

GATHLAIN

Wings composed of wood and vines grow out of the body of this lithesome fey.

GATHLAIN

CR 1/2



XP 200

Gathlain sorcerer 1

CN Small fey

Init +3; **Senses** low-light vision; **Perception** -1

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 7 (1d6+1)

Fort +0, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee spear +2 (1d6+1/x3)

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

1/day—*entangle*, *feather step*^{APG}

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

6/day—laughing touch

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

1st (4/day)—*color spray* (DC 14), *magic missile*

0 (at will)—*dancing lights*, *daze* (DC 15), *ghost sound* (DC 13),
ray of frost

Bloodline fey

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 17

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

Feats Dodge, Eschew Materials

Skills Fly +1, Knowledge (arcana) +4, Spellcraft +4

Languages Common, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells)

ECOLOGY

Environment temperate forests or jungles

Organization solitary, flight (2–6), or grove (2–12)

Treasure NPC gear (spear, other treasure)

According to some fey ballads, gathlains were one of the first peoples awakened in the primal world of fey. They were created from the seeds of an enormous magical tree, with the tree's mistletoe grown into their flesh forming their strange wings.

Mischievous and capricious, these creatures have discordant temperaments. They act purely to entertain themselves and sate their immense curiosity about the world around them. That very curiosity has caused many to migrate to the Material Plane and adventure there. These gathlains seek out and attempt to mingle with gnomes. However, gnomes often find gathlains too undisciplined, random, and foolish for their tastes.

GATHLAIN CHARACTERS

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

+2 Dexterity, -2 Constitution, +2 Charisma: Gathlains are quick, with dynamic and engaging personalities, but are rather fragile.

Small: Gathlains are Small and gain a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 size bonus on Stealth checks.

Normal Speed: Gathlains have a base speed of 30 feet and a fly speed of 40 feet (poor).

Low-Light Vision: Gathlains can see twice as far as humans in dim light.

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

Spell-Like Abilities: 1/day—*entangle*, *feather step*^{APG} (caster level equals the gathlain's character level).

Languages: Gathlains speak Common and Sylvan. A gathlain with a high Intelligence score can choose from the following languages: Draconic, Elven, Goblin, Halfling, and Orc.



GEARGHOST

Grasping arms emerge from a tangled cluster of debris and mechanical parts. A metal skull hovers above the clanging mess.

GEARGHOST

CR 5



XP 1,600

CE Tiny undead

Init +7; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 15, flat-footed 17 (+3 Dex, +3 natural, +2 size)

hp 52 (7d8+21)

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

Defensive Abilities channel resistance +4, rejuvenation; **DR** 5/—;

Immune undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +5 (1d4–2)

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

Spell-Like Abilities (CL 9th; concentration +12)

At will—*detect magic*, *mending*, *telekinesis* (DC 18)

3/day—*make whole*

STATISTICS

Str 6, **Dex** 17, **Con** —, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +5; **CMB** +6; **CMD** 14

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Craft (traps) +17, Disable Device +10, Fly +20, Knowledge (engineering) +9, Perception +12, Spellcraft +10, Stealth +24;

Racial Modifiers +8 Craft (traps)

Languages Aklo, Common, Undercommon

SQ create trap, resetter

ECOLOGY

Environment any urban or underground

Organization solitary or gang (2–6)

Treasure standard

SPECIAL ABILITIES

Create Trap (Su) Once per week, a gearghost can create a trap of CR 4 or lower regardless of cost, materials, or skill checks. Two or more gearghosts working together on a trap can increase the maximum CR by 2 for each additional gearghost working in concert. For example, three gearghosts working together can create any CR 8 or lower trap in a week. Example traps can be found on page 420 of *Pathfinder RPG Core Rulebook*.

Rejuvenation (Su) A destroyed gearghost reforms in 2d6 days. To permanently destroy a gearghost, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, every trap within 100 feet of the remains must be successfully disabled or destroyed before the gearghost is completely destroyed.

Resetter (Ex) A gearghost can reset traps and keep them repaired with supernatural efficiency. A gearghost can reset

a trap with a repair or manual reset as a move action. If a trap has an automatic reset that is longer than immediate, a gear ghost can reset that trap as a free action.

Formed from the unquiet soul of a thief wrenched from life by a wicked trap, a gearghost delights in rigging up the same threats and tortures to which it succumbed. Eager to witness the deaths of others, the gearghost prowls the place of its death, constantly maintaining and resetting any traps in that area as it waits for victims to fall into its clutches. A gearghost also has the ability to create and set new traps, and as such its lair is usually choked with perilous new snares, spikes, and pits. A gearghost only keeps treasure as a lure for hapless adventurers, often using such treasure as the trigger for one of its devious creations.

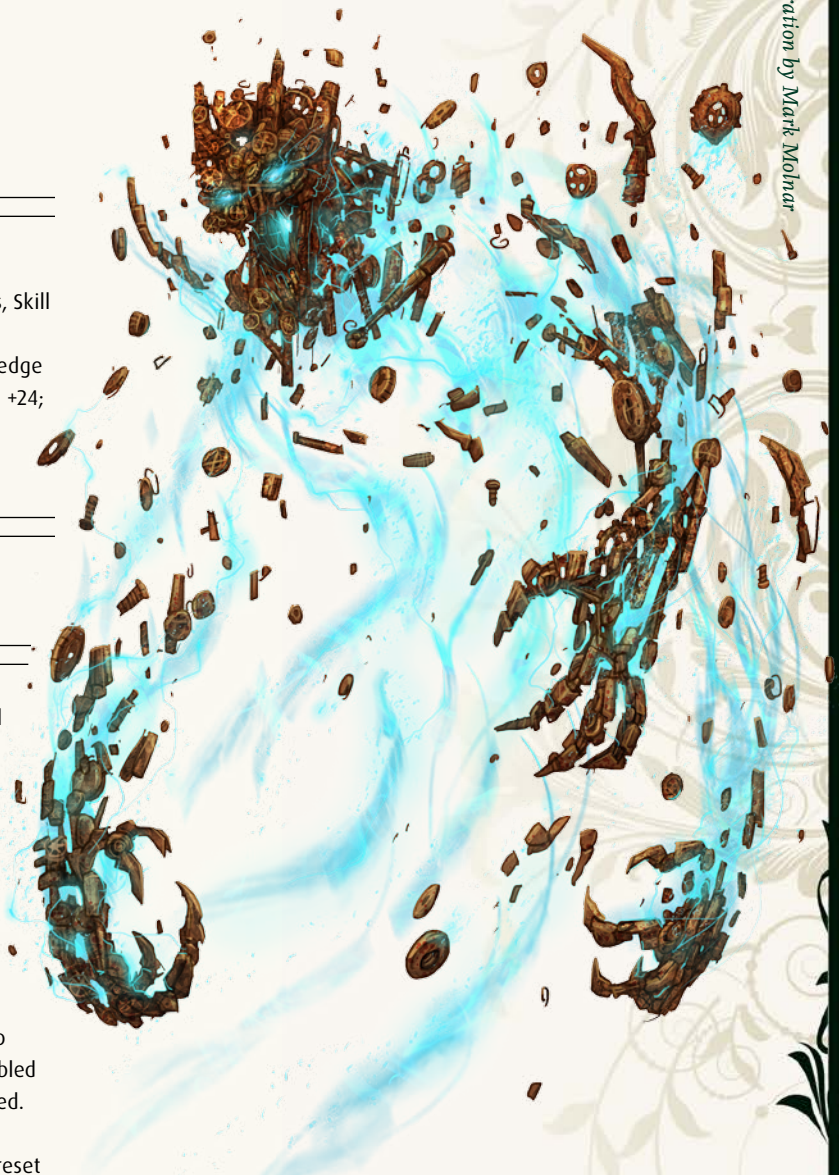


Illustration by Mark Mohar



GEIST

This disembodied phantom wears black robes that swirl around a maw of sharp teeth.

GEIST

CR 9

XP 6,400
CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +5 Dex)

hp 114 (12d8+60)

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

Defensive Abilities channel resistance +4, incorporeal;

Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal bite +14

(1d6 negative energy plus 1d4 Con)

Special Attacks spiritual manipulation, terrifying laughter (30 ft.; DC 21)

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 15, **Wis** 15, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 29

Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Skills Bluff +17, Fly +18, Intimidate +20, Knowledge (religion) +15, Perception +17, Sense Motive +17, Stealth +26

Languages Abyssal, Common

ECOLOGY

Environment any (haunted sites or ruins)

Organization solitary or haunting (2-7)

Treasure incidental

SPECIAL ABILITIES

Spiritual Manipulation (Su) Geists have the ability to take control of haunts (*Pathfinder RPG GameMastery Guide* 242). When a ghost enters a haunt's area of effect, the ghost can immediately attempt to take over the haunt by making a Charisma check. If the result of the Charisma check is equal to or greater than the haunt's CR, the ghost takes over the haunt and maintains control as long as the ghost remains within 1 mile. If the ghost's attempt to take control of a haunt fails, the ghost must retreat from the haunt's area of effect and cannot attempt to take control of the haunt again for 24 hours. When a ghost controls a haunt, it can activate or suppress the haunt's effects as a free action and the haunt automatically resets in half its normal time. A haunt under a ghost's control

can still be neutralized when reduced to 0 hit points, but it cannot be permanently put to rest until the ghost that controls it is destroyed. A ghost can control a number of haunts up to its Charisma modifier at one time (usually five).




Terrifying Laugh (Su) Once per minute, a ghost can unleash a terrifying laugh as a standard action. The laughter lasts until the beginning of the ghost's next turn. All creatures within 30 feet of the ghost when it begins to laugh, as well as all creatures that end their turn within that radius, must succeed at a DC 21 Will save or be panicked. The save is required only once per laugh. Those who succeed at their saving throws need not save against the same ghost's terrifying laughter for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

A ghost is formed when an exceptionally evil humanoid is killed by a haunt and proves too tenacious to submit to death's call.



GHOLDAKO

A single milky eye stares from the forehead of this towering giant wrapped in filthy, rune-covered strips of bloody linen.

GHOLDAKO	CR 10	  
XP 9,600		
NE Large undead		
Init +0; Senses darkvision 60 ft., low-light vision; Perception +19		
DEFENSE		
AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)		
hp 127 (15d8+60)		
Fort +9, Ref +5, Will +10		
Defensive Abilities ; channel resistance +3; DR 5/good;		
Immune undead traits; Resist cold 10, fire 10		
OFFENSE		
Speed 30 ft.		
Melee bite +17 (1d8+7), 2 claws +18 (2d8+7/19-20 plus disease)		
Space 10 ft.; Reach 10 ft.		
Special Attacks blinding breath, disease		
STATISTICS		
Str 25, Dex 10, Con —, Int 10, Wis 13, Cha 19		
Base Atk +11; CMB +19 (+21 bull rush); CMD 29 (31 vs. bull rush)		
Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack, Weapon Focus (claw)		
Skills Intimidate +22, Knowledge (history) +8, Perception +19, Sense Motive +11, Stealth +14		
Languages Giant		
ECOLOGY		
Environment warm coasts		
Organization solitary or guard (2-4)		
Treasure standard		
SPECIAL ABILITIES		
Blinding Breath (Su) Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a DC 21 Fortitude save. The save DC is Charisma-based.		
Disease (Ex) <i>Seaside rot</i> : Injury; save Fort DC 21; onset 1 minute; frequency 1/day; effect 1d4 Str and 1d4 Dex; cure 2 consecutive saves. The save DC is Charisma-based.		

A gholdako is a dreadful undead cyclops created by the foul priests and necromancers of a fallen cyclops empire thousands of years ago. A gholdako's single eyeball is sunken and milky, and its body and limbs are wrapped tightly in ragged strips of soiled and moldering linens, much like those of a mummy, but with disturbing and incomprehensible glyphs scribbled on the ancient cloth, written in what appears to be dried blood. Layers of skin continually flake off the hideous monster's parched flesh wherever it is exposed, falling in papery strips of sickly

pale yellow. The average gholdako stands 9 feet tall and weighs 500 pounds.

Gholdakos are nearly always guardians of some special relic or tomb, having been ordered to protect the object or location in life and remaining faithful to their duties even after dying. While they strive to keep their wards safe from depredations, gholdakos are nonetheless short-tempered and easy to lure away from their posts—though being caught by one of these undead giants almost always spells a gruesome and untimely end for most would-be.

Dread Gholdako (+1 CR): Some gholdakos were created to guard the tombs of royalty. Such dread gholdakos possess a bluish-white halo of smoke around their perpetually peeling scalps. A dread gholdako generally possesses additional Hit Dice, and can inflict paralysis (1d4 rounds, DC 10 + 1/2 the dread gholdako's racial Hit Dice + the dread gholdako's Constitution modifier) on its foes with its bite attack.



Illustration by Fabio Goria

GIANT, CLIFF

This giant has a majestic presence and stoic bearing. His rocky, red-brown skin is shot through with streaks of shimmering color.

