12: Ability Index

The monsters detailed in this book have a wide range of special attacks, defenses, and qualities—and only in the case of relatively unique abilities are rules given in a monster's actual entry. Other abilities are detailed in the universal monster rules, in shared abilities for that creature's type, or even as class abilities or other features detailed in the *Pathfinder RPG Core Rulebook*. Use the ability index on the next page to track down the full rules for monster abilities not detailed in a particular monster's entry.

Note: Entries listed in bold are usually class abilities, and thus the page number listed refers to a page in the *Pathfinder RPG Core Rulebook*. Entries listed in italics are class abilities from the *Advanced Player's Guide*. All other page number references point to pages in the *Pathfinder RPG Bestiary 4*.

Appendix 13: Monster Roles

The following lists categorize all of the monsters in this book into specific roles. These roles indicate the creatures' general strengths and what types of character classes are treated as key classes for each monster.

Combat monsters are good at ranged and melee combat. Spell monsters have an inherent ability to cast magic spells. Skill monsters are particularly adept at ambushing prey, use sneak attacks, or have bard-like powers. Special monsters have no key classes—their focus is on unique tactics and abilities.

Creatures listed as having "Any Role" do not use special rules when advancing via class level—they lack racial Hit Dice, and thus advance in level normally, as detailed in the *Pathfinder RPG Core Rulebook*. All of the PC races listed in that book fit into this category as well.

Creatures listed in the "No Role" category have no key classes—these are generally any creatures that are mindless or have an Intelligence score of 2 or lower. Creatures in this category cannot gain class levels at all, and must advance using other methods. If a creature in this category gains an Intelligence score of 3 or higher, the creature becomes a Combat Role monster.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Note that monster templates are not listed in this appendix—a templated monster's key class is the same as the base creature's key classes.

If you add levels in a key class to a monster, increase its CR by +1 for every level in a key class. For more information on adding class levels to a monster, see pages 296, 297, and 323 of the *Pathfinder RPG Bestiary*.

ANY ROLE

changeling, gathlain, kasatha, kitsune, nagaji, samsaran, trox, wayang, wyrwood, wyvaran

COMBAT ROLE

abaia, Agyra (kaiju), ankou, apocalypse locust, argus, Bezravnis (kaiju), blood hag, bodythief, Bokrug (Great Old One), brethedan, buggane, catrina (psychopomp), Cernunnos (empyreal lord), chaneque, cliff giant, Cthulhu (Great Old One), Dagon (demon lord), drakainia, drowning devil, einherji, erlking, fachen, festering spirit, fomorian titan, formian myrmarch, formian warrior, formian worker, gallowdead, galvo, gholdako, graeae, Grendel, guardian dragon, Hastur (Great Old One), host devil, huldra, hyakume, hypnalis, julunggali, kapre, karkinoi, Korada (empyreal lord), Kostchtchie (demon lord), lava drake, lunar dragon, lunarma, maenad, manitou, mist drake, Mogaru (kaiju), morrigna (psychopomp), mudlord, nemesis devil, ocean giant, oma, Pazuzu (demon lord), peluda, phantom armor, river giant, sacristan (kyton), saguaroi, sayona, seps, shadow drake, shobhad, slag giant, solar dragon, soulbound mannequin, spawn of Yog-Sothoth, spire drake, star-spawn of Cthulhu, swan maiden, taniniver, time dragon, tunche, udaeus, vanth (psychopomp), Vildeis (empyreal lord), void dragon, vortex dragon, vouivre, warsworn, wikkawak, winter hag, xanthos, yamaraj (psychopomp), zomok

