

DORVAE

Two pairs of stretched and veiny leather wings adorn the back of this shrouded reptilian nightmare.

DORVAE

CR 11



XP 12,800

NE Medium outsider (evil)

Init +5; **Senses** darkvision 60 ft., see *invisibility*; Perception +24

DEFENSE

AC 24, touch 16, flat-footed 18 (+5 Dex, +1 dodge, +8 natural)

hp 123 (13d10+52)

Fort +8, **Ref** +13, **Will** +10

DR 10/good; **Immune** mind-affecting effects, poison; **SR** 22

OFFENSE

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

Melee 2 claws +18 (3d8+4/19–20 plus grab)

Special Attacks writhing snakes

Spell-Like Abilities (CL 11th; concentration +14)

Constant—see *invisibility*

At will—*detect thoughts* (DC 15)

3/day—*bestow curse* (DC 17), *dimension door*

1/day—*feeblemind* (DC 18), *lesser geas* (DC 17)

STATISTICS

Str 18, **Dex** 21, **Con** 18, **Int** 17, **Wis** 14, **Cha** 17

Base Atk +13; **CMB** +20 (+24 grapple); **CMD** 33

Feats Agile Maneuvers, Dodge, Flyby Attack, Improved

Critical (claw), Mobility, Skill Focus

(Perception), Weapon Focus (claw)

Skills Acrobatics +21, Bluff +19,

Diplomacy +13, Fly +18,

Intimidate +16, Knowledge

(planes) +19, Knowledge

(religion) +19, Perception +24, Sense

Motive +18, Stealth +21

Languages Abyssal, Celestial,

Common, Infernal; telepathy 50 ft.

ECOLOGY

Environment any (evil planes)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Writhing Snakes (Ex): When

a dorvae succeeds at a grapple check against an opponent, the serpents of its body writhe around the grappled foe, biting wherever they can gain purchase. This deals 2d8 points of piercing damage, and the grappled foe is subject to the dorvae's supernatural poison.

Dorvae Poison (Su) Writhing snakes—*injury*; *save* DC 20; *frequency* 1/round for 12 rounds; *effect* 1d4 Wis and on the first failed save the target is susceptible to the dorvae's *lesser geas* no matter its Hit Dice for 24 hours. *Cure* 3 saves. The save DC is Constitution-based.

The dorvae are a race of fiends standing apart from all others. Each dorvae prides itself on owing no allegiance to anything but itself, and is never willing to suffer a master no matter how powerful or intelligent that creature may be. Dorvae believe all other creatures in the universe live solely to entertain the dorvae's perverse pleasures. Cruel, selfish, and calculating, each dorvae pursues its own dark agenda and desires without guilt, empathy for its playthings, or even consideration of the possible consequences. Master manipulators, dorvae would rather stand back and create unquestioning minions to champion their schemes.

Many dorvae meddle in the politics and power plays of evil planar beings, but a number of these fiends ply their manipulations on the Material Plane. Often they seek out primitive humanoid tribes, which they lead like vengeful and angry gods. Others look for cosmopolitan centers to manipulate, often masquerading as the mysterious leaders of foreign cults, or as the masterminds of criminal societies.



DOSSENUS

This small creature looks like a lumpy head with crab legs and a giant mouth filled with stone teeth.

DOSSENUS

CR 1



XP 400

N Small aberration

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

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 13 (2d8+4)

Fort +2, **Ref** +0, **Will** +3; +4 vs. poison

Weaknesses hydrophobia, light blindness

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft.

Melee bite +4 (1d6+3/19–20)

Special Attacks devastating maw, sneak attack +1d6, swarming

STATISTICS

Str 12, **Dex** 11, **Con** 14, **Int** 3, **Wis** 10, **Cha** 5

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

Feats Improved Critical[®] (bite), Weapon Focus (bite), Weapon Specialization[®] (bite)

Skills Climb +17, Perception +5; **Racial Modifiers** +8 Climb

Languages Aklo

ECOLOGY

Environment any underground (except water)

Organization solitary, clutch (2–9), or infestation (10–20)

Treasure incidental

SPECIAL ABILITIES

Burrow (Ex) A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.

Devastating Maw (Ex) A dossenus' bite attack counts as adamantine for the purposes of overcoming DR and bypassing hardness.

Hydrophobia (Ex) A dossenus cannot swim and always fails Swim checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

Swarming (Ex) Dossenus are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenus can share the same square at the same time. If two dossenus sharing the same square attack the same foe, they are

considered to be flanking that foe as if they were in two opposite squares.

A dossenus is a subterranean pack hunter that can digest almost anything. Its body is mostly head and face, dominated by a huge mouth with multiple rows of black, rocklike teeth. Two thin arms and four thin legs extend from its underdeveloped body; its front limbs end in crablike claws it can use to clumsily manipulate objects. A dossenus is just under 4 feet long and weighs 60 pounds.

Dossenus are notorious for their voracious appetites and ability to gnaw through practically any substance with their savage teeth. Though their tiny eyes appear absent of thought or purpose, dossenus are actually slightly more intelligent than mere beasts. These creatures have a primitive communal social structure, speak and understand Aklo, and practice a violent form of religion based on the indiscriminate consumption of all other forms of life. Dossenus practice ritual cannibalism of their dead.

Dossenus are gifted climbers and burrowers and use their talents to clamber up or through walls, floors, ceilings, and over their fellows to quickly surround and overwhelm prey.

Once one of these extremely tenacious creatures lays eyes on potential prey, it does not give up the chase until it or its target is dead, or enters or crosses a body of water. A dossenus cannot swim (it sinks to the bottom) and has an intense fear of deep water.

Once every few generations, dossenus gather in great numbers, sometimes in the thousands. After several weeks of worship, fasting, and frenzied mating, the creatures skitter forth as a massive swarm intent on devouring any living thing in their path.



Illustration by Matthias Fahberg



DRAGON, OUTER

Outer dragons, natives of the vast reaches of space, can be encountered on diverse worlds. They are generally neutral, but their alignments vary more than those of other dragons.

AGE CATEGORIES

As a dragon ages, it goes through 12 age categories. Its base statistics change as noted on the Dragon Age Categories table.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This column shows the number of size categories by which to increase the dragon's base size, depending on its age. Instead of the standard increases to ability scores when it achieves a larger size, a true dragon gains ability score increases according to its age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increasing base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the totals on the Dragon Ability Scores table.

Natural Armor: This shows the amount the dragon's base natural armor bonus increases with each age category.

Breath Weapon: Each dragon has a breath weapon that deals a base amount of damage. This multiplier increases the number of dice of damage dealt. For example, a mature adult with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the $\times 7$ multiplier).

COMBAT

The Dragon Attacks and Speeds table lists attacks a dragon can employ and the damage it deals (a dash indicates a dragon of that size doesn't possess that attack). Dragons gain other abilities listed here at specific age categories.

Fly Speed: A dragon's fly speed increases based on its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus 1/2 the dragon's Strength bonus.

Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its body to crush any of them that are three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed at a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex) A Gargantuan or larger dragon can sweep its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su) Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 the dragon's HD + the dragon's Constitution modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

ADDITIONAL DRAGON RULES

Alien Presence (Ex): A juvenile or older outer dragon has an aura that functions as frightful presence (see page 294) with a range equal to 30 feet \times the dragon's age category. The effect of each dragon's alien presence is noted in its description.

Damage Reduction: Dragons gain damage reduction as they age, as indicated in each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Immunities (Ex): Every dragon is immune to sleep and paralysis. In addition, a dragon is immune to additional forms of attack, as given in its description.

DRAGON AGE CATEGORIES

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrmling	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrmling	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

DRAGON ABILITY SCORES

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrmling	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrmling	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

DRAGON ATTACKS AND SPEEDS

Size	Fly Speed							Breath Weapon	
	(maneuverability)	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Line	Cone
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d4	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d6	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	1d8	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.	70 ft.

No Breath (Ex): Outer dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning. See the universal monster rules for more information.

See in Darkness (Ex): Outer dragons can see perfectly in darkness, even that created by *deeper darkness*.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in their descriptions. A dragon's SR is equal to 11 + its CR.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Starflight (Su): In outer space, an outer dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

OUTER DRAGON, LUNAR

A shimmering halo surrounds this regal dragon's spine-crowned head, and its vast wings ripple like milky gossamer lit by the moon.

LUNAR DRAGON

CN dragon

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft., burrow 20 ft.

Natural Armor +6; **Breath Weapon** line, 2d8 cold

Str 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 15

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Absolute Cold (Su) An old or older lunar dragon's breath weapon can affect creatures immune to cold damage. A creature immune to cold damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' cold resistance is treated as 10 less than normal.

Alien Presence (Su) A lunar dragon's alien presence affects opponents that fail their saves as *touch of idiocy* (or as *feeblemind* for creatures with 4 or fewer Hit Dice) for 5d6 rounds. This is a mind-affecting compulsion effect.

Bewildering Breath (Su) A creature that fails its saving throw against a lunar dragon's breath weapon emits light (as *faerie fire*) and is dazzled for 1d4 rounds. If the lunar dragon is adult or older, the creature is also confused for 1d4 rounds.

Moonsilver (Ex) A lunar dragon's natural weapons are treated as silver for the purpose of overcoming damage reduction.

Reflect Rays (Su) Rays and ranged touch effects that strike an ancient or older lunar dragon but fail to overcome its spell resistance are reflected back at their source, using the original attack roll to determine whether they hit.

Reflected Light (Ex) A very young or older lunar dragon can't be blinded or dazzled by bright light or patterns.

Age Category	Special Abilities	Caster Level
Wyrmling	Bewildering breath, immunity to cold, moonsilver	—
Very young	Reflected light	—
Young	<i>Dancing lights</i>	1st
Juvenile	Alien presence, <i>life bubble</i> ^{APG}	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Moonstruck</i> ^{APG}	7th
Mature adult	DR 10/magic	9th
Old	Absolute cold, <i>scrying</i>	11th
Very old	DR 15/magic	13th
Ancient	Reflect rays	15th
Wyrm	DR 20/magic	17th
Great wyrm	<i>Greater scrying</i> , <i>polar midnight</i> ^{UM}	19th

YOUNG LUNAR DRAGON

CR 9

XP 6,400

CN large dragon

Init +0; **Senses** dragon senses, see in darkness; Perception +17

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)

hp 105 (10d12+40)

Fort +10, **Ref** +7, **Will** +11

Defensive Abilities reflected light; **Immune** cold, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks bewildering breath, breath weapon (80-ft. line, 6d8 cold, DC 18), moonsilver

Spell-Like Abilities (CL 10th; concentration +13)

At will—*dancing lights*

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*comprehend languages*, *mage armor*

0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*

STATISTICS

Str 21, **Dex** 11, **Con** 16, **Int** 16, **Wis** 18, **Cha** 17

Base Atk +10; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Flyby Attack, Multiattack, Power Attack, Step Up, Toughness

Skills Diplomacy +16, Fly +7, Intimidate +16, Knowledge (arcana, geography, history, local, nature) +10, Perception +17, Sense Motive +17, Spellcraft +16, Use Magic Device +16

Languages Aklo, Auran, Common, Draconic

SQ no breath, starflight

ADULT LUNAR DRAGON

CR 13

XP 25,600

CN huge dragon

Init +3; **Senses** dragon senses, see in darkness; Perception +25

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 28, touch 7, flat-footed 28 (-1 Dex, +21 natural, -2 size)

hp 200 (16d12+96)

Fort +15, **Ref** +9, **Will** +16

Defensive Abilities reflected light; **DR** 5/magic; **Immune** cold, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +22 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (2d6+4), tail slap +20 (2d8+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks bewildering breath, breath weapon (100-ft. line, 12d8 cold, DC 23), crush, moonsilver

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

At will—*dancing lights*, *life bubble*^{APG}, *moonstruck*^{APG}

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (3/day)—*haste*, *heroism*

2nd (5/day)—*blur*, *hypnotic pattern* (DC 17), *mirror image*
 1st (7/day)—*comprehend languages*, *mage armor*,
protection from evil, *shocking grasp*, *vanish*^{APG}
 0 (at will)—*arcane mark*, *detect magic*, *light*, *mage hand*,
prestidigitation, *read magic*, *resistance*

STATISTICS

Str 27, **Dex** 9, **Con** 20, **Int** 20, **Wis** 22, **Cha** 21
Base Atk +16; **CMB** +26; **CMD** 35 (39 vs. trip)
Feats Arcane Strike, Dazing Assault^{APG}, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Toughness, Wingover
Skills Bluff +12, Diplomacy +24, Fly +10, Intimidate +24, Knowledge (arcana, geography, history, local, nature) +20, Perception +25, Sense Motive +25, Spellcraft +24, Use Magic Device +24
Languages Aklo, Aquan, Auran, Common, Draconic, Ignan
SQ no breath, starflight

ANCIENT LUNAR DRAGON CR 18

XP 153,600

CN Gargantuan dragon

Init +2; **Senses** dragon senses, see in darkness;
 Perception +35

Aura alien presence (300 ft., DC 29)

DEFENSE

AC 37, touch 4, flat-footed 37 (–2 Dex, +33 natural, –4 size)

hp 348 (24d12+192)