CLIFF GIANT

CR 9



XP 6,400

NG Large humanoid (giant)

Init +5; **Senses** low-light vision, tremorsense 30 ft.; Perception +15

DEFENSE

AC 23, touch 10, flat-footed 22 (+4 armor, +1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +7, **Will** +11

Defensive Abilities rock catching; **Resist** acid 10, fire 10

OFFENSE

Speed 40 ft.

Melee greatclub +17/+12 (2d8+12) or 2 slams +17 (1d8+8)

Ranged rock +12 (1d8+8)

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

Special Attacks rock throwing (120 ft.)

Spell-Like Abilities (CL 14th;

concentration +15)

At will—*detect poison*,
know direction

3/day—*animal messenger*, *cure moderate wounds*, *detect animals or plants*, *speak with animals*, *stone shape*

1/day—*commune with nature*

STATISTICS

Str 26, **Dex** 13, **Con** 21, **Int** 13, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +19; **CMD** 30

Feats Improved Initiative, Lightning

Reflexes, Martial Weapon Proficiency (greatclub), Power Attack, Skill Focus (Climb), Skill Focus (Perception), Weapon Focus (rock)

Skills Climb +18, Diplomacy +8, Handle

Animal +11, Knowledge (geography) +5, Knowledge (nature) +11, Perception +15, Survival +12; **Racial**

Modifiers +4 Knowledge (geography)

Languages Common, Giant, Terran

SQ earth attunement

ECOLOGY

Environment temperate or warm deserts or plains

Organization solitary, pair or family (3–5 plus 2–3 non-combatants)

Treasure standard (hide armor, greatclub, other treasure)

SPECIAL ABILITIES

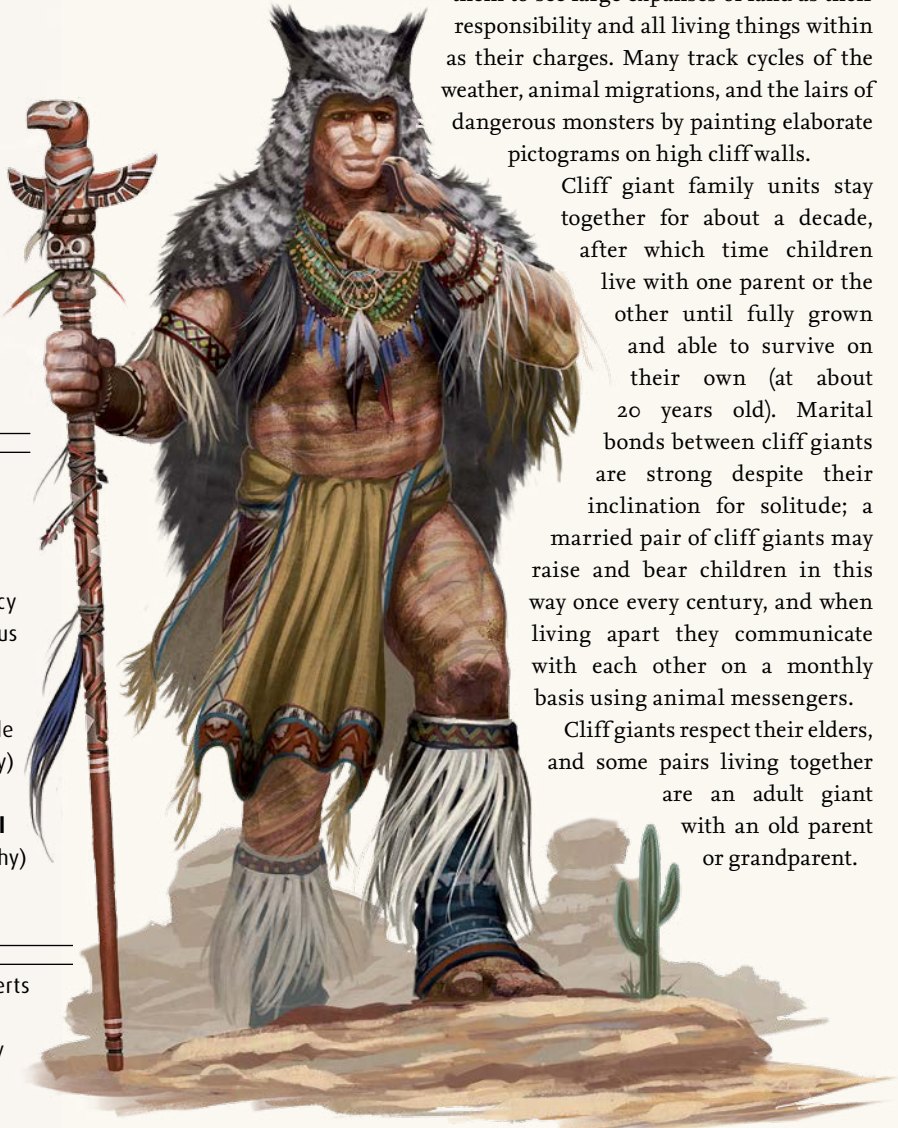
Earth Attunement (Su) A cliff giant has tremorsense 30 feet when standing on unworked stone or natural earth. Knowledge (nature) is a class skill for cliff giants.

Cliff giants are benevolent but reclusive creatures that dwell in deserts and badlands, carving out snug cliffside caves or building stone huts on top of mesas. Broad-shouldered, with features as sharp as chiseled stone, cliff giants can reach a height of 14 feet and weigh over 1,300 pounds. As if sculpted from layers of stone, cliff giants' skin color is a deep reddish brown, with quartz-like streaks or veins of color that crisscross in shades of ivory, dull yellow, or bright white. Cliff giants live up to 800 years old.

Although kind, cliff giants prefer solitude and spend their lives in seclusion from other humanoids to form a stronger bond with the natural world. This bond often leads them to see large expanses of land as their responsibility and all living things within as their charges. Many track cycles of the weather, animal migrations, and the lairs of dangerous monsters by painting elaborate pictograms on high cliff walls.

Cliff giant family units stay together for about a decade, after which time children live with one parent or the other until fully grown and able to survive on their own (at about 20 years old). Marital bonds between cliff giants are strong despite their inclination for solitude; a married pair of cliff giants may raise and bear children in this way once every century, and when living apart they communicate with each other on a monthly basis using animal messengers.

Cliff giants respect their elders, and some pairs living together are an adult giant with an old parent or grandparent.



GIANT, OCEAN

This blue-skinned giant's clothing and beard whip about like sails caught in a storm.

OCEAN GIANT

CR 14



XP 38,400

CG or CE Huge humanoid (aquatic, giant)

Init +4; **Senses** low-light vision; Perception +24

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 218 (19d8+133)

Fort +18, **Ref** +8, **Will** +10

Resist cold 30, electricity 30

OFFENSE

Speed 50 ft., swim 40 ft.

Melee mwk trident +29/+24/+19 (3d6+22) or

2 slams +27 (2d6+15)

Ranged rock +13 (2d8+22)

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

Special Attacks conch focus, rock throwing (110 ft.)

Spell-Like Abilities (CL 14th; concentration +18)

Constant—*freedom of movement*

3/day—*aqueous orb*^{APG} (DC 17), *control winds* (DC 19), *shout* (DC 18), *summon nature's ally VII* (swimming creatures only), *water breathing*

1/day—*vortex*^{APG} (DC 20)

STATISTICS

Str 40, **Dex** 11, **Con** 25, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +14; **CMB** +31 (+33 bull rush); **CMD** 41 (43 vs. bull rush)

Feats Augment Summoning^B (with conch), Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (trident), Power Attack, Vital Strike, Weapon Focus (trident)

Skills Intimidate +17, Knowledge (nature) +11, Perception +24, Perform (wind) +13, Survival +14, Swim +24

Languages Aquan, Common, Giant

SQ amphibious

ECOLOGY

Environment any oceans

Organization solitary, gang (2–5), family (2–5 plus 35% noncombatants and 1 druid or sorcerer of 4th–7th level)

Treasure standard (mwk trident, other treasure)

SPECIAL ABILITIES

Conch Focus (Su) When holding its conch, an ocean giant can cast *great shout* (DC 22) instead of *shout*, and gains Augment Summoning as a bonus feat. If the conch is destroyed (hardness 5, 20 hp), the giant can spend 1 week to craft a replacement.

Ocean giants embody the great extremes of the sea. Their skin colors vary from deep blue to pale green, and their eyes and hair range

from foamy white to coral pink. They decorate themselves with the treasures of the sea, wearing shell jewelry or scrimshaw, and clothing woven from underwater plants, or even salvaged sails. Each ocean giant carries a hand-crafted musical horn made from a conch shell, an object of cultural significance representing its family history and travels on the vast sea.

Many ocean giants view themselves as guardians of the sea, its creatures, and those who travel the waves, safeguarding their charges from remarkable coral towers. Others, however, claim domains measuring thousands of leagues, enslaving the beasts and aquatic races within and shattering any ship that dares trespass near their citadels of urchins and bones.

Adult ocean giants stand approximately 22 feet tall and weigh about 15,000 pounds. Most live to be about 500 years old.



Illustration by Mark Mohar



GIANT, RIVER

This slender giant dresses in simple clothes and has swirling patterns on her green skin.

RIVER GIANT

CR 6



XP 2,400

CG or CE Large humanoid (giant)

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 19, touch 9, flat-footed 19 (+3 armor, +7 natural, -1 size)

hp 68 (8d8+32)

Fort +10, **Ref** +2, **Will** +2

Defensive Abilities rock catching

OFFENSE

Speed 40 ft.

Melee spear +11/+6 (2d6+7/x3) or

2 slams +10 (1d8+5)

Ranged rock +6 (1d8+5)

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

Special Attacks rock throwing (100 ft.)

STATISTICS

Str 20, **Dex** 11, **Con** 19, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +12 (+14 bull rush); **CMD** 22 (24 vs. bull rush)

Feats Improved Bull Rush, Improved Initiative, Martial Weapon

Proficiency (spear), Weapon Focus (spear)

Skills Acrobatics +0 (+4 when boating), Perception +6,

Profession (sailor) +9, Survival +6 (+10 when boating),

Swim +10; **Racial Modifiers** +4 Acrobatics when boating,

+4 Profession (sailor), +4 Survival when boating,

+4 Swim

Languages Common, Giant

SQ hold breath

ECOLOGY

Environment any rivers

Organization solitary, pair, or family (3–5

plus 1d2 crocodiles, grizzly bears, or tigers)

Treasure standard (spear, leather armor,

other treasure)

River giants traverse inland waterways, moving where the current takes them on their makeshift rafts. Tall but lean and lithe, river giants typically grow to a height of 10 feet and weigh about 900 pounds. River giants have skin color that ranges from the yellowish green of algae or duckweed to the rich jade of a bamboo stalk. Their hair color is much less varied, usually a

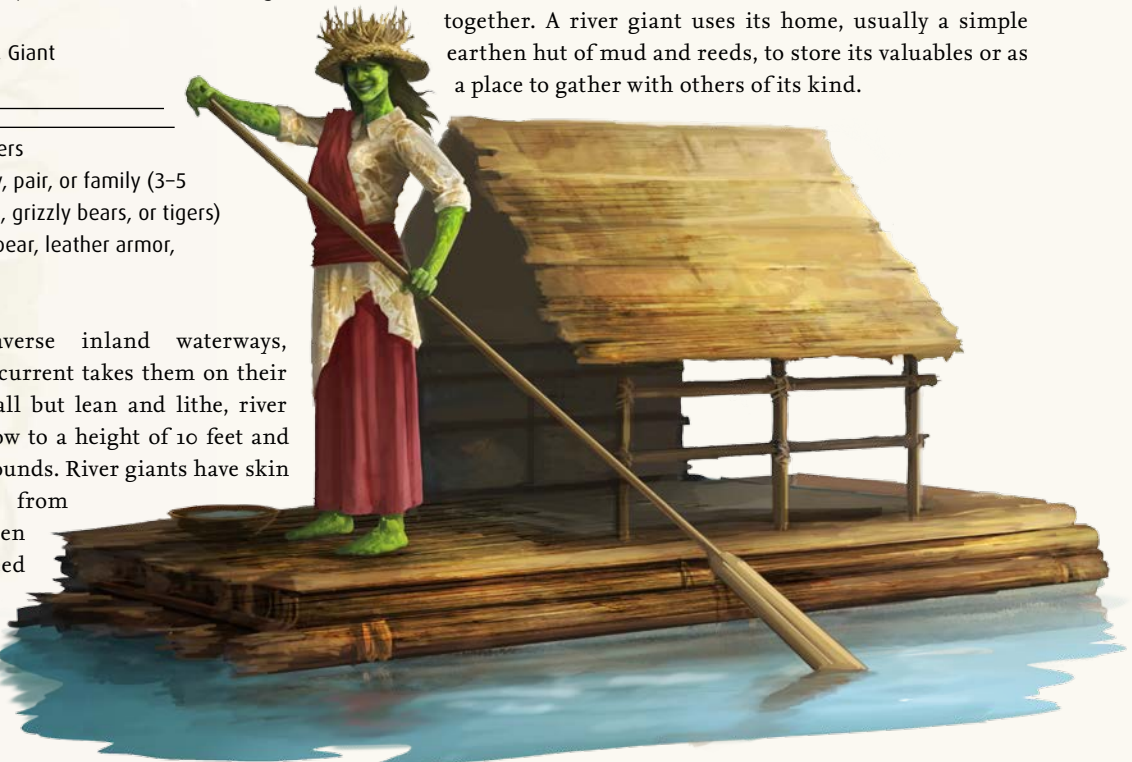
sooty black or muddy brown color. River giants can live to be 300 years old.

