

# 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*<sup>APG</sup>, *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

# ALMIRAJ

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

ALMIRAJ	CR 1			
<b>XP 400</b>				
N Small magical beast				
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., low-light vision, scent; Perception +4				
DEFENSE				
<b>AC</b> 13, touch 13, flat-footed 11 (+2 Dex, +1 size)				
<b>hp</b> 13 (2d10+2)				
<b>Fort</b> +4, <b>Ref</b> +5, <b>Will</b> +0; -2 vs. witch hexes				
OFFENSE				
<b>Speed</b> 30 ft., burrow 10 ft.				
<b>Melee</b> +1 gore +6 (2d4-1)				
<b>Special Attacks</b> magic horn				
STATISTICS				
<b>Str</b> 6, <b>Dex</b> 15, <b>Con</b> 12, <b>Int</b> 5, <b>Wis</b> 11, <b>Cha</b> 6				
<b>Base Atk</b> +2; <b>CMB</b> -1; <b>CMD</b> 11 (15 vs. trip)				
<b>Feats</b> Weapon Finesse				
<b>Skills</b> Acrobatics +6 (+14 when jumping), Perception +4, Stealth +14; <b>Racial Modifiers</b> +8 Acrobatics when jumping, +4 Perception, +4 Stealth				
<b>Languages</b> Sylvan (can't speak)				
<b>SQ</b> hex-prone				

## 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.




Illustration by Mattias Fahlberg





# ALPLUACHRA

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

<b>ALPLUACHRA</b>	<b>CR 1/2</b>			
<b>XP 200</b>				
<b>CN</b> Diminutive fey (aquatic)				
<b>Init</b> +1; <b>Senses</b> low-light vision; Perception +4				
<b>DEFENSE</b>				
<b>AC</b> 15, touch 15, flat-footed 14 (+1 Dex, +4 size)				
<b>hp</b> 5 (1d6+2)				
<b>Fort</b> +2, <b>Ref</b> +3, <b>Will</b> +2				
<b>Defensive Abilities</b> numbing slime				
<b>Weaknesses</b> vulnerable to salt				
<b>OFFENSE</b>				
<b>Speed</b> 10 ft., swim 10 ft.				
<b>Melee</b> bite +1 (1d2–3)				
<b>Special Attacks</b> implant				
<b>Space</b> 1 ft.; <b>Reach</b> 0 ft.				
<b>STATISTICS</b>				
<b>Str</b> 4, <b>Dex</b> 13, <b>Con</b> 14, <b>Int</b> 4, <b>Wis</b> 11, <b>Cha</b> 11				
<b>Base Atk</b> +0; <b>CMB</b> –3; <b>CMD</b> 4 (8 vs. trip)				
<b>Feats</b> Skill Focus (Stealth)				
<b>Skills</b> Escape Artist +5, Perception +4, Stealth +20, Swim +5				
<b>Languages</b> Aklo				
<b>SQ</b> amphibious				
<b>ECOLOGY</b>				
<b>Environment</b> temperate forests or fresh water				
<b>Organization</b> solitary				
<b>Treasure</b> none				
<b>SPECIAL ABILITIES</b>				
<b>Implant (Ex)</b> 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 ( <i>Pathfinder RPG Core Rulebook</i> 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 <i>remove disease</i> 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.

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.

# 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.

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.

Illustration by Damien Mammoliti



# 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*<sup>APG</sup> (DC 21)

1/day—*mass pain strike*<sup>APG</sup> (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

# 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<sup>SM</sup>, Weapon Focus<sup>SM</sup> (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.

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.



Illustration by Mark Molnar



# APOCALYPSE LOCUST-ARGUS

## 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<sup>M</sup>; **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—quicken *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<sup>M</sup>, Combat Reflexes<sup>M</sup>, Improved Initiative<sup>M</sup>, 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.

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.