Fort +21, **Ref** +12, **Will** +22

Defensive Abilities reflect rays, reflected light; **DR** 15/
 magic; **Immune** cold, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

Melee bite +32 (4d6+18), 2 claws +32 (2d8+12), 2 wings
 +30 (2d8+6), tail slap +30 (2d8+18)

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

Special Attacks bewildering breath, breath weapon (120-ft.
 line, 20d8 cold, DC 29), crush, moonsilver, tail sweep

Spell-Like Abilities (CL 24th; concentration +31)

At will—*dancing lights*, *life bubble*^{APG}, *moonstruck*^{APG}, *scrying*
 3/day—quicken *moonstruck*^{APG}

Sorcerer Spells Known (CL 15th; concentration +22)

7th (5/day)—*greater teleport*, *waves of exhaustion*

6th (7/day)—*cold ice strike*^{UM} (DC 23), *greater dispel magic*,
true seeing

5th (7/day)—*dominate person* (DC 22), *feeblemind* (DC 22),
fire snake (DC 22), *mage's private sanctum*

4th (7/day)—*charm monster* (DC 21), *fire shield*, *greater invisibility*, *lesser globe of invulnerability*

3rd (8/day)—*haste*, *heroism*, *tongues*,
vampiric touch

2nd (8/day)—*bear's endurance*,
detect thoughts (DC 19), *hypnotic pattern* (DC 19), *minor image* (DC 19),
mirror image

1st (8/day)—*comprehend languages*, *mage armor*,
protection from evil, *shocking grasp*, *vanish*^{APG}
 0 (at will)—*detect magic*, *light*, *read magic*, 4 more

STATISTICS

Str 35, **Dex** 7, **Con** 24, **Int** 24, **Wis** 26, **Cha** 25

Base Atk +24; **CMB** +40; **CMD** 48 (52 vs. trip)

Feats Arcane Strike, Combat Casting, Dazing Assault^{APG},
 Flyby Attack, Improved Initiative, Improved Vital Strike,
 Multiattack, Power Attack, Quicken Spell-Like Ability
 (*moonstruck*^{APG}), Toughness, Vital Strike, Wingover

Skills Bluff +34, Diplomacy +34, Fly +11, Intimidate +34,
 Knowledge (arcana, geography, history, local, nature,
 planes) +30, Perception +35, Sense Motive +35, Spellcraft +34,
 Use Magic Device +34

Languages Aklo, Aquan, Auran, Common, Draconic, Ignan, Terran

SQ absolute cold, no breath, starflight

Lunar dragons frequently interact with mortals, spending long hours watching the activities occurring on planets that interest them.



Illustration by Filip Barburan

OUTER DRAGON, SOLAR

This regal dragon glows like the sun. Its burnished wings shimmer the color of flames, and a crown of horns decorates its head.

SOLAR DRAGON

LN dragon (fire)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 7d12

Speed 50 ft.

Natural Armor +4; **Breath Weapon** line, 2d10 fire

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su) A creature that fails its saving throw against a solar dragon's alien presence is blinded for 5d6 rounds (or permanently if it has 4 Hit Dice or fewer).

Beam of Light (Su) A great wyrm solar dragon can transform itself into a beam of pure light and travel to any location it can see as a move action. This travel must be in a straight line, but otherwise the dragon can travel anywhere that light can enter.

Channel Life (Su) A solar dragon can channel positive energy a number of times per day equal to 3 + its Charisma modifier, using its age category + 2 as its cleric level. This energy can be used only to heal living creatures.

Channel Radiation (Su) An old or older solar dragon can use its channel life ability to instead channel radiation that deals an equal amount of damage to living creatures. A living creature that succeeds at a Fortitude save takes half damage.

Primal Fire (Su) A very young or older solar dragon's breath weapon can affect creatures normally immune or resistant to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is treated as 10 less than normal.

Age Category	Special Abilities	Caster Level
Wyrmling	Channel life, immune to fire	—
Very young	Primal fire	—
Young	<i>Detect magic</i>	1st
Juvenile	Alien presence, <i>searing light</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Cup of dust</i> ^{APG}	7th
Mature adult	DR 10/magic	9th
Old	<i>Blight</i> , channel radiation	11th
Very old	DR 15/magic	13th
Ancient	<i>Animate plants</i> , <i>major creation</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	Beam of light, <i>control plants</i>	19th

YOUNG SOLAR DRAGON

CR 9

XP 6,400

LN Large dragon (fire)

Init +6; **Senses** dragon senses, see in darkness; Perception +15

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 115 (11d12+44)

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

Immune fire, paralysis, sleep

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +16 (1d8+9), 2 claws +16 (1d6+6), 2 wings +14 (1d6+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80-ft. line, 6d10 fire, DC 18), channel life (6/day), primal fire

Spell-Like Abilities (CL 1st; concentration +4)

At will—*detect magic*

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *mage armor*

0 (at will)—*bleed* (DC 13), *detect poison*, *flare* (DC 13), *read magic*

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 15, **Wis** 12, **Cha** 17

Base Atk +11; **CMB** +18; **CMD** 30 (34 vs. trip)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Quick Channel^{UM}, Toughness

Skills Diplomacy +17, Fly +10, Knowledge (arcana, history, nature, planes) +16, Perception +15, Sense Motive +15

Languages Celestial, Common, Draconic

SQ no breath, starflight

ADULT SOLAR DRAGON

CR 13

XP 25,600

LN Huge dragon (fire)

Init +5; **Senses** dragon senses, see in darkness; Perception +23

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)

hp 212 (17d12+102)

Fort +15, **Ref** +13, **Will** +15

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 24

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +24 (2d8+13), 2 claws +24 (2d6+9), tail slap +22 (2d6+13), 2 wings +22 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100-ft. line, 12d10 fire, DC 23), channel life (8/day), crush, primal fire

Spell-Like Abilities (CL 7th; concentration +12)

At will—*cup of dust*^{APG}, *detect magic*, *searing light*

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *tongues*

OUTER DRAGON, SOLAR

2nd (7/day)—*invisibility*, *resist energy*, *scorching ray*
 1st (8/day)—*charm person* (DC 16), *color spray* (DC 16),
mage armor, *magic missile*, *shield*
 0 (at will)—*bleed* (DC 15), *detect poison*, *flare* (DC 15), *light*,
mage hand, *prestidigitation*, *read magic*

STATISTICS

Str 28, **Dex** 13, **Con** 20, **Int** 19, **Wis** 16, **Cha** 21

Base Atk +17; **CMB** +28; **CMD** 39 (43 vs. trip)

Feats Improved Initiative, Iron Will, Lightning Reflexes,
 Multiattack, Power Attack, Quick Channel^{UM}, Selective
 Channeling, Silent Spell, Toughness

Skills Diplomacy +25, Fly +13, Heal +21, Knowledge (arcana,
 history, nature, planes, religion) +24, Linguistics +9,
 Perception +23, Sense Motive +23

Languages Auran, Celestial, Common, Draconic, Ignan,
 Sylvan, Terran

SQ no breath, starflight

ANCIENT SOLAR DRAGON

CR 18



XP 153,600

LN Gargantuan dragon (fire)

Init +4; **Senses** dragon senses, see in darkness; Perception +39

Aura alien presence (300 ft., DC 29)

DEFENSE

AC 37, touch 6, flat-footed 36 (+31 natural, -4 size)

hp 362 (25d12+200)

Fort +21, **Ref** +16, **Will** +21

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 29

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)

Melee bite +34 (4d6+19), 2 claws +34

(2d8+13), 2 wings +32

(2d6+6), tail slap +32

(2d8+19)

Space 20 ft.; **Reach** 15 ft.

(20 ft. with bite)

Special Attacks breath weapon

(120-ft. line, 20d10 fire,

DC 29), channel life (10/day),

channel radiation (DC 29), crush,

primal fire, tail sweep

Spell-Like Abilities (CL 25th; concentration +32)

At will—*animate plants*, *blight*, *cup of dust*^{APG},

detect magic, *major creation*, *searing light*

Sorcerer Spells Known (CL 15th; concentration +22)

7th (5/day)—*control weather*, *plane shift* (DC 24)

6th (7/day)—*chain lightning* (DC 23), *greater dispel*
magic, *mislead*

5th (7/day)—*break enchantment*, *dismissal* (DC 22),
dominate person (DC 23), *wall of force*

4th (7/day)—*charm monster* (DC 22), *dimension*
door, *fear* (DC 21), *greater invisibility*

3rd (8/day)—*dispel magic*, *lightning bolt* (DC 20), *protection*
from energy, *tongues*

2nd (8/day)—*continual flame*, *invisibility*, *resist energy*,
scorching ray, see *invisibility*

1st (8/day)—*charm person* (DC 19), *color spray* (DC 18),
mage armor, *magic missile*, *shield*

0 (at will)—*detect poison*, *mage hand*, *read magic*, 6 more

STATISTICS

Str 36, **Dex** 11, **Con** 24, **Int** 23, **Wis** 20, **Cha** 25

Base Atk +25; **CMB** +42; **CMD** 52 (56 vs. trip)

Feats Improved Initiative, Iron Will, Lightning Reflexes,
 Maximize Spell, Multiattack, Power Attack, Quick Channel^{UM},
 Quicken Spell, Selective Channeling, Silent Spell, Skill Focus
 (Perception), Spell Focus (enchantment), Toughness

Skills Diplomacy +35, Fly +14, Heal +31, Knowledge (arcana,
 geography, history, local, nature, planes, religion) +34,
 Linguistics +11, Perception +39, Sense Motive +33

Languages Auran, Celestial, Common, Draconic, Elven, Gnome,
 Ignan, Sylvan, Terran

SQ no breath, starflight

Arrogant and proud, solar
 dragons see themselves
 as the originators of
 light and life in the
 vastness of space.
 They treat all living
 creatures as their
 own creations.



Illustration by Filip Barbura



OUTER DRAGON, TIME

This dragon's cracked scales creak with frightening, patient power. Some of its horns are ancient and brittle, others new and pristine.

TIME DRAGON

N dragon

BASE STATISTICS

CR 7; **Size** Small; **Hit Dice** 9d12

Speed 50 ft.

Natural Armor +4; **Breath Weapon** cone, 2d10 electricity

Str 16, **Dex** 17, **Con** 16, **Int** 13, **Wis** 12, **Cha** 13

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Immortal (Ex) Time dragons age, but don't die from old age.

Read the Threads (Su) A time dragon gains a racial bonus on initiative checks equal to its age category. In addition, a time dragon is immune to the staggered condition.

Alien Presence (Su) A creature that fails its saving throw against a time dragon's alien presence is staggered for 5d6 rounds (or stunned if it has 4 Hit Dice or fewer).

Shifting Breath (Su) Instead of a cone of electricity, an old or older time dragon can use its breath weapon to displace creatures in time. Each creature in the cone must succeed at a Will save or be shifted forward in time a number of rounds equal to 1/2 the dragon's age category (DC equal to breath weapon). For an affected creature, it's as if no time passed. Creatures that succeed at their saves are staggered for 1 round.

Second Chance (Su) Three times per day as an immediate action, an ancient or older time dragon can force a creature (including itself) to reroll any d20 roll. The target must use the result of the second roll.

Time Travel (Su) Up to three times in its life, a great wyrm time dragon can travel to any point in time, taking with it a number of willing creatures equal to its Charisma modifier.