River giants are as likely to be evil as they are good, though all members of a family usually have the same alignment. Whether kind or cruel, all river giants are quick to anger and capable of erupting with little or no cause. Among their own kind, arguments usually result in one or both participants getting pushed into the water to cool off. Good river giants typically switch between bouts of great, jovial laughter or physical comedy (such as nearly tipping a raft with passengers), followed by quiet introspection while listening to the sounds of a slow river. Evil river giants often see themselves as the embodiment of a river's most chaotic elements, like waterfalls, rapids, or ice floes; they might hold someone underwater for a minute or two as a bit of fun, and they take no more responsibility for their violence than the river itself would.

River giants love water travel, and they can often be hired to ferry travelers across or along a waterway for a price. Shrewd though not overly intelligent, river giants usually base such transport fees on the estimated wealth of their passengers—typically 100 gp each for adventurers.

In combat, river giants prefer to attack from the water whenever possible, or keep opponents in deep water where the giants' bigger lungs are an advantage. If they are losing a fight, they swim underwater to escape or use their rafts as cover.

River giants prefer to lair on small islands, rock formations, or sediment banks where rivers come together. A river giant uses its home, usually a simple earthen hut of mud and reeds, to store its valuables or as a place to gather with others of its kind.



GIANT, SLAG

Soot, ash, and coal dust streak this giant's rust-colored skin. Her eyes hold a look of both determination and detachment.

SLAG GIANT	CR 7	  
XP 3,200		
LN Large humanoid (giant)		
Init +1; Senses low-light vision; Perception +9		
DEFENSE		
AC 20, touch 10, flat-footed 19 (+3 armor, +1 Dex, +7 natural, -1 size)		
hp 85 (10d8+40)		
Fort +11, Ref +6, Will +4		
Defensive Abilities rock catching; Resist fire 30		
OFFENSE		
Speed 40 ft.		
Melee warhammer +15/+10 (2d6+12/x3) or 2 slams +14 (1d8+8)		
Ranged rock +8 (1d8+8)		
Space 10 ft.; Reach 10 ft.		
Special Attacks rock throwing (120 ft.)		
STATISTICS		
Str 27, Dex 12, Con 19, Int 10, Wis 12, Cha 10		
Base Atk +7; CMB +16 (+18 sunder); CMD 29 (31 vs. sunder)		
Feats Improved Sunder, Lightning Reflexes, Martial Weapon Proficiency (warhammer), Power Attack, Weapon Focus (warhammer)		
Skills Craft (armor) +12, Craft (weapons) +12, Intimidate +8, Perception +9; Racial Modifiers +4 Craft (armor), +4 Craft (weapons)		
Languages Common, Giant		
SQ shattering blow		
ECOLOGY		
Environment warm mountains or underground		
Organization solitary, pair, mining expedition (3-7), or tribe (5-20 plus 25% noncombatants and 1 cleric, or 1 fighter of 4th to 6th level plus 1-3 giant frilled lizards)		
Treasure standard (warhammer, studded leather, other treasure)		
SPECIAL ABILITIES		
Shattering Blow (Ex) A slag giant who makes a full attack against a metal or stone object or structure deals double damage.		



Magically crafted and crossbred from fire giants and stone giants by ancient wizards, slag giants are among the foremost artisans and crafters of giantkind. Proportioned more like stone giants than fire giants, slag giants have long limbs with lean muscles; they stand 14 feet tall and weigh 3,000 pounds. Slag giants' skin color ranges from a deep and ruddy hue to a rusty orange. Their hair is black, gray, or white, though males and females both tend to keep their hair cropped close or shaved off. Slag giants can live to be 400 years old.

Slag giants usually evince a cold, detached attitude about everything other than their work. Their inherent understanding of metalworking and resistance to fire allow them to craft arms and armor from inside their huge forges, sometimes working the metal with their bare hands. Small families of slag giants often ally with clans of other giants, providing masterwork armor and weapons in exchange for ore and the freedom to practice their crafting skills in peace. Even militaristic fire giants (who pride themselves on their strength and martial prowess) respect the fine work of the weaker slag giants, and usually attempt to ally with the artisans rather than enslaving them.

Slag giant settlements usually consist of several stone homes (built from or surrounded by forge slag) with built-in forges and large, smoking chimneys. Most are in hills or mountains, but they can be found anywhere there is a ready supply of iron ore. Although they prefer creation to combat, slag giants are brutal and efficient fighters, capable of destroying an enemy's weapons or armor in a few precise blows. They often let opponents

retreat if it gives the giants the opportunity to collect any broken weapons and armor as salvage. If approached peacefully, they are willing to barter or sell their goods, though they usually don't have human-sized items on hand. Trespassers who carelessly or wantonly destroy a slag giant's work or foul its forge usually end up in the fire. Most settlements have several giant-sized breastplates the residents can don if they expect a serious fight.

Illustration by Matthias Fahberg



Golem, Blood

A tower of blood in humanoid form sloshes within the clotted surface that holds it in a stable form.

BLOOD GOLEM

CR 6



XP 2,400

N Medium construct

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

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 64 (8d10+20)

Fort +2, **Ref** +6, **Will** +4

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** construct traits, magic

Weaknesses vulnerable to bleed

OFFENSE

Speed 10 ft.

Melee 2 slams +10 (2d6+2 plus bleed and grab)

Special Attacks bleed (1d6), blood drain (1d2 Con), constrict (2d6+2 plus bleed)

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 24

SQ clotted skin, compression

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Blood Drain (Su) A blood golem heals 5 hit points each round it drains blood.

Clotted Skin (Ex) A blood golem can congeal its surface into a hard skin as a full-round action, allowing it to assume a vaguely humanoid form. With its skin, it gains DR 5/bludgeoning, natural armor +6, and speed 30, but loses its amorphous and compression abilities. It can liquefy this skin as a full-round action, losing its DR and natural armor, changing its speed to 10 feet, and regaining the amorphous and compression abilities. The golem normally maintains its congealed skin, liquefying itself only when it has to pass through obstacles that would hinder its solid form.

Immunity to Magic (Ex) A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature.

- Cure spells affect it as if it were a living creature, but only cure the minimum amount of damage.
- Spells and effects that specifically affect blood (such as *boiling blood*^{APG}) affect it normally.

Vulnerable to Bleed (Ex) Bleed effects, blood drain, and attacks that target a creature's blood affect a blood golem normally. The golem can spend a full-round action to harden its clotted outer shell to end a bleed effect.

A blood golem is an animate mass of living blood. It can creep about in liquid form like an ooze, or create a thick skin made up of coagulated blood that allows it to walk upright like a person.

CONSTRUCTION

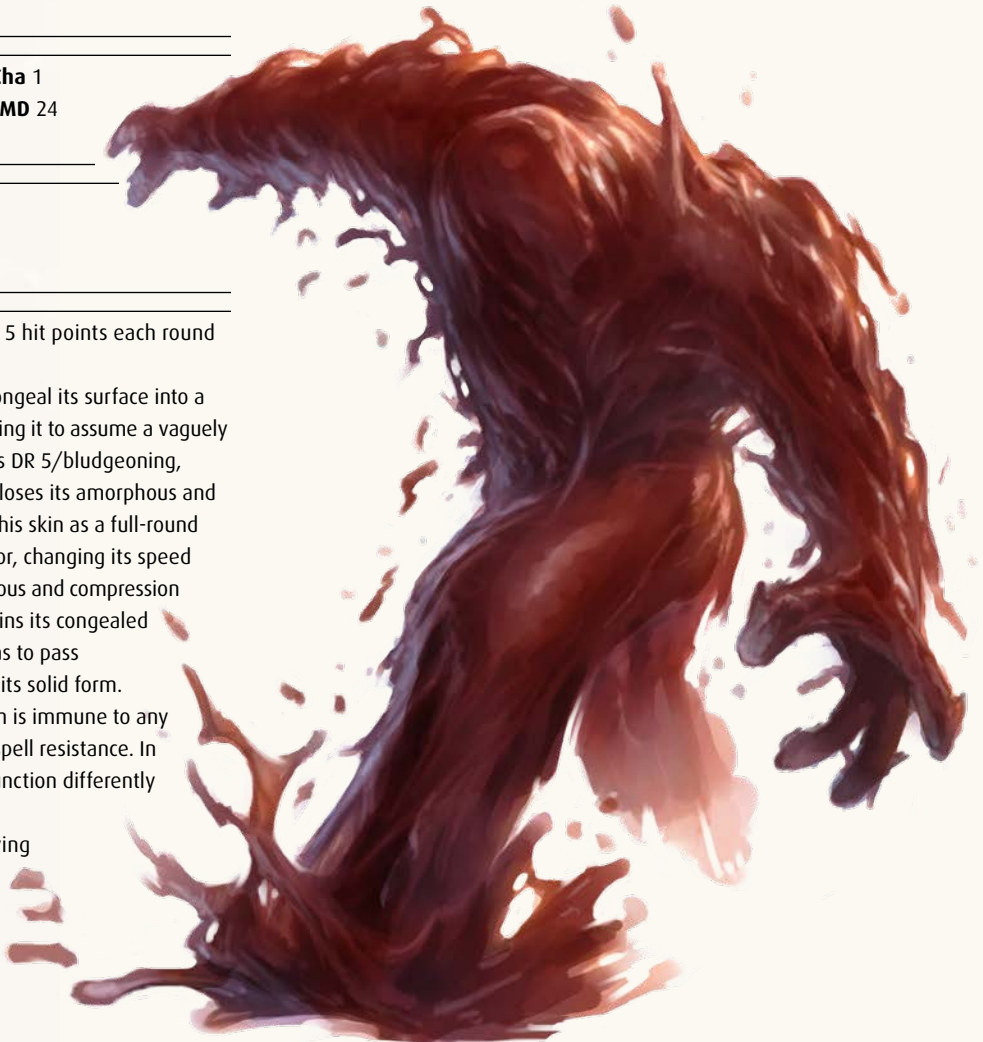
A blood golem's body must be constructed from the fresh blood of approximately 20 Medium creatures and alchemical fluids worth at least 500 gp.

BLOOD GOLEM

CL 7th; **Price** 22,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bleed*, *cure critical wounds*, *geas/quest*, creator must be caster level 12th; **Skill** Craft (alchemy) DC 17; **Cost** 11,500 gp



GOLEM, CORAL

This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands.

CORAL GOLEM

CR 9



XP 6,400

N Large construct

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

DEFENSE

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

hp 96 (12d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d6+10/19-20 plus bleed)

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

Special Attacks bleed (1d6)

STATISTICS

Str 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +20; **CMD** 30

Feats Improved Critical[®] (claw)

SQ aquatic reconstruction, powerful blows (slam)

ECOLOGY

Environment warm oceans or coastlines

Organization solitary or gang (2-5)

Treasure none

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Immunity to Magic (Ex) A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- Transmute rock to mud* slows a coral golem (as the *slow* spell) for 1d6 rounds (no save).
- Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

Coral golems are constructs made entirely of colonies of living coral drawn from the ocean. While their sharpened appendages are capable of performing tasks that require meticulous precision, they are equally useful in martial combat. Wizards and sorcerers employ coral golems to collect delicate

specimens of plant life from local beaches, spear and retrieve fish from the ocean for meals, and protect valuable locations such as their masters' homes or veins of minerals and other potent resources. A coral golem is 9 feet tall and weighs 1,000 pounds.

CONSTRUCTION

A coral golem's body is made of a healthy colony of living coral weighing at least 1,000 pounds, infused with rare organic substances and minerals worth 3,500 gp.

CORAL GOLEM

CL 11th; Price 57,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *geas/quest*, *keen edge*, *limited wish*, *water breathing*, creator must be caster level 11th; **Skill** Craft (sculpture) DC 15; **Cost** 30,500 gp



Illustration by Eric Belisle



Golem, Junk

A walking rubbish heap, this roughly man-shaped creature seems to be barely holding itself together.

