

HERD ANIMAL, GIRAFFE

This animal, covered in a spotted pattern, has a disproportionately long neck that allows it to tower over other animals.

GIRAFFE

CR 3



XP 800

N Huge animal

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, -2 size)

hp 30 (4d8+12)

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

OFFENSE

Speed 50 ft.

Melee 2 hooves +6 (1d8+5), slam +1 (1d8+2)

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

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Endurance, Run

Skills Perception +8

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (3-10)

Treasure none

SPECIAL ABILITIES

Natural Weapons (Ex) A giraffe's hoof attacks are primary attacks and its slam attack is a secondary attack.

These long-necked animals roam across plains in loose-knit groups, grazing on the upper reaches of acacia trees.

Giraffes usually avoid conflict.

However, when its young are threatened or if the giraffe is cornered, it attacks ruthlessly, striking with its powerful hooves. Giraffes rarely use their necks to make slam attacks unless they are fighting among themselves as part of their mating displays.

A giraffe is between 16 and 20 feet tall and weighs 3,500 pounds.

HERD ANIMAL, STAG

Majestic and graceful, this powerful animal has branching antlers atop its head.

STAG

CR 1



XP 400

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 15 (2d8+6)

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

OFFENSE

Speed 50 ft.

Melee gore +2 (1d6+1), 2 hooves -3 (1d4)

STATISTICS

Str 13, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. trip)

Feats Run^B, Skill Focus (Acrobatics)

Skills Acrobatics +10, Perception +6

ECOLOGY

Environment any land

Organization solitary, pair, or herd (3-20)

Treasure none

True masters of the wild, deer gracefully glide through meadows and among the thickets of the deepest forests. Found in all climates and most terrains, deer form tightly knit herds for protection. These creatures fall victim to predators, and many humanoids hunt the animals for food and hides. They're not picky eaters, and consume all manner of plant material. In areas where humanoids live, deer can become pests as they graze in fields and destroy gardens in search of food.

The stat block shown above represents a male deer (a stag). Unlike caribou and other similar animals, female deer only rarely grow antlers, thus they lack gore attacks. Stags are approximately 6 feet long from nose to tail and weigh up to 350 pounds.



HULDRA

This woman's foxlike tail and the wood-lined hollow inside her back reveal her true fey nature.

HULDRA

CR 4



XP 1,200

CN Medium fey

Init +3; **Senses** darkvision 60 ft., *detect snares and pits*, low-light vision, scent; **Perception** +12

DEFENSE

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

hp 38 (7d6+14); regeneration 3 (acid or fire)

Fort +4, **Ref** +8, **Will** +7

Immune charm effects, compulsion effects; **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee slam +7 (1d6+4), tail slap +7 (1d6+4 plus 1d4 Cha damage)

Special Attacks lashing tail, manipulate luck

Spell-Like Abilities (CL 4th; concentration +8)

Constant—*detect snares and pits*, *endure elements*, *pass without trace*

3/day—*charm person* (DC 15), *daze monster* (DC 16), *wood shape*

1/day—*deep slumber* (DC 17)

STATISTICS

Str 19, **Dex** 17, **Con** 14, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +3; **CMB** +7; **CMD** 21

Feats Deceitful, Dodge, Mobility, Power Attack

Skills Bluff +16, Disguise +16, Escape Artist +13, Knowledge (nature) +11, Perception +12, Stealth +13, Use Magic Device +14

Languages Common, Giant, Sylvan

ECOLOGY

Environment cold forests or mountains

Organization solitary, pair, or family (3–9)

Treasure standard

SPECIAL ABILITIES

Lashing Tail (Su) A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful DC 15 Fortitude save negates the Charisma damage. The save DC is Constitution-based.

Manipulate Luck (Su) Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which

the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a –4 penalty on all saving throws, attack rolls, and skill checks. A successful DC 17 Will save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect. The save DC is Charisma-based.

Huldras are fey creatures that legend claims were originally created by troll witches to lure humans into their clutches. Every huldra is aware of this tale, finds it insulting, and denies it at length—yet the legend persists. There's no greater way to inflame a huldra to anger than to speak about this myth (especially while expressing distrust or contempt for the huldra), and the huldras' hatred of all things trollish is well known among scholars of the fey and those who regularly encounter the less common fey creatures.