Age Category	Special Abilities	Caster Level
Wyrmling	Immortal, immune to cold, read the threads	—
Very young	<i>Detect magic</i> (constant)	—
Young	<i>Share memory</i> ^{UM}	1st
Juvenile	Alien presence	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Clairaudience/clairvoyance</i>	7th
Mature adult	DR 10/magic	9th
Old	<i>Locate creature</i> , shifting breath	11th
Very old	DR 15/magic	13th
Ancient	Second chance, <i>legend lore</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	<i>Time stop</i> (3/day), time travel	19th

YOUNG TIME DRAGON

CR 11

XP 12,800

N large dragon

Init +9; **Senses** *detect magic*, dragon senses, see in darkness; Perception +18

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 149 (13d12+65)

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

Immune cold, paralysis, sleep, staggered

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +20 (2d6+10), 2 claws +20 (1d8+7), 2 wings +17 (1d6+3), tail slap +17 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d10 electricity, DC 21)

Spell-Like Abilities (CL 11th; concentration +13)

Constant—*detect magic*

At will—*share memory*^{UM}

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*erase*, *mage armor*

0 (at will)—*mage hand*, *message*, *read magic*, *resistance*

STATISTICS

Str 24, **Dex** 15, **Con** 20, **Int** 15, **Wis** 14, **Cha** 15

Base Atk +13; **CMB** +21; **CMD** 33 (37 vs. trip)

Feats Cleave, Improved Initiative, Multiattack, Power Attack, Skill Focus (Knowledge [history]), Weapon Focus (bite, claw)

Skills Diplomacy +18, Fly +12, Knowledge (arcana, planes, religion) +18, Knowledge (history) +24, Perception +18, Spellcraft +18

Languages Common, Draconic, Elven

SQ immortal, no breath, read the threads, starflight

ADULT TIME DRAGON

CR 15

XP 51,200

N Huge dragon

Init +11; **Senses** *detect magic*, dragon senses, see in darkness; Perception +26

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)

hp 256 (19d12+133)

Fort +18, **Ref** +12, **Will** +15

DR 5/magic; **Immune** cold, paralysis, sleep, staggered; **SR** 26

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +28 (2d8+15), 2 claws +28 (2d6+10/19-20), 2 wings +25 (1d8+5), tail slap +25 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d10 electricity, DC 26), crush

Spell-Like Abilities (CL 19th; concentration +23)

Constant—*detect magic*

At will—*clairaudience/clairvoyance*, *share memory*^{UM}

Sorcerer Spells Known (CL 7th; concentration +11)
 3rd (5/day)—*dispel magic*, *slow* (DC 17)
 2nd (7/day)—*arcane lock*, *blur*, *detect thoughts* (DC 16)
 1st (7/day)—*erase*, *feather fall*, *identify*, *mage armor*, *magic missile*
 0 (at will)—*light*, *mage hand*, *message*, *read magic*, 3 more

STATISTICS

Str 30, **Dex** 13, **Con** 24, **Int** 19, **Wis** 18, **Cha** 19
Base Atk +19; **CMB** +31 (+33 sunder); **CMD** 44 (48 vs. trip)
Feats Cleave, Great Cleave, Improved Critical (claw),
 Improved Initiative, Multiattack, Power Attack, Skill Focus
 (Knowledge [history]), Step Up, Weapon Focus (bite, claw)
Skills Diplomacy +26, Fly +15, Knowledge (arcana, geography,
 planes, religion) +26, Knowledge (history) +32, Perception +26,
 Sense Motive +26, Spellcraft +26
Languages Common, Draconic, Dwarven, Elven, Sylvan
SQ immortal, no breath, read the threads, starflight

ANCIENT TIME DRAGON

CR 20



XP 307,200

N Gargantuan dragon

Init +14; **Senses** *detect magic*,
 dragon senses, see in darkness;
 Perception +36

Aura alien presence (300 ft., DC 29)

DEFENSE

AC 37, touch 6, flat-footed 37 (+31 natural,
 –4 size)

hp 418 (27d12+243)

Fort +24, **Ref** +17, **Will** +21

DR 15/magic; **Immune** cold, paralysis, sleep,
 staggered; **SR** 31

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)

Melee bite +38 (4d6+21), 2 claws +38
 (2d8+14/19–20), 2 wings +35 (2d6+7), tail
 slap +35 (2d8+21)

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

Special Attacks breath weapon (60-ft. cone,
 20d10 electricity, DC 32), crush, second chance,
 shifting breath (5 rounds), tail sweep

Spell-Like Abilities (CL 27th; concentration +33)
 Constant—*detect magic*
 At will—*clairaudience/clairvoyance*, *legend lore*,
locate creature, *share memory*^{um}

Sorcerer Spells Known (CL 15th;
 concentration +21)
 7th (4/day)—*plane shift* (DC 23),
sequester
 6th (7/day)—*disintegrate* (DC 22),
greater dispel magic, *true seeing*
 5th (7/day)—*dominate person*
 (DC 21), *feeblemind* (DC 21),
telepathic bond, *teleport*

4th (7/day)—*fear* (DC 20), *scrying* (DC 20), *stone shape*, *stoneskin*
 3rd (7/day)—*blink*, *dispel magic*, *slow* (DC 19), *tongues*
 2nd (8/day)—*arcane lock*, *blindness/deafness* (DC 18), *blur*,
detect thoughts (DC 18), *memory lapse*^{APG} (DC 18)
 1st (8/day)—*erase*, *feather fall*, *identify*, *mage armor*,
magic missile
 0 (at will)—*light*, *mage hand*, *message*, *read magic*, 5 more

STATISTICS

Str 38, **Dex** 11, **Con** 28, **Int** 23, **Wis** 22, **Cha** 23

Base Atk +27; **CMB** +45 (+47 sunder); **CMD** 57 (59 vs. sunder,
 61 vs. trip)

Feats Cleave, Critical Focus, Improved Critical (claw), Improved
 Initiative, Improved Sunder, Lightning Reflexes, Multiattack,
 Power Attack, Quicken Spell, Skill Focus (Knowledge [history]),
 Spell Penetration, Step Up, Weapon Focus (bite, claw)

Skills Bluff +36, Diplomacy +36, Fly +16, Knowledge (arcana,
 geography, nobility, planes, religion) +36, Knowledge
 (history) +42, Perception +36, Sense Motive +36, Spellcraft +36

Languages Celestial, Common, Draconic, Dwarven, Elven,
 Infernal, Sylvan

SQ immortal, no breath, read the threads, starflight

Guardians of history, time dragons are the most powerful
 of the outer dragons. Watchers and waiters, time dragons
 guard the universe against those that would interfere
 with the natural temporal order.



Illustration by Filip Barburan

OUTER DRAGON, VOID

This dragon's ebony scales and horns are flecked with a substance that glows an eerie green. The folds of its wings reflect a starry sky.

VOID DRAGON

NE dragon

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d8 cold

Str 13, **Dex** 16, **Con** 13, **Int** 14, **Wis** 11, **Cha** 14

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Agile (Ex) Void dragons have good aerial maneuverability regardless of their age or size.

Alien Presence (Su): A void dragon's alien presence causes an opponent that fails its save to be overcome with dizziness, becoming sickened (or nauseated if the target has 4 or fewer Hit Dice) for 5d6 rounds.

Obliterate (Su) A young or older void dragon's bite deals an additional 2d6 points of negative energy damage. A creature reduced to 0 or fewer hit points by this attack must succeed at a Fortitude save or be immediately slain and reduced to ashes (as the *disintegrate* spell). The save DC is Constitution-based.

Suffocating Breath (Su) Instead of dealing cold damage, a very young or older void dragon can breathe a cone-shaped suffocation effect. An air-dependent creature that fails its Fortitude save suffocates (*Pathfinder RPG Core Rulebook* 445) for a number of rounds equal to the dragon's age category. The save DC is Constitution-based.

Void Gaze (Su) A creature within 30 feet of an adult or older void dragon must succeed at a Will save or become confused for 1d6 rounds. This gaze attack is a mind-affecting effect. The save DC is Charisma-based.

Age Category	Special Abilities	Caster Level
Wyrmling	Agile; immune to cold, confusion, insanity effects	—
Very young	Suffocating breath	—
Young	Obliterate, <i>ray of enfeeblement</i>	1st
Juvenile	Alien presence, <i>blur</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Ray of exhaustion</i> , void gaze	7th
Mature adult	DR 10/magic	9th
Old	<i>Dimension door</i>	11th
Very old	DR 15/magic	13th
Ancient	<i>Nightmare</i> (1/day)	15th
Wyrmling	DR 20/magic	17th
Great wyrmling	<i>Gate</i> (1/day), <i>insanity</i>	19th

YOUNG VOID DRAGON

CR 9

XP 6,400

NE Large dragon

Init +2; **Senses** dragon senses, see in darkness; Perception +14

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 95 (10d12+30)

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

Immune cold, confusion, insanity effects, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +15 (2d6+7 plus obliterate), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d8 cold, DC 18), obliterate (DC 18), suffocating breath (DC 18)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*ray of enfeeblement* (DC 14)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*hypnotism* (DC 15), *mage armor*

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

STATISTICS

Str 21, **Dex** 14, **Con** 17, **Int** 16, **Wis** 13, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Flyby Attack, Iron Will, Multiattack, Weapon Focus (bite), Wingover

Skills Acrobatics +12, Bluff +16, Diplomacy +13, Fly +19, Intimidate +16, Knowledge (arcana, planes) +13, Perception +14, Sense Motive +14, Spellcraft +11, Stealth +11, Survival +8

Languages Abyssal, Aklo, Draconic, Infernal

SQ agile, no breath, starflight

ADULT VOID DRAGON

CR 13

XP 25,600

NE Huge dragon

Init +5; **Senses** dragon senses, see in darkness; Perception +22

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, -2 size)

hp 184 (16d12+80)

Fort +15, **Ref** +11, **Will** +15

DR 5/magic; **Immune** cold, confusion, insanity effects, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +23 (2d8+12/19-20 plus obliterate), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d8 cold, DC 23), crush, obliterate (DC 23), suffocating breath (DC 23), void gaze (DC 23)

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

At will—*blur*, *ray of enfeeblement* (DC 16), *ray of exhaustion* (DC 18)

Sorcerer Spells Known (CL 7th; concentration +12)
 3rd (5/day)—*dispel magic*, *lightning bolt* (DC 18)
 2nd (7/day)—*invisibility*, *resist energy*, *touch of idiocy* (DC 17)
 1st (8/day)—*alarm*, *cause fear* (DC 17), *hypnotism* (DC 17),
mage armor, *obscuring mist*
 0 (at will)—*detect magic*, *mage hand*, *read magic*, 4 more

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 20, **Wis** 17, **Cha** 20

Base Atk +16; **CMB** +26; **CMD** 37 (41 vs. trip)

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack, Weapon Focus (bite), Wingover

Skills Acrobatics +17, Bluff +24, Diplomacy +18, Fly +20, Intimidate +22, Knowledge (arcana, planes) +24, Perception +22, Sense Motive +22, Spellcraft +20, Stealth +12, Survival +14, Use Magic Device +16

Languages Abyssal, Aklo, Celestial, Draconic, Ignan, Infernal
SQ agile, no breath, starflight

ANCIENT VOID DRAGON

CR 18



XP 153,600

NE Gargantuan dragon

Init +4; **Senses** dragon senses, see in darkness; Perception +38

Aura alien presence (300 ft., DC 29)

DEFENSE

AC 38, touch 6, flat-footed 38 (+32 natural, -4 size)

hp 324 (24d12+168)

Fort +21, **Ref** +16, **Will** +21

DR 15/magic; **Immune** cold, confusion, insanity effects, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., fly 250 ft. (good)

Melee bite +33 (4d6+18/19-20 plus obliterate), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)

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

Special Attacks breath weapon (60-ft. Cone, 20d8 cold, DC 29), crush, obliterate (DC 29), suffocating breath (DC 29), tail sweep, void gaze (DC 29)

Spell-Like Abilities (CL 24th; concentration +31)

At will—*blur*, *dimension door*, *ray of enfeeblement* (DC 18), *ray of exhaustion* (DC 20)

1/day—*nightmare* (DC 22)

Sorcerer Spells Known (CL 15th; concentration +22)

7th (5/day)—*prismatic spray* (DC 24), *vision*

6th (7/day)—*disintegrate* (DC 23),

eyebite (DC 23),

shadow walk

5th (7/day)—*break*

enchantment,

dismissal (DC 22),

dominate

person (DC 22),

feeblemind (DC 22)

4th (7/day)—*charm monster* (DC 21), *confusion* (DC 21),
dimensional anchor, *screaming* (DC 21)

3rd (8/day)—*dispel magic*, *haste*, *heroism*, *lightning bolt* (DC 20)

2nd (7/day)—*invisibility*, *locate object*, *resist energy*, *touch of idiocy* (DC 19), *share memory* (DC 19)

1st (8/day)—*alarm*, *cause fear* (DC 18), *hypnotism* (DC 18),
mage armor, *obscuring mist*

0 (at will)—*detect magic*, *mage hand*, *read magic*, 6 more

STATISTICS

Str 35, **Dex** 10, **Con** 25, **Int** 24, **Wis** 21, **Cha** 24

Base Atk +24; **CMB** +40; **CMD** 50 (54 vs. trip)

Feats Combat Casting, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Quicken Spell, Skill Focus (Perception), Weapon Focus (bite), Wingover

Skills Acrobatics +24, Appraise +16, Bluff +34, Diplomacy +25, Fly +25, Intimidate +34, Knowledge (arcana, planes, religion) +34, Perception +38, Sense Motive +32, Spellcraft +34, Stealth +15, Survival +20, Use Magic Device +25

Languages Abyssal, Aklo, Auran, Celestial, Draconic, Ignan, Infernal, Terran

SQ agile, no breath, starflight

Void dragons have been tainted by long exposure to the terrible alien entities that dwell in deep space. Though some continue to struggle against the inevitable tide of annihilation, many have embraced the encroaching void and exist only to feed and destroy.



Illustration by Filip Burban

OUTER DRAGON, VORTEX

This dragon twists and whips with near untraceable speed. Its horns, crests along its neck, and wings emit a glow like starlight.

VORTEX DRAGON

LN dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 60 ft.

Natural Armor +6; **Breath Weapon** cone, 2d8 fire

Str 13, **Dex** 16, **Con** 13, **Int** 14, **Wis** 13, **Cha** 14

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Agile (Ex) Vortex dragons have good maneuverability when flying regardless of their age or size.

Alien Presence (Su) A vortex dragon's alien presence bends space.

A creature that fails its saving throw treats all other creatures as if they were under the effects of *blur* (or *displacement* if the target has 4 or fewer Hit Dice) for 5d6 rounds.

Collapsing Breath (Su) Instead of a cone of fire, an ancient or older vortex dragon can suck a single target into its maw. If the target fails its Reflex save (DC equal to breath weapon), it is swallowed whole and takes 6d6 points of bludgeoning damage per round. A creature can cut itself out by dealing 30 points of damage with a light or one-handed piercing or slashing weapon. A vortex dragon's interior has an AC of 26.