JUNK GOLEM

CR 4



XP 1,200

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 Dex, +10 natural)

hp 42 (4d10+20); junk repair

Fort +1, **Ref** +0, **Will** +1

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slam +8 (1d6+4 plus disease)

Special Attacks disease

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 17

SQ disincorporate

ECOLOGY

Environment any

Organization solitary or gang (2–6)

Treasure none

SPECIAL ABILITIES

Disincorporate (Ex) A junk golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 1d6 points of damage and inflicts disease, but loses its slam attacks. It can revert back to its normal form as a full-round action.

Disease (Ex) *Tetanus*: Slam—injury; *save* Fort DC 12; *onset* 1d6 days; *frequency* 1 day; *effect* 1d4 Dex damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

Immunity to Magic (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a junk golem, as noted below.

- A *shatter* spell causes a junk golem to disincorporate and dazes it for 1 round.
- A *grease* spell affects the junk golem as if it were *haste* for 1d6 rounds and ends any *slow* effect on it.
- An *arcane lock* or *hold portal* spell affects the junk golem as if it were a *slow* spell for 1d6 rounds and breaks any *haste* effect on it.
- A *wood shape* or *rusting grasp* spell deals 2d6 points of damage to a junk golem.

Junk Repair (Su) A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's disincorporate ability.

Junk golems are assembled from trash and spare parts, and often leave trails of garbage in their wakes.

CONSTRUCTION

A junk golem's body is made up of 250 pounds of assorted rubbish with 200 gp of spare metal and copper wire.

JUNK GOLEM

CL 7th; **Price** 10,200 gp

CONSTRUCTION

Requirements Craft Construct, *false life*, *lesser geas*, *minor creation*, *rusting grasp*, creator must be caster level 7th; **Skill** Craft (sculpture); **Cost** 5,200 gp



Illustration by Tyler Walpole

GOLEM, WAX

This eerily expressionless woman has a glistening quality about her, as though she's covered in an oily sheen.

WAX GOLEM

CR 3



XP 800

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 42 (4d10+20)

Fort +1, **Ref** +0, **Will** +1

Immune cold, construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

STATISTICS

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

SQ conditional sentence

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Conditional Sentence (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentence and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentence, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains a +10 racial bonus on Disguise checks made to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the



person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentence is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the *slow* spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal.

If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gains no saving throw against cold effects.

A wax golem is an exact replica of a particular person, composed completely of wax. While skilled artists pride themselves on their ability to make wax sculptures look lifelike, builders of wax golems go one step further and actually bring their art to life. Though eerily silent and unblinking, well-built wax golems bear such striking similarity to the subjects they are modeled after that some golems begin to think they are in fact that person.

A wax golem can be constructed to resemble any person or creature.

CONSTRUCTION

The construction of a wax golem requires a block of solid wax that weights at least 1,000 pounds.

WAX GOLEM

CL 9th; **Price** 14,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *geas/quest*, *limited wish*, *silent image*, creator must be caster level 9th; **Skill** Craft (sculptures) DC 18 (DC 25 if the creator wants the golem to look like a member of a particular race; DC 30 if the creator wants the golem to look like a specific individual); **Cost** 7,000 gp

Illustration by Tyler Walpole



GRAEAE

Haggard and hunched, this blind and snaggletoothed crone guides herself by a gruesomely bloated eyeball she clutches in her claws.

GRAEAE

CR 5/MR 2



XP 1,600

NE Medium monstrous humanoid (evil, mythic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 65 (6d10+32)

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

DR 5/epic; **SR** 16

Weaknesses eye of the graeae

OFFENSE

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

Melee 2 claw +8 (1d6+2)

Special Attacks luck ripple, mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 6th; concentration +12)

At will—*arcane sight*, *fly*, *undetectable alignment*

5/day—*ill omen*^{APG} (DC 17)

3/day—*augury*, *enthrall* (DC 18), *feast of ashes*^{APG} (DC 18)

1/day—*ray of exhaustion* (DC 19)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 23, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Casting, Iron Will^M, Toughness

Skills Bluff +5, Craft (alchemy) +15, Fly +15, Intimidate +8, Knowledge (arcana) +12, Perception +10, Spellcraft +12, Stealth +12, Survival +10, Use Magic Device +5

Languages Aklo, Common, Giant, Goblin, Sylvan

SQ coven, fate casting

ECOLOGY

Environment any

Organization solitary, a pair, or coven (3–12)

Treasure standard

SPECIAL ABILITIES

Coven (Ex) Like hags, graeae also form covens. A graeae coven can be composed entirely of graeae, or could or include hags or witches with the coven hex. A hag or witch with the coven hex counts as a graeae for purposes of joining a graeae's coven. Likewise, a graeae counts as a hag for purposes of joining a hag's coven.

Eye of the Graeae (Su) Each graeae possesses a mystic eyeball. A graeae can sense the location of her eyeball from anywhere on the same plane. She must remain within 30 feet of her eyeball or she becomes completely blind and cannot use any of her spell-like or supernatural abilities. The eyeball only works for its graeae. If a graeae is slain, her mystic eye instantly turns to dust.

Fate Casting (Su) A graeae has the ability to predict future events. On a creature's request, a graeae can expend a use of mythic power as a full-round action to answer a single question as if by the *divination* spell.

Luck Ripple (Su) A graeae can use her mystic eye to alter the circumstances of any creature within 30 feet. As a swift action, she can cast her eye on a single creature, causing the target to take a –2 penalty or gain a +2 bonus to one of the following (graeae's choice): AC, ability checks, attack rolls, saving throws, or skill checks. A successful DC 19 Will save negates the effect, which otherwise lasts for 1d6 rounds. This is a mind-affecting gaze effect. The DC of the save is Intelligence-based.

A graeae is a haglike creature, though more human in appearance. Some describe them as emissaries of the gods, while others believe graeae to be physical manifestations of fate.

GRAEAE COVEN

Whenever three or more graeae of the same coven are within 10 feet of one another, they can work together to use any of the following spell-like abilities: *clairaudience/clairvoyance*, *commune*, *contact other plane*, *speak with dead*, and *tongues*.

All three graeae must spend a full-round action to take part in this form of cooperative magic. All coven spell-like abilities are CL 9th (or at the highest caster level available to the most powerful graeae in the coven).

Illustration by Vincent Devault



GREAT OLD ONE

The Great Old Ones are otherworldly entities of almost unimaginable power—beings completely alien to humanity, both physiologically and spiritually. They exist in the forgotten corners of distant worlds or lost dimensions, yet their power is so great they can influence certain sensitive mortal minds in their dreams and nightmares, even if such influence is as accidental as a star's gravitational pull on a tiny mote of dust adrift in space. In such ways, cults devoted to the Great Old Ones can rise on worlds throughout the Material Plane, even without prior contact between these worlds. Some of the Great Old Ones grant access to the domain of Void and its associated subdomains (see below).

While not all of the Great Old Ones are evil, all are forces of chaos. Their cults are almost always evil and cause harm and madness, but the Great Old Ones are generally content to ignore lesser life such as humans, elves, and dwarves. Yet when their attention is garnered, the results can be catastrophic on an immense scale—for just as the ant who bites someone's toe invites swift destruction on a scale its feeble mind can't envision, so too does humanity invite unimaginable ruin by delving into the affairs of these powerful creatures.

The Great Old Ones themselves often serve and worship even greater powers, such as Azathoth, Nyarlathotep, Shub-Niggurath, and Yog-Sothoth. Those creatures are the Outer Gods, and whereas the Great Old Ones can be thought of as akin to demigods, the Outer Gods are themselves true deities.

VOID DOMAIN

Granted Powers: You can call upon the cold darkness between the stars to gain flight, travel to other worlds, or summon monsters from beyond to do your bidding.

Guarded Mind (Ex): You gain a +2 insight bonus on saving throws against all mind-affecting effects.

Part the Veil (Su): At 8th level, you can lace spells you cast with the raw madness that waits in the outer darkness. Activating this ability is a swift action that you must use as you cast a spell that targets a single creature and that allows a Will saving throw to negate or reduce the spell's primary effect. If the target fails to resist the spell, the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim must succeed at a new saving throw each round to end the effect—these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You can use this ability a number of times per day equal to 1/2 your class level.

Domain Spells: 1st—*feather fall*, 2nd—*levitate*, 3rd—*fly*, 4th—*lesser planar binding*, 5th—*overland flight*, 6th—*planar*

OTHER GREAT OLD ONES

Bokrug, Cthulhu, and Hastur are but three of the Great Old Ones—countless others exist on distant worlds or other dimensions, yet are still able to influence the world through their dreams and cults. The central concept of the Great Old Ones was created by H. P. Lovecraft, one of the most influential writers of weird fiction—and horror fiction in general—of the 20th century. Lovecraft actively encouraged his writer friends to add to his mythos of creatures, and today we have Great Old Ones created not only by Lovecraft's contemporaries like Clark Ashton Smith, Robert E. Howard, Henry Kuttner, and August Derleth, but also by modern writers like Ramsey Campbell, Brian Lumley, and Stephen King. Chaosium's excellent Call of Cthulhu roleplaying game is a perfect place to start delving into the realm of Great Old Ones evoked in RPG form. By creating new Great Old Ones for your game, you can become part of a tradition of shared mythology nearly a century old!

binding, 7th—*reverse gravity*, 8th—*greater planar binding*, 9th—*interplanetary teleport*^{UM}.

DARK TAPESTRY (VOID SUBDOMAIN)

Replacement Power: The following granted power replaces the guarded mind power of the Void domain.

It Came from Beyond (Su): Once per day, when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a whiff of the emptiness of the void. This ability only works on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

Replacement Domain Spells: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

STARS (VOID SUBDOMAIN)

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

The Stars Are Right (Su): If you prepare your cleric spells while the stars are visible to you, you may spontaneously cast any of your Stars subdomain spells by swapping out a spell of an equal spell level. Any Stars subdomain spell that you cast while the stars are visible to you heals you of hit point damage equal to the spell's level as you cast the spell.

Replacement Domain Spells: 2nd—*hypnotic pattern*, 7th—*sunbeam*, 9th—*meteor swarm*.



GREAT OLD ONE, BOKRUG

This great reptilian monster is an aquatic lizard with a beard of tentacles and a sting-tipped tail.

BOKRUG

CR 27



XP 3,276,800

CN Large magical beast (aquatic, chaotic, extraplanar, Great Old One)

Init +22; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; Perception +43

Aura toxic breath (30 ft., DC 41), unspeakable presence (300 ft., DC 33)

DEFENSE

AC 45, touch 27, flat-footed 37 (+8 Dex, +10 insight, +18 natural, -1 size)

hp 645 (30d10+480); fast healing 20

Fort +33, **Ref** +25, **Will** +22

Defensive Abilities immortality, insanity (DC 41), spines;

DR 15/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, poison; **Resist** acid 30, fire 30; **SR** 38

OFFENSE

Speed 50 ft., swim 120 ft., *air walk*

Melee bite +44 (4d8+22/19-20), 2 claws +44 (2d8+22/19-20), sting +44 (3d6+22/19-20 plus poison), tentacle beard +39 (4d6+22 plus grab)

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

Special Attacks constrict (4d6+22), critical poisoning, mythic power (10/day, surge +1d12), poison, powerful blows (bite, claws, sting, tentacle beard), vengeful dreams

Spell-Like Abilities (CL 27th; concentration +35)

Constant—*air walk*

At will—*cloudkill*[™] (DC 23), *dimension door*[™], *dream*[™], *greater dispel magic*, *hallucinatory terrain*, *nightmare*[™] (DC 23), *plane shift*[™], *transmute rock to mud*, *wind walk* 3/day—*demand*, quickened *feeblemind* (DC 23), *horrid wilting* (DC 26)

1/day—*control weather*[™], *symbol of insanity* (DC 26), *tsunami*^{APG, M} (DC 26)

STATISTICS

Str 40, **Dex** 27, **Con** 42, **Int** 22, **Wis** 30, **Cha** 27

Base Atk +30; **CMB** +46 (+50 bull rush, grapple, or overrun); **CMD** 74 (76 vs. bull rush or overrun, 78 vs. trip)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Critical (sting), Improved Initiative, Improved Iron Will, Improved Overrun, Iron Will, Power Attack, Quicken Spell-Like Ability (*feeblemind*)

Skills Knowledge (arcana, history, nature, religion) +36, Perception +43, Spellcraft +36, Stealth +37, Swim +56

Languages Aklo, Aquan, Draconic; telepathy 100 ft.

SQ amphibious, otherworldly insight

ECOLOGY

Environment any water

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Critical Poisoning (Su) If Bokrug confirms a critical hit with his sting, he injects his foe with 3 doses of poison (this increases the save DC by 4). A foe that is normally immune to poison can be affected by Bokrug's poison in this way, but treats the poisoning as if it had been injected with only 1 dose.