Illustration by Filip Burburan





# ASTRAL LEVIATHAN

*Above this brobdingnagian, whalelike creature's cavernous maw off 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

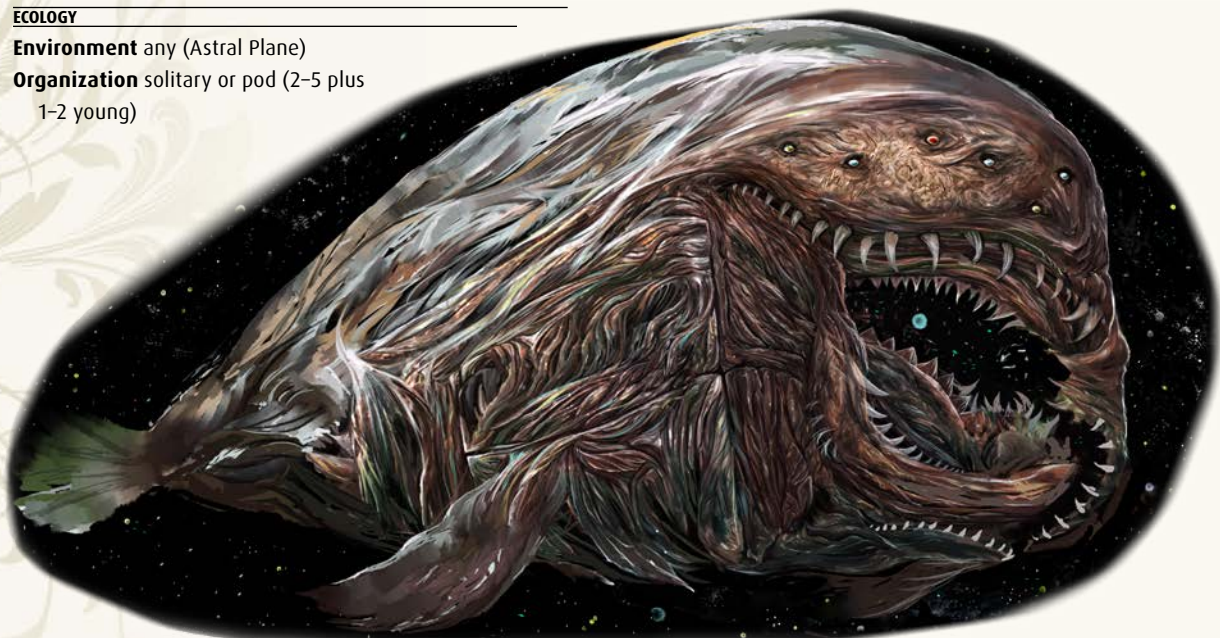
### SPECIAL ABILITIES

**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.





# BAKEKUJIRA

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

<b>BAKEKUJIRA</b>	<b>CR 17</b>	  
<b>XP 102,400</b>		
NE Colossal undead (aquatic)		
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; <b>Perception</b> +20		
<b>Aura</b> undead parasites (30 ft., DC 28)		
<b>DEFENSE</b>		
<b>AC</b> 32, touch 2, flat-footed 32 (+30 natural, -8 size)		
<b>hp</b> 262 (25d8+150)		
<b>Fort</b> +14, <b>Ref</b> +10, <b>Will</b> +14		
<b>Defensive Abilities</b> channel resistance +4; <b>DR</b> 15/bludgeoning;		
<b>Immune</b> undead traits		
<b>OFFENSE</b>		
<b>Speed</b> 15 ft., swim 60 ft.		
<b>Melee</b> bite +27 (6d6+16/19-20), tail slap +21 (4d6+8)		
<b>Space</b> 30 ft.; <b>Reach</b> 30 ft.		
<b>Special Attacks</b> capsize, leviathan's call, resonant song, smashing breach		
<b>STATISTICS</b>		
<b>Str</b> 42, <b>Dex</b> 10, <b>Con</b> —, <b>Int</b> 2, <b>Wis</b> 11, <b>Cha</b> 23		
<b>Base Atk</b> +18; <b>CMB</b> +42 (+46 bull rush); <b>CMD</b> 52 (54 vs. bull rush, can't be tripped)		
<b>Feats</b> 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)		
<b>Skills</b> Intimidate +16, Perception +20, Swim +28		
<b>ECOLOGY</b>		
<b>Environment</b> any oceans		
<b>Organization</b> solitary		
<b>Treasure</b> none		
<b>SPECIAL ABILITIES</b>		
<b>Leviathan's Call (Su)</b> 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.