Fragmented Strike (Su) An adult or older vortex dragon can strike with its bite through a rift in space. This allows it to make its bite attack against a target anywhere within the radius of its alien presence as long as the dragon can see the creature. This doesn't apply to attacks of opportunity.

Galactic Emissary (Su) A young or older vortex dragon halves the time of any starflight journey. In addition, it's immune to any effect that bars extradimensional travel.

Age Category	Special Abilities	Caster Level
Wyrmling	Agile, immunity to fire	—
Very young	<i>Anticipate peril</i> ^{UM}	—
Young	Galactic emissary	1st
Juvenile	Alien presence, <i>entropic shield</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Fragmented strike	7th
Mature adult	DR 10/magic	9th
Old	<i>Dimension door</i>	11th
Very old	DR 15/magic	13th
Ancient	Collapsing breath, <i>greater teleport</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	<i>Interplanetary teleport</i> ^{UM}	19th

YOUNG VORTEX DRAGON CR 10

XP 9,600

LN Large dragon (fire)

Init +6; **Senses** dragon senses, see in darkness; **Perception** +16

DEFENSE

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

hp 104 (11d12+33)

Fort +12, **Ref** +8, **Will** +10

Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., fly 200 ft. (good)

Melee bite +15 (2d6+7), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail slap +13 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d8 fire, DC 18)

Spell-Like Abilities (CL 11th; concentration +14)

At will—*anticipate peril*^{UM}

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*feather fall*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *message*, *read magic*

STATISTICS

Str 21, **Dex** 14, **Con** 17, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +11; **CMB** +17; **CMD** 29 (33 vs. trip)

Feats Flyby Attack, Great Fortitude, Improved Initiative, Multiattack, Power Attack, Wingover

Skills Bluff +17, Diplomacy +17, Fly +18, Intimidate +17, Knowledge (arcana, planes) +17, Perception +16, Sense Motive +16, Spellcraft +17

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ agile, galactic emissary, no breath, starflight

ADULT VORTEX DRAGON CR 14

XP 38,400

LN Huge dragon (fire)

Init +5; **Senses** dragon senses, see in darkness; **Perception** +24

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 30, touch 9, flat-footed 29 (+1 Dex, +21 natural, -2 size)

hp 195 (17d12+85)

Fort +17, **Ref** +13, **Will** +14

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 25

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., fly 200 ft. (good)

Melee bite +23 (2d8+12/19-20), 2 claws +23 (2d6+8), 2 wings +21 (1d8+4), tail slap +21 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d8 fire, DC 23), crush, fragmented strike

Spell-Like Abilities (CL 17th; concentration +22)

At will—*anticipate peril*^{UM}, *entropic shield*

Sorcerer Spells Known (CL 7th; concentration +12)

OUTER DRAGON, VORTEX

3rd (5/day)—*displacement, protection from energy*
 2nd (7/day)—*mirror image, resist energy, scorching ray*
 1st (8/day)—*comprehend languages, feather fall, magic missile, obscuring mist, true strike*
 0 (at will)—*detect magic, light, message, read magic, 3 more*

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 20, **Wis** 19, **Cha** 20

Base Atk +17; **CMB** +27; **CMD** 38 (42 vs. trip)

Feats Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Snatch, Wingover

Skills Bluff +25, Diplomacy +25, Fly +21, Intimidate +25, Knowledge (arcana, geography, planes, religion) +25, Perception +24, Sense Motive +24, Spellcraft +25

Languages Abyssal, Auran, Celestial, Common, Draconic, Infernal

SQ agile, galactic emissary, no breath, starflight

ANCIENT VORTEX DRAGON CR 19



XP 204,800

LN Gargantuan dragon (fire)

Init +4; **Senses** dragon senses, see in darkness; Perception +34

Aura alien presence (300 ft., DC 29)

DEFENSE

AC 39, touch 6, flat-footed 39 (+33 natural, -4 size)

hp 337 (25d12+175)

Fort +23, **Ref** +16, **Will** +20

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 30

Weaknesses vulnerable cold

OFFENSE

Speed 60 ft., fly 250 ft. (good)

Melee bite +33 (4d6+18/19-20), 2 claws +33 (2d8+12/19-20), 2 wings +31 (2d6+6), tail slap +31 (2d8+18)

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

Special Attacks breath weapon (60-ft. cone, 20d8 fire, DC 29), collapsing breath (DC 29), crush, fragmented strike, tail sweep

Spell-Like Abilities (CL 25th; concentration +32)

At will—*anticipate peril^{um}, dimension door, entropic shield, greater teleport*

Sorcerer Spells Known (CL 15th; concentration +22)

7th (5/day)—*forcecage* (DC 24), *spell turning*

6th (7/day)—*forceful hand, shadow walk* (DC 23), *true seeing*

5th (7/day)—*dream, passwall, telekinesis, wall of force*

4th (7/day)—*fear* (DC 21), *scrying* (DC 21), *solid fog, stoneskin*

3rd (8/day)—*dispel magic, haste, nondetection, tongues*

2nd (8/day)—*cat's grace, mirror image, obscure object, resist energy, scorching ray*

1st (8/day)—*feather fall, identify, mage armor, magic missile, true strike*

0 (at will)—*detect magic, light, message, read magic, 5 more*

STATISTICS

Str 35, **Dex** 10, **Con** 25, **Int** 24, **Wis** 23, **Cha** 24

Base Atk +25; **CMB** +41; **CMD** 51 (55 vs. trip)

Feats Critical Focus, Flyby Attack, Great Fortitude, Improved Critical (bite, claw), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Snatch, Staggering Critical, Wingover

Skills Bluff +35, Diplomacy +35, Fly +26, Intimidate +35, Knowledge (arcana, geography, history, nature, planes, religion) +35, Perception +34, Sense Motive +34, Spellcraft +35

Languages Abyssal, Auran, Celestial, Common, Draconic, Dwarven, Elven, Infernal

SQ agile, galactic emissary, no breath, starflight

Vortex dragons are the undisputed masters of travel across the galaxies, serving as messengers and observers for the greatest outer dragons and godlike entities in the great beyond.



Illustration by Filip Burban



DRAKAINIA

This woman's upper body is shapely and beautiful, but her lower body is bloated, with pulsating tumors and writing tentacles.

DRAKAINIA CR 25/MR 10



XP 1,638,400

NE Huge aberration (mythic)

Init +9; **Senses** darkvision 120 ft., lifesense, *true seeing*;

Perception +39

Aura gestation (30 ft.)

DEFENSE

AC 48, touch 13, flat-footed 43 (+5 Dex, +35 natural, -2 size)

hp 642 (25d8+530); regeneration 10 (negative energy)

Fort +28, **Ref** +15, **Will** +21

DR 10/epic; **Immune** bleed, disease, poison, polymorph effects; **SR** 36

OFFENSE

Speed 50 ft., climb 30 ft., swim 30 ft.

Melee 2 claws +31 (4d8+14/16-20/x4), gore +28 (4d6+7), 4 tentacles +29 (2d6+7)

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

Special Attacks impregnate surrogate, mythic power (10/day, surge +1d12), razor claws, well of life

Spell-Like Abilities (CL 20th; concentration +35)

Constant—*freedom of movement*, *true seeing*

At will—*dimension door*

3/day—*antilife shell*, *break enchantment*, *contagion* (DC 28), quickened *cure serious wounds*, *dimension door*

1/day—*antimagic field*, *destruction* (DC 32), *regenerate*^M

STATISTICS

Str 38, **Dex** 20, **Con** 46, **Int** 29, **Wis** 21, **Cha** 41

Base Atk +18; **CMB** +34; **CMD** 49 (can't be tripped)

Feats Combat Casting, Combat Reflexes^M, Great Fortitude^M,

Improved Initiative, Iron Will^M, Lightning Reflexes^M,

Multiattack, Quick Channel^{UM}, Quicken Spell-Like Ability

(*cure serious wounds*), Selective Channeling, Skill Focus

(Perception), Weapon Focus^M (claw), Weapon Focus (tentacle)

Skills Bluff +40, Climb +45, Diplomacy +40, Handle Animal +20,

Heal +30, Intimidate +43, Knowledge (arcana) +34, Knowledge

(dungeoneering) +34, Knowledge (nature) +34, Perception +39,

Sense Motive +30, Spellcraft +37, Swim +50, Use Magic

Device +40

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common,

Draconic, Ignan, Infernal, Terran

SQ birth spawn, invert birth, polymorphism, transfer suffering

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Birth Spawn (Ex) As a full-round action, a drakainia can give birth to a spawn, which is a Large or smaller creature of her

choice with a single random mutation (see the facing page). Each day she can produce any number of creatures whose combined total base CR does not exceed 3 + her Constitution modifier (usually 21).

Gestation Aura (Su) A drakainia's aura pulses with developing life. All poisons or diseases active within her 30-foot aura have an onset of 1 round and a frequency of 1/minute. Impregnated creatures within her aura gestate in 2d4 rounds. Any creature born within her aura gains a mutation as if it were the drakainia's spawn, though if the creature's parent was not impregnated by the drakainia, the creature born is an infant of the kind its biological parents would produce, and doesn't count toward the CR limit the drakainia can spawn per day.

Impregnate Surrogate (Su) A drakainia can disgorge a monstrous embryo into the mouth of a living, corporeal creature that is pinned or helpless. She makes a grapple combat maneuver check, and if she succeeds she impregnates that creature regardless of its gender. A mythic character must succeed at a DC 38 Fortitude saving throw to avoid being impregnated; a non-mythic character is impregnated automatically. An impregnated creature's pregnancy lasts for 2d4 rounds. During this pregnancy, the victim is nauseated until the monster bursts forth from the victim's abdomen, which deals 10d6 points of damage to the pregnant creature and applies the broken condition to any armor it is wearing.

Remove disease (DC 28) eliminates the unnatural embryo.

Alternatively, as a full-round action another creature can attempt to cut out the growing monster with a DC 38 Heal check. On a successful check, the offspring is removed, and the formerly pregnant creature takes 1d4 points of bleed damage. On failed check, the pregnant creature takes 2d6 points of bleed damage and is stunned for 1 round, but the offspring is not removed. The creature spawned by means of this impregnation is any creature of the drakainia's choice that is at least one size category smaller than the creature she impregnated. These spawn count against the drakainia's daily CR allowance for birth spawn (see above).

Invert Birth (Su) When a drakainia uses her *dimension door* spell-like ability, instead of the normal range, she can choose to teleport to any space occupied by one of her spawn that is within 1 mile of her. She doesn't need line of sight or knowledge of the spawn's location. If she chooses a spawn that is farther than a mile away, she does not lose the use of the spell-like ability, but does lose the action. On arrival, she explodes out from her offspring, destroying it entirely.

Polymorphism (Ex) The spawn gestating inside the drakainia constantly alter her internal construction, making her immune to bleed, disease, poison, and polymorph effects. When she is subject to a critical hit or a sneak attack, this polymorphism grants her a 75% chance of negating such attacks.

Razor Claws (Ex) A drakainia's claws are razor sharp with a critical threat range of 17-20 and a critical multiplier of x4.

Transfer Suffering (Su) As a swift action, a drakainia can transfer

a single harmful spell effect or condition from herself to one of her offspring that is currently within her gestation aura.

Well of Life (Su) A drakainia can unleash the primal life energy within in her body to channel positive energy as if she were a 20th-level cleric (DC 35). She can use this ability 18 times per day and can choose to expend 1 use of mythic power at each use to maximize the damage healed.

Primal life energy, raw and uncontrolled, seethes through this mother of monsters. Her churning, distended belly mocks creation, birthing horrors and dismal failures. The weak are torn apart in the writhing mass of her nursery, while the strong transcend their hideous origins to become creatures of greatness in their own right.

She is always encountered with at least a handful of her favored children, as well as other progeny she can sacrifice to protect herself. With their help, she impregnates those who come across her with twisted, monstrous life.

DRAKAINIA SPAWN

When a drakainia spawns, either through her own body or through a surrogate, what issues forth is a mutated abomination. Any impregnated creature that's within the drakainia's gestation aura has a child of the parents' race, but with one of the following mutations.

d%	Mutation
01-10	Fatal Mutation The creature is birthed stillborn and horribly disfigured.
11-20	Covered in Eyes (Ex) Eyes cover the front and back of the creature's head. It gains all-around vision.
21-30	Chameleon Scales (Ex) This creature is covered in scales that shift their hue to blend in with their surroundings. The creature gains a +8 racial bonus on Stealth checks and gains hide in plain sight.
31-40	Poison Glands (Ex) The creature has a pair of poison sacs near its mouth. It gains immunity to poison, and three times per day it can spit a dose of poison up to 20 feet as a ranged touch attack. <i>Poison:</i> Contact—injury; <i>save</i> Fort DC 10 + 1/2 the creature's HD + its Constitution modifier; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d3 Con damage; <i>cure</i> 1 save.
41-50	Sticky (Ex) The creature's limbs are covered in tiny, hooked hairs that give its skin a downy appearance. It gains the grab ability on its primary natural attacks (if it has any) or its unarmed strike, and a +8 racial bonus on Climb checks.
51-60	Serpent-Headed Tail (Ex) The creature has a tail that ends in a snake head. This provides a

+4 circumstance bonus on Perception checks and a primary bite attack (1d3 + the creature's Strength modifier for a Medium creature). In addition, the creature gains Improved Trip as a bonus feat.