Immortality (Ex) If Bokrug is killed, his body immediately begins to thrash and writhe spasmodically, continuing to do so for 1d4 rounds. During this time, he makes a single sting attack against one random target in reach. At the end of this time, his body grows still, then melts into water and evaporates away. Bokrug reforms in dormancy back in his realm in the Dimension of Dreams soon thereafter, remaining in a comatose state for hundreds of years unless he is awoken earlier via complex rituals.

Any effect that destroys Bokrug's body (such as *disintegrate*) merely reduces his remains to water that then evaporates away as described above, but such measures do prevent his body from thrashing and stinging prior to this supernatural evaporation.

Poison (Ex) Sting—injury; *save* Fort DC 41; *frequency* 1/round for 6 rounds; *effect* 2d4 Wisdom damage; *cure* 3 consecutive saves. A creature whose Wisdom damage equals its Wisdom score automatically becomes afflicted by a random insanity (*Pathfinder RPG GameMastery Guide* 250). The save DC is Constitution-based.

Spines (Ex) Any creature that makes a melee attack against Bokrug must succeed at a DC 33 Reflex save or be struck by the numerous swiftly reacting spines that cover the Great Old One, taking 2d6+15 points of damage. Using a reach weapon does not endanger the attacker in this way. The save DC is Dexterity-based.

Toxic Breath (Su) Bokrug's breath is toxic. Whenever the Great Old One is above water, he is surrounded by a 30-foot-radius cloud of invisible poison gas that causes temporary madness and hallucinations. Any creature that begins its turn in this area must succeed at a DC 41 Will save or be confused for 1 round. A creature that holds its breath or doesn't have to breathe gains a +4 bonus on this saving throw. This is a mind-affecting poison effect. The save DC is Constitution-based.

Unspeakable Presence (Su) Failing a DC 33 Will save against Bokrug's unspeakable presence causes the victim to become overwhelmed with hopelessness and doom—it takes a -4 penalty on all attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls as long as it remains within the area of affect. The save DC is Charisma-based.

Vengeful Dreams (Su) Any creature that has ever damaged Bokrug or has slain one of his clerics can be targeted by the Great Old One's vengeful dreams regardless of the distance between the creature and Bokrug, even across planar boundaries. In order to use vengeful dreams against a target, Bokrug must successfully affect the target with his *nightmare* spell-like ability; the target is always treated as familiar to Bokrug, and as if Bokrug possessed a body part of the victim, resulting in a -15 penalty on the saving throw against the *nightmare*. If the victim fails its save against the *nightmare*, the horrific dream unfolds as a vision of Bokrug consuming the victim alive. The victim then remains alive, conscious, and aware as the Great Old One digests it, and as Bokrug destroys all that remains of the victim's lifelong friends, home, belongings, and family. When the victim awakens from the *nightmare*, it must succeed at a DC 33 Will save or take 3d6 points of Wisdom drain from the vengeful dreams. If this drains the target's Wisdom to 0, it automatically gains a random insanity (*GameMastery Guide* 250). Once Bokrug uses this ability against a creature, he can't do so again until that creature again damages him or slays one of his clerics. This is a mind-affecting effect. The save DC is Charisma-based.

Bokrug, the Water Lizard, dwells in a distant and forsaken corner of the Dimension of Dreams, in a land that was once heavily populated but is now a desolate and barren realm surrounding a nameless lake—a realm once ruled by mighty human empires, but now ruled only by the hideous amphibian minions of the Water Lizard. Bokrug himself is a vast creature, a vaguely iguana-shaped monster with a beard of writhing tendrils and a long tail tipped with a stinger. The scales that cover his body hide long spines that Bokrug can extend or retract with near lightning speed.

Bokrug spends the majority of his time slumbering far down in the depths of his submerged lair. No rivers feed the lake, nor does it drain into the sea. Yet the still, ominous waters are neither stale nor brackish, implying that they connect somewhere deep underground, and. By way of these dark, secret waterways, Bokrug has access to the lakes and rivers of the Dimension of Dreams, and his ability to *plane shift* allows him access to other realms as he wills.

BOKRUG'S CULT

Bokrug is worshiped more out of fear than adoration, and when traveling dreamers come across his cult in their nightmares, they can unknowingly spread this fearful faith into the waking world. Bokrug's temples are often found on the shores of remote lakes or hidden away in large swamplands. Though humans worship him, so do boggards, lizardfolk, marsh giants, and other swamp-dwelling races—particularly those who have suffered at the hands of aggressors, such as invading armies, rival tribes, or adventuring parties.

Though Bokrug is chaotic neutral, almost all of his worshipers are chaotic neutral or chaotic evil. Only a rare few chaotic good worshipers of Bokrug exist—most of these being delusional heretics or apologists who seek to keep Bokrug calm, ensuring he continues to slumber. These heretics and outliers of the faith are remorselessly hunted down by his more zealous and traditional worshipers.

Bokrug's cult is associated with revenge, storms, and water, and its sacred symbol is a green lizard with a long, coiling tail—an image of Bokrug himself. His greatest shrines feature unusually realistic statues of his form, statues the cult maintains Bokrug can see out of and even animate from his distant lair to take sacrifices. Bokrug's clerics have access to the domains of Chaos, Destruction, Water, and Weather, and to the subdomains of Catastrophe, Oceans, Rage, and Storms. The Water Lizard's favored weapon is the ranseur; his followers often forge their ranseurs' blades to resemble the Great Old One's stingered tail.



Illustration by Rudy Rodriguez

GREAT OLD ONE, CTHULHU

This towering impossibility, neither quite octopus nor dragon nor giant but something far worse, must surely herald the end of times.

CTHULHU

CR 30



XP 9,830,400

CE Colossal aberration (chaotic, evil, Great Old One)

Init +15; **Senses** darkvision 60 ft., *true seeing*; Perception +52

Aura unspeakable presence (300 ft., DC 40)

DEFENSE

AC 49, touch 29, flat-footed 44 (+12 deflection, +5 Dex, +10 insight, +20 natural, -8 size)

hp 774 (36d8+612); fast healing 30

Fort +29, **Ref** +29, **Will** +33

Defensive Abilities *freedom of movement*, immortality, insanity (DC 40), non-euclidean; **DR** 20/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, and petrification; **Resist** acid 30, electricity 30, fire 30, sonic 30; **SR** 41

OFFENSE

Speed 60 ft., fly 200 ft. (average), swim 60 ft.

Melee 2 claws +42 (4d6+23/19-20 plus grab), 4 tentacles +42 (2d10+34/19-20 plus grab)

Space 40 ft.; **Reach** 40 ft.

Special Attacks cleaving claws, constrict (3d6+23), dreams of madness, mythic power (10/day, surge +1d12), powerful blows (tentacle), tentacles, trample (2d8+30, DC 51)

Spell-Like Abilities (CL 30th; concentration +42)

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

At will—*astral projection*, *control weather*^M, *dream*^M, *greater dispel magic*, *greater teleport*, *insanity* (DC 29), *nightmare*^M (DC 29), *sending*^M

3/day—*antipathy* (DC 30), *demand* (DC 30), quickened *feblemind*, *gate*, *weird* (DC 31)

1/day—*implosion* (DC 31), summon (level 9, 2d4 star-spawn of Cthulhu 100%), *symbol of insanity* (DC 30), *wish*^M

STATISTICS

Str 56, **Dex** 21, **Con** 45, **Int** 31, **Wis** 36, **Cha** 34

Base Atk +27; **CMB** +58 (+60 bull rush, +62 grapple or sunder); **CMD** 97 (99 vs. bull rush or sunder)

Feats Ability Focus (*nightmare*), Awesome Blow, Combat Reflexes, Craft Wondrous Item, Critical Focus, Flyby Attack, Greater Sunder, Greater Vital Strike, Hover, Improved Bull Rush, Improved Critical (claw), Improved Critical (tentacle), Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*feblemind*), Staggering Critical, Vital Strike

Skills Fly +36, Knowledge (arcana) +49, Knowledge (dungeoneering, engineering, geography, history, nature, planes, religion) +46, Perception +52, Sense Motive +49, Spellcraft +49, Swim +70, Use Magic Device +48

Languages Aklo; telepathy 300 ft.

SQ compression, greater starflight, otherworldly insight

ECOLOGY

Environment any (R'lyeh)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Cleaving Claws (Ex) A single attack from one of Cthulhu's claws can target all creatures in a 10-foot square. Make one attack roll; any creature in the area whose AC is equal to or lower than the result takes damage from the claw.

Dreams of Madness (Su) When Cthulhu uses his *nightmare* spell-like ability on a creature with one or more ranks in a Craft or Perform skill, he also afflicts the creature with maddening dreams. In addition to the effect of *nightmare*, the target must succeed at a DC 40 Will save or contract a random insanity (*Pathfinder RPG GameMastery Guide* 250). This is a mind-affecting effect. A creature that already has an insanity is immune to this ability. The save DC is Charisma-based.

Greater Starflight (Su) Cthulhu can survive in the void of outer space, and flies through outer space at incredible speeds. Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes Cthulhu 2d6 hours, and a trip beyond normally takes 2d6 days (or more, at the GM's discretion).

Immortality (Ex) If Cthulhu is killed, his body immediately fades away into a noxious cloud of otherworldly vapor that fills an area out to his reach. This cloud blocks vision as *obscuring mist*, but can't be dispersed by any amount of wind. Any creature in this area must succeed at a DC 45 Fortitude save or be nauseated for as long as it remains in the cloud and for an additional 1d10 rounds after it leaves the area. Cthulhu returns to life after 2d6 rounds, manifesting from the cloud and restored to life via *true resurrection*, but is staggered for 2d6 rounds (nothing can remove this staggered effect). If slain again while he is staggered from this effect, Cthulhu reverts to vapor form again and his essence fades away after 2d6 rounds, returning to his tomb in R'lyeh until he is released again. The save DC is Constitution-based.

Non-Euclidean (Ex) Cthulhu does not exist wholly in the physical world, and space and time strain against his presence. This grants Cthulhu a deflection bonus to AC and a racial bonus on Reflex saves equal to his Charisma modifier (+12). His apparent and actual position are never quite the same, granting him a 50% miss chance against all attacks. *True seeing* can defeat this miss chance, but any creature that looks upon Cthulhu while under the effects of *true seeing* must succeed at a DC 40 Will save or be afflicted by a random insanity (this is a mind-affecting effect). The save DC is Charisma-based.

Tentacles (Ex) Cthulhu's tentacles are a primary attack.

Unspeakable Presence (Su) Failing a DC 40 Will save against Cthulhu's unspeakable presence causes the victim to immediately die of fright. This is a death and fear effect. A creature immune to fear that fails its save against Cthulhu's unspeakable presence is staggered for 1d6 rounds instead of killed. The save DC is Charisma-based.

Known to some as the Dreamer in the Deep, Great Cthulhu is the mightiest of the Great Old Ones. Cthulhu is represented often in artwork—particularly in sculpture, painting, and poetry, for his influence is particularly strong among such sensitive and creative minds. In these eldritch works of art, he is depicted or described as having a vaguely humanoid frame, but with immense draconic wings and an octopus-shaped head. His actual form is somewhat fluid—the Great Old One can shift and reshape his exact countenance as he wills, allowing him to occupy a smaller space than one might expect for a creature that stands over 100 feet tall.

It is fortunate indeed that Cthulhu is currently imprisoned on a distant planet within the sunken city of R'lyeh. There, the Great Old One slumbers away the eons in a state neither quite dead nor living, held in stasis by ancient magic and the potency of the *Elder Sign*, yet at times the city rises from the sea and the doors to his tomb open, granting Cthulhu limited mobility before he must return to his tomb.

CTHULHU'S CULT

Although Cthulhu is imprisoned on a far-flung world, his dreams span the gulfs of existence and are capable of touching upon the sleeping minds of sensitive or artistic souls, inspiring them with insane visions and driving the creation of all manner of eldritch artistry. In such ways, his cult spreads like a night-borne virus of the dreaming mind across all worlds on which sapient life dwells. Cthulhu is worshiped by various aquatic races and folk who dwell along coasts, but also among certain decadent or fringe societies of artists, poets, and philosophers. When they form, his cults are secretive and careful to hide their allegiance to the Great Old One, meeting only in desolate and otherwise abandoned locales hidden from society's notice. Central among his cult's beliefs is the prophecy that one day,

the stars will be right and Great Cthulhu shall rise from his corpse-city to usher in the end times, wiping clean all worlds to make them ready for his kind. The cultists believe they might be spared this fate through proper obeisance and fealty, when in truth Cthulhu is unlikely to notice the difference between those who worship him and anyone else.

Cthulhu's cult is associated with cataclysms, dreams, and the stars, and his sacred symbol is a complex rune surrounding an open eye. Cthulhu's temples are monolithic structures of a stark and cyclopean architectural style, but most of his faithful lack the resources to build such temples and instead make do with what they can, hiding away personal shrines in underground chambers or in shacks or glades in the remote wilderness. Cthulhu's clerics have access to the domains of Chaos, Evil, Madness, and Void, and to the subdomains of Dark Tapestry, Insanity, Nightmare, and Stars. His favored weapon is the dagger—often one with a curving blade.



