

COLOSSUS

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

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

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

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

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

At worst, such a creation can fail catastrophically, with results that are unpredictable, but invariably expensive and dangerous.

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

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

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

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

COLOSSUS, FLESH

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

FLESH COLOSSUS

CR 16/MR 6



XP 76,800

N Gargantuan construct (colossus, mythic)

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

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

DEFENSE

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

hp 224 (16d10+136)

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

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

OFFENSE

Speed 60 ft.

Melee 2 slams +28 (2d12+16/19-20/x3 plus grab) or stomp +28 (4d12+24 plus pinning stomp)

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

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

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

3/day—*waves of fatigue*

1/day—*circle of death* (DC 17)

STATISTICS

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

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

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

Skills Intimidate +9, Perception +8

Languages Common

SQ alternate form, mythic creation, mythic resilience

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

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

action. When this occurs, add up the remaining hit points to determine the colossus's total hit points.

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

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

CONSTRUCTION

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

FLESH COLOSSUS

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

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter 6th mythic tier, *animate dead*, *antimagic field*, *gentle repose*, *limited wish*;

Skill Heal DC 25; **Cost** 70,000 gp



Illustration by Damien Mammoliti



COLOSSUS, IRON

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

IRON COLOSSUS

CR 21/MR 8



XP 409,600

N Colossal construct (colossus, mythic)

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

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

DEFENSE

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

hp 309 (23d10+183)

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

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

OFFENSE

Speed 50 ft.

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

Ranged 2 heavy ballistae +14 (4d8/17-20/x3)

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

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

quicken, pinning stomp

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

3/day—wall of fire (DC 16)

1/day—delayed blast fireball (DC 19)

STATISTICS

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

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

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

Skills Intimidate +14, Perception +11

Languages Common

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

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

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

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

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

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

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

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

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

CONSTRUCTION

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

IRON COLOSSUS

CL 17th; Price 500,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter, mythic tier or rank 8, antimagic field, cloudkill, meteor swarm, rusting grasp, wall of iron, wish;

Skill Craft (blacksmithing) DC 30; **Cost** 300,000 gp



COLOSSUS, STONE

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

STONE COLOSSUS

CR 19/MR 7



XP 204,800

N Colossal construct (colossus, mythic)

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

Aura selective antimagic aura (30 ft.)

DEFENSE

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

hp 265 (21d10+150)

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

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

OFFENSE

Speed 40 ft.

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

Ranged light ballista +13 (3d8/x3)

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

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

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

3/day—*wall of stone* (DC 16)

1/day—*repulsion* (DC 17)

STATISTICS

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

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

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

Skills Intimidate +11, Perception +11

Languages Common

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

ECOLOGY

Environment any land

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

Treasure none

SPECIAL ABILITIES

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

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

Selective Antimagic Aura (Su) Spells with the earth or force
descriptor or that transmute or manipulate earth or

stone are unaffected by this field.

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

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

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

CONSTRUCTION

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

STONE COLOSSUS

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

CONSTRUCTION

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



Illustration by Damien Mammoliti

COLOUR OUT OF SPACE

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

COLOUR OUT OF SPACE

CR 10



XP 9,600

CN Huge ooze (incorporeal)

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

Aura lassitude (300 ft., DC 22)

DEFENSE

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

hp 126 (12d8+72)

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

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

SR 21

Weaknesses susceptible to force effects

OFFENSE

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

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

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

Special Attacks feed

STATISTICS

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

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

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

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

Languages Aklo (can't speak)

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

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

ability from other colours. This is a mind-affecting effect. The save DC is Charisma-based.

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

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

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

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

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

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

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

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

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

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

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

COLOUR-BLIGHTED SIMPLE TEMPLATE (CR +6)

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

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



Illustration by Scott Purdy



COMOZANT WYRD

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

COMOZANT WYRD

CR 4



XP 1,200

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

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

DEFENSE

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

hp 27 (5d10)

Fort +1, Ref +9, Will +7

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

OFFENSE

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

Ranged lightning lash +8 (2d8 electricity damage)

Special Attacks lightning lash

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

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

STATISTICS

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

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

Feats Alertness, Improved Initiative, Lightning Reflexes

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

Languages Auran

SQ illuminating flames

ECOLOGY

Environment any oceans (during storms)

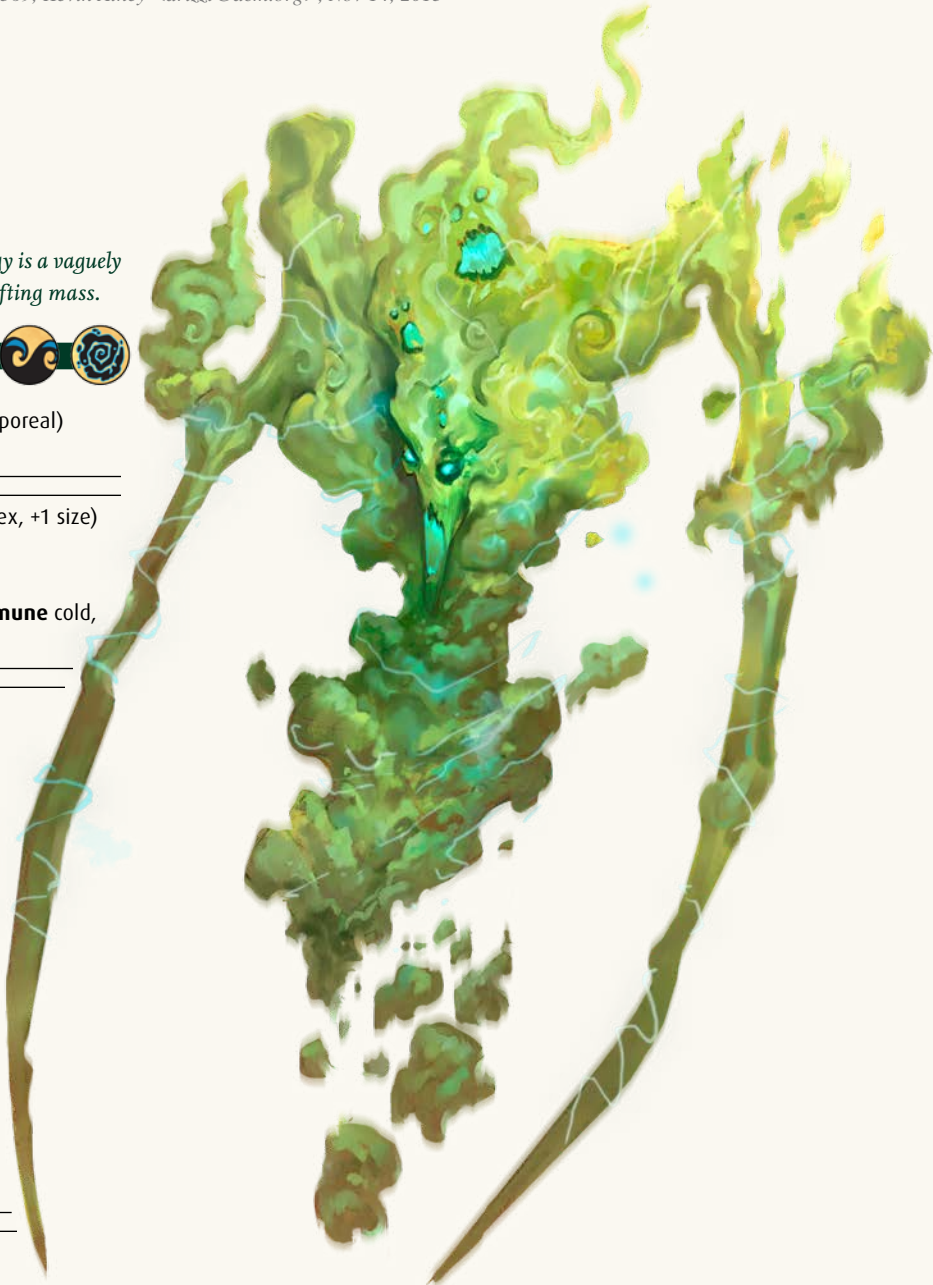
Organization solitary

Treasure none

SPECIAL ABILITIES

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

Lightning Lash (Su) As a standard action that doesn't provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of



effect, dealing 2d8 electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned for 1 round (Fortitude DC 16 negates) and the flames are dispelled. The save DC is Charisma-based.