From the front, a huldra appears to be a beautiful human woman, yet two distinctive features mark the huldra as something supernatural: her long, foxlike tail, and the fact that she doesn't have a solid back—merely a hole that reveals her body to be a hollow, bark-lined shell. Most huldras wear their hair long to mask the hole in their backs, and they prefer long gowns to hide their tails when interacting with humanoids. Though huldras are not ashamed of their status as fey, they react rather negatively when someone points out their tails. So long as humanoids are respectful, however, huldras tend to be curious about other races, and may aid those who pass through their territories by telling them the best places for hunting or fishing.

Huldras sometimes become enamored of woodcutters or others who adventure outdoors, and invite these paramours to share their beds, but such romances usually end in disappointment and misunderstanding on both sides. Despite their relatively lithe frames, huldras are deceptively strong, and stories abound of them performing astonishing feats of strength such as straightening horseshoes and tossing aside attackers, and their natural weapons are quite potent.



Illustration by Dmitry Burmaki

HUNGRY FLESH

A quivering pile of tumorous flesh, this creature leaves a trail of slime as it hungrily searches for sustenance.

HUNGRY FLESH

CR 3



XP 800

N Large ooze

Init -3; **Senses** blindsight 60 ft., scent; **Perception** -5

DEFENSE

AC 8, touch 6, flat-footed 8 (-3 Dex, +2 natural, -1 size)

hp 47 (5d8+25); regeneration 5 (acid or fire)

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

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +5 (1d6+4 plus disease and grab)

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

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

Str 16, **Dex** 5, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)

SQ compression, monstrous growth, reactive regeneration, slime trail

ECOLOGY

Environment any land or underground

Organization solitary or cluster (2-5)

Treasure incidental

SPECIAL ABILITIES

Disease (Ex) *Tumor*

Infestation: Injury;

save Fort DC 17;

onset 1 minute;

frequency

1/day;

effect 1d2 Con and 1d2 Cha; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a *grease* spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

Created in a laboratory by an alchemist researching methods of regenerating human flesh, a hungry flesh is a freakish creature made of aggressive, malignant tissue. It lives only to feed and grow, and must consume large amounts of plant and animal matter to sustain itself. Each day, a hungry flesh must consume its own weight in food. A hungry flesh resists attempts to cut or pierce it, quickly repairing the damage and creating new fleshy growths. With the right food and attacks to catalyze its growth, a hungry flesh can balloon to twice its normal size in minutes. A hungry flesh can grow to Gargantuan size.

A hungry flesh starts out at approximately 7 feet in diameter, and weighs 3,000 pounds.

Illustration by Tyler Walpole

HYAKUME

This bloated creature's eyes protrude from between the fleshy fat rolls of its neckless, hulking form.

HYAKUME

CR 15



XP 51,200

NE Large aberration

Init +12; **Senses** all-around vision, darkvision 90 ft., low-light vision; Perception +19

DEFENSE

AC 32, touch 18, flat-footed 23 (+8 Dex, +1 dodge, +14 natural, -1 size)

hp 218 (19d8+133)

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

Immune cold; **Resist** electricity 10, fire 10; **SR** 26

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee 2 slams +18 (3d6+4)

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

Special Attacks drain memory, quivering palm (1/day, DC 25), stunning fist (4/day, DC 25)

Spell-Like Abilities (CL 15th; concentration +24)

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

5/day—*divination*

3/day—*cold ice strike*^{UM}, *discordant blast*^{APG}, *sonic thrust*^{UM}

STATISTICS

Str 18, **Dex** 27, **Con** 24, **Int** 19, **Wis** 22, **Cha** 29

Base Atk +14; **CMB** +19; **CMD** 38

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Skill Focus (Sense Motive), Stunning Fist, Weapon Focus (slam), Wind Stance

Skills Acrobatics +23, Bluff +21, Craft (any) +10, Diplomacy +17, Intimidate +24, Knowledge (arcana, planes, religion) +12, Knowledge (geography, history) +10, Perception +19, Sense Motive +17, Spellcraft +22, Stealth +15, Survival +17, Swim +8, Use Magic Device +17

Languages Common, Undercommon; telepathy 60 ft.

SQ eye probe, monk abilities, transfer memories

ECOLOGY

Environment any underground

Organization solitary or enclave (2-6)

Treasure standard

SPECIAL ABILITIES

Drain Memory