Illustration by David Melvin

GREAT OLD ONE, HASTUR

This entity appears to be a skeletal human form hidden under tattered yellow robes, but it moves with unsettling, inhuman grace.

HASTUR

CR 29



XP 6,553,600

CE Medium aberration (chaotic, evil, Great Old One)

Init +26; **Senses** darkvision 60 ft., *true seeing*; Perception +47

Aura unspeakable presence (300 ft., DC 40)

DEFENSE

AC 48, touch 37, flat-footed 31 (+16 Dex, +1 dodge, +10 insight, +11 natural)

hp 731 (34d8+578); fast healing 25

Fort +28, **Ref** +27, **Will** +29

Defensive Abilities *freedom of movement*, immortality, insanity (DC 40); **DR** 15/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, sonic; **Resist** acid 30, electricity 30, fire 30; **SR** 40

OFFENSE

Speed 80 ft.; *air walk*

Melee 4 tattered lash +41 (2d8+7 plus bleed)

Space 5 ft.; **Reach** 40 ft.

Special Attacks bleed (1d6), fulvous dreams, mythic power (10/day, surge +1d12), reveal visage, sneak attack +10d6, Yellow Sign

Spell-Like Abilities (CL 29th; concentration +42)

Constant—*air walk*, *freedom of movement*, *tongues*, *true seeing*

At will—*astral projection*, *dimension door*[™], *dream*[™], *enervation*[™], *greater dispel magic*, *insanity* (DC 30), *mirage arcana* (DC 28), *nightmare*[™] (DC 28), *sending*[™], *veil*, *wish*[™] (see below)

3/day—*demand* (DC 31), quickened *feeblemind*, *interplanetary teleport*[™], *mass suggestion* (DC 29), *project image* (DC 30)

1/day—*symbol of death* (DC 31), *symbol of fear* (DC 29), *symbol of insanity* (DC 31), *symbol of pain* (DC 28), *symbol of persuasion* (DC 29), *symbol of strife*[™] (DC 32), *symbol of stunning* (DC 30), *symbol of weakness* (DC 30)

STATISTICS

Str 24, **Dex** 43, **Con** 44, **Int** 35, **Wis** 31, **Cha** 36

Base Atk +25; **CMB** +41; **CMD** 69 (can't be tripped)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Greater Feint, Greater Vital Strike, Improved Critical (tattered lash), Improved Feint, Improved Vital Strike, Mobility, Quicken Spell-Like Ability (*feeblemind*), Spring Attack, Staggering Critical, Vital Strike, Weapon Finesse, Whirlwind Attack

Skills Acrobatics +53 (+73 when jumping), Bluff +47, Disguise +47, Intimidate +50, Knowledge (arcana, geography, history, local) +46, Knowledge (nobility) +49, Perception +47, Perform (act) +47, Sense Motive +44, Sleight of Hand +50,

Spellcraft +49, Stealth +53, Use Magic Device +47; **Racial Modifiers** +20 Acrobatics when jumping

Languages Aklo; telepathy 100 ft., *tongues*

SQ otherworldly insight

ECOLOGY

Environment any

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Fulvous Dreams (Su) When Hastur uses his *nightmare* spell-like ability on a creature that has seen the Yellow Sign, he also afflicts that creature with horrifying dreams tinted with a nauseating yellow color and thick with overwhelming sensations of decadence, shame, and entropic disorder. In addition to the effect of *nightmare*, the target must also succeed at a DC 40 Will save or be compelled to seek out a Yellow Sign, throwing all of his resources and actions into the obsession. While obsessed, the target takes a –4 penalty on Will saving throws, saving throws against symbol spells, concentration checks, and Wisdom-based skill checks. This obsession effect ends immediately if the victim looks upon the Yellow Sign. This is a mind-affecting curse effect. The save DC is Charisma-based.

Immortality (Ex) If Hastur is slain, the robes that drape his frame suddenly drop to the ground as if whatever shape supported them had suddenly ceased to exist. The robes themselves remain inanimate on the ground, but any humanoid creature that touches them must succeed at a DC 40 Will save to resist a sudden urge to put the robes on. Doing so is a full-round action that provokes attacks of opportunity. Once it has donned Hastur's robes, the creature immediately perishes and its body is destroyed. In its place, Hastur lives again, as if brought back via *true resurrection*. If the discarded robes are not donned within 24 hours, they fade away, leaving behind a faint yellow stain. In this case, Hastur can't manifest a physical body again until the conditions are right, or until an unwitting cultist or fool calls him forth once again. The save DC is Charisma-based.

Reveal Visage (Su) As a swift action, Hastur may reveal to one adjacent creature the true shape beneath his robes. The creature must succeed at DC 40 Will save or be paralyzed for 1d4 rounds and take 1d4 points of Wisdom drain at the end of its turn each round the paralysis lasts, though the revelation is too awful for memory to retain. This is a mind-affecting fear effect. The save DC is Charisma-based.

Tattered Lash (Ex) Hastur attacks with long strips of his tattered yellow robes. These strips have a reach of 40 feet and are primary natural slashing attacks. Bleed damage from the strips stacks with itself (up to 10d6 points of bleed damage). Hastur treats insane targets as if they were flat-footed when he attacks with these weapons.

Unspeakable Presence (Su) Failing a DC 40 Will save against Hastur's unspeakable presence afflicts a creature with a random insanity. A creature that is already insane instead becomes confused for as long as it remains in the area. The save DC is Charisma-based.

Wish (Sp) Although Hastur may use *wish* as a spell-like ability at will, he can do so only to grant the wishes of other creatures, and only once per creature. Invariably, the results of these wishes serve somehow to advance Hastur's agenda.

Yellow Sign (Su) Once per day as a free action, Hastur can touch any solid surface and inscribe the Yellow Sign upon it. Once inscribed, the Yellow Sign remains for a year, but is active only on certain nights when the light from Hastur's distant world shines in the night sky as a star. Any creature that looks upon an active Yellow Sign must succeed at a DC 40 Will save to avoid becoming dominated by Hastur (as *dominate monster*); whether or not the save is successful, the creature doesn't have to save against that Yellow Sign again for 24 hours. While the creature is under this domination effect, if the creature's Charisma drain plus Charisma damage ever equal its Charisma score, it immediately dies and allows Hastur to manifest physically at the location of its corpse, as if the victim had donned Hastur's tattered robes (see *immortality*). A Yellow Sign can be removed with *dispel chaos*, *dispel evil*, or *erase*, any of which requires the caster to succeed at a DC 35 caster level check. *Mage's disjunction* automatically removes a Yellow Sign. This is a mind-affecting effect. The save DC is Charisma-based.

Hastur is the most mysterious of the Great Old Ones. In fact, the entity known as Hastur might actually be an Outer God. The physical manifestation of this entity is known as the King in Yellow, and though most consider this creature—a vaguely human-shaped figure draped in a yellow cloak—to be synonymous with Hastur himself, many scholars believe that the King in Yellow is nothing more than an avatar used by the true Hastur to move among the denizens of the physical world. Hastur himself is said to dwell upon a distant world called Carcosa on the shores of the monstrous Lake of Hali, and his power on a planet is strongest when the baleful light of Carcosa's star is visible in that planet's night sky.

HASTUR'S CULT

Hastur's cult is primarily composed of decadent nobles, playwrights, and aristocrats who have grown bored with life and have sought out increasingly deviant, bizarre, and self-destructive methods of achieving gratification in life. His temples are opulent and excessive—opera

houses, manors, and the like that contain hidden chambers for pastimes best indulged in secret. His cultists are particularly eager to bring innocents into their fold, exposing them to the Yellow Sign so that their bodies and minds can serve as portals through which the King in Yellow may walk the world.

Hastur's cult is associated with decadence, disorder, and nihilism, and its symbol is the Yellow Sign. The least varieties of these symbols are nonmagical—and somewhat inaccurate—representations of the sigil, though the more powerful cults possess methods by which they can craft fully functional Yellow Signs. Unlike those created by Hastur, a cult-created Yellow Sign can be resisted with a successful DC 23 Will save (as if it were a 9th-level spell). Hastur's clerics have access to the domains of Chaos, Evil, Rune, and Void, and to the subdomains of Dark Tapestry, Language, Stars, and Wards. Hastur's favored weapon is the rapier.



Illustration by Diana Martinez



GREMLIN, GRIMPLE

This putrid-looking humanoid bears a disquieting resemblance to a half-starved, mange-ridden opossum.

GRIMPLE

CR 1/3



XP 135

CN Tiny fey

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

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d6+1)

Fort +1, **Ref** +3, **Will** +2

DR 2/cold iron

OFFENSE

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

Melee bite +3 (1d3–4)

Ranged rock +3 (1d2–4)

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

Special Attacks putrid vomit

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

At will—*prestidigitation*

3/day—*grease* (DC 9), *mage hand*, *open/close*

STATISTICS

Str 3, **Dex** 13, **Con** 12, **Int** 10, **Wis** 11, **Cha** 6

Base Atk +0; **CMB** –1; **CMD** 5

Feats Skill Focus (Stealth), Weapon Finesse^B

Skills Climb +13, Fly +1, Perception +4, Sleight of Hand +5,

Stealth +16, Swim +5

Languages Undercommon

SQ gremlin lice

ECOLOGY

Environment any urban

Organization solitary, pair, mob (3–8), or infestation (9–16 plus 2–6 trained dire rats and 1–4 spider swarms)

Treasure standard

SPECIAL ABILITIES

Gremlin Lice (Ex) All grimples are infested with gremlin lice.

Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual takes a –1 penalty on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.

Putrid Vomit (Ex) Every 1d4 rounds, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a DC 11 Fortitude save or be nauseated for 1d4 rounds. The save DC is Constitution-based.

Grimples are filthy urban scavengers that lurk beneath the eaves of abandoned buildings, clock towers, belfries, and steeples. Sickly-looking and ragged, they shed constantly as a result of the small parasites they host. Quick climbers, grimples also have loose flaps of skin that stretch between their arms and allow them to glide short distances.

Grimples despise humans and show it by attacking drunks, unlocking stables, torturing guard dogs, and loosening hanging storefront signs so that they fall on people. This does not stop them from sometimes allying with humans and other humanoids, but such collaborations are always temporary, as a grimple is ever plotting betrayal. Although a grimple is often arrogant and overbearing, its ability to vomit at will (and propensity for doing so constantly) remains its most unappealing quality.

Voracious omnivores, grimples feast off garbage. They frequently target inns, restaurants, and other places where they can scavenge a steady supply of food.



GREMLIN, HANIVER

This small, bizarre humanoid creature has finlike wings, strange yellow skin, and tiny black eyes burning with malevolence.

HANIVER	CR 1/2	  
XP 200		
N Tiny fey (aquatic)		
Init +5; Senses darkvision 60 ft., low-light vision; Perception +4		
DEFENSE		
AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)		
hp 4 (1d6+1)		
Fort +1, Ref +3, Will +2		
DR 2/cold iron; SR 11		
OFFENSE		
Speed 10 ft., fly 20 ft. (average), swim 20 ft.		
Melee bite +1 (1d3+1)		
Space 2-1/2 ft.;		
Reach 0 ft.		
Special Attacks misplacement		
Spell-Like Abilities (CL 1st; concentration +2)		
At will— <i>prestidigitation</i> , <i>ventriloquism</i> (DC 12)		
1/day— <i>scare</i> (DC 13)		
STATISTICS		
Str 9, Dex 13, Con 12, Int 8, Wis 11, Cha 12		
Base Atk +0; CMB -1; CMD 8		
Feats Improved Initiative		
Skills Disable Device +3, Disguise +5, Fly +5, Perception +4, Sleight of Hand +7, Stealth +13, Swim +11;		
Racial Modifiers +2 Disable Device, +2 Sleight of Hand		
Languages Common, Sylvan		
SQ amphibious		
ECOLOGY		
Environment temperate coasts		
Organization solitary, pair, or swarm (4-12)		
Treasure incidental		
SPECIAL ABILITIES		

Misplacement (Su) Hanivers are swift and curious, possessing an uncanny ability to meddle with the possessions of any character whose square they enter. Any time a haniver succeeds at a Sleight of Hand check against a creature, it also rearranges that creature's possessions. The next time that creature attempts to produce a weapon or item, it finds its possessions misplaced or disarranged; retrieving a stored item or drawing a weapon then requires a standard action instead of a move action (unless the haniver has stolen the item in question). After spending

this standard action, the character takes mental inventory and is no longer affected by this ability.

Occasionally, hanivers replace items they've stolen or leave their old treasures—seashells, old fish, clumps of sand—in containers or clothing they have rooted through. They do this without any added difficulty to their Sleight of Hand checks.

Haniver gremlins haunt the stories of sailors and fishing communities, featuring prominently in parables told to naughty children by disapproving parents.