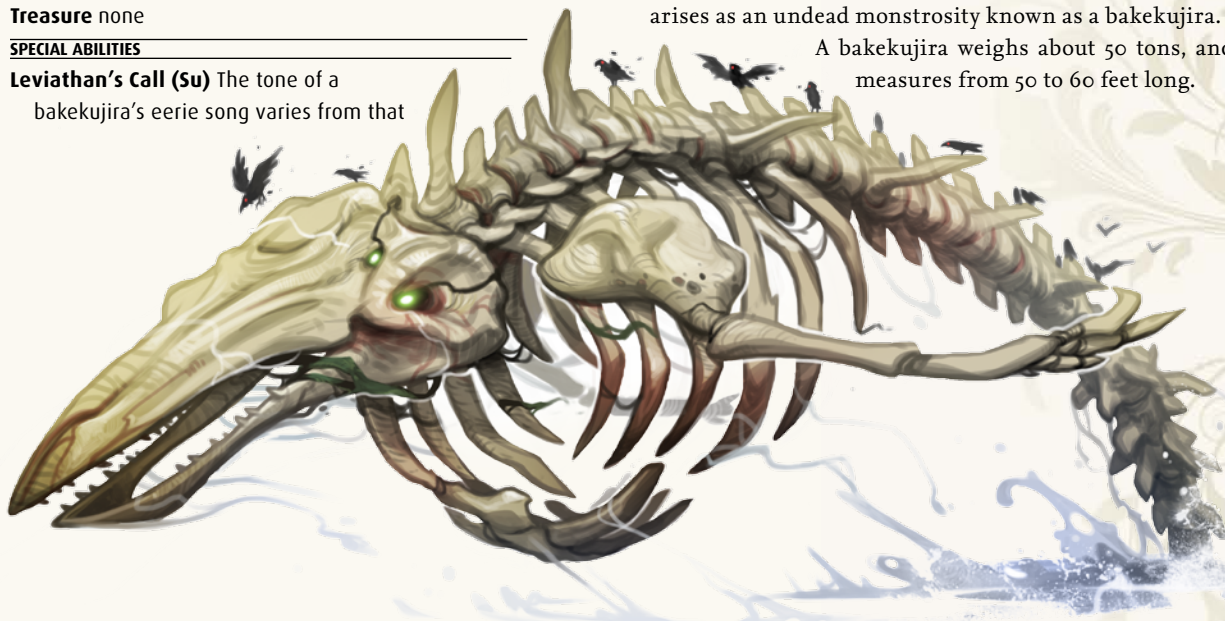


Illustration by Andrew Hou

# 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)



Illustration by Mattias Fahlberg

**Skills** Perception +27

### ECOLOGY

**Environment** any forests

**Organization** solitary or serving druid masters

**Treasure** none

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



# 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



# 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.

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.





## 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 *undetected alignment* spell.

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.