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

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

CONTEMPLATIVE

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

CONTEMPLATIVE

CR 2



XP 600

N Medium monstrous humanoid

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

DEFENSE

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

hp 18 (4d10-4)

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

Immune mind-affecting effects

OFFENSE

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

Melee 2 claws +2 (1d4-2)

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

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

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

1/day—*telekinesis* (DC 20)

STATISTICS

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

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

Feats Combat Casting, Dodge

Skills Bluff +9, Diplomacy +9, Fly +9, Handle Animal +9,

Knowledge (arcana, history, planes) +11, Linguistics +11,

Perception +10, Sense Motive +7, Spellcraft +11, Use Magic

Device +9

Languages telepathy 100 ft.; *tongues*

ECOLOGY

Environment any urban

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

Treasure standard

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

Today, a contemplative's massive brain makes up roughly 80 percent of its body weight. Below the

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

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

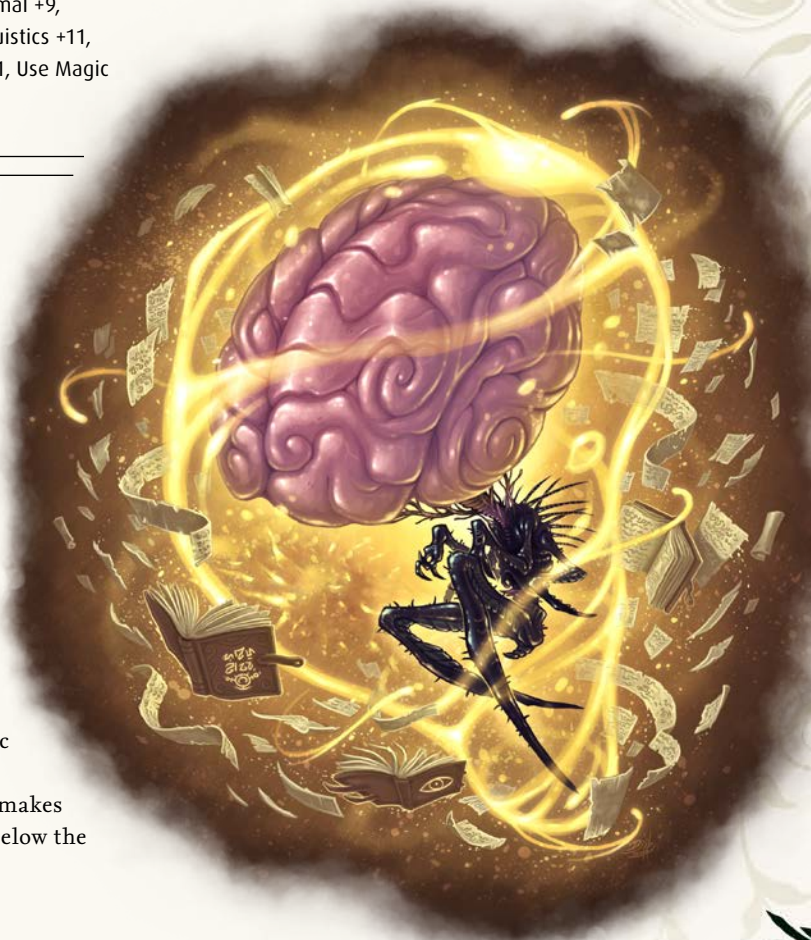


Illustration by Jean-Baptiste Reynaud

DARK CALLER

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

DARK CALLER

CR 5



XP 1,600

CE Medium humanoid (dark folk)

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

DEFENSE

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

hp 52 (8d8+16)

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

Weaknesses light blindness

OFFENSE

Speed 30 ft.

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

Special Attacks death throes, sneak attack +2d6

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

Constant—*detect magic*

At will—*bleed* (DC 14)

3/day—*deeper darkness*, *shadow step*^{UM}

1/day—*shadow conjuration* (DC 18)

STATISTICS

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

Cha 18

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

Feats Augment Summoning,

Dodge, Spell Focus (conjunction),

Weapon Finesse

Skills Climb +6, Intimidate +5,

Knowledge (arcana) +9,

Knowledge (planes) +9, Perception +8,

Stealth +10, Use Magic Device +5; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow ritual

ECOLOGY

Environment any underground

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

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

SPECIAL ABILITIES

Death Throes (Su) When a dark caller is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for

1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature's Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

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

Dark callers hold a position in dark folk society similar to that of lay priests. Dark callers are named for their role in summoning otherworldly creatures called owbs (see page 210) to oversee important rites in their shadowed communities deep underground. Dark callers perform rituals that bring these creatures forth to preside over all manner of ceremonies the dark folk perform, but the most important is the blanching. When dark folk are born, they are exposed to the sinister touch of the owb's curse of darkness

ability, which saps all color and light from the infant dark folk. It's during this ritual that the infant's potential is judged. From that moment on, the youngling grows into one of the various types of dark folk.

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

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

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



DARK DANCER

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

DARK DANCER

CR 1



XP 400

CN Small humanoid (dark folk)

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

DEFENSE

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

hp 13 (2d8+4)

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

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee club +2 (1d4) or

dagger +6 (1d3/19–20 plus poison)

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

STATISTICS

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

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

Feats Weapon Finesse

Skills Climb +4, Perception +4,

Perform (dance) +2, Sleight of Hand +5,

Stealth +12; **Racial Modifiers** +4 Climb,

+4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use

ECOLOGY

Environment any underground

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

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

SPECIAL ABILITIES

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

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

This curse is permanent, but the victim of this curse can attempt a new saving throw each day.

Death Throes (Su) When a dark dancer is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must succeed at a DC 13 Fortitude save or be dazzled for

1d6 rounds. Other dark folk within 20 feet must succeed at a DC 13 Will save or be shaken for 1 round. The save DC is Constitution-based.

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

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

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



Illustration by Jim Nelson

DEATH DOG

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

DEATH DOG

CR 2



XP 600

NE Large magical beast

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

DEFENSE

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

hp 22 (3d10+6)

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

OFFENSE

Speed 30 ft.

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

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

Special Attacks disease

STATISTICS

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

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

Feats Toughness, Weapon Finesse

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

Languages Goblin (can't speak)

ECOLOGY

Environment warm deserts

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

Treasure incidental

SPECIAL ABILITIES

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

Death dogs are disease-ridden nocturnal pack hunters. Said to be the risen corpses of dogs or hyenas animated

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

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

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

DEATH WORG

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

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



DEMON LORD

The mightiest of all demons are the demon lords of the Abyss, influential entities of chaos and evil and powerful demigods who each rule vast realms of horror and vice. Each demon lord is a unique creature, a paragon of sin that exists only to further its own desires. The genesis of demon lords varies. The majority of them rise from lesser demons who have transformed into powerful entities (this was how Pazuzu became a demon lord). In rare cases, a demon lord transitions directly from being a powerful, sinful mortal into the role of demon lord (as is the case with Kostchtchie), or from a qliphoth into a demon lord as a result of unknowable influences in the Abyss (as is the case with Dagon).

When a demon gathers enough power, whether by gaining class levels, advancing in Hit Dice, gaining many mythic tiers or ranks, undertaking a vile ritual, or simply amassing a sufficiently large and devoted following, it becomes what is known as a nascent demon lord. It may remain a nascent lord indefinitely, but usually seeks to complete its transformation into a full-fledged demon lord. In order to do so, the nascent lord must build a cult among mortals, but more importantly it must claim and control a large enough Abyssal realm that the plane itself takes notice and elevates the nascent lord to the power level of a demon lord. In a few cases, demon lords have been known to ascend to the status of full deities. While there are likely thousands of nascent demon lords in existence at any one time in the Abyss, the number of full-fledged demon lords is more limited—known examples of demon lords number in the dozens.

The phrase “demon lord” is gender neutral—there are male, female, and genderless demon lords, as well as demon lords with multiple genders.

A demon lord may be contacted via *commune*, and can be conjured via a *gate* spell, but when so called, a demon lord is under no compulsion to come through the *gate*. Typically, a demon lord requires an enormous and significant offering or sacrifice before it deigns to answer a *gate* spell.

ABYSSAL REALMS

Demon lords’ realms range in size, but even the smallest are as large as a continent, and the greatest are larger than some planets. The realms’ environments, themes, and traits are as unique as the demon lords themselves, presenting unusual challenges and dangers to creatures trying to explore them. Yet despite the close connection a demon lord has to its realm, it does not exert total control over the realm, and powerful adventurers can infiltrate such realms and accomplish goals without arousing the lord’s anger—if they’re careful.

A demon lord gains the following additional powers while in its realm (the statistics presented on the following pages do not include these abilities):

- **Mythic:** A demon lord functions as a 10th mythic rank creature, including the mythic power ability (10/day, surge +1d12). It may expend uses of mythic power to use the mythic versions of any spell-like ability denoted with an asterisk (*) just as if the ability were a mythic spell.
- Use of the following spell-like abilities at will—*demand*, *discern location*, *fabricate*, *major creation*, and *polymorph any object* (when used on objects or creatures that are native to the realm, the polymorph duration factor increases by 6).
- Use of the following spell-like abilities once per day—*binding*, *miracle* (limited to physical effects that manipulate the realm or to effects that are relevant to the demon lord’s areas of concern)
- **Heightened Awareness (Ex):** A demon lord gains a +10 insight bonus on Perception checks and Initiative checks.

DEMON LORDS IN A CAMPAIGN

Each demon lord is a unique creature ranging in power from CR 26 to CR 30. Demon lords are generally beyond the reach of most mortal heroes, and should not be placed in an adventure without careful consideration. In most cases, they are best used as the final enemies of long campaigns—especially campaigns in which the PCs themselves are mythic characters—and even getting an audience with one should be a memorable event.

Yet even if demon lords are far outside the abilities of most heroes to combat directly, they can still be used as foes in campaigns of all levels, inspiring or directing monsters, mortals, and entire cults. Opposing and defeating a cult is a time-honored plotline for a campaign, and a climactic encounter where the PCs must close a portal before the cult’s demon lord manifests in the flesh can make an exciting capstone to a long-running campaign, especially if the demon lord in question appears for a round or 2 to fight the PCs before the closing of the portal forces it back to the Abyss. Alternatively, rather than having the PCs face the demon lord at full power, you can build a campaign where the PCs systematically undermine and destroy a demon lord’s resources, imposing increasing penalties on it and gathering potent weapons so that when the time comes for the final confrontation, the PCs are powerful and the demon lord is weakened to a state below its normal CR. An easy way to model weakening a demon in this manner is to assign negative levels to the demon—normally, a demon lord is immune to level drain, but in this case, the reduction of its resources and sources of power can bypass that immunity for a time... at least, until the demon lord can rebuild and recover.