61-70 **Vestigial Companion (Ex)** The creature has the head of an animal (usually a goat, chicken, or dog) growing out of its back or torso, providing the scent ability. If the base creature already has scent, this mutation allows it to determine the direction of a particular scent as a free action.

71-80 **Multiple Heads (Ex)** The creature has 2d4 heads, granting it a +4 racial bonus on saving throws against illusions and enchantments and a +8 racial bonus on Perception checks. The creature speaks an additional number of languages equal to its total number of heads. Each head speaks with a different voice.

81-90 **Tentacles (Ex)** The creature's legs are replaced with multiple tentacles. It can't be tripped and gains a +8 racial bonus to CMD and a +8 racial bonus on combat maneuver checks to grapple.

91-99 **Impenetrable Skin (Ex)** The drakainia spawn's skin is tough and scaly. It gains DR/— equal to half its HD (maximum 10).

100 **Favored Spawn (Su)** Favored spawn are those a drakainia has marked as successful or quasi-successful mutations. These powerful spawn gain a +4 luck bonus on all saving throws, a +4 increase to natural armor, a +4 inherent bonus to two ability scores, and 1 mythic rank.



Illustration by Matchol Quinto

DRAKE, LAVA

This muscular two-legged dragon is covered with scales of thick volcanic stone.

LAVA DRAKE

CR 9



XP 6,400

NE Large dragon (fire)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +10, **Will** +8

Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow (lava only) 30 ft., fly 60 ft. (average)

Melee bite +17 (1d8+7), 2 claws +17 (1d6+7), tail slap +15 (1d8+3)

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

Special Attacks magma shake, pyroclastic vomit

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 32 (34 vs. bull rush)

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

Skills Climb +21, Fly +15, Intimidate +14, Perception +15, Stealth +13 (+21 submerged in molten rock or metal); **Racial**

Modifiers +8 Stealth submerged in molten rock or metal

Languages Draconic

SQ hold breath, speed surge

ECOLOGY

Environment warm forests, hills, or mountains

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

Treasure standard

SPECIAL ABILITIES

Magma Shake (Ex) Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every

direction. All creatures within a 30-foot radius of the lava drake take 5d6 points of fire damage from the shower of scalding rock; a successful DC 18 Reflex save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again. The save DC is Dexterity-based.

Pyroclastic Vomit (Ex) As a standard action, a lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals 6d6 points of fire damage (Reflex DC 19 half) to the primary target and 3d6 points of fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional 3d6 points of fire damage per round to the primary target and 1d6 points of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a lava drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an addition move action that round.

The deviant and destructive cousins of primal magma dragons, lava drakes rise from smoldering volcanic crevasses to terrorize and devour those creatures weaker than themselves. While far less intelligent than their draconic kin, they are equally arrogant and seek out the adoration of humanoids. They can and often do submerge

themselves in molten rock, burrowing through the lava to sneak up on prey, or to provide a dramatic display of power to those who worship them. Thick, black-crusted scales cover a lava drake's body.

Stockier than other drakes, adults can grow up to 18 feet in length and weigh over 3,000 pounds.

Illustration by Maichel Quinto

DRAKE, MIST

This lanky dragon's dappled grayish scales and sprawling wings shift and fade in color, blending in with the mist.

MIST DRAKE

CR 5



XP 1,600

NE Large dragon (air)

Init +2; **Senses** darkvision 60 ft., fogvision, low-light vision, scent; **Perception** +10

DEFENSE

AC 19, touch 12, flat-footed 16 (+2 Dex, +1 dodge, +7 natural, -1 size)

hp 57 (6d12+18)

Fort +8, **Ref** +7, **Will** +6

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +9 (2d6+4), tail slap +4 (1d8+2)

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

Special Attacks fogburst

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Hover

Skills Fly +9, Intimidate +9, Perception +10, Stealth +7 (+15 in fog or mist), Survival +10; **Racial Modifiers** +8 Stealth in fog or mist

Languages Draconic

SQ misty camouflage, speed surge

ECOLOGY

Environment cold or temperate coasts, hills, or marshes

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

Treasure standard

SPECIAL ABILITIES

Fogburst (Su) As a standard action, a mist drake can expel a ball of solid mist that explodes into a cloud of fog upon impact. This attack has a range of 60 feet and deals 3d6 points of bludgeoning damage to all creatures in a 20-foot radius (Reflex DC 16 half). A flying creatures that fails its Reflex save is pushed 1d4 × 5 feet from the center of the fogburst's area of effect (taking 1d6 points of damage per 10 feet if it strikes a solid object), while creatures on the ground are knocked prone on a failed save. The area of effect

of the fogburst is filled with mist (as *obscuring mist*) for 1d4 rounds after impact. Once a mist drake has used its fogburst attack, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Fogvision (Ex) A mist drake can see normally through any form of natural or magical mist, fog, or precipitation.

Misty Camouflage (Ex) A mist drake can use Stealth to hide whenever it is in or adjacent to an area of mist, even while being observed.

Speed Surge (Ex) Three times per day as a swift action, a mist drake can draw on its draconic heritage for a boost of strength and speed that enables it to take an additional move action in that round.

Mist drakes are less openly aggressive than most drakes, as they are not as physically strong and imposing as most of their kin. Their bodies are narrow and serpentine, more suited for quick strikes and hit-and-run tactics than for close combat. However, they excel at stealth for creatures of their size, and can expel a burst of thick fog whenever they need to create a diversion or screen themselves from archers trying to target them. In the mist, they move swiftly and silently to disperse groups of foes with their explosive breath and then single out one of their enemies for a quick and deadly attack before their victim's allies can regroup and come to its rescue.

Mist drakes mate only once few decades, but are more caring parents than others of their ilk. After the clutch of two to six eggs hatch, the hatchlings stay with their mother for up to 20 years before seeking out their own hunting territory. Mist drakes live up to 200 years.

A typical mist drake is 13 feet long from head to tail tip, but these lithe dragons rarely weigh more than 1,000 pounds.



Illustration by Marchol Quinto

DRAKE, SHADOW

This tiny black dragonlike creature has charcoal-colored scales and shadowy wings.

SHADOW DRAKE

CR 2



XP 600

CE Tiny dragon (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 22 (3d12+3)

Fort +4, **Ref** +8, **Will** +4

Defensive Abilities shadow blend; **Immune** cold, paralysis, and sleep

Weaknesses light sensitivity, vulnerable to fire

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee bite +10 (1d3-1), tail slap +5 (1d3-1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

Special Attacks stygian breath

STATISTICS

Str 9, **Dex** 20, **Con** 12, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +6; **CMD** 15

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Disable Device +8, Fly +23, Perception +7, Sleight of Hand +8, Stealth +19;

Racial Modifiers -4 Acrobatics when jumping

Languages Common, Draconic

SQ speed surge

ECOLOGY

Environment any

Organization solitary, pair, or rampage (3-5)

Treasure standard

SPECIAL ABILITIES

Shadow Blend (Su) In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

Speed Surge (Ex) Three times per day as a swift action, a shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Stygian Breath (Su) As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 12 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Shadow drakes are mischievous and greedy. They often use their whiplike tails as third limbs, grasping small objects or even using their tails to work locks or swipe small objects they desire. Because they are so small and fast, they are master thieves and pickpockets. Unlike most drakes and dragonkin, shadow drakes like to haunt the fringes of civilization, often making lairs in abandoned buildings, forgotten attics, or unused bell towers, and stashing their tiny treasure hoards there.




A shadow drake can be chosen as a familiar by a 7th-level evil spellcaster who has the Improved Familiar feat.

Young shadow drakes are almost pure black and have lustrous hides. As they age, their scales lose this luster and turn dull gray. Much like their larger dragon cousins, shadow drakes are long-lived, and can reach 150 to 200 years in age.

Illustration by Maichol Quinto

DRAKE, SPIRE

This reptilian creature's gaunt body, legs, and batlike face are covered in long spines. Two wings stretch out from its torso.

SPIRE DRAKE	CR 7	  
XP 3,200		
LE Large dragon		
Init +1; Senses darkvision 60 ft., low-light vision; Perception +11		
DEFENSE		
AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)		
hp 84 (8d12+32)		
Fort +10, Ref +7, Will +6		
Immune curses, energy drain, negative energy, paralysis, sleep		
OFFENSE		
Speed 30 ft., climb 30 ft., fly 60 ft. (average)		
Melee bite +13 (2d6+6 plus 1d6 negative energy), tail slap +8 (1d8+3)		
Space 10 ft.; Reach 10 ft.		
Special Attacks accursed breath, soul corruption		
STATISTICS		
Str 22, Dex 12, Con 19, Int 10, Wis 11, Cha 15		
Base Atk +8; CMB +15; CMD 26		
Feats Flyby Attack, Power Attack, Vital Strike, Wingover		
Skills Climb +20, Fly +10, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +11, Spellcraft +10, Use Magic Device +13		
Languages Draconic		
SQ speed surge		
ECOLOGY		
Environment any hills		
Organization solitary, pair, or rampage (3–12)		
Treasure standard		
SPECIAL ABILITIES		
Accursed Breath (Su) As a standard action, a spire drake can spit a compressed ball of jet-black dust that bursts into a spray of clinging motes that sap the spiritual strength of creatures in an area. The attack has a range of 60 feet and deals 5d6 points of negative energy damage (Will DC 18 half) to all creatures in a 20-foot radius. Affected creatures take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1d4 rounds (or for 1 round on a successful Will save). As long as these motes cling to a creature, the effect of any conjuration (healing) effect used on that creature is halved. This is a curse effect. The save DC is Constitution-based.		
Soul Corruption (Su) If a spire drake successfully performs a coup de grace upon a creature afflicted by its accursed breath, the slain target arises 1d4 rounds later as a wight (<i>Pathfinder RPG Bestiary</i> 276). This wight is not under the drake's control, and the wight and any spawn that it creates perish 1d6 days after arising.		

Speed Surge (Su) Three times per day as a swift action, a spire drake can draw on its draconic reserves for a boost of strength and speed, allowing it to take an additional move action in that round.

Sages attribute the gaunt builds and tattered, scabrous wings of spire drakes to centuries of dwelling in magic-blasted desolations and accursed badlands, positing that the tainting of the land seeps into the drakes' flesh and bone and into every clutch of eggs, and is thus carried down through generations of decay. But while their appearance is somewhat withered, spire drakes are just as strong and ferocious as other drakes.

Spire drakes are unusually intelligent for their kind. They are particularly curious about magic and magical items, and enjoy having large collections of such items even if they don't know how to use them. Lacking the ability to detect magic, they often scour their hunting ranges for any items they suspect might be magical, collecting an array of strange and obscure devices and objects and displaying them proudly so they can boast to other drakes they encounter (who often jealously try to steal or destroy the collections of their rivals).

Spire drakes often demand tribute from merchants and caravans passing through or near the lands they claim, or may offer to let opponents escape a fight in exchange for surrendering a magic item. Spire drakes are rarely as clever as they think, however, and can be easily tricked by temporary magical effects into believing an item is magical. Still, spire drakes that manage to collect true magical items use them offensively or defensively as appropriate, and love to show off their latest prizes.

A typical spire drake measures 18 feet from its nose to the long, thin tip of its tail, and weighs about 1,700 pounds.

Illustration by Lake Hurwitz

ECTOPLASMIC CREATURE

This slimy, shifting mass has the shape of a humanoid, but is made out of what appears to be some form of sticky rope or cloth.

ECTOPLASMIC HUMAN

CR 1/2



XP 200

N Medium undead

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 7 (1d8+3)

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

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness⁸

SQ phase lurch

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

Drawn from energies of the Ethereal Plane, ectoplasm is a vile substance resembling thick tangles of slimy linen or dripping goo. It shapes itself into the form of an undead creature, creating a host for a soul unfortunate enough to be confined within it. The existence of an ectoplasmic being is a cruel one, and few souls willingly choose this painful form of undeath.

An ectoplasmic creature is approximately the same size as the body it inhabited in life, though it weighs nearly twice as much, as the ropes of undead matter that

compose its body are significantly heavier than most living flesh.

Even more so than most undead beings, creatures born of ectoplasm live hateful existences, filled with nothing but a lust for destruction and suffering. They have no bodily needs and require no sustenance; the only thing an ectoplasmic creature feeds upon is its own hatred of the living.

Once a spirit has passed to the afterlife, it seldom wishes to return at all, let alone in a disfigured ectoplasmic body. Spirits that aren't powerful enough to come back as ghosts or spectres sometimes return as ectoplasmic monsters, particularly when there are no remains of the creature's original body for its soul to inhabit in the form of a skeleton or zombie. Sometimes, ghosts and other strong undead purposefully draw upon ectoplasm from the ethereal realm, yearning for even more power in their ectoplasmic hosts.

Those who suffer this sorrowful fate, by misfortune or choice, are usually stuck in their ectoplasmic prisons until death grants them sweet release from this unlife. The transition from death to ectoplasmic undeath is a torturous ordeal, as is retaining the horrid form into which the creature is reborn. Often, this persistent agony drives these beings beyond mad, creating within an insatiable rage akin to that experienced by frustrated ghosts and other haunted souls.