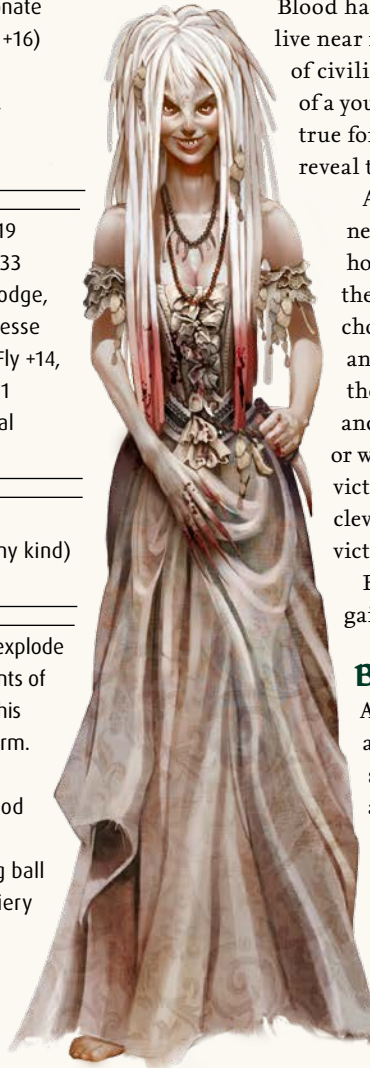


Illustration by Diana Martinez

# 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





#### 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/x2)

**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

# 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.





# 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).

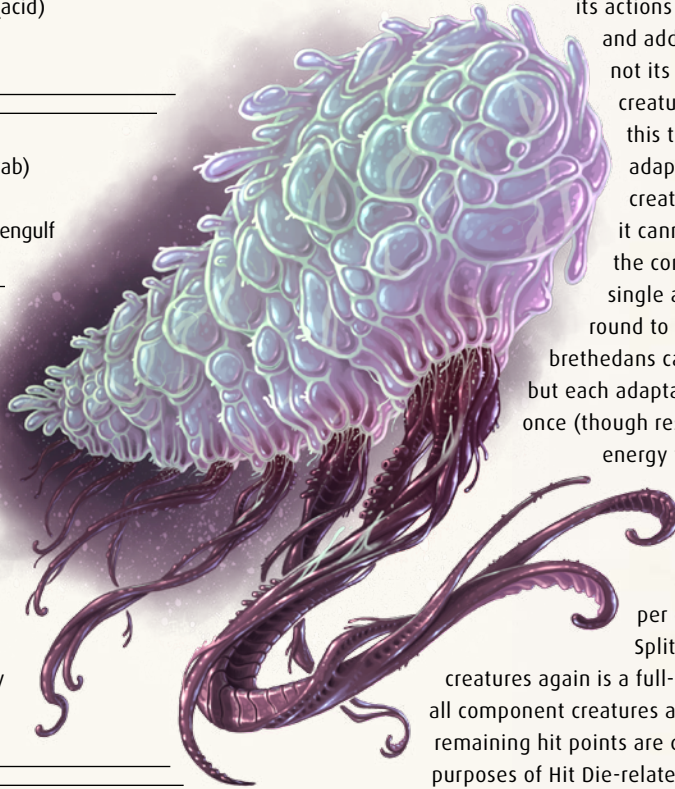
- It gains a +4 natural armor bonus to AC.
- Its reach increases to 20 feet.

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.



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.

Illustration by Jean-Baptiste Reynaud



# 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), *spek with animals*, *spek with plants*

**Bard Spells Known** (CL 7th; concentration +2)

3rd (2/day)—*crushing despair* (DC 18), *terrible remorse*<sup>um</sup> (DC 18)

2nd (4/day)—*blindness/deafness* (DC 17), *piercing shriek*<sup>um</sup> (DC 17), *rage*, *suggestion* (DC 17)

1st (6/day)—*cause fear* (DC 16), *charm person* (DC 16), *ear-piercing scream*<sup>um</sup> (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<sup>B</sup>, Endurance<sup>B</sup>, Great

Fortitude<sup>B</sup>, Hover, Iron Will, Lightning Reflexes, Toughness<sup>B</sup>