DEMON LORD, DAGON

This demon's body is a nightmare of writhing tentacles and slippery coils below the leering maw of a deep sea predator.

DAGON

CR 28



XP 4,915,200

CE Huge outsider (chaotic, demon, evil, extraplanar, water)

Init +11; Senses darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +55

Aura frightful presence (120 ft., DC 36), *unholy aura* (DC 28)

DEFENSE

AC 46, touch 31, flat-footed 39 (+4 deflection, +7 Dex, +15 natural, +12 profane, -2 size)

hp 676 (33d10+495); regeneration 30 (deific or mythic)

Fort +37, **Ref** +24, **Will** +33

Defensive Abilities Abyssal resurrection, *freedom of movement*; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, cold, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, fire 30; **SR** 39

OFFENSE

Speed 40 ft., swim 120 ft.

Melee bite +48 (6d6+17/19-20 plus grab), 4 tentacles +43 (2d6+8/19-20 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Special Attacks breath weapon, command aquatic creature, constrict (2d6+25), fast swallow, poison, swallow whole (transformation, AC 17, 67 hp)

Spell-Like Abilities (CL 28th; concentration +38)

Constant—*detect good*, *detect law*, *freedom of movement*, *speaking with animals* (aquatic animals only), *true seeing*, *unholy aura* (DC 28)

At will—*astral projection*, *blasphemy** (DC 27), *control water*, *control weather**, *desecrate**, *greater dispel magic*, *greater teleport*, *shapechange*, *telekinesis** (DC 25), *unhallow*, *unholy blight** (DC 24)

3/day—quicken *greater dispel magic*, *insanity* (DC 27), summon demons, *symbol of insanity* (DC 28), *vortex*^{APG} (DC 27)

1/day—*storm of vengeance** (DC 29), *time stop**, *tsunami*^{APG} (DC 29)

* Dagon can use the mythic version of this ability in his realm.

STATISTICS

Str 44, **Dex** 25, **Con** 40, **Int** 29, **Wis** 32, **Cha** 31

Base Atk +33; **CMB** +52 (+56 bull rush, +54 disarm, +56 grapple, +54 trip); **CMD** 87 (89 vs. bull rush, 89 vs. disarm, can't be tripped)

Feats Awesome Blow, Bleeding Critical, Combat Expertise, Combat Reflexes, Craft Wondrous Item, Critical Focus, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Improved Critical (tentacle), Improved Initiative, Improved Trip, Improved Vital Strike, Lightning Reflexes,

Power Attack, Quicken Spell-Like Ability (*greater dispel magic*), Vital Strike

Skills Acrobatics +40 (+44 when jumping), Bluff +46, Intimidate +46, Knowledge (arcana) +45, Knowledge (geography) +42, Knowledge (history) +42, Knowledge (nature) +45, Knowledge (planes) +45, Knowledge (religion) +42, Perception +55, Sense Motive +47, Spellcraft +45, Stealth +35, Swim +61, Use Magic Device +43; **Racial**

Modifiers +8 Perception

Languages Abyssal, Aquan, Celestial, Common, Draconic; *speaking with animals* (aquatic animals only), telepathy 300 ft.

SQ compression, demon lord traits

ECOLOGY

Environment any oceans (Abyss)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, Dagon can exhale a 60-foot cone of inky blackness. Underwater, this cone manifests as black ink, while above water it manifests as a thick cloud. Creatures in the area have their vision obscured as if they were in complete darkness. Darkvision does not allow someone to see through the ink or smoke, but *true seeing* does. The ink or smoke persists for 1d4 rounds, but dissipates in 1 round in areas with aquatic currents or winds. Any creature in the breath weapon's area is exposed to the breath weapon's poison (see below) and must succeed at a DC 41 Will save or gain 2 negative levels as its memories and knowledge leach away (this is a mind-affecting effect). Any creature that enters the ink or cloud, or ends its turn inside it, must succeed at another Will save (at a +4 bonus) to avoid further level loss and poisoning. The save DC is Constitution-based.

Command Aquatic Creature (Su) Dagon can command aquatic creatures to do his bidding as a move action, either via using his ability to *speaking with animals* or via telepathy. This affects all aberrations, animals, magical beasts, oozes, and vermin within 300 feet that have the aquatic subtype (Will DC 36 negates). This functions like *mass suggestion*, but can affect mindless creatures. Dagon can suggest obviously harmful or suicidal acts (though non-mindless creatures gain a +10 bonus on their saving throws against these suggestions). The commanded course of activity can have a duration of up to 1 hour. If Dagon issues a new command to a creature, the previous command is discarded. Once a creature succeeds at its save against this effect, it is immune to further commands from Dagon for 24 hours. The save DC is Charisma-based.

Poison (Ex) Breath weapon—contact; *save* Fort DC 41; *frequency* 1/round for 6 rounds; *effect* 1d6 Con drain and confused for 1 round; *cure* 3 consecutive saves.

Transformation (Su) A creature swallowed by Dagon is assaulted by demonic enzymes, rasping talons, sucking

tendrils, and vile gases. At the start of the swallowed creature's turn, it must succeed at a DC 41 Fortitude save or be nauseated, and must succeed at a DC 36 Will save or take 1d6 points of Dexterity and Charisma drain. Once the creature's Dexterity and Charisma are drained to 0, the creature transforms into a horrifically deformed version of itself that Dagon can then disgorge into any adjacent square as a swift action. The transformed creature gains the half-fiend template, its Dexterity and Charisma return to their normal values, and it is under Dagon's control (as *dominate monster*, caster level 28th). The transformation can be reversed by casting *break enchantment* and *atonement* on the victim during the first 24 hours (after that, it can be reversed only via *miracle* or *wish*). The Fortitude save DC is Constitution-based, and the Will save DC is Charisma-based.

Dagon is the demon lord of deformity, the sea, and sea monsters. He rules an Abyssal realm that consists of an immense ocean dotted above with strange and horrible islands and marked below with countless deep sea trenches and sunken cities. Dagon is 35 feet long, with the lower body of an eel, a horrific visage that evokes images of deep sea predators, and four long tentacles in place of arms.

Dagon almost always uses Power Attack in combat, taking a -9 penalty on all attack rolls but gaining a +18 bonus on damage rolls. He is never encountered without a large number of aquatic demons or monsters at his side that he uses as pawns in battles, often simply commanding them to attack foes while he hangs back in the shadows and observes the fight with his cold eyes. Immense sharks, hezrous, carnivorous whales, krakens, and shoggoths are the demon lord's favored minions.

Dagon began life not as a demon lord but as a powerful qliploth—the reasons for his transformation into a demon lord are not understood by mortal scholars, but there is certainly no love lost between Dagon and the qliploth race.

DAGON'S CULT

Dagon is worshiped primarily by boggards, heretical sahuagin and skum, marsh giants, and desperate or insane coastal dwellers. Most of his worshipers are grotesquely deformed or engage in various abhorrent practices of interbreeding with strange ichthyic or aquatic creatures that dwell nearby. His holy places are often decaying seaside churches, lighthouses, sea caves, or darkly beautiful underwater cathedrals. Often his worshipers also venerate various Great Old Ones, in

particular Cthulhu, and it's not unusual to find priests of Dagon and Cthulhu working side by side in a community.

Dagon is also known as the Shadow in the Sea. His unholy symbol is a gold disk inscribed with sinister runes around an open octopus eye. His favored weapon is the trident. He grants access to the domains of Chaos, Destruction, Evil, and Water, and access to the subdomains of Catastrophe, Demon, Oceans, and Rage.



Illustration by Filip Burburan

"F. Burburan"

DEMON LORD, KOSTCHTCHIE

This towering giant with twisted legs has human skulls woven into his beard and holds an immense warhammer.

KOSTCHTCHIE

CR 26



XP 2,457,600

CE Huge outsider (chaotic, cold, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +52

Aura frightful presence (120 ft., DC 33), *unholy aura* (DC 26)

DEFENSE

AC 44, touch 30, flat-footed 38 (+4 deflection, +6 Dex, +14 natural, +12 profane, -2 size)

hp 604 (31d10+434); regeneration 30 (deific or mythic)

Fort +35, **Ref** +20, **Will** +31

Defensive Abilities Abyssal resurrection, *freedom of movement*, rock catching; **DR** 20/cold iron, epic, and good;

Immune ability damage, ability drain, charm effects, compulsion effects, cold, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, fire 30; **SR** 37

Weaknesses vulnerable to fire

OFFENSE

Speed 60 ft., climb 60 ft.

Melee +5 *adamantine icy burst warhammer* +53/+48/+43/+38 (3d6+24/19-20/x3 plus 1d6 cold), slam +48 (1d8+19 plus grab)

Ranged rock +37/+32/+27/+22 (2d6+19)

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

Special Attacks clutch foe, crushing blow, favored enemy (giants +4, humans +4, see below), powerful slam, rock throwing (600 ft.), vengeful strike

Spell-Like Abilities (CL 26th; concentration +34)

Constant—*air walk*, *detect good*, *detect law*, *freedom of movement*, *true seeing*, *unholy aura* (DC 26)

At will—*astral projection*, *blasphemy** (DC 25), *cone of cold** (DC 23), *desecrate**, *enlarge person**, *greater dispel magic*, *greater teleport*, *telekinesis** (DC 23), *shapechange*, *unhallow*, *unholy blight** (DC 22)

3/day—*polar ray**, *power word stun**, summon demons, *symbol of stunning* (DC 25)

1/day—*mass icy prison*^{UM} (DC 27), *polar midnight*^{UM} (DC 27), *time stop**

* Kostchtchie can use the mythic version of this ability in his realm.