Ability Index

Ability	Page
ability damage	290
ability drain	290
all-around vision	290
amazing initiative	290
amorphous	290
amphibious	290
arcane bond	**78**
armor training	**55**
attach	290
bleed	290
blindsense	290
blindsight	290
blood drain	290
blood rage	290
bloodline	**71**
bloodline arcana	**73**
bravery	**55**
breath weapon	290
burn	291
capsize	291
change shape	291
channel resistance	291
compression	291
constrict	291
construct traits	291
curse of lycanthropy	291
damage reduction	291
darkvision	292
demon lord traits	292
disease	292
display of strength	292
distraction	293
domain	**40**
dual initiative	293
empyreal lord traits	293
energy drain	293
evasion	**68**
extend illusion	**81**
fast healing	294
fast movement	**31**
fast swallow	294
favored enemy	**64**
fear	294
ferocity	294
flurry of blows	**57**
formian traits	294
fortification	294
freeze	294
frightful presence	294
gaze	294
grab	295
greensight	295
hide in plain sight	**67**
hold breath	295
immunity	295
improved uncanny dodge	**69**
incorporeal	295
judgment	*38*
keen scent	296
lay on hands	**61**
lifesense	296
light blindness	296
light sensitivity	296
low-light vision	296
lycanthropic empathy	296
maneuver training	**59**
mistsight	296
monster lore	*40*
mystery	*43*
mythic immortality	296
mythic magic	296
mythic power	296
natural attack	296
natural invisibility	297
negative energy affinity	297
no breath	297
oracle's curse	*43*
paralysis	297
plant traits	297
plantbringer	297
poison	297
poisonous blood	297
pounce	298
powerful blows	298
powerful charge	298
pull	298
push	298
quivering palm	**60**
rage	**32**
rake	298
recuperation	298
regeneration	298
rend	298
resistance	298
revelation	*45*
rock catching	298
rock throwing	299
rogue talents	**68**
scent	299
see in darkness	299
smite evil	**60**
smother	299
sneak attack	**68**
sound mimicry	299
spell resistance	299
spell-like abilities	299
spells	300
stench	300
stern gaze	*40*
stunning fist	**59**
summon	300
sunlight powerlessness	300
surge	300
swallow whole	300
telepathy	300
trackless step	**51**
trample	301
trap sense	**69**
trapfinding	**58**
tremorsense	301
undead traits	301
undersized weapons	301
unnatural aura	301
unstoppable	301
vulnerabilities	301
water dependency	301
weapon familiarity	**22**
web	301
whirlwind	301
wild empathy	**50**

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

NO ROLE

almiraj, alpluachra, archaeopteryx (familiar), astral leviathan, bakekujira, barometz, beheaded, bhole, blood golem, boilborn, cephalophore, clockwork dragon, clockwork mage, clockwork steed, coral golem, death dog, dimorphodon (dinosaur), diplodocus (dinosaur), dodo (familiar), dossenus, flea, flesh colossus, fleshdreg, freezing flow, gaki, gashadokuro, ghonhatine (fleshwarp), giant locust, giraffe (herd animal), grothlut (fleshwarp), halsora (fleshwarp), hungry flesh, irnakurse (fleshwarp), iron colossus, jack-o'-lantern, juggernaut, junk golem, leaf ray, living topiary, living wall, locust swarm, myrmecoleon, necrocraft, platypus (familiar), rukh, scorpion, sea cat, seahorse, shard slag, shark, shriezyx, skinstitch, sloth (familiar), spider, stag (herd animal), stone colossus, styracosaurus (dinosaur), tiberolith, tortoise, tuatara (familiar), tyrant jelly, velociraptor (dinosaur), walrus, water strider, wax golem, weasel, weedwhip, wickerman, yaoguai, ypotryll

SKILL ROLE

dark dancer, executioner's hood (lurking ray), formian taskmaster, fossegrim, gearghost, geist, grimple (gremlin), haniver (gremlin), harionago, ijiraq, incutilis, isitoq, jinmenju, lampad, leanan sidhe, lorelei, lurker above (lurking ray), mi-go, mindslaver mold, monaciello (gremlin), nependis, nightgaunt, ningyo, nosoi (psychopomp), nycar, ostiarius (kyton), owb, pard, pickled punk, pipefox, pooka, qallupilluk, rat king, ratling, seaweed siren, selkie, shredskin, shulsaga, snallygaster, soulsliver, Spring-Heeled Jack, svartalfar, tikbalang, tooth fairy, trapper (lurking ray), vouivre, xenopterid

SPECIAL ROLE

aoandon, colour out of space, comozant wyrd, contemplative, dark caller, dorvae, elder thing, elohim, flying polyp, formian queen, hamadryad, immortal ichor, irminsul, oceanid

SPELL ROLE

lampad, lunar dragon, morrigna (psychopomp), rokurokubi, solar dragon, soulbound shell, time dragon, void dragon, vortex dragon

Appendix 14: Advanced Awards

Table 14–1 expands Table 12–2: Experience Point Awards in the *Pathfinder RPG Core Rulebook* up to CR 30.