An ectoplasmic creature's burning desperation and embitterment often pushes it toward violence: most such beings fling themselves into battle willingly, killing to satiate their natural hunger for the suffering of others, while simultaneously hoping to be killed and thus freed of their own suffering own.

Whenever in contact with surfaces (including walls they pass through), ectoplasmic creatures leave a trail of a silvery substance that resembles a slug's mucus—a trait almost exclusive to these undead. This slippery secretion dries within moments, so if its encountered, there is surely such a creature lurking nearby.

Ectoplasmic beings can inhabit any location, regardless of environment or climate. The horrors tend to prowl the areas in which they died, and rarely venture outside these areas, as though they were anchored there.

Though these entities rarely coordinate complicated actions with others of their kind, they seem to do so unintentionally at times. Their unnatural strength makes ectoplasmic creatures formidable combatants, which those not familiar with fighting ectoplasmic creatures would expect by looking at them. Fortunately for the wary, the sticky ectoplasm that trails behind these undead monsters is a clear indicator of their presence, and most experienced clerics can identify the substance at a glance.

CREATING AN ECTOPLASMIC CREATURE

“Ectoplasmic” is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: Usually chaotic evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as evil) and subtypes that indicate kind (such as giant). It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted in the following sections.

Armor Class: The creature’s natural armor bonus changes as follows:

Ectoplasm Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Hit Dice: Drop HD gained from class levels (to a minimum of 1 HD) and change racial Hit Dice to d8s. Ectoplasmic creatures use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: An ectoplasmic creature loses the base creature’s defensive abilities, and gains DR 5/ slashing as well as all of the standard immunities and traits possessed by undead creatures.

Speed: Winged ectoplasmic creatures can still fly, but their maneuverability drops to poor if it was initially any better. If the base creature flew magically, so can the ectoplasmic creature. Retain all other movement types. An ectoplasmic creature gains the ability to traverse the air (as the *air walk* spell) as a constant effect.

Attacks: An ectoplasmic creature retains all natural weapons of the base creature. It gains a slam attack that deals damage based on the ectoplasmic creature’s size.

Special Attacks: An ectoplasmic creature retains all of the special attacks of the base creature. In addition, an ectoplasmic creature gains the following special attack.

Horridifying Ooze (Su): Any creature struck by an ectoplasmic creature’s slam attack must succeed at a Will save (DC = 10 + 1/2 the ectoplasmic creature’s Hit Dice + the ectoplasmic creature’s Charisma modifier) or be shaken for 1d4 rounds.

Abilities: An ectoplasmic creature receives a +2 bonus to Strength and a +2 bonus to Charisma. An ectoplasmic creature has no Constitution or Intelligence score, and its Wisdom score becomes 10.

BAB: An ectoplasmic creature’s base attack bonus is equal to 3/4 its Hit Dice.

Feats: An ectoplasmic creature loses all feats possessed by the base creature, and gains Toughness as a bonus feat.

Special Abilities: An ectoplasmic creature loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. An ectoplasmic creature gains the following special ability:

Phase Lurch (Su): An ectoplasmic creature has the ability to pass through walls or material obstacles. In order to use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it’s moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.



Illustration by Jean-Baptiste Reynaud



EINHERJI

Holding a massive battleaxe and shield, this tall, helmed warrior is grim and fierce.

EINHERJI

CR 10



XP 9,600

CN Medium outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft., *deathwatch*; Perception +18

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +3 Dex, +4 shield)

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

Fort +12, **Ref** +11, **Will** +8

Defensive Abilities *freedom of movement*; **DR** 10/cold iron and lawful; **Immune** cold, disease, fear, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee +2 *battleaxe* +19/+14/+9 (1d8+6/×3)

Ranged mwk throwing axe +17 (1d6+4)

Special Attacks challenge of single combat

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

Constant—*deathwatch*, *freedom of movement*

At will—*rage*

3/day—*divine power*

1/day—*heroes' feast*

STATISTICS

Str 19, **Dex** 16, **Con** 19, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +13; **CMB** +17; **CMD** 30

Feats Combat Reflexes, Improved Initiative, Improved Iron

Will®, Iron Will, Power Attack, Stand Still, Step Up, Strike Back

Skills Intimidate +16, Knowledge (engineering) +16, Knowledge

(planes) +16, Perception +18, Ride +16, Survival +18

Languages Celestial, Common

SQ battle-trained, thirst for battle

ECOLOGY

Environment any

Organization solitary, squad (3–6), or warband (7–16)

Treasure triple (+2 *scale mail*, +2 *heavy wooden shield*, +2 *battleaxe*, masterwork throwing axe)

SPECIAL ABILITIES

Battle-Trained (Ex) An einherji is proficient with all armor.

Armor never impacts an einherji's speed, nor does an einherji take armor check penalties on Ride checks.

Challenge of Single Combat (Ex) As a standard action, an einherji can choose a single target within sight to challenge by attempting an Intimidate check to demoralize that creature. If the check succeeds, the target is shaken and the einherji gains a +2 bonus on attack rolls and damage rolls against that target. For the duration of the challenge, the einherji must attack that target, and takes a –2 penalty to its AC, except against attacks made by the target. The challenge (and the shaken condition) remains in effect until the target

successfully attacks the einherji in melee combat, the target is dead or unconscious, or the combat ends.

Thirst for Battle (Su) As long as an einherji is in battle (i.e., each round it makes an attack roll), it gains fast healing 5. An einherji loses this ability outside of combat or if knocked unconscious.

Some warriors who die glorious deaths in battle find that there is a call for their skill and prowess even after death. Chosen by valkyries (*Pathfinder RPG Bestiary* 3 277) from among the slain on the battlefield, they become einherjar, outsiders who fight for the gods and other powerful extraplanar beings in battles across the multiverse.

Like valkyries, einherjar can serve a variety of deities, not just gods of war, conflict, and valor, but also those of love, beauty, life, and others not thought of as combative. Einherjar pride themselves on prowess in battle, and forever seek to prove themselves by challenging worthy foes.

Einherjar can be either male or female, and normally appear as muscled, battle-hardened humans, dwarves, or elves. A typical einherji stands 7 feet tall and weighs around 300 pounds.



ELDER THING

This strange being has a star-shaped head and numerous writhing appendages arranged radially around its barrel-shaped body.

ELDER THING

CR 5



XP 1,600

LN Medium aberration (aquatic)

Init +2; **Senses** all-around vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 59 (7d8+28)

Fort +8, **Ref** +4, **Will** +8

Immune cold; **Resist** fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (clumsy), swim 40 ft.

Melee 5 tentacles +7 (1d4+2 plus grab)

Special Attacks constrict (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** 19, **Int** 20, **Wis** 16, **Cha** 17

Base Atk +5; **CMB** +7 (+11 grapple); **CMD** 19 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Endurance, Great Fortitude

Skills Disable Device +9, Fly +4, Heal +10, Knowledge (arcana) +12, Perception +13, Spellcraft +15, Survival +13, Swim +20, Use Magic Device +10

Languages Elder Thing

SQ amphibious, hibernation, limited starflight, no breath

ECOLOGY

Environment any

Organization solitary, pair, pod (3–8), or expedition (9–16)

Treasure standard

SPECIAL ABILITIES

Hibernation (Ex) An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters

this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no Will saving throw necessary.

Limited Starflight (Ex) An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing's ability to fly in outer space does not allow it to reach unusually high speeds—an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.

Known by various names on various worlds, but most often as “elder things” or “old ones,” these alien creatures are interested in creating lasting works of art, architecture, and even life (such as the dreaded shoggoths). They possess a boundless capacity for war and egotism.

A typical elder thing is 6 feet tall from head to foot, with a 7-foot wingspan. Surprisingly heavy for its size, an elder thing generally weighs about 450 pounds.



Illustration by Scott Purdy



ELOHIM

This one-eyed being is a strange mix of insects, fungi, and other living things shaped into a single winged entity.

ELOHIM

CR 23/MR 6



XP 819,200

N Huge outsider (extraplanar, mythic)

Init +16^M/-4, dual initiative; **Senses** blindsight 60 ft., darkvision 60 ft., *deathwatch*, low-light vision, scent; Perception +34

DEFENSE

AC 39, touch 20, flat-footed 32 (+6 Dex, +1 dodge, +5 insight, +19 natural, -2 size)

hp 423 (22d10+302); regeneration 15 (epic weapons)

Fort +26, **Ref** +13, **Will** +24

Defensive Abilities fortification (50%); **DR** 15/epic, **Immune** electricity; **Resist** acid 30, cold 30, fire 30; **SR** 34

OFFENSE

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

Melee 2 claws +27 (2d8+7), 8 tentacles +22 (2d8+3 plus grab)

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

Special Attacks breath

weapon (60-ft. cone, 20d8 electricity, Reflex DC 32 half, usable every 1d4 rounds), constrict (2d8+10), mythic magic, mythic power (6/day, surge +1d8)

Spell-Like Abilities

(CL 23rd; concentration +30)

Constant—*deathwatch*, *mind blank*, *speak with animals*

At will—*baleful polymorph* (DC 22), *charm monster* (DC 21), *etherealness*, *rest eternal*^{APG}, *shapechange*, *stone shape*, *greater teleport* (self plus 50 lbs. of objects only)

5/day—*control weather*, *greater dispel magic*, *greater polymorph*, *heal*, *plane shift* (DC 24), *terraform*^{MA}

3/day—*circle of death* (DC 23), *disintegrate* (DC 23), *power word stun*

1/day—*create demiplane*^{UM}, *mage's disjunction*

STATISTICS

Str 24, **Dex** 22, **Con** 32, **Int** 25, **Wis** 29, **Cha** 25

Base Atk +22; **CMB** +31 (+35 grapple); **CMD** 53 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Dodge, Great

Fortitude^M, Greater Vital Strike, Improved Great Fortitude, Improved Initiative^M, Improved Iron Will, Improved Vital Strike, Iron Will^M, Vital Strike

Skills Bluff +32, Heal +31, Intimidate +29, Knowledge (arcana, dungeoneering, geography, nature, planes) +32, Perception +34, Sense Motive +34, Spellcraft +29, Stealth +23, Swim +15, Use Magic Device +29

Languages *speak with animals*, telepathy 100 ft.

SQ compression, create life, natural spellcasting, no breath, plantbringer

ECOLOGY

Environment any (extraplanar)

Organization solitary or horde (1 plus 5–20 animals, magical beasts, and plants of CR 8–10)

Treasure double

SPECIAL ABILITIES

Create Life (Su) At will, an elohim can create any one plant or living creature. A creature created can have no more than 4 Hit Dice and be no larger than Large size, and is not under the elohim's control.

Natural Spellcasting

(Su) An elohim can cast spells in any shape, similar to the Natural Spell feat.

An elohim is a strange being obsessed with creating miniature worlds populated with creatures of its choosing. It creates new permanent demiplanes or alters remote environments in pre-existing planes, seeds them with new life, then eventually abandons them. An elohim might return to its creation decades or centuries later to observe how its progeny have fared, and might allow them to continue or eradicate them completely. Elohims communicate with other beings only rarely, and always in a cryptic fashion.



EMPYREAL LORD

The empyreal lords are the primal forces of good given physical form. Though not as powerful as gods, they are ancient celestials with legendary abilities.

Unlike many other beings of demigod-level power, empyreal lords do not divide themselves as strictly along racial lines—the term “empyreal lord” names the greatest members of the agathion, angel, archon, and azata races. While demon lords, archdevils, horsemen, and similar unique beings orchestrate the plots of their race alone—proving either unwilling or too fractious to collaborate with those not of their kind—empyreal lords seek out the commonalities of interest and purpose shared by their peers among the other celestial races. Although some good-aligned planar races have their own titles for the greatest of their kind, the title “empyreal lord” serves as a unifying bond between forces for good. Though their foes (and even some allies) see these mightiest azatas, angels, agathions, and archons as rulers of their kind, the empyreal lords do not consider themselves royalty. Together the empyreal lords marshal the efforts of all goodly outsiders toward common ends.

Some empyreal lords are almost as old as creation itself, having arisen from the ranks of the first celestials. Others were imbued with divine grace, either by being champions of a deity, inheriting the power of a slain god, or tapping into remarkable powers gathered at far-flung corners of the planes. Some reached this high station by performing impossible quests, gaining the favor of fate, or becoming perfectly attuned with one of the good outer planes.

Representing the two poles of goodness and the fulcrum upon which they balance, the empyreal lords do not always agree, but generally do not interfere with each others’ decisions. Most view philosophical squabbles as petty when faced with a common foe, and never has infighting threatened the foundation of their bonds. Thus, while their outlooks may differ regarding freedom, individuality, and loyalty, the empyreal lords do not allow such differences to stand in the way of vanquishing evil—they’re celestials aligned against evil first and foremost.