STATISTICS

Str 48, **Dex** 23, **Con** 38, **Int** 25, **Wis** 30, **Cha** 27

Base Atk +31; **CMB** +52 (+54 bull rush, +56 grapple, +56 sunder); **CMD** 86 (88 vs. bull rush, 88 vs. sunder)

Feats Awesome Blow, Catch Off-Guard, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Critical (warhammer), Improved Sunder, Improved Vital Strike, Power Attack, Quick Draw, Staggering Critical, Vital Strike

Skills Bluff +42, Climb +58, Intimidate +42, Knowledge (arcana) +41, Knowledge (engineering) +38, Knowledge (local) +41, Knowledge (planes) +41, Knowledge (religion) +38, Perception +52, Sense Motive +44, Spellcraft +41, Stealth +32, Use Magic Device +39; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Giant; telepathy 300 ft.

SQ demon lord traits

ECOLOGY

Environment any cold (Abyss)

Organization solitary (unique)

Treasure triple (+5 *adamantine icy burst warhammer*, other treasure)

SPECIAL ABILITIES

Clutch Foe (Ex) If Kostchtchie chooses to use his hand to make a grapple check when he successfully slams and grabs a Medium or smaller opponent, he takes a -20 penalty on the grapple check. On following rounds, he can attempt to maintain his grapple on the creature as a swift action. If successful, he can constrict the creature for 1d8+28 points of damage, throw the creature (treat this as a bull rush), or use the creature as an improvised weapon. An opponent used as a weapon takes half as much damage as it deals to the creature it hits.

Crushing Blow (Su) Once per round, Kostchtchie may designate any attack with his warhammer to be a crushing blow. He must designate this attack before making the attack roll. If he hits, the blow ignores the target's hardness and damage reduction, and allows him to make a free trip attempt against the target. This trip attempt does not provoke an attack of opportunity, can target a foe of any size, and has no chance of causing Kostchtchie to fall prone if he fails. A creature struck by a crushing blow must attempt a DC 44 Fortitude save; success means the creature is staggered for 1 round, and failure means it is stunned for 1 round and staggered for 1d6 rounds afterward. The save DC is Strength-based.

Favored Enemy (Su) Against female giants or female humans, Kostchtchie's favored enemy bonuses increase to +8. Once per day, he can declare any one creature as a favored enemy, but only if that creature has damaged, humiliated, or otherwise inconvenienced him at some point in the previous 24 hours. His favored enemy bonuses against that creature last 24 hours.

Powerful Slam (Ex) Kostchtchie's slam attack is considered a primary attack even when he uses a weapon in his other hand, and he always adds his full Strength bonus to damage dealt with his slam attack.

Vengeful Strike (Su) Once per round, Kostchtchie may make an attack of opportunity against any creature that strikes him in melee combat. This attack of opportunity has a critical threat range of 18-20. Against female targets, the vengeful strike is also a crushing blow.

DEMON LORD, KOSTCHTCHIE

Kostchtchie (pronounced kosh-TIK-ti-kai) appears as an immense, deformed frost giant with twisted legs, tiny white eyes, and a thick matted beard into which are woven dozens of skulls—trophies of mortal kings and priests of rival faiths he has slain. Legends speak that each of these skulls is haunted by the ghost of its previous owner, and that he can commune with these spirits to seek their wisdom—although if the legends are true, it is more likely that Kostchtchie has little interest in anything but mockery and torment for these lost souls.

Kostchtchie is never seen without his massive warhammer, an adamantine maul of such prodigious size that even the strongest frost giant would have trouble wielding it properly. Known also as the Deathless Frost, Kostchtchie dwells in an immense Abyssal fortress carved from the heart of a towering mountain in a frozen realm of jagged mountains and immense glaciers infested with manifold frozen horrors. Kostchtchie stands 30 feet tall.

Kostchtchie was born of human parents, and became a murderer when his father forced him to kill his mother and sisters. Kostchtchie went one better and murdered his father as well. Later in life, after he had become a ferocious warlord well known for the slaying of dozens of giant chieftains, he confronted the Witch Queen Baba Yaga and tried to force her to grant him immortality—she agreed, but twisted his form, turned him into a hideous giant, and hid away the last fragment of his mortal soul in a magical torc. Kostchtchie fled to the Abyss to nurture his hatred and hide his shame, eventually finding a new purpose as a patron of frost giants despite his hatred of their kind. Kostchtchie longs for the recovery of the torc that contains the fragment of his soul, in the hope that its return might reverse his deformity without removing his immortality.

In combat, Kostchtchie almost always uses Power Attack, taking a –8 penalty on all attack rolls but gaining a +16 bonus on damage rolls. The Deathless Frost is often accompanied by several frost giants, at least two of which are clerics. These clerics attend his every need, healing him in battle as best they can lest they forfeit their lives—or fall

to some fate even more dire at the merciless hands of the Deathless Frost.

KOSTCHTCHIE'S CULT

Kostchtchie is worshiped by giants—primarily frost giants, although many ettins, hill giants, and ogres worship him as well. Some white dragons worship the Deathless Frost, and even certain barbaric human tribes in the frozen reaches of the world have been known to venerate him. He does not tolerate women in his cults, and never grants female clerics spells. He is served by half-fiend yetis, ice linnorms, remorhazes, and other cold-dwelling monsters of great size.

Kostchtchie's unholy symbol is an ice-caked, rune-carved warhammer, and the warhammer is his favored weapon. He grants access to the domains of Chaos, Evil, Strength, and War, and access to the subdomains of Demon, Ferocity, Ice, and Tactics (although the Ice subdomain is normally not available without the Water domain, an exception is made in this case because of the demon lord's close association with cold).



Illustration by Eric Belisle



DEMON LORD, PAZUZU

Held aloft by four great feathered wings, this hawk-faced fiend has a scorpion's tail and carries a black metal scepter.

PAZUZU

CR 30



XP 9,830,400

CE Large outsider (air, chaotic, demon, evil, extraplanar)

Init +13; Senses darkvision 60 ft., *detect good*, *detect law*, true seeing; Perception +58

Aura frightful presence (180 ft., DC 40, 10 rounds), locusts (10 ft., distraction, DC 43), *unholy aura* (DC 31)

DEFENSE

AC 48, touch 38, flat-footed 39 (+4 deflection, +9 Dex, +10 natural, +16 profane, -1 size)

hp 752 (35d10+560); regeneration (deific or mythic)

Fort +31, **Ref** +32, **Will** +35

Defensive Abilities Abyssal resurrection, avian mastery, *freedom of movement*; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, cold, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, cold 30, fire 30; **SR** 41

OFFENSE

Speed 60 ft., fly 150 ft. (perfect)

Melee +5 *anarchic keen unholy longsword* +54/+49/+44/+39 (2d6+20/17-20), bite +49 (2d6+15), claw +49 (1d6+15), sting +49 (2d8+15 plus poison), 2 talons +49 1d6+15

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

Special Attacks hear name, poison, possession, profane wishcraft, swarm master

Spell-Like Abilities (CL 30th; concentration +43)

Constant—*detect good*, *detect law*, *freedom of movement*, *speak with animals* (winged animals only), *true seeing*, *unholy aura* (DC 31)

At will—*astral projection*, *blasphemy** (DC 30), *control winds*, *desecrate**, *dominate person** (DC 28), *greater dispel magic*, *greater teleport*, *shapechange*, *telekinesis** (DC 28), *unhallow*, *unholy blight** (DC 27)

3/day—quicken *dominate person** (DC 28), summon demons, *symbol of persuasion* (DC 29), *sympathy* (DC 31), *whirlwind**

1/day—*dominate monster* (DC 32), *time stop**, *wish**

* Pazuzu can use the mythic version of this ability in his realm.

STATISTICS

Str 40, **Dex** 28, **Con** 42, **Int** 33, **Wis** 34, **Cha** 36

Base Atk +35; **CMB** +51 (+55 sunder); **CMD** 92 (94 vs. sunder)

Feats Bleeding Critical, Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Critical Focus, Flyby Attack, Greater Sunder, Greater Vital Strike, Improved Initiative, Improved Sunder, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell-Like Ability (*dominate person*), Vital Strike

Skills Acrobatics +47 (+59 when jumping), Bluff +51, Diplomacy +51, Fly +53, Intimidate +48, Knowledge

(arcana) +49, Knowledge (local) +46, Knowledge (nature) +46, Knowledge (nobility) +46, Knowledge (planes) +49, Knowledge (religion) +46, Perception +58, Sense Motive +50, Spellcraft +49, Stealth +43, Survival +47, Use Magic Device +48;

Racial Modifiers +8 Perception

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 300 ft.

SQ demon lord traits

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple (*Scepter of Shibaxet*, other treasure)

SPECIAL ABILITIES

Aura of Locusts (Su) Pazuzu exhales clouds of locusts. In any round in which he does not move more than 5 feet, he is surrounded by a 10-foot-radius spread of these creatures. Any creature that enters this area must succeed at a DC 43 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Avian Mastery (Su) Any creature flying under its own power (flight from a source other than a spell, spell-like ability, or magic item) that attempts to attack Pazuzu with a melee attack must attempt a DC 40 Will save. If it fails, the creature can't follow through with the attack, that part of its action is lost, and it can't directly attack Pazuzu for 1d4 rounds. Once a creature succeeds at this save, it is immune to this ability for 24 hours. The save DC is Charisma-based.