A thousand such tales exist, each a variation on a common theme—the gremlins flap up from the sea, startle nasty fishermen or disobedient youths, and make off with their trinkets. Yet as is rarely the case with such tales, nearly every word of these stories—no matter how unlikely or comic—proves near to the truth.

Strange, capricious fey creatures that enjoy skimming whitecaps, flipping over solitary horseshoe crabs, and suicidally teasing dolphins and sharks, hanivers endlessly indulge a mad racial curiosity. Such is their obsession that every haniver must know what is under every rock, in every basket, and beneath every hat. Should they like what they find, they typically attempt to make off with it, clinging to their prize like a beloved heirloom until the next curiosity or shiny treasure catches their attention. Hanivers have no concept of worth, though they know much of desirability, and might hang onto an item they would otherwise discard in moments if another creature—or former owner—expresses desire for it. The gremlins don't steal out of any sense of maliciousness, but rather out of curiosity and selfishness. The most intelligent occasionally even believe that they're trading, and leave behind old "treasures"—often strange or natural items that barely fit the description—in place of things they've claimed. Regardless, folklore advises those who have something stolen by a haniver to simply abandon it rather than face the frustration of attempting to rescue it—hence the tendency of sailors to blame the hanivers whenever something goes missing.

Hanivers possess flat, leathery bodies with only a few thin bones. Most stand little more than a foot tall and 1-1/2 feet across, and weigh less than 5 pounds.

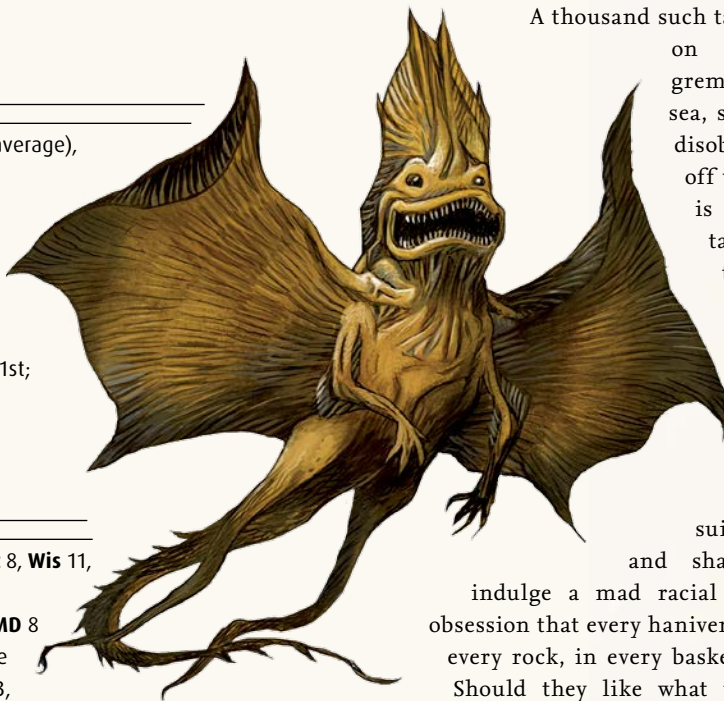


Illustration by Peter Berghing

GREMLIN, MONACIELLO

Dressed in red robes like those of a monk, this little monster displays a sharp-toothed smile and flips a gold coin in its hand.

MONACIELLO

CR 1



XP 400

CE Small fey

Init +2; **Senses** low-light vision; Perception +6

Aura stymie channeling (20 ft.; DC 12)

DEFENSE

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

hp 14 (2d6+7)

Fort +2, **Ref** +5, **Will** +4; +4 vs. divine magic

DR 5/cold iron; **SR** 12

OFFENSE

Speed 30 ft.

Melee bite +4 (1d4-2), dagger +4 (1d3-2/19-20)

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*prestidigitation*, *putrefy food and drink*^{APG} (DC 11),

ghost sound (DC 12), *silent image* (DC 12)

1/day—*glitterdust*

STATISTICS

Str 6, **Dex** 15, **Con** 14, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** -2; **CMD** 10

Feats Skill Focus (Stealth), Toughness^B, Weapon Finesse^B

Skills Bluff +6, Disable Device +8, Escape Artist +7, Perception +6, Sense Motive +6, Stealth +18 (+14 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth (+0 when moving)

Languages Aklo

SQ compression, magic bag

ECOLOGY

Environment any urban

Organization solitary, pair, congregation (3-12), or infestation (13-20 plus 1-3 sorcerers of 1st-3rd level, 1 rogue leader of 2nd-4th level, 2-14 trained dire rats, 2-5 trained venomous snakes, and 1-3 rat swarms)

Treasure double (always gold coins)

SPECIAL ABILITIES

Magic Bag (Su) A monaciello always carries its pouch with it.

This pouch contains an extradimensional space and operates like a *bag of holding* (type I). If this pouch is separated from the monaciello, all of its former contents are lost, and it becomes a normal bag that contains a number of coins equal to double the treasure value of a creature of the gremlin's CR. A monaciello that loses its pouch must create a new one, a process that takes 1d4 days. Until the new pouch is finished, it remains a non-magical bag, only becoming a fully functional extradimensional space once completed.

Stymie Channeling (Su) A monaciello gremlin is surrounded by an aura of blasphemy. Any creatures channeling energy

within 20 feet of a monaciello must succeed at a DC 12 Will save or be unable to channel for that round. The use is not lost, but the action is wasted.

Most often found in urban environments, this gremlin lives among humanity, taunting religious and scholarly organizations with its pranks. Monaciello gremlins are most commonly found in monasteries and cathedrals where they wriggle their way up from the sewers and catacombs to play tricks on the devout.

These tricksters pull blankets off sleeping clergy members, harass servants, spoil food, and hide valuables from their owners. Enamored with gold, they often overinflate the value of things with illusions, and even throw handfuls of gold coins (or illusions of gold coins if they are feeling especially stingy) to distract creatures on their trail. They pull these coins from their ever-present magical bags, confident they can always pilfer more.

A monaciello stands 2-1/2 feet tall and weighs approximately 20 pounds.



GRENDEL

This lurching hulk carries no weapons, but its eyes burn with menace, and its long claws are caked with blood.

GRENDEL

CR 19/MR 7



XP 204,800

CE Large monstrous humanoid (mythic)

Init +4; **Senses** darkvision 60 ft.; Perception +15

Aura frightful presence (60 ft.; DC 20, DC 16 against mythic creatures)

DEFENSE

AC 34, touch 13, flat-footed 30 (+4 Dex, +25 natural, -1 size)

hp 340 (20d10+230); regeneration 10 (unarmed strikes or natural weapons)

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

Defensive Abilities ferocity, unstoppable; **DR** 10/epic;

Resist acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft.

Melee 2 claws +32 (3d10+13/19-20 plus grab), bite +27 (4d8+6)

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

Special Attacks blood rage, brutal surge, gruesome dismemberment, mythic power (7/day, surge +1d10)

STATISTICS

Str 36, **Dex** 19, **Con** 26, **Int** 9, **Wis** 15, **Cha** 8

Base Atk +20; **CMB** +34 (+38 grapple); **CMD** 48

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Exhausting Critical, Great Fortitude[™], Improved Critical (claw), Iron Will[™], Power Attack[™], Skill Focus[™] (Stealth), Tiring Critical

Skills Acrobatics +19 (+23 when jumping), Intimidate +12, Perception +15 (+23 sound-based checks), Stealth +24, Swim +31; **Racial Modifiers** +4 Acrobatics when jumping, +8 Perception (sound-based checks)

Languages Common

SQ display of strength

ECOLOGY

Environment cold swamps

Organization solitary

Treasure standard

SPECIAL ABILITIES

Brutal Surge (Su) When Grendel expends mythic power to add a surge die to an attack roll, he also adds a surge die to that attack's damage roll. This is not an action and does not require him to expend any additional uses of mythic power to use this ability.

Gruesome Dismemberment (Ex) When Grendel successfully holds a creature he has grappled, he may expend one use of mythic power to attempt to dismember that creature. He attempts a grapple check; if successful, his target takes double his normal claw damage and the attack pulls off one

of the target's legs or arms. The target is sickened until it receives magical healing (or until it recovers to full hit points by natural means), and takes 2d6 points of bleed damage each round. A creature with only one arm cannot perform actions requiring two arms or two hands. A bipedal creature with one leg missing cannot walk or run; it can crawl or hop, but is denied its Dexterity bonus against all opponents. A quadrupedal creature with one leg missing is reduced to half normal speed. At the GM's discretion, creatures with more than four legs affected by this attack may be able to move at normal speed.

This reaver of the cold marsh is not just a monster; he is a force of nature. Where there is peace and prosperity in the world, Grendel strikes, eager to prove that tranquility is transitory and death is the only constant. Grendel stalks the edge of his fens looking for quiet settlements. Under cover of night, he strikes, murdering the strong in their beds and chasing the terrified with demonic glee. He then takes the prize of his carnage deep into his fen where his lust for blood is grotesquely sated.



Illustration by Roberto Pitturu

GUARDIAN DRAGON

This immense dragon coils its long, serpentine body beneath spreading wings, its eyes glittering like burnished gold.

GUARDIAN DRAGON CR 24/MR 10



XP 1,228,800

N Gargantuan dragon (aquatic, mythic)

Init +15^M; **Senses** blindsight 120 ft., darkvision 120 ft., detect magic, detect scrying, low-light vision, mistsight; Perception +44

Aura frightful presence (300 ft., DC 30), security (1,000 ft.)

DEFENSE

AC 44, touch 7, flat-footed 43 (+6 armor, +1 Dex, +31 natural, -4 size)

hp 529 (26d12+360)

Fort +25, **Ref** +16, **Will** +24

Defensive Abilities fortification (50%), poisonous blood (dragon bile), unstoppable; **DR** 15/epic and magic; **Immune** ability damage, ability drain, curses, death effects, dragon traits, sleep, paralysis, poison; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 35

OFFENSE

Speed 50 ft., climb 30 ft., fly 200 ft. (average), swim 30 ft.

Melee 2 claws +36 (2d8+14), bite +36 (4d6+21 plus grab and poison), 2 wings +34 (2d6+7), tail slap +34 (2d8+21 plus grab)

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

Special Attacks agonizing venom, breath weapon (60-ft. cone, 2d4 Con damage from poison, Fortitude DC 33 half, usable every 1d4 rounds), constrict (2d8+21), fast swallow, lingering poisonous cloud, mythic power (10/day, surge +1d12), poison, swallow whole (6d6 bludgeoning damage plus poison, AC 25, 52 hp)

Spell-Like Abilities (CL 26th; concentration +33)

Constant—detect magic, detect scrying

At will—discern location, false vision (see aura of security), fog cloud, greater dispel magic, locate object, major curse^{UM} (DC 22), persuasive goad^{UM} (DC 18)

3/day—geas/quest (DC 23), leashed shackles^{UM} (DC 21), maze, plant growth, spell turning, wall of stone, wall of thorns

1/day—breath of life, dimensional lock, limited wish (DC 24), mage's disjunction (DC 26), plane shift, word of recall

STATISTICS

Str 38, **Dex** 13, **Con** 30, **Int** 15, **Wis** 24, **Cha** 25

Base Atk +26; **CMB** +44 (+48 grapple); **CMD** 51 (55 vs. grapple, can't be tripped)

Feats Blinding Critical, Cleave^M, Critical Focus^M, Death from Above^{UC}, Flyby Attack, Great Cleave, Hover, Improved Initiative^M, Iron Will^M, Multiattack, Power Attack^M, Staggering Critical, Stunning Critical

Skills Climb +38, Fly +11, Intimidate +36, Knowledge (geography) +26, Knowledge (local, religion) +18,

Perception +44, Sense Motive +36, Spellcraft +18, Stealth +13, Survival +44, Swim +22, Use Magic Device +23; **Racial Modifiers** +8 Knowledge (geography), +8 Perception, +8 Stealth, +8 Survival

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan
SQ amphibious, heroic challenge, mythic immortality, recuperation, secret lair, vengeful seeker

ECOLOGY

Environment any

Organization solitary

Treasure triple, plus one artifact or major item

SPECIAL ABILITIES

Agonizing Venom (Ex) Any creature failing its saving throw against the dragon's breath weapon, poison, or poisonous blood is sickened with pain for 1 minute. A second, third, and fourth failed saving throw mean the creature is also staggered for 1 minute, nauseated for 1 minute, and helpless for 1 minute, respectively. This is a pain effect. If the dragon expends one use of mythic power when poisoning a creature, the dragon's breath weapon and poison overcome any poison immunity the target has.

Aura of Security (Su) A guardian dragon is alerted whenever a Tiny or larger creature enters its aura (as a mental *alarm* spell). If its *dimensional lock* spell-like ability is dispelled or destroyed, it may expend two uses of mythic power to cast it again. The dragon can use its *false vision* spell-like ability only within its aura, and the duration ends if the aura's area no longer includes the affected area.