Table 14-1: High CR Experience Point Awards

		Individual XP		
CR	Total XP	1–3	4–5	6+
26	2,457,600	820,000	614,400	409,600
27	3,276,800	1,092,000	819,200	546,000
28	4,915,200	1,640,000	1,228,800	819,200
29	6,553,600	2,184,000	1,638,400	1,092,000
30	9,830,400	3,280,000	2,457,600	1,638,400

Table 14–2 expands Table 12–5: Treasure Value Per Encounter in the *Core Rulebook* up to CR 30.

Table 14-2: High CR Treasure Per Encounter

	Treasure Per Encounter		
CR	Slow	Medium	Fast
21	55,000 gp	84,000 gp	125,000 gp
22	69,000 gp	104,000 gp	155,000 gp
23	85,000 gp	127,000 gp	190,000 gp
24	102,000 gp	155,000 gp	230,000 gp
25	125,000 gp	185,000 gp	275,000 gp
26	150,000 gp	220,000 gp	330,000 gp
27	175,000 gp	260,000 gp	390,000 gp
28	205,000 gp	305,000 gp	460,000 gp
29	240,000 gp	360,000 gp	540,000 gp
30	280,000 gp	420,000 gp	630,000 gp

Appendix 15: Mythic Creatures

The following lists categorize all of the mythic monsters in this book, alphabetically by mythic rank. A creature's CR is noted in parentheses after its listing. This list includes non-mythic creatures that can use mythic power (even those who can only do so under certain circumstances, such as a demon lord in its realm); all such creatures in this book function as the equivalent of 10th-rank mythic creatures.

MR 1

chaneque (CR 1), udaeus (CR 4)

MR 2

graeae (CR 5)

MR 3

apocalypse locust (CR 6), leanan sidhe (CR 9), myrmecoleon (CR 10), tyrant jelly (CR 9)

MR 6

argus (CR 13), elohim (CR 23), flesh colossus (CR 16)

MR 7

Grendel (CR 19), irminsul (CR 17), stone colossus (CR 19)

MR 8

fomorian titan (CR 22), iron colossus (CR 17), julunggali (CR 21)

MR 10

drakainia (CR 25), guardian dragon (CR 24)

MR 10 (EQUIVALENT)

Bokrug (CR 27), Cernunnos (CR 30), Cthulhu (CR 30), Dagon (CR 28), Hastur (CR 29), Korada (CR 26), Kostchtchie (CR 26), Mogaru (CR 28), Pazuzu (CR 30), Vildeis (CR 28)

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Authors: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary © 2009, Paizo Publishing, LLC; Authors: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stephens, James L. Sutter, and Greg A. Vaughn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Advanced Bestiary © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Death Dog from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

Demon Lord, Kostchtchie from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demon Lord, Pazuzu from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Executioner's Hood from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