Hear Name (Su) Pazuzu hears his name whenever it is spoken, regardless of distance—this ability functions even across planar boundaries. If a creature speaks Pazuzu's name aloud three times in the same breath, Pazuzu automatically knows that creature's precise location and name. If Pazuzu is on the same plane as someone who speaks his name three times in a single breath, he can immediately attempt to possess that creature.

Poison (Ex) Sting—injury; *save* Fort DC 43; *frequency* 1/round for 6 rounds; *effect* 1d6 Wisdom drain and nauseated; *cure* 3 consecutive saves.

Possession (Su) Once per day as a swift action, Pazuzu can attempt to possess a single living creature within 1 mile, provided he knows the target's name. The target can resist this possession attempt by succeeding at a DC 43 Will save. A lawful creature gains a +10 bonus on this saving throw, and a good creature gains a +20 bonus on the saving throw (these bonuses stack). If the creature successfully saves, it is immune to possession attempts by Pazuzu for the rest of its life. If the saving throw fails, Pazuzu can control the possessed creature from afar. While possessing a creature, Pazuzu automatically knows every thought that creature has. By concentrating, he can sense the creature's surroundings using that creature's senses. As a swift action, he can cause the creature to perform any ability it can perform on its own. Pazuzu can use any of his spell-like

DEMON LORD, PAZUZU

abilities through a possessed target, with the effects resolving as if the possessed creature had created the effect. Possession is permanent, but Pazuzu can only possess one creature at a time. When Pazuzu isn't actively controlling the target, it can take its own actions.

Dispel chaos or *dispel evil* ends this possession effect as if it were an enchantment spell, but unless the caster of the spell succeeds at a DC 30 caster level check, as a swift action Pazuzu can attempt to possess the caster as he is driven out of the target. A creature possessed by Pazuzu is immune to *protection from evil*, *magic circle against evil*, and any similar effects. The save DC is Charisma-based.

Profane Wishcraft (Su) A creature that accepts a *wish* from Pazuzu immediately becomes chaotic evil unless it succeeds at a DC 43 Will save. A creature that becomes chaotic evil in this way gains the benefits of a *good hope* spell for 1 week, followed by the effects of *crushing despair* for 1d6 months (CL 30th). The save DC is Charisma-based.

Swarm Master (Su) Pazuzu is immune to swarm damage and other swarm effects (such as distraction). As a swift action, he can direct the movement of any swarm within 30 feet.

Pazuzu is among the oldest and most powerful of all demon lords. His Abyssal realm is located in one of that plane's greatest rifts. This vertical realm includes an immense city, at the heart of which can be found Shibaxet, Pazuzu's personal rookery and palace.

Pazuzu appears as a four-winged, 15-foot-tall fiend. He takes great delight in corrupting mortals, particularly those of a pure heart and soul, offering them any one *wish* in return for nothing but their innocence.

PAZUZU'S CULT

Pazuzu, King of the Wind Demons, is worshiped by harpies and other evil avians, and by a large number of antipaladins who were once honorable but were tempted to chaos and evil—often by Pazuzu himself. His sacred places and temples are cliffside cathedrals, desert ruins, and spires atop mountain peaks.

His unholy symbol is an image of himself with his right hand upraised. His favored weapon is the longsword. He grants access to the domains of Air, Chaos, Evil, and Trickery, and access to the subdomains of Cloud, Deception, Demon, and Wind.



SCEPTER OF SHIBAXET

MAJOR ARTIFACT

SLOT none	CL 30th	WEIGHT 4 lbs.
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AURA overwhelming all

Pazuzu's weapon is the *Scepter of Shibaxet*, a staff of black metal with a large hook at its tip. The scepter functions as a *rod of enemy detection* that can be used any number of times per day. If Pazuzu presents the scepter as a standard action, all creatures within 30 feet who view it become panicked for 1d6 rounds unless they succeed at a DC 23 Will save (this is a mind-affecting fear effect). Once per day, Pazuzu can use the *Scepter of Shibaxet* as a *rod of cancellation* (this does not deplete or harm the scepter). As a standard action, he can call the scepter to his hand from any distance, even across planar boundaries. As an immediate action, Pazuzu can transform the scepter into a +5 *anarchic keen unholy longsword* or return it to its normal shape. None of its other powers can be used in sword form.

DESTRUCTION

The *Scepter of Shibaxet* can be broken by a redeemed demon lord if the regenerating towers of Shibaxet are already destroyed.

Illustration by Tyler Walpole



DEVIL, DROWNING

This serpentine creature has finlike wings, ram horns, four eyes, and arms that end in masses of tentacles.

DROWNING DEVIL (SARGLAGON) CR 8

XP 4,800

LE Large outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness, see

invisibility; Perception +17

Aura heavy aura (10 ft., DC 18)

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 103 (9d10+54)

Fort +12, **Ref** +10, **Will** +11

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (average), swim 40 ft.

Melee bite +15 (2d6+5), 2 slams +15 (1d8+5 plus poison)

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

Special Attacks drown, poison

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

Constant—see *invisibility*, *water breathing*

At will—*control water*, *curse water*, *discern lies*, *greater teleport* (self plus 50 lbs. of objects only), *hydraulic push*^{APG}

3/day—*hydraulic torrent*^{APG}, *poison* (DC 18), *protection from good*

1/day—*freedom of movement*, *summon* (level 4, 1 drowning devil 35%)

STATISTICS

Str 20, **Dex** 25, **Con** 23, **Int** 16, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 33 (can't be tripped)

Feats Agile Maneuvers, Combat Reflexes, Dodge, Weapon Finesse, Wind Stance

Skills Bluff +16, Diplomacy +16, Fly +5, Intimidate +16, Knowledge (nature) +15, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +15, Swim +25

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

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

Treasure standard

SPECIAL ABILITIES

Drown (Su) As a full-round action, a drowning devil can summon murky water into the lungs of a single target within 30 feet. If the target can't breathe water, it's unable hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a DC 18 Fortitude save to cough up this water or it falls unconscious and is brought to 0 hit points. On the next round, the target must save successfully again or drop to -1 hit point and start dying; on the third round it must save successfully again or die. The save DC is Charisma-based.

Heavy Aura (Su) Whenever a creature enters the drowning devil's heavy aura, it must succeed at a DC 18 Will save or reduce its speed as if carrying a load one step higher or wearing armor one category heavier (whichever is worse), and its armor check penalty increases by 2. A creature already carrying a heavy load or wearing heavy armor that fails its save can't move as long as it remains in the affected area. A creature that saves against a drowning devil's heavy aura is immune to that devil's aura for 24 hours. The save DC is Charisma-based.

Poison (Ex) Slam—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

Called sarglagons in their Infernal tongue, drowning devils take great pride in being the best-adapted guardians of Hell's waterways, and are among the few fiends who travel the seas and rivers of the multiverse as part of larger infernal plots. Even in the air or on the ground, a drowning devil moves with a haunting litheness as though it were swimming.

A typical drowning devil weighs 600 pounds, and can exceed 15 feet from head to tail.



Illustration by Dave Allsop

DEVIL, HOST

Twisted horns rise from the skinless head of this winged creature, and noxious fumes leak from between its yellowed fangs.

HOST DEVIL (MAGAAV)

CR 6



XP 2,400

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., *detect magic*, see in darkness; Perception +11

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)
hp 59 (7d10+21)

Fort +8, **Ref** +9, **Will** +3

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee mwk ranseur +12/+7 (2d4+6/x3) or
2 claws +11 (1d6+4 plus 2 bleed)

Special Attacks noxious breath, rend (2 claws, 1d6+6 plus 2 bleed)

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

Constant—*detect magic*

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (CL 3rd, 1 magaav 40%)

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 26

Feats Combat Reflexes, Dodge, Hover, Mobility

Skills Acrobatics +14 (+10 when jumping), Escape Artist +14,
Fly +14, Intimidate +10, Perception +11, Stealth +14

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ master grappler, shared senses

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or flock (2–6)

Treasure standard (mwk ranseur, other treasure)

SPECIAL ABILITIES

Master Grappler (Ex) A magaav can wield a weapon and still attempt grapple checks. While not wielding a weapon, a magaav gains a +4 bonus on grapple checks.

Noxious Breath (Su) Three times per day, as a standard action a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a DC 16 Fortitude save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. This is a poison effect. The save DC is Constitution-based.

Shared Senses (Su) All magaavs within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one magaav

to the next, allowing for the senses of a single devil to potentially spread through and inform an entire swarm instantly. It is still possible for a magaav to be flat-footed for other reasons even if other magaavs nearby are not.

Hunters of souls, host devils retrieve Hell's most elusive property. Whether souls that have long evaded capture upon the plains of Avernus, damned beings who have somehow managed to escape Hell, or creatures that have reneged upon infernal contracts, vast flocks of these winged fiends fly from the Pit to recover their prey. Rarely seen alone, host devils travel in great swarms that often number in the thousands. These four-winged mockeries of the angelic form swarm in enormous columns, moving in tandem as though they were one colossal, infernal beast controlled by a single brain.

Magaavs stand 5-1/2 feet tall and weigh 150 pounds, with wingspans reaching 10 feet across. Their fetid breath draws flies that swarm over their bodies.