**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.



**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



# 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

## 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.



Illustration by Filip Burburan



# 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.

## 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

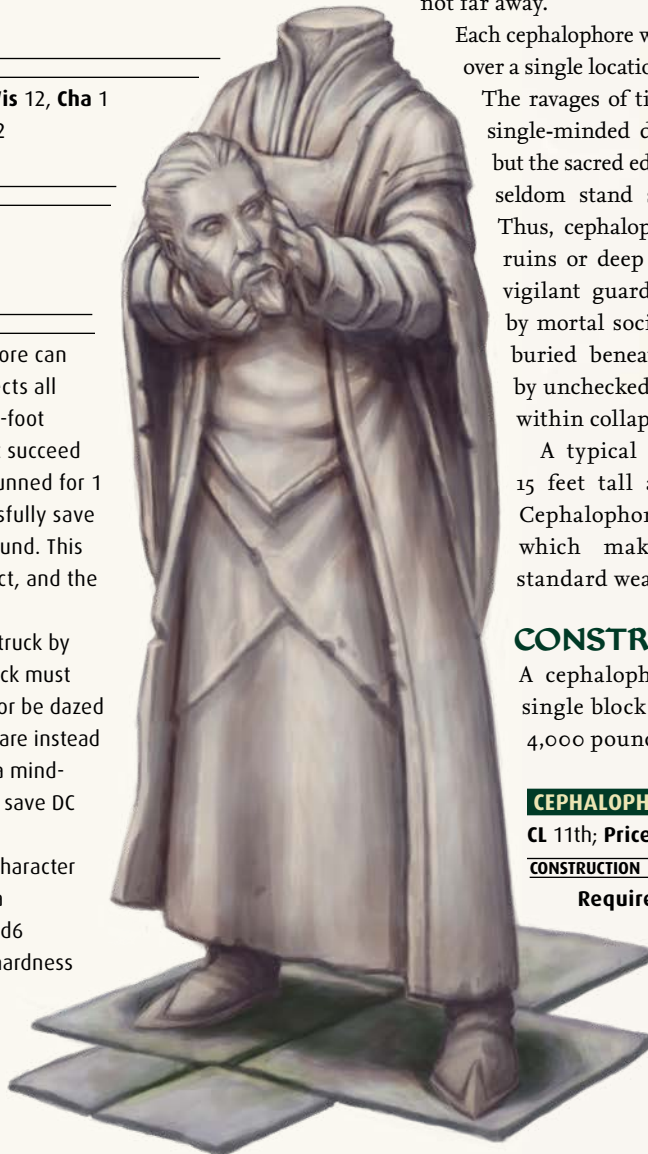


Illustration by Dave Allsop



# 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<sup>SM</sup>

**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.

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.

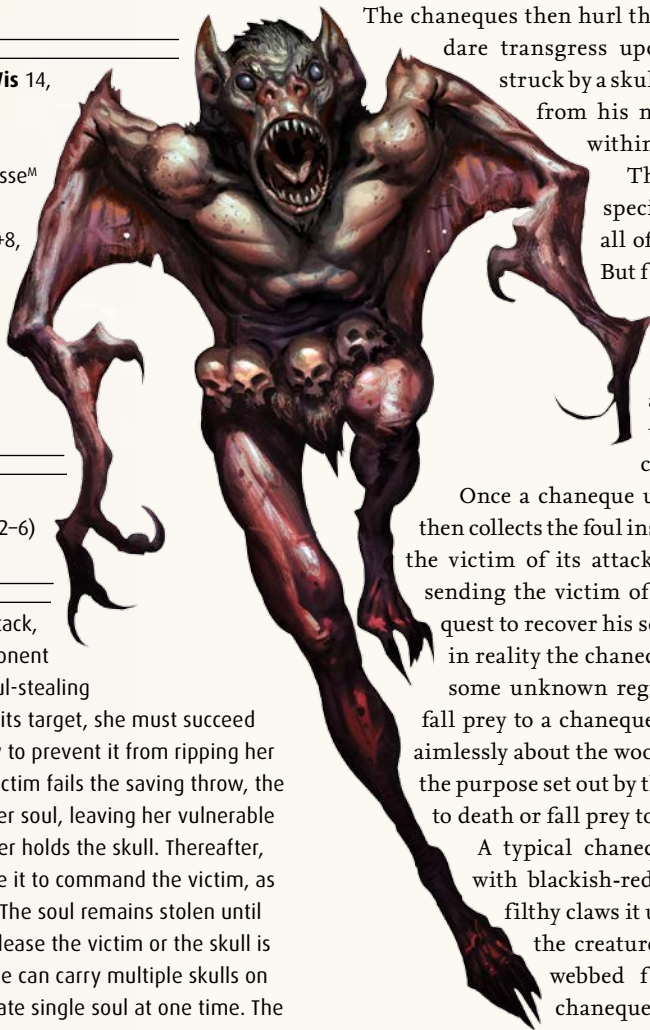
Chaneques are ambush predators, preferring to stalk their prey to study its habits before attacking. Despite being a clumsy flyer, the batlike chaneque maneuvers well in the forest canopy, leaping about and using its winglike skin folds to glide from tree to tree, just waiting for an opportune moment 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.