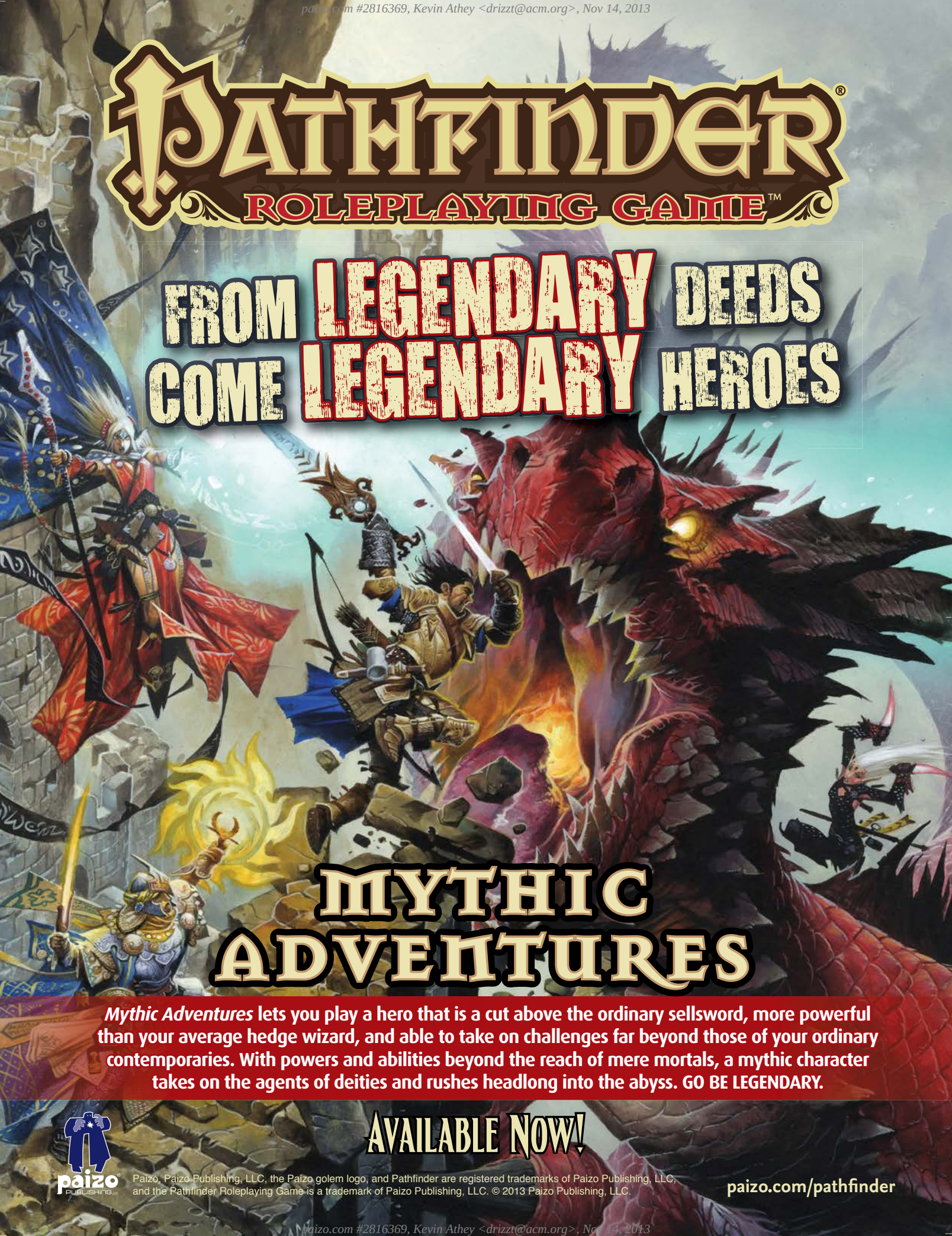
Flumph from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Lurker Above from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Trapper from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013



Mythic Adventures **lets you play a hero that is a cut above the ordinary sellsword, more powerful than your average hedge wizard, and able to take on challenges far beyond those of your ordinary contemporaries. With powers and abilities beyond the reach of mere mortals, a mythic character takes on the agents of deities and rushes headlong into the abyss. GO BE LEGENDARY.**

Available Now!

Paizo, Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2013 Paizo Publishing, LLC.

paizo.com/pathfinder

paizo.com #2816369, Kevin Athey <drizzt@acm.org>, Nov 14, 2013

Untold Horrors

Confront the creatures that go bump in the night! *Bestiary 4* presents hundreds of new monsters for use in the Pathfinder Roleplaying Game. Within this tome of terrors you'll find pitiless psychopomps and blood-drinking nosferatu, insectile formians and faceless nightgaunts, and even unique mythological horrors like Spring-Heeled Jack and Grendel himself. Yet not every creature need be an enemy, as mighty empyreal lords, primeval outer dragons, and valorous swan maidens enlist you in their epic battles!

Pathfinder RPG Bestiary 4 is the fourth indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary*. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium.



Pathfinder RPG Bestiary 4 includes:

- More than 300 different monsters
- Creatures from classic horror literature and monster films, including the colour out of space, elder things, and kaiju
- New player-friendly races like changelings, kitsune, and nagaji
- Entities of mythic might, from despotic demon lords and alien elohim to terrifying Great Old Ones—including Cthulhu!
- New creatures you can construct, like clockworks and juggernauts
- New familiars, animal companions, and other allies
- New templates to help you get more life out of classic monsters
- Appendices to help you find the right monster, including lists by Challenge Rating, monster type, and habitat
- Expanded universal monster rules to simplify combat
- Challenges for every adventure and every level of play
- AND MUCH, MUCH MORE!

paizo PUBLISHING

Pathfinder® Roleplaying Game™

3.5 • OGL COMPATIBLE

paizo.com/pathfinder

ISBN 978-1-60125-575-4

US $39.99

53999>

9 781601 255754

Printed in China. PZO1127