Illustration by Jorge Fares

DEVIL, NEMESIS

This ancient monstrosity has the torso of a massively muscled giant, scaly wings, and the lower half of a four-legged, clawed beast.

NEMESIS DEVIL (ADVODAZA) CR 18



XP 153,600

LE Huge outsider (devil, evil, extraplanar, lawful)

Init +11; **Senses** darkvision 60 ft., see in darkness; Perception +28

DEFENSE

AC 36, touch 15, flat-footed 29 (+7 armor, +7 Dex, +14 natural, –2 size)

hp 297 (18d10+198)

Fort +21, **Ref** +18, **Will** +13

Defensive Abilities idol armor; **DR** 10/good and silver;

Immune cold, *dismissal*, electricity, fire, poison, sonic;

Resist acid 10; **SR** 29

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee bite +28 (2d6+12), 2 claws +28 (1d8+12 plus infernal wound), 2 slams +26 (1d8+6), tail slap +26 (2d6+6)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail)

Special Attacks infernal wound

Spell-Like Abilities (CL 16th; concentration +23)

At will—*gaseous form*, *greater invisibility*, *greater teleport* (self plus 50 lbs. of objects only), *scorching ray*, *whispering wind*
3/day—*blasphemy* (DC 24), *dispel magic*, *ethereal jaunt*, *harm* (DC 23), *heal* (DC 23), *hold monster* (DC 22), *wall of stone*

1/day—*greater scrying* (DC 21), *summon* (level 7, horned devil 60%), *unhallow*

STATISTICS

Str 34, **Dex** 25, **Con** 30, **Int** 23, **Wis** 25, **Cha** 24

Base Atk +18; **CMB** +32 (+36 bull rush); **CMD** 49 (51 vs. bull rush, 53 vs. trip)

Feats Awesome Blow, Flyby Attack, Greater Bull Rush, Hover, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack, Toughness

Skills Acrobatic +25 (+29 when jumping), Bluff +28, Diplomacy +28, Fly +24, Intimidate +28, Knowledge (arcana, planes, religion) +27, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +20; **Racial Modifier** +4 Acrobatics when jumping

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ devil mark, false divinity (Trickery)

ECOLOGY

Environment any (Hell)

Organization solitary or pantheon (2–5)

Treasure double

SPECIAL ABILITIES

Devil Mark (Su) An advodaza can grant worthy servants a measure of its power. As a full-round action, an advodaza

can touch a willing creature, marking it with a unique symbol. For as long as the creature is marked, it gains a spell-like ability it can use once per day. This spell-like ability comes from the advodaza's chosen domain (see false divinity, below). The target can also telepathically communicate with the advodaza over any distance while on the same plane. An advodaza can dismiss its mark as a standard action, no matter where the bearer is. It can also, as a standard action, cause pain to a mark bearer that deals 6d6 points of damage with no saving throw. An advodaza can mark multiple creatures, up to a number equal to its Hit Dice (typically 18).

False Divinity (Su) Each advodaza chooses one cleric domain and gains the domain spells (5th level and lower) of that domain as spell-like abilities. Each of these abilities can be used 3 times per day. The advodaza does not gain any of the domain's granted powers. Most advodazas possess powers from the Evil, Fire, Law, Trickery, War, or Weather domains, though any domains except Good or Chaos are possible. These spell-like abilities are not included in the stat block above.

Evil Domain: *align weapon* (evil only), *dispel good*, *magic circle against good*, *protection from good*, *unholy blight*

Fire Domain: *burning hands*, *fire shield*, *fireball*, *produce flame*, *wall of fire*

Law Domain: *align weapon* (law only), *dispel chaos*, *magic circle against chaos*, *order's wrath*, *protection from chaos*

Trickery Domain: *confusion*, *disguise self*, *false vision*, *invisibility*, *nondetection*

War Domain: *divine power*, *flame strike*, *magic vestment*, *magic weapon*, *spiritual weapon*

Weather Domain: *call lightning*, *fog cloud*, *ice storm*, *obscuring mist*, *sleet storm*

Idol Armor (Su) Advodazas armor themselves in fallen idols and ornaments of devotion. This armor grants an advodaza a +7 armor bonus to AC and immunity to cold, electricity, and sonic damage, as well as immunity to the spell *dismissal*. The spells *chaos hammer*, *holy smite*, *holy word*, and *word of chaos* destroy this armor, removing the devil's armor bonus to AC and its immunities (its cold immunity is replaced with the devil's normal cold resistance of 10). The armor is automatically destroyed if the advodaza is slain. If uninterrupted for 1 hour, an advodaza can summon new armor to replace its destroyed protection.

Infernal Wound (Su) An advodaza's assaults leave vicious marks that do not easily heal. The damage an advodaza inflicts with its claws leaves persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to stanch—a successful DC 29 Heal check is required to stop the bleeding, and anyone attempting to magically heal a creature suffering from an infernal wound must succeed at a DC 29 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects. The Heal check DC and caster level DC are Constitution-based.

False gods, fallen demagogues, nemesis devils—all are names for the fiends known collectively as advodazas. They survive from dark ages past, when mortals offered worship to base things and unwholesome spirits that masqueraded as baleful gods. Although time and faith have turned against these beings, the most tenacious of their kind have refused to fade into oblivion, and to these obstinate corruptors and one-time deities the gates of Hell swing wide and welcoming. These lords of cults and masters of forgotten mysteries find renewed vigor in the depths of the Pit, and those seeking to restore their power and lordship over mortalkind undergo terrible indoctrinations and binding rites that transform them over the ages into true devils. What emerge are shades of half-remembered demigods, fallen princes seeking to claim their subjects anew, and fiends of blasphemy: the idol-clad advodazas.

Fantastically ancient beings, advodazas rose from spirits worshiped by mortals in distant ages, typically as part of primitive and deranged cults. While humanoids still huddled in crude shelters, begging any power that would listen to protect them from storms, beasts, enemies, hunger, and countless other fears, the spirits of the land, sky, and animals were the first to give heed. Not deities, but elusive influences, these forces heard the early prayers and worked what appeared to be miracles in return for sacrifices and adoration. Slowly, these formless vestiges took shape as idols, fetishes, palladia, and all manner of cult images. Yet as knowledge of true deities and the powers they offered worshipers spread, the old spirits were either forgotten or demonized and rooted out.

All advodazas desire to eventually return to the Material Plane, where they might tempt new followers to serve, sacrifice, and raise idols to their names. Though merciless, advodazas appeal to many mortals because of the directness of their interaction and their willingness to grant power or to violently smite enemies for a seemingly paltry price. In death, however, advodazas' servants find no divine realm, nor do they sit beside some grand deity. When they die, there is only Hell.

No two advodazas look exactly alike. Each one embodies the powers and spheres of influence for which it was worshiped in ages past and subsequently anthropomorphized as a monstrous being. Typically, this results in quadrupedal and

half-bestial shapes that bristle with terrible wings, hooves, claws, and fangs. Universally, though, they bear the broken remnants of their fallen faith—in the form of cracked idols worn like armor, profane talismans crafted into jewelry, or fearful totems wielded like massive weapons—and bristle with archaic power and unquenchable arrogance. Despite this wide range of appearances, all advodazas possess the same core abilities, though some particularly ancient or powerful fiends possess augmented or even unique abilities.

Most advodazas stand about 18 feet tall and weigh approximately 9 tons.



DEVILBOUND CREATURE

This elegant and mysterious woman has a sinister air of dark power around her, like a protective ward.

DEVILBOUND SORCERER

CR 13



XP 25,600

Female pit fiend-bound human sorcerer 13

LE Medium humanoid (human)

Init +4; **Senses** darkvision 60 ft., see in darkness; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+4 armor, +7 natural)

hp 121 (13d6+73); regeneration 5 (good spells, good weapons)

Fort +13, **Ref** +7, **Will** +12; +4 vs. poison

DR 10/adamantine (130 points); **Resist** cold 20, fire 30

Weaknesses contract bound

OFFENSE

Speed 30 ft.

Melee dagger +5/+0 (1d4-1/19-20)

Devilbound Spell-Like Abilities (CL 13th; concentration +20)

3/day—quicken *fireball* (DC 20), *invisibility*

1/day—*blasphemy* (DC 24), *summon* (level 7, 1 lemur, 1 bearded devil, or 1 erinyes 100%)

Bloodline Spell-Like Abilities (CL 13th; concentration +20)

10/day—elemental ray (1d6+6 cold)

1/day—elemental blast (13d6 cold, DC 23)

Sorcerer Spells Known (CL 13th; concentration +20)

6th (5/day)—*acid fog*, *elemental body III*, *summon monster VI*

5th (7/day)—*cloudkill* (DC 23), *elemental body II*, *summon monster V*, *teleport*

4th (6/day)—*charm monster* (DC 22), *confusion* (DC 22), *elemental body I*, *fear* (DC 21), *stoneskin* (already cast)

3rd (8/day)—*displacement*, *hold person* (DC 21), *protection from energy*, *stinking cloud* (DC 21), *summon monster III*

2nd (8/day)—*acid arrow*, *darkness*, *detect thoughts* (DC 19), *glitterdust* (DC 20), *scorching ray* (cold), *web* (DC 20)

1st (7/day)—*burning hands* (cold) (DC 18), *charm person* (DC 19), *disguise self*, *feather fall*, *mage armor* (already cast), *magic missile*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *ghost sound* (DC 17), *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

Bloodline elemental (water)

STATISTICS

Str 8, **Dex** 10, **Con** 18, **Int** 15, **Wis** 12, **Cha** 24

Base Atk +6; **CMB** +5; **CMD** 15

Feats Arcane Shield^{APG}, Augment Summoning, Combat Casting, Craft Wondrous Item, Empower Spell, Eschew Materials, Great Fortitude, Improved Initiative, Spell Focus (conjunction), Spell Focus (enchantment), Superior Summoning^{APG}

Skills Diplomacy +13, Intimidate +17, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +14, Sense Motive +14

Languages Common, Draconic, Infernal

SQ bloodline arcana (change energy damage spells to cold)

ECOLOGY

Environment any urban

Organization solitary

Treasure NPC gear (dagger, *amulet of natural armor* +3, *belt of mighty constitution* +2, *cloak of resistance* +3, *headband of alluring charisma* +4, *brooch of shielding* [50 points], *potion of cure serious wounds*, *wand of false life* [10 charges], diamond dust [250 gp], other treasure)

A devilbound creature has made a bargain with a devil, promising a service and its soul in exchange for infernal power. The specific service depends on the devil's type and motivations, but always furthers the interests of Hell.