Heroic Challenge (Su) Once per day, a guardian dragon can give a non-mythic creature the agile, arcane, divine, invincible, or savage mythic template (*Pathfinder RPG Mythic Adventures* 224). The dragon must expend a number of uses of mythic power equal to the amount the target creature's CR increases. The creature isn't under the dragon's control, but won't willingly attack the dragon unless magically forced to do so. Alternatively, the dragon can expend one use of mythic power to create difficult terrain in a 100-foot-radius burst; the type of difficult terrain is appropriate to the area (mud in plains, rubble in mountains, and so on). The effects of this ability persist as long as the dragon remains within 10 miles of the affected creature or area.

Lingering Poisonous Cloud (Su) The guardian dragon can expend one use of mythic power when it uses its breath weapon to have the cloud remain for 10 rounds, functioning as *cloudkill*. The dragon can expend one additional use of mythic power for this to function as *mythic cloudkill*.

Poison (Ex) Bite or swallow whole—injury; *save* Fort DC 33; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Con; *cure* 2 consecutive saves.

Secret Lair (Su) A guardian dragon can spend 1 hour concentrating to create a labyrinthine extradimensional lair for itself and whatever it is guarding. This functions like *greater create demiplane* (*Pathfinder RPG Ultimate*

Magic 213) and creates a demiplane with the morphic, portal, shape, and structure properties. The demiplane is approximately a 500-foot-diameter sphere, and the dragon usually fills it with a maze of corridors (most of which are large enough for the Gargantuan dragon to move through) to confuse and delay invaders intent on stealing its treasure. The demiplane's portal is connected to a spot in the dragon's hidden lair, and over time the dragon usually brings guardian creatures from the Material Plane to add to the demiplane's defenses. The dragon can have only one demiplane active at a time, and the demiplane dissolves 10d10 minutes after the dragon leaves, so the dragon leaves only for a few minutes at a time or if its treasure has been stolen.

Vengeful Seeker (Ex) A guardian dragon gains the swift tracker and quarry abilities of a ranger when tracking or hunting any creature that has confirmed a critical hit against it, penetrated its spell resistance, or taken any amount of its treasure. Any divination spell-like ability a guardian dragon uses to locate such a creature or its treasure counts as the mythic version of the spell, if appropriate.

A guardian dragon is an immense, serpentine dragon created by a deity to hide and guard a fabulous, legendary treasure. Spiriting its charge away to the farthest ends of the earth and beyond, the dragon maintains its eternal vigil surrounded by a garden, a labyrinth, a palace, or something uncanny, either building such a place itself or occupying a structure crafted for it by the deity.

Over time, the guardian dragon enhances the defenses around its lair. As most guardian dragons have been protecting the same item for decades or centuries, a typical guardian dragon's lair is full of natural hazards and stocked with a variety of lesser mythic and non-mythic opponents that add to the lair's defenses.

A mortal hero might brave the dangers of such a lair, seeking the dragon's prize, but the guardian's thirst for vengeance when recovering its charge is unending. The dragon considers any theft of its possessions an affront to its honor, and takes such an offense personally. With magic that allows it to find any creature at any distance, the dragon is relentless in pursuit of its lost items. Many enterprising thieves have escaped with a treasure, only to be located days or weeks later, killed, and dragged back to the dragon's lair with the stolen items.

Because of its many victories over thieves and dragonslayers, a guardian dragon is usually in possession of a large

collection of magic items, and it doesn't hesitate to make use of rings, scrolls, wands, and other items to protect itself or fortify its lair—or for instructing its lesser guardians on how to use these items. A guardian dragon might be willing to trade items it can't use for something more suitable, as long as the other party makes no attempt to take anything without permission (especially its charge, but it considers any theft reprehensible).

A guardian dragon is 50 feet long when fully uncoiled and weighs 7 tons.



Illustration by Jorge Fares

HAMADRYAD

This regal woman exhibits the grace and pride of the forest's most ancient trees.

HAMADRYAD

CR 15



XP 51,200

CG Medium fey

Init +6; **Senses** low-light vision; Perception +31

DEFENSE

AC 29, touch 17, flat-footed 22 (+6 Dex, +1 dodge, +12 natural)

hp 190 (20d6+120); fast healing 5

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

DR 10/cold iron; **Resist** acid 30, cold 30, electricity 30

OFFENSE

Speed 30 ft.

Melee mwk dagger +16/+11 (1d4+5/19–20)

Ranged +2 *speed composite longbow* +18/+18/+13 (1d8+7/x3)

Spell-Like Abilities (CL 20th; concentration +26)

Constant—*speaking with animals, speaking with plants*

At will—*entangle* (DC 17), *hold animal* (DC 18), *rusting grasp*, *tree shape*, *wood shape* (10 lbs. only)

5/day—*charm monster* (DC 20), *charm*

person (DC 17), *confusion* (DC 19),

deep slumber (DC 19), *neutralize*

poison, *sending* (dryads only),

suggestion (DC 19), *tree stride*

1/day—*call lightning storm* (DC 21),

changestaff, *greater heroism*, *heal*,

liveoak, *summon nature's ally VIII*

STATISTICS

Str 12, **Dex** 23, **Con** 23, **Int** 18,

Wis 19, **Cha** 22

Base Atk +10; **CMB** +11; **CMD** 28

Feats Alertness, Combat Casting,

Dodge, Great Fortitude,

Improved Iron Will, Iron Will,

Mounted Combat, Stealthy,

Toughness, Weapon Finesse

Skills Bluff +29, Climb +14, Craft

(wood) +12, Diplomacy +29,

Escape Artist +19, Handle

Animal +16, Heal +9,

Intimidate +16, Knowledge

(geography) +17,

Knowledge (nature) +27,

Knowledge (nobility) +9,

Perception +31, Perform

(any one) +19, Ride +16,

Sense Motive +19,

Spellcraft +14, Stealth +19,

Survival +14; **Racial**

Modifiers +8 Craft (wood)

Languages Common, Elven, Sylvan; *speaking with animals, speaking with plants, tongues*

SQ druid magic, tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

Organization retinue (1 plus 2–5 dryads) or court (1 plus 2–12 centaurs, 2–12 dryads, 2–8 satyrs, and 1–2 treants)

Treasure triple (+2 *speed composite longbow* [+5] with 20 arrows, masterwork dagger, other treasure)

SPECIAL ABILITIES

Druid Magic (Su) A hamadryad can use any magic item as if she were a 20th-level druid.

Tree Meld (Su) A hamadryad can meld with any tree (similar to *meld into stone*) and can remain melded with a tree as long as she wishes.

Woodcraft (Ex) A hamadryad has a +8 racial bonus on Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when attempting such checks.

A hamadryad is the queen of her forest and the leader of all the dryads within it. Much as a dryad is bonded with one tree and is devoted to it, a hamadryad loves her chosen forest; while she does not sicken and die if separated from it, she loathes such separation. All nonevil woodland creatures acknowledge her as the wisest of dryads and respect her gifts of healing and diplomacy. In most forests, a hamadryad is the sister or wife of an erlking, and represents the protective, patient, and nurturing aspect of nature. With her healing magic, she can relieve the suffering of a dryad whose tree has been killed and sustain her long enough for her to bond with another tree.

A hamadryad prefers to avoid direct confrontations, instead using her magic and allies to divert, confuse, and even befriend any would-be enemies. Her powers allow her to speak with or quickly travel to her subjects even when they are in the most remote parts of the forest. As a consequence, little happens in the forest without her knowledge, and those who enter her realm would do well to remember this.



Illustration by Mattias Fahlberg

HARIONAGO

This deathly pale beauty's skin is blemished with bruises and cuts, yet a smile shows behind her flowing tangle of hair.

HARIONAGO

CR 11



XP 12,800

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

hp 147 (14d8+84)

Fort +10, **Ref** +9, **Will** +12

Defensive Abilities channel resistance +2; **DR** 10/magic;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (1d6+4/19–20 plus paralysis), 4 hair barbs +12 (1d6+2/19–20 plus bleed)

Space 5 ft.; **Reach** 5 ft. (10 ft. with hair barbs)

Special Attacks bleed (5), infectious laughter, paralysis (1d4+1 rounds, DC 23)

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

3/day—*feather fall*, *levitate*, *ray of enfeeblement* (DC 17), *unnatural lust*^{UM} (DC 18)

1/day—*charm monster* (DC 19), *vampiric touch* (DC 19)

STATISTICS

Str 19, **Dex** 20, **Con** —, **Int** 15, **Wis** 17, **Cha** 22

Base Atk +10; **CMB** +14; **CMD** 29

Feats Combat Reflexes, Improved Critical (claw), Improved Critical (hair barb), Improved Initiative, Improved Natural Attack (hair barb), Multiattack, Weapon Finesse

Skills Bluff +20, Disguise +23, Intimidate +16, Knowledge (nobility) +5, Perception +20, Perform (sing) +10, Sense Motive +20, Stealth +22

Languages Common, Elven, Sylvan

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Infectious Laughter (Su) As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a DC 23 Will saving thrown or be affected as the *hideous laughter* spell (CL 14th), except that a laughing creature is considered helpless to the harionago. A creature that successfully saves against a harionago's scornful laughter can't be affected by that same harionago's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature. Its save DC is Charisma-based.

Despite her ragged dress and unkempt appearance, a harionago is a beautiful and graceful creature. She walks the roads at night pretending to be a lost damsel, luring those she encounters close before striking with her paralyzing claws and jagged hair barbs. However, a harionago's most dangerous weapon is her laugh. A resounding cackle of mocking scorn and hateful malice, it compels those around her to join in mocking concert.

A harionago is formed when an innocent woman is murdered in some unspeakable fashion. She rises, twisted by the injustice of the crime against her, into an unnatural and bloodthirsty horror that hunts unsuspecting victims while trying to sate an everlasting lust for revenge.

Destroying a harionago doesn't always lay her to rest for good. On rare occasions and by mysterious means, a harionago rises again after a year and a day to resume her hunt. She can only rest after she takes her revenge on those who murdered her. If her murderers are already dead when she returns, she will rest only once every member of her murderers' family lines has been slaughtered.

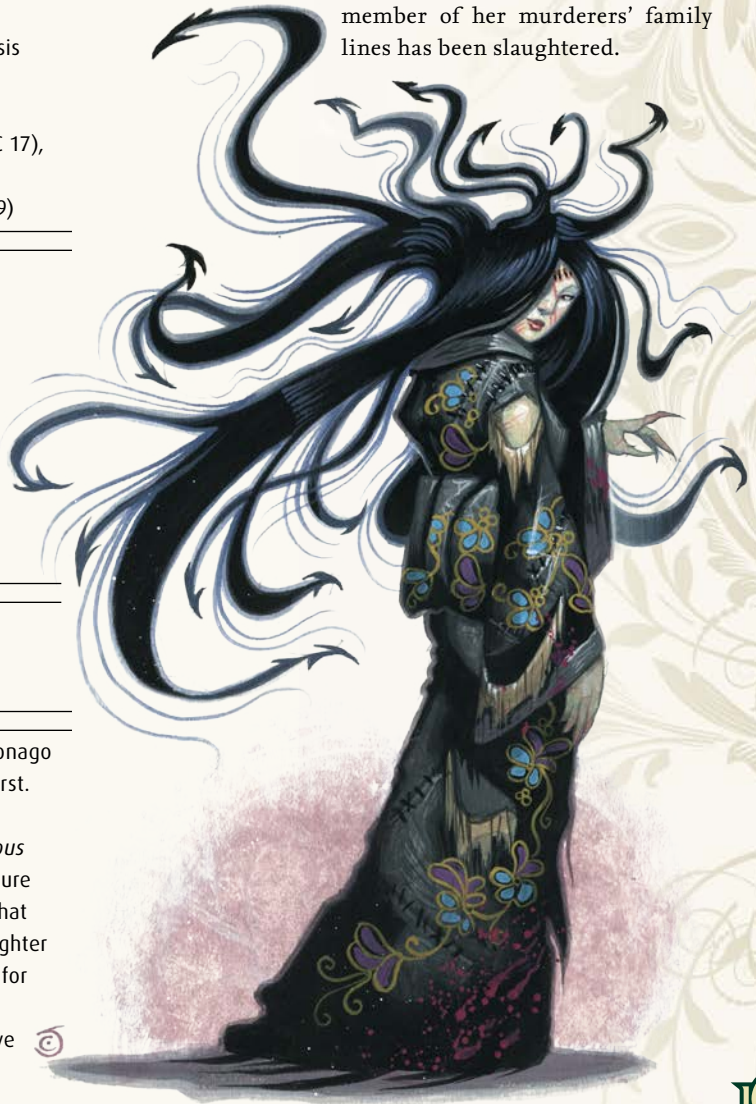


Illustration by Chris Seaman