Despite their power, the empyreal lords typically eschew direct involvement in the affairs of mortals and even most other celestials. They believe the greater objectives of good are ultimately served by larger and farther-reaching orchestrations of diplomacy and subtle strategy. Even though their powers might not always obviously be directly at work, empyreal lords court mortal worshipers who share their goals and ideals, who are typically referred to as mystery cultists. Rather than more general goals like good or order, mystery cultists focus their worship on the ideals, activities, and creatures their patron most fervently extols or openly favors.

OTHER EMPYREAL LORDS

Although the three presented here are among most powerful of the empyreal lords, they are far from the only celestials to bear this title. Among the ranks of the good races of the heavens stand those that are great leaders of their kind and shining examples to other celestials. For these few, their natures or their actions kindle a transformation that reshapes them into empyreal lords—a superlative version of their basic form. When they ascend, these empyreal lords are given an honorific typically celebrating their deeds or honoring another empyreal lord of similar distinction. Below are many ascendant celestials that have become empyreal lords and their honored titles.

Andoletta, Grandmother Crow (archon)
 Arshea, Spirit of Abandon (angel)
 Bharnarol, the Tempered Inventor (agathion)
 Black Butterfly, the Silence Between (azata)
 Chucaro, Maiden of Haze and Whimsy (azata)
 Falayna, Warrior’s Ring (archon)
 Ghenshau, Breezes-Still-and-Ripples-Cease (archon)
 Immonhiel, Balm-Bringer (angel)
 Jaidz, Fearless Claw (agathion)
 Lalaci, He of Motley Repose (azata)
 Olheon, the Just Arbiter (archon)
 Ragathiel, General of Vengeance (angel)
 Shei, the Ibis Matron (agathion)
 Sinashakti, Immaculate Joy (azata)
 Vildeis, the Cardinal Martyr (angel)
 Ylimancha, Harborwing (agathion)

EMPYREAL REALMS

An empyreal lord’s planar realm may be as small as a metropolis or as large as a continent. The realms’ environments, themes, and traits are as unusual as the empyreal lords themselves, presenting surreal challenges and dangers to creatures seeking to invade them.

An empyreal lord gains the following additional powers while in its realm (the statistics presented on the following pages do not include these abilities).

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

EMPYREAL LORD, CERNUNNOS

This tall, graceful person has elven features, the horns of a majestic stag and a piercing, ageless stare.

CERNUNNOS

CR 30



XP 9,830,400

CG Large outsider (azata, chaotic, extraplanar, good)

Init +16; **Senses** blindsense 60 ft., darkvision 60 ft., *detect evil*, *detect lies*, *detect poison*, low-light vision, *true seeing*; Perception +43

Aura primal (30 ft.)

DEFENSE

AC 48, touch 22, flat-footed 35 (+12 Dex, +1 dodge, +26 natural, -1 size)

hp 663 (34d10+476); regeneration 10 (evil artifacts, effects, and spells)

Fort +25, **Ref** +31, **Will** +25

Defensive Abilities *freedom of movement*, lightning rod, unbound; **DR** 15/epic and evil; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, electricity, energy drain, petrification; **Resist** cold 30, fire 30; **SR** 41

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee +5 *holy cold iron club* +48/+43/+38/+33 (1d8+18/15-20), gore +43 (2d8+18)

Ranged +5 *evil outsider bane composite longbow* +51/+46/+41/+36 (2d6+14/19-20/x4)

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

Special Attacks greater slaying arrow, horned lord's charge, powerful charge (gore, 4d8+13 and horned lord's charge), wild shape (as 20th level druid)

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*detect evil*, *detect lies*, *detect poison*, *freedom of movement*, *true seeing*

At will—*greater teleport*, *haste**, *true strike**

3/day—*break enchantment**, *breath of life**, *dimensional anchor* (DC 19)

1/day—*discern location*, *mage's disjunction** (DC 24), *time stop**

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

Druid Spells Prepared (CL 20th; concentration +26)

9th—*elemental swarm*, *foresight*, *summon nature's ally IX* (2)

8th—*control plants* (DC 24), *repel metal or stone*, *sunburst* (DC 24), *whirlwind* (DC 24)

7th—*control weather*, *creeping doom* (DC 23), *heal*, *sunbeam* (DC 23)

6th—*antilife shell*, *greater dispel magic* (2), *move earth*, *wall of stone* (DC 22)

5th—*atonement*, *baleful polymorph* (DC 21), *deathward*, *transmute rock to mud*, *wall of thorns*

4th—*cure serious wounds* (2), *freedom of movement*, *rusting grasp*, *true form*^{APG} (DC 20)

3rd—*call lightning* (DC 19), *cure moderate wounds*, *neutralize poison* (2), *remove disease*

2nd—*chill metal* (DC 18), *fog cloud*, *heat metal* (DC 18), *lesser restoration*, *resist energy* (2)

1st—*calm animals* (DC 17, 2), *cure light wounds* (2), *pass without trace* (2)

0—*create water*, *mending*, *purify food and drink*, *read magic*

STATISTICS

Str 29, **Dex** 35, **Con** 39, **Int** 18, **Wis** 22, **Cha** 21

Base Atk +34; **CMB** +44; **CMD** 67

Feats Combat Reflexes, Deadly Aim, Dodge, Improved Critical (longbow), Improved Critical (scimitar), Improved Initiative, Improved Precise Shot, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Weapon Focus (club), Weapon Focus (gore), Weapon Focus (longbow)

Skills Acrobatics +46 (+50 when jumping), Diplomacy +22, Disguise +22, Fly +10, Handle Animal +22, Intimidate +22, Knowledge (geography) +24, Knowledge (nature) +24, Knowledge (planes) +24, Knowledge (religion) +21, Perception +43, Ride +32, Sense Motive +43, Stealth +45, Survival +43, Swim +26

Languages Celestial, Draconic, Infernal, Sylvan; truespeech
SQ change shape (any humanoid, *alter self*), empyreal lord traits, perfect archer, seed of life

ECOLOGY

Environment any forest or plain (Elysium)

Organization unique

Treasure standard (+5 *holy cold iron club*, +5 *evil outsider bane longbow*, other treasure)

SPECIAL ABILITIES

Greater Slaying Arrow (Su) Cernunnos can spend 1 minute crafting any kind of *greater slaying arrow* (DC 32). He can have only one such arrow at a time, and it only functions for him. The save DC is Charisma-based.

Horned Lord's Charge (Ex) An opponent hit by Cernunnos's powerful charge must succeed at a DC 39 Fort save or be exhausted, sickened, or stunned (Cernunnos's choice) for 1d4 rounds. The save DC is Constitution-based.

Lightning Rod (Su) Cernunnos absorbs and negates any electricity effect that targets him or includes him in its area. As an immediate action on his next turn, he can release this energy to grant the *shock* weapon special ability to all weapons wielded by his allies within 30 feet for 1 round.

Perfect Archer (Ex) Cernunnos does not provoke attacks of opportunity for firing bow weapons in melee. He threatens squares out to his normal reach when wielding a bow. He automatically creates arrows when firing a bow and treats any bow he wields as if it had a range increment of 500 feet.

Primal Aura (Su) Any summoned animal or creature summoned by *summon nature's ally* gains a +4 enhancement bonus to its Strength and Constitution while within Cernunnos's aura. Any such creature summoned within his aura obeys him as if

he had summoned it (if given conflicting orders, the creature obeys Cernunnos instead of its summoner).

Spells Cernunnos casts spells as 20th-level druid.

Unbound (Su) Cernunnos is immune to any effects that restrict or force extradimensional movement upon him, such as *banishment* or *dimensional anchor*. He may allow these effects to affect him.

Cernunnos is a powerful empyreal lord who embodies the primeval force of nature as well as its wildness. He surrounds himself with counselors and advisors from all of the celestial races. Although he rarely makes a rash decision, he occasionally lets anger overwhelm his better judgment, even going so far as to swear personal vendettas against specific demon lords or archdevils. A peerless archer and hunter, in such moments of vengeance Cernunnos is tempted to visit Hell or the Abyss to personally exact his revenge.

His preference for decisive action against enemies puts Cernunnos at odds with Korada. Though Cernunnos agrees that even the wickedest souls can seek redemption, he worries that lives would be lost in the time it would take to allow a fiend to seek enlightenment.

The Horned Lord appears as a tall and muscular humanoid with elven features, tan skin, and a pair of antlers growing from his brow. Cernunnos dresses in simple clothes and leathers, dyed in natural colors but typically woven or worked with motifs of birds in flight or leaping animals.

On Elysium, Cernunnos dwells in an expansive palace constructed of interwoven trees and capped with lush foliage. Known as Briarbough, this sprawling complex of gardens and pools is his seat of power and a place of healing where celestials and good mortals come to have their most grievous wounds tended. Beyond lies hundreds of miles of pristine forest and plains; animals killed here are reborn the next day, fully healed. In times of war, Briarbough serves as a headquarters and hospital for good outsiders.

When not in Elysium, Cernunnos works with other celestial races to stem the spread of evil throughout the cosmos. Recognizing that—despite his power—he is still only one person, the Horned Lord uses his abilities to strengthen and bolster those already allied against darkness, training marshals and emissaries to work as his agents in the mortal and fey worlds. He favors druids and rangers—archers in particular—among his devotees.

In combat, Cernunnos uses stealth and range to draw enemies to terrain of his choosing. The Empyreal Lord then uses his magic to further shape the battlefield to hamper his foes before closing for melee.

CERNUNNOS'S FAITH

Good fey, intelligent plant creatures, and mortal rangers and druids worship Cernunnos. Elven fighters and rogues often view him as a patron of luck and good fortune, but others pray to him for strength against evil. His sacred places are secluded groves, waterfalls, and deep forests.

Cernunnos's holy symbol is the head of a stag, ram or similar horned creature with torcs or rings hanging from its horns. His favored weapon is the longbow. He grants access to the Animal, Chaos, Good, and Plant domains, and access to the Azata, Feather, Fur, and Growth subdomains.



Illustration by Xia Tapania



EMPYREAL LORD, KORADA

This serene, acrobatic man has stiff sideburns, a beard like a monkey, and three golden-furred tails.

KORADA

CR 26



XP 2,457,600

NG Large outsider (agathion, extraplanar, good)

Init +22; **Senses** blindsense 60 ft., darkvision 60 ft., *detect evil*, *detect thoughts*, low-light vision; Perception +46

Aura primal (30 ft.)

DEFENSE

AC 45, touch 40, flat-footed 36 (+10 Dex, +1 dodge, +2 insight, +13 natural, -1 size, +6 sacred, +12 Wis); never flat-footed

hp 528 (32d10+352); regeneration 10 (evil artifacts, effects, and spells)

Fort +21, **Ref** +30, **Will** +30

Defensive Abilities never surprised; **DR** 10/epic and evil;

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

OFFENSE

Speed 90 ft., climb 30 ft., fly 60 ft. (average)

Melee unarmed strike +31/+36/+31/+26 (2d10+8) or +5 *quarterstaff* +44/+39/+34/+29 (1d8+13) or flurry of blows +38/+38/+33/+33/+28/+28/+23 (2d10+8)

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

Special Attacks shatter spells, stunning fist (8/day, DC 22)

Spell-Like Abilities (CL 20th; concentration +34)

Constant—*detect evil*, *detect thoughts*, *foresight**, *sanctuary** (DC 25), *water walk*

At will—*augury*, *bless**, *calm animals* (DC 25), *calm emotions* (DC 26), *cure serious wounds**, *greater teleport*, *mirror image**

3/day—*divination*, *mad monkeys*^{um}, quickened *mirror image**, *neutralize poison*, *true seeing*, *wall of force**

1/day—*antimagic field*, *moment of prescience*

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

STATISTICS

Str 26, **Dex** 30, **Con** 33, **Int** 25, **Wis** 35, **Cha** 38

Base Atk +32; **CMB** +41 (+43 disarm or grapple, +45 trip);

CMD 84 (86 vs. disarm, grapple, or trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Trip, Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike^b, Lunge, Mobility, Quicken Spell-Like Ability (*mirror image*), Scorpion Style, Snatch Arrows, Spring Attack, Step Up, Stunning Fist^b, Weapon Finesse

Skills Acrobatics +44 (+68 when jumping), Bluff +32, Climb +50, Diplomacy +45, Disguise +32, Escape Artist +26, Fly +8, Heal +27, Knowledge (arcana, geography, history, nature) +23, Knowledge (local) +22, Knowledge (planes, religion) +41, Perception +46, Sense Motive +46, Spellcraft +22, Stealth +40;

Racial Modifiers +24 Acrobatics when jumping

Languages Celestial, Infernal; *speaks with animals*, *truespeech*

SQ abundant step, change shape (avoral or any humanoid, *shapechange*), combat style master, empyreal lord traits, ki pool (22 points; adamantite, epic, good, lawful, magic, mythic, silver), lay on hands (15d6, 29/day), seed of life, tranquil master

ECOLOGY

Environment any forests or mountains (Nirvana)

Organization unique

Treasure standard (+5 *quarterstaff*, other treasure)

SPECIAL ABILITIES

Combat Style Master (Ex) Korada can attack with unarmed strikes and perform flurry of blows as a 20th-level monk. Like a monk, he adds his Wisdom bonus to his AC and CMD. As a swift action, Korada may enter the basic stance of any combat style feat (such as Crane Style^{uc}, Monkey Style^{uc}, and so on) as if he had the first feat in the feat path for that combat style. By expending 2 points of ki, he may use any two feats from his current combat style's feat path for the next minute; if he changes his stance, the previous stance's feats become unavailable but he may use feats from the new stance.