CREATING A DEVILBOUND CREATURE

"Devilbound creature" is an acquired template that can be added to any creature with 5 or more Hit Dice and Intelligence, Wisdom, and Charisma scores of 3 or higher (referred to hereafter as the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Any evil. A devilbound creature radiates an evil aura as if it were an evil outsider.

Senses: A devilbound creature gains darkvision 60 ft. and the see in darkness ability.

Armor Class: Natural armor improves by +4.

Defensive Abilities: A devilbound creature gains a +4 bonus on saving throws against poison, resist fire 30, and regeneration 5 (good spells, good weapons).

Weaknesses: The devil-bound creature gains the following weakness.

Contract Bound (Ex): The creature has signed a contract of service in return for this template. The devil must reveal its nature as a creature of Hell when it offers a contract, and it can't hide the details of the contract in any way. The creature must enter the agreement willingly (without magical compulsion). Usually the creature must perform one or more tasks for the devil, and in exchange the creature gains the template's abilities, whether immediately, after a specific amount of time, or once the tasks are completed.

The contract always includes a clause that damns the creature's soul to Hell when the creature dies, with credit for the act and possession of the soul going to the devil signing the contract. When the creature dies, its soul is automatically imprisoned in a gem, which immediately appears in Hell as one of the devil's belongings. If the devil is dead when the creature dies, the creature's soul is destroyed, and can't be restored to life except by *miracle* or *wish*. If the creature fails to perform the tasks in the allotted time, its soul is still damned and the devil is not obligated to provide the promised abilities.

DEVILBOUND CREATURE

Many contracts state that the devil, its agents, and its allies will not attempt to kill the creature. This doesn't protect against all devils, but does offer the creature a measure of protection against treachery from the signatory devil.

Breaking a contract with a devil is difficult and dangerous. Furthermore, as long as the contract remains in effect, a slain victim can't be restored to life after death except by a *miracle* or *wish*. If the devilbound creature is restored to life, the devil immediately senses the name and location (as *discern location*) of the creature responsible.

Special Attacks: The creature gains the summon universal monster ability and can summon a devil once per day with a 100% chance of success. The devil remains for 1 hour. The creature's caster level or Hit Dice, whichever is higher, determines the most powerful kind of devil it can summon and the effective spell level of this ability, according to the following table.

Caster Level	Devil	Spell Level
3rd	Lemure	2nd
9th	Bearded devil	5th
11th	Erinyes	6th
13th	Bone devil	7th
15th	Barbed devil	8th
17th	Ice devil	9th

Spell-Like Abilities: The creature gains the following spell-like abilities, depending on the kind of devil it is bound to. The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

- Accuser:* 3/day—*clairaudience/clairvoyance*, *invisibility* (self only), *summon swarm*
- Barbed:* 3/day—*hold monster*
- Bearded:* 3/day—*dimension door*, *rage*
- Belier:* 3/day—*charm monster*
- Bone:* 3/day—*fly*, *invisibility* (self only)
- Contract:* 3/day—*bestow curse*, *detect thoughts*, *locate creature*
- Drowning:* 3/day—*hydraulic push*^{APC}, *water breathing*
- Erinyes:* 3/day—*fear* (single target), *unholy blight*
- Handmaiden:* 3/day—*black tentacles*; 1/day—*true seeing*
- Horned:* 3/day—*dispel good*, *fireball*
- Host:* 3/day—*dimension door*, *fly*
- Ice:* 3/day—*cone of cold*, *ice storm*
- Immolation:* 3/day—*fire shield*, *fireball*
- Imp:* 3/day—*invisibility* (self only), *polymorph* (self only, same size as base creature)
- Nemesis:* 3/day—*invisibility*, *scorching ray*; 1/day—*blasphemy*

Pit Fiend: 3/day—*quicken fireball*, *invisibility*; 1/day—*blasphemy*

Abilities: Adjust the base creature's ability scores according to the kind of devil it is bound to.




Devil	Str	Dex	Con	Int	Wis	Cha
Accuser	—	2	2	—	2	—
Barbed, bearded, host	2	2	2	—	—	—
Belier	—	—	—	2	2	2
Bone, ice	—	—	2	2	2	—
Contract, handmaiden	—	—	—	2	2	2
Drowning, horned	2	2	—	—	—	2
Erinyes	—	2	2	—	—	2
Immolation	2	—	2	—	—	2
Imp	—	2	—	2	—	2
Nemesis, pit fiend	+2 to any three different ability scores					



Illustration by Shreya Shetty

DINOSAUR, DIMORPHODON

The head of this colorful red and purple flying reptile is overly large, and its jaws are lined with tiny sharp teeth.

DIMORPHODON	CR 1	  
XP 400		
N Medium animal		
Init +3; Senses low-light vision, scent; Perception +5		
DEFENSE		
AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)		
hp 11 (2d8+2)		
Fort +4, Ref +6, Will +1		
OFFENSE		
Speed 10 ft., fly 30 ft. (average)		
Melee bite +3 (1d6+3 plus poison)		
Special Attacks poison		
STATISTICS		
Str 15, Dex 17, Con 12, Int 2, Wis 13, Cha 12		
Base Atk +1; CMB +3; CMD 16		
Feats Flyby Attack		
Skills Fly +7, Perception +5		
ECOLOGY		
Environment warm coasts or forests		
Organization solitary, pair, or flock (3–9)		
Treasure none		
SPECIAL ABILITIES		
Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.		




The dimorphodon's jaws contain two separate rows teeth: several large fangs near the front (used to grip prey and inject poison) and numerous smaller, sharp teeth along the rest of the jaw.

Dimorphodons are known for being easy to train. Handle Animal checks to train dimorphodons are attempted with a +4 bonus, and a dimorphodon can know one bonus trick chosen by its trainer once the creature has been fully domesticated.

A dimorphodon's wingspan is between 4 and 5 feet long.

DINOSAUR, DIPLODOCUS

This enormous, long-necked quadruped moves with an uncanny grace, holding its lengthy, whiplike tail out level behind it.

DIPLODOCUS	CR 12	  
XP 19,200		
N Colossal animal		
Init +6; Senses low-light vision, scent; Perception +32		
DEFENSE		
AC 25, touch 4, flat-footed 23 (+2 Dex, +21 natural, –8 size)		
hp 190 (20d8+100)		
Fort +17, Ref +14, Will +11		
OFFENSE		
Speed 30 ft.		
Melee 2 tail lashes +22 (4d6+15/19–20)		
Space 30 ft.; Reach 60 ft.		
Special Attacks trample (2d8+22, DC 35)		
STATISTICS		
Str 40, Dex 14, Con 21, Int 2, Wis 17, Cha 11		
Base Atk +15; CMB +38 (+40 bull rush); CMD 50 (52 vs. bull rush, 54 vs. trip)		
Feats Awesome Blow, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (tail lash), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Staggering Critical		
Skills Perception +32		
ECOLOGY		
Environment warm plains		
Organization solitary, pair, or herd (3–14)		
Treasure none		
SPECIAL ABILITIES		
Tail Lash (Ex) The diplodocus prefers to attack with its tail. The dinosaur can snap its incredibly long tail with surprising speed like an enormous whip—this is a primary attack that deals bludgeoning and slashing damage. A diplodocus can make two separate attacks with its tail lash as a full-attack action.		




The diplodocus is one of the longest dinosaurs, capable of reaching lengths of 100 feet or more. Much of this length is taken up by the diplodocus's tremendously powerful whiplike tail, a devastating weapon capable of striking at a considerable range.



DINOSAUR, DIMORPHODON-DINOSAUR, VELOCIRAPTOR

DINOSAUR, STYRACOSAURUS

This bulky, four-legged dinosaur has a long nasal horn and a crest studded with additional horns sweeping back from its skull.