# 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<sup>APG</sup> 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)

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.



Illustration by Jean-Baptiste Reynaud



# 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<sup>®</sup>, Lightning Reflexes<sup>®</sup>

**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.



**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 adamantite 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



# 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

## STATISTICS

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

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

**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>

**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*<sup>APG</sup> (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*<sup>APG</sup>; 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 want 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

Illustration by Damien Mammoliti





## CLOCKWORK STEED

*Gleaming gears whirl 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<sup>B</sup>, Lightning Reflexes<sup>B</sup>

**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 lance 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)

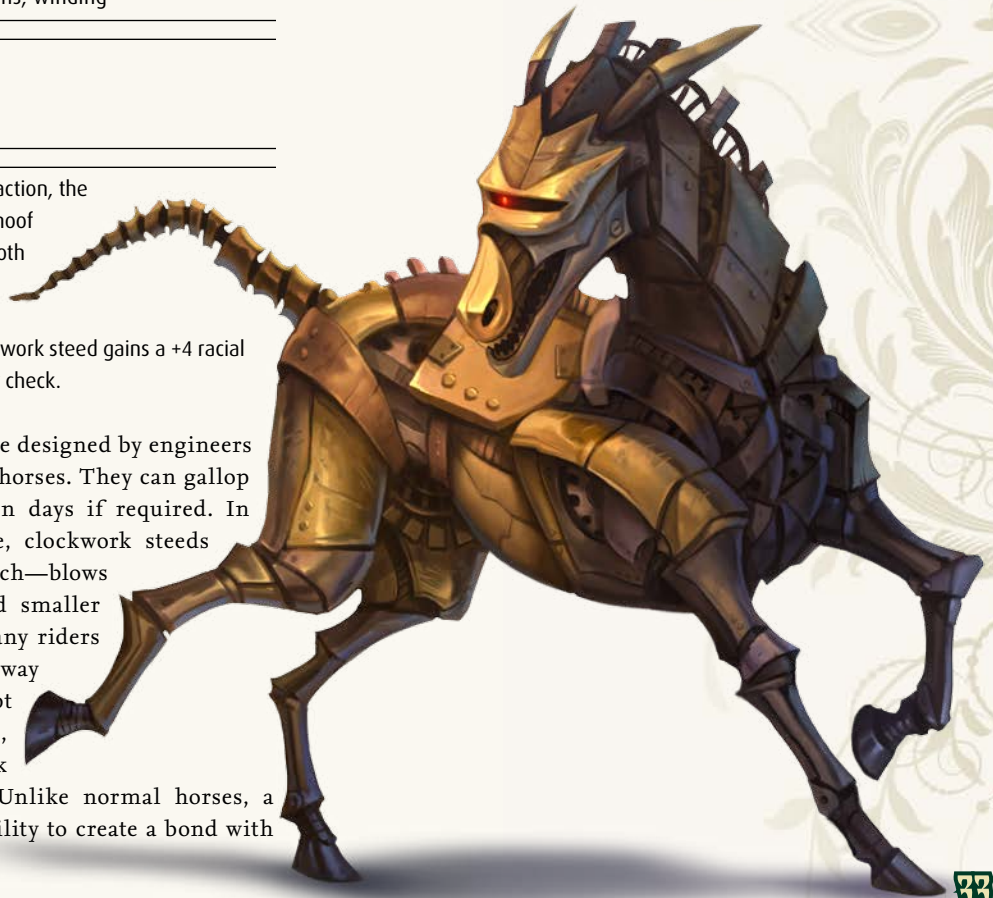


Illustration by Damien Mammoliti