Primal Aura (Su) Korada's primal aura radiates calm and tranquility, automatically suppressing any non-mythic charm or compulsion effect on any creature within its area. Any creature in his aura (including him) can deal nonlethal damage with weapons without taking the -4 penalty on attack rolls for doing so.

Shatter Spells (Su): Korada can destroy a magical effect (whether it's on a creature or an independent effect such as a wall of fire) by attacking it with an unarmed strike. He must succeed at a melee touch attack against the creature or effect and expend 2 points of ki. If the attack hits, the creature or effect is subject to targeted *greater dispel magic* (CL 20th). If he dispels an effect, he suffer no harmful effects from touching it. If the effect is on a creature, the creature takes 1 point of damage per spell level of each effect dispelled.

Tranquil Master (Su) Korada may attack without breaking his *sanctuary* spell-like ability so long as he only attempts to deal nonlethal damage.

Korada is the champion of peace, kindness, and forgiveness. While he loves and respects his fellow empyreal lords for their tireless fight against wickedness, Korada believes good's final triumph will come from the redemption of evil creatures rather than their destruction. Honest, joyful, and clever, the Open Hand of Harmony dispenses wisdom with warmth and humility, and freely shares the secrets he has amassed over ages of study and meditation. Korada's dedication to philosophy and introspection have garnered him the ability to read the diverse threads of the world, see their nearly limitless connections, and then act on them with uncanny foresight. With neither the naivety of youth nor the jaded weariness of age, Korada is a perfect balance of sentient intelligence and animal instinct, at home wherever he is.

Though he can assume many forms, Korada's true appearance is a slender, athletic man wearing a simple monk's robe. He has a golden monkey-like beard and sideburns, three monkey tails, and a light layer of downy golden fur covering the rest of his body.

On Nirvana, Korada dwells in the Dream Lotus, a serene palace city whose blossoming violet walls always drip with cool, golden nectar that is said to calm even the wildest of spirits. It's a place of refuge and healing, and no violence is allowed within its walls; those with problems controlling their anger are sent to meditate at one of its many calming sacred pools.

Korada is said to possess the gift of foresight, but he rarely acts on these strange visions. He believes the struggle to change is always worthwhile, even if such a journey does not always end in success. It's the process, not the result, that matters most to Korada.

Despite his staunch dedication to peace, Korada's skill in battle is respected, and he's able to utilize almost any fighting style without a second's pause. He may be responsible for inspiring or teaching the animal combat styles to mortals, using various guises over the course of history on many worlds—or he may even have persuaded the creator gods to give the animals their instincts and talents for fighting, which led to mortals studying and emulating animal combat styles.

Korada's reputation for peace and martial skill earned him the role of the diplomat of the empyreal lords and their celestial armies. Balor lords, demodand warlords, and even infernal dukes have (temporarily) abandoned their dreams of conquest and warmongering when the Open Hand of Harmony has arrived—alone—in their court to suggest that they consider a different path. These visits always leave behind a path of dazed and stunned fiends, surprised and awed by how easily he defeated them; most silently suffer this indignation and plan vengeance for the next time he appears.

Although Korada is usually serene and gentle, he has a mischievous side and has been known to poke fun at or harass his opponents like a capricious monkey. He combines his skill in battle and gift for trickery to lead dangerous opponents away from innocents or into places where they can more easily be captured or subdued.

That said, Korada abhors violence, and he prefers to make nonlethal attacks (using his primal aura and tranquil master abilities), disabling foes so he can speak to them of their weakness. He dispatches mindless opponents without hesitation, not

wanting to waste energy debating or persuading a thing empty of thoughts and incapable of making moral choices. He challenges enemy leaders to single combat if doing so would prevent violence between other combatants.

KORADA'S FAITH

Korada is worshiped by good fey, awakened animals, and mortal clerics and monks seeking inner peace. Many who have lived with constant violence pray to Korada for guidance in finding balance; others are inspired by his light heart and willingness to confront wickedness with compassion and humor. Many who worship him are once-evil creatures who chose the path of redemption, as well as paladins who strayed and are working to stay true to the path of righteousness and mercy. The empyreal lord's sacred places are diplomatic embassies, mountain monasteries, and wells.




Korada's holy symbol is two devotees kneeling before a lotus or a golden monkey with three tails. His favored weapon is the unarmed strike. His clerics have access to the domains of Good, Healing, Magic, and Protection, and the subdomains of Agathion, Defense, Divine, and Restoration.



Illustration by Maichol Quinto

EMPYREAL LORD, VILDEIS

This red-winged angel is blindfolded and wrapped with bloody bandages. What shows of her flesh is scarred with celestial runes.

VILDEIS	CR 28	  
XP 4,915,200		
LG Large outsider (angel, extraplanar, good, lawful)		
Init +13; Senses blindsense 120 ft., darkvision 60 ft., <i>detect evil</i> , <i>true seeing</i> , zealous vision; Perception +42		
Aura primal (30 ft.), protective		
DEFENSE		
AC 44, touch 19, flat-footed 34 (+9 Dex, +1 dodge, +25 natural, –1 size; +4 deflection vs. evil)		
hp 610 (33d10+429); regeneration 10 (evil artifacts, effects, and spells)		
Fort +31, Ref +20, Will +26; +4 vs. poison, +4 resistance vs. evil		
DR 15/epic and evil; Immune ability damage, ability drain, acid, bleed, charm effects, compulsion effects, cold, death effects, energy drain, petrification; Resist electricity 30, fire 30		
OFFENSE		
Speed 40 ft., fly 60 ft. (average)		
Melee <i>Cicatrix</i> +50/+45/+40/+35 (1d6+17/17–20 plus 1 bleed and 2d6 <i>vicious</i>)		
Ranged <i>Cicatrix</i> +47 (1d6+17/17–20 plus 1 bleed)		
Space 10 ft.; Reach 10 ft.		
Special Attacks smite evil 7/day (+5 attack and AC, +20 damage, <i>disintegrate</i> evil outsiders)		
Spell-Like Abilities (CL 20th; concentration +25) Constant— <i>detect evil</i> , <i>true seeing</i> At will— <i>command</i> * (DC 16), <i>greater teleport</i> , <i>haste</i> *, <i>paladin's sacrifice</i> ^{APG} , <i>pain strike</i> ^{APG} (DC 18) 3/day— <i>discern location</i> , <i>geas/quest</i> (DC 21), <i>heal</i> , <i>holy word</i> * (DC 22), <i>mark of justice</i> (DC 20), <i>mass pain strike</i> ^{APG} (DC 20), <i>searing light</i> * * Vildeis can use the mythic version of this ability in her realm.		
Paladin Spells Prepared (CL 20th; concentration +25) 4th— <i>blaze of glory</i> ^{APG} (DC 19), <i>break enchantment</i> , <i>death ward</i> , <i>king's castle</i> ^{APG} 3rd— <i>dispel magic</i> , <i>fires of judgment</i> ^{APG} (DC 18), <i>prayer</i> , <i>righteous vigor</i> ^{APG} 2nd— <i>bull's strength</i> , <i>corruption resistance</i> ^{APG} , <i>litany of warding</i> ^{UC} , <i>remove paralysis</i> , <i>shield other</i> 1st— <i>divine favor</i> (3), <i>hero's defiance</i> ^{APG} , <i>lesser restoration</i> (2)		
STATISTICS		
Str 35, Dex 29, Con 37, Int 18, Wis 22, Cha 21		
Base Atk +33; CMB +46; CMD 66		
Feats Blinding Critical, Combat Casting, Combat Reflexes, Critical Focus, Deadly Aim, Dodge, Flyby Attack, Improved Critical (dagger), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Spell Penetration, Step Up, Vital Strike, Weapon Focus (dagger)		
Skills Acrobatics +45, Bluff +41, Fly +26, Heal +23, Intimidate +41,		

Knowledge (planes) +40, Knowledge (religion) +40, Perception +42, Sense Motive +42, Sleight of Hand +45, Stealth +41

Languages Celestial, Draconic; truespeech
SQ lay on hands (16d6, 25/day), seed of life

ECOLOGY

Environment any (Heaven)

Organization unique

Treasure standard (*Cicatrix*, other treasure)

SPECIAL ABILITIES

Primal Aura (Su) Whenever Vildeis would be affected by a bleed effect, all enemies within 30 feet gain that bleeding condition instead, as though they were the effect's original targets (no saving throw, creatures immune to bleeding are immune to this effect). The Heal DC to stop this bleeding is 25.

Smite Evil (Su) Vildeis can smite evil as a 20th-level paladin.

Whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to *disintegrate*, using Vildeis's paladin level as the caster level. After the *disintegrate* effect and the damage from the attack are resolved, the smite effect immediately ends.

Spells Vildeis casts spells as a 20th-level paladin.

Zealous Vision (Su) Vildeis automatically pinpoints the location of any evil creature within 1,000 feet of her.

Also known as the Cardinal Martyr, Vildeis endlessly sacrifices herself in penitence for the sins of the multiverse, every battle against evil giving her body one more wound with which she might shed bloody tears for existence. When Vildeis emerged from the Heavens, she was a being of sublime beauty, but of a majesty so delicate that she couldn't suffer the sight or even the thought of evil. Within an hour of her birth, she had put out her own eyes, refusing to even gaze upon a reality tainted by sin. Since the first self-inflicted wound marred her once-perfect body, she has struggled against evil in all its forms. Denying herself home or rest, Vildeis harrows the wildest reaches of the multiverse, driving back the expansions of foul realms and slaying those who would do wicked deeds.

Vildeis has no home among the planes, and forgoes any comforts—even those as basic as shelter or company—so long as there is evil afoot in the multiverse. Such makes her one of the most aloof empyreal lords, but also one of the most storied. Across the planes, legends tell of pitched battles, desperate last stands, and near massacres turned in the favor of the innocent by the sudden appearance of Vildeis herself, bloody-winged and avenging. While such miraculous rescues have more to do with happenstance than omniscience, they nonetheless inflame the passions of the righteous across countless worlds. Those who seek to encounter the empyreal lord of devotion, sacrifice, and scars must follow rumors of her passing, usually spoken

by awed beings and crippled fiends along the fringes of reality's darkest outlands.

Nearly as well known as the Cardinal Martyr herself are her morbid trappings—miles of stained bandages, scars etched and re-etched in the shapes of celestial runes, and a dagger that drips with her blood as often as that of her enemies. Of these, her dagger *Cicatrix* is the most infamous, a black blade like a thorn dropped from some gigantic iron rose, which the empyreal lord used to blind herself. Tales tell that she uses her blade not just to slay the wicked and share her blindness, but to carve the runes that crisscross her body upon others, infusing them with the compulsion to battle evil even if previously there was no such desire.

VILDEIS'S FAITH

Vildeis is the patron of devotion, sacrifice, and scars. Those who follow her number among the most zealous crusaders, the most unshakable priests, and the most incorruptible judges. They view their goddess as an exemplar and a leader who sacrifices for them in ways they can never match. Vildeis, and by extension her worshipers, is extremely strict when it comes to adhering to her tenets of living an austere and principled life wholly devoted to combating evil.

Those who diverge from Vildeis's teachings are expelled from her orders, but encouraged to do good in the world under the service of gentler masters. Though Vildeis doesn't expect all of her followers to perform the same self-mortification that she does, tattoos, scarification, and flagellation are common among her servants, especially her most devoted priests. Even those who don't engage in ritual bloodletting typically wear long red ribbons, symbolic of the empyreal lord's eternal wounds.

Vildeis's holy symbol is a scarred golden breastplate. Her favored weapon is the dagger. Her clerics have access to the Destruction, Good, Healing, and Law domains, and to the Rage and Resurrection subdomains.

CICATRIX

SLOT none		CL 30th	MAJOR ARTIFACT
		WEIGHT 2 lbs.	

AURA overwhelming necromancy

When Vildeis reached for a tool to permanently put an end to her sight so she no longer had to bear witness to the evils of the multiverse, her hand fell upon *Cicatrix*. Although even she doesn't know who or what placed the black blade within her grasp, in the ages since it put out its mistress's eyes, the blade has rarely left Vildeis's hand. *Cicatrix* is a

+5 holy returning vicious dagger that counts as both cold iron and silver. Any time *Cicatrix* deals damage, the creature struck must attempt a DC 25 Will save. If it fails, the wielder instantly knows that creature's alignment and can listen to its surface thoughts, as *detect thoughts*. If the wielder chooses, she can then force the creature to attempt a DC 25 Will save; if the creature fails its saving throw, the wielder may blind the target (as *blindness/deafness*) or inscribe a martyr's mark upon the target. Inscribing a martyr's mark means the wielder takes the damage from the attack instead of the target; the martyr's mark is triggered like a *mark of justice*, but activates a *geas/quest* of the wielder's choosing instead of *bestow curse*. A martyr's mark can be removed as if it were a *mark of justice*.

DESTRUCTION

Cicatrix is destroyed if an evil outsider of CR 20 or higher uses the blade to sacrifice itself to save a good outsider's life.



Illustration by Tyler Walpole