STYRACOSAURUS	CR 5	  
XP 1,600		
N Large animal		
Init +1; Senses low-light vision, scent; Perception +11		
DEFENSE		
AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)		
hp 52 (7d8+21)		
Fort +10, Ref +6, Will +5		
Defensive Abilities ferocity		
OFFENSE		
Speed 40 ft.		
Melee gore +11 (2d8+9)		
Space 10 ft.; Reach 5 ft.		
Special Attacks powerful charge (gore, 4d8+9), reflexive strike		
STATISTICS		
Str 22, Dex 13, Con 17, Int 2, Wis 12, Cha 7		
Base Atk +5; CMB +12; CMD 23 (27 vs. trip)		
Feats Combat Reflexes ^B , Great Fortitude, Iron Will, Power Attack, Weapon Focus (gore)		
Skills Perception +11		
ECOLOGY		
Environment warm plains		
Organization solitary, pair, or herd (3-16)		
Treasure none		
SPECIAL ABILITIES		
Reflexive Strike (Ex) A styracosaurus can make three additional attacks of opportunity each round—combined with its bonus Combat Reflexes feat, this allows the dinosaur to make up to five of these attacks of opportunity per round. The dinosaur makes these attacks with its horned crest, but they are treated as normal gore attacks.		

The styracosaurus is a bulky dinosaur with a solid frame and a very distinctive skull—a horned frill extends back from its head, protecting its neck and serving as a highly effective natural weapon that allows it to make attacks of opportunity. It is notorious for its ill temper, savagely attacking any creature that it perceives as a threat or even as an irritant.

A styracosaurus is 18 feet long and weighs nearly 3 tons.



DINOSAUR, VELOCIRAPTOR

This small, sleek dinosaur has vicious, snapping jaws and feet that end in large talons for gutting prey.

VELOCIRAPTOR	CR 2	  
XP 600		
N Small animal		
Init +7; Senses low-light vision, scent; Perception +10		
DEFENSE		
AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)		
hp 22 (3d8+9)		
Fort +6, Ref +6, Will +3		
Defensive Abilities evasion		
OFFENSE		
Speed 60 ft.		
Melee bite +6 (1d4+1), 2 talons +6 (1d6+1/19-20)		
Special Attacks leaping charge		
STATISTICS		
Str 13, Dex 17, Con 17, Int 2, Wis 14, Cha 14		
Base Atk +2; CMB +2; CMD 15		
Feats Improved Initiative, Weapon Finesse		
Skills Acrobatics +11 (+23 when jumping), Perception +10, Stealth +15; Racial Modifiers +4 Acrobatics (+16 when jumping), +4 Perception, +4 Stealth		
ECOLOGY		
Environment warm forests or plains		
Organization solitary, pair, or pack (3-12)		
Treasure none		
SPECIAL ABILITIES		
Leaping Charge (Ex) A velociraptor can jump while charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talons.		

A smaller cousin of the deinonychus, the velociraptor is a swift, cunning pack hunter. It has no fear of Medium or even Large creatures. Its leaping charge attack grants it a significant advantage against foes in thick underbrush.

A velociraptor is around 1-1/2 feet tall and 7 feet long, and weighs 35 pounds.

Illustration by Brynn McHenry

DIVINE GUARDIAN

This regal hydra has one larger head and four smaller ones, and projects an aura of authority and menace.

DIVINE GUARDIAN HYDRA

CR 5



XP 1,600

N Huge magical beast (air, water)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, -2 size)

hp 47 (5d10+20); fast healing 5

Fort +8, **Ref** +5, **Will** +5

Defensive Abilities ability healing; **Immune** disease, mind-affecting effects, poison

OFFENSE

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

Melee 5 bites +7 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce

Spell-Like Abilities (CL 5th; concentration +6)

At will—*dimension door* (within sacred site only)

3/day—*alarm*, *knock*

1/day—*arcane lock*, *augury*, *clairvoyance*/*clairaudience*, *hold portal*

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 6, **Wis** 15, **Cha** 13

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Combat Reflexes, Iron Will, Weapon Focus (bite)

Skills Fly +9, Perception +16, Sense Motive +7, Swim +11; **Racial**

Modifiers +7 Perception, +5 Sense Motive

Languages Draconic

SQ blessed life, divine swiftness, hydra traits, regenerate head, sacred site

ECOLOGY

Environment temperate ruins

Organization solitary

Treasure standard

A divine guardian is a creature chosen by the gods to guard a sacred site of the faith. Blessed with eternal life (or damned, some might say), a divine guardian spends untold centuries in the service of its deity, tirelessly and deathlessly defending its charge from any who would seek to desecrate it.

Typically such a creature is transformed into a form more regal than its mortal one, setting it apart from a typical member of its race or species. A divine guardian is spiritually connected to the one site that it must guard for eternity. As long as a divine guardian remains within that site, it does not hunger, thirst, get sick, or even age. Within the bounds of its sacred site, a divine

guardian possesses numerous defensive powers to ward it from intruders, but it can never leave the area or the long years of its service will finally catch up to it. A divine guardian must weigh the power and prestige of its endless responsibility against the freedom death might inevitably bring.

Most divine guardians are chosen servants who agree to willingly serve their gods for all eternity, but some have been cursed with their duty in response for some harm to the god's faithful or as atonement for some great sin. Whatever the nature of its creation, a divine guardian is still beholden to the god that granted it its powers, and to the followers of that god as well.

A cleric or paladin of the deity that created a divine guardian can issue the guardian commands. This does not give the cleric or paladin complete control over the creature, but the guardian does respond favorably to those requests. For example, a cleric could ask it to not attack her companions, or to help her defend the guardian's sacred site from attackers. A cleric or paladin of the same faith must win an opposed Charisma check to convince a divine guardian to do anything it wouldn't ordinarily do. A divine guardian can never be ordered to leave its sacred site or to go against the tenets of its deity's faith.

The divine guardian hydra presented here is built using a hydra from the *Pathfinder RPG Bestiary*. See page 178 of the *Bestiary* for rules on this creature's hydra traits and regenerate head abilities. This divine guardian hydra is a divine guardian of the god of nature and the weather, thus giving it the air and water subtypes.

CREATING A DIVINE GUARDIAN

"Divine guardian" is an acquired template that can be added to any creature (referred to hereafter as the base creature). A divine guardian uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Usually, the alignment of a divine guardian matches that of the god who invested it with power. Sometimes, however, a god punishes a wayward worshiper or an enemy of the faith by making it a divine guardian.

Type: The creature's type does not change, but the creature might gain one or more alignment or elemental subtypes, depending on the alignment and portfolio of the deity that granted it the template. Possible subtypes include air, chaotic, cold, earth, evil, fire, good, lawful, and water. For instance, a lawful good deity's divine guardian would have the lawful and good subtypes, even if it were actually of some other alignment. Similarly, a neutral god of water and ice would grant its divine guardian the water and cold subtypes.

Senses: A divine guardian gains darkvision 60 feet and low-light vision.

Defensive Abilities: A divine guardian is immune to disease, poison, and all mind-affecting effects. It also gains fast healing 5. In addition, it gains the following defensive ability.

Ability Healing (Ex): A divine guardian heals 1 point of ability damage per round in each damaged ability score.

Special Attacks: A divine guardian gains the following.

Spell-Like Abilities: A divine guardian has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, these abilities are usable 1/day. CL is equal to the divine guardian's HD or the CL of the base creature's spell-like abilities, whichever is higher.

HD	Abilities
1-2	<i>Alarm</i> 3/day, <i>dimension door</i> at will (within sacred site only), <i>hold portal</i>
3-4	<i>Arcane lock</i> , <i>knock</i> 3/day
5-6	<i>Augury</i> , <i>clairaudience/clairvoyance</i>
7-8	<i>Dismissal</i>
9-10	<i>Commune</i>
11-12	<i>Guards and wards</i>
13-14	<i>Forbiddance</i>
15-16	<i>Banishment</i>
17-18	<i>Repulsion</i>
19-20	<i>Screen</i>
21+	<i>Antipathy</i>

Special Qualities: A divine guardian gains the following.

Aura (Ex): A divine guardian with the chaotic, evil, good, or lawful subtypes has an aura as if it were an aligned outsider of equivalent Hit Dice (see the *detect evil* spell for details).

Blessed Life (Ex): A divine guardian does not age or breathe. It does not require food, drink, or sleep.

Divine Swiftess (Ex): A divine guardian is gifted with incredible speed, granting it a +4 bonus on initiative rolls. In addition, each of the base creature's speeds is doubled. If the base creature has a fly speed, the divine guardian's maneuverability becomes perfect if it was not already. If the divine guardian acquires the air, earth, or water subtype, it gains a fly, burrow, or swim speed equal to its highest speed.

Sacred Site (Ex): Each divine guardian is assigned to guard a specific site sacred to the deity that invested it with power. This area may be a structure, a series of structures, or a natural site with clearly defined borders. It can be as large as a city, but in most cases it's a single temple or a sacred grove. Gods don't waste their powers on places that their worshipers can protect, so most divine guardians keep watch over abandoned burial grounds or lost temples. The divine guardian of such a site is charged

with protecting it from harm and preventing incursions by those not of the faith. It must keep its vigil until the god deems the guardian's task done.

If the divine guardian ever moves out of the area defined as the sacred site, it immediately loses the divine guardian template and any spellcasting ability the deity might have granted from class levels. It cannot regain the template unless it atones for its failure (usually by completing some quest or via an *atonement* spell) and reenters the site within 1 week. Otherwise, it loses the template permanently, taking 6d6 points of Constitution drain as the years of lost food, drink, and sleep return to it tenfold. A creature that lacks a Constitution score takes 2d6 points of damage per Hit Die from this process. Even if it survives the Constitution drain, the creature can never regain the template.

Abilities: Wis +4, Cha +4. If the base creature has an Intelligence score of 2 or lower, it also gains Int +4.

Skills: A divine guardian gains a +5 racial bonus on Perception and Sense Motive checks.

Organization: Solitary.



Illustration by Shreya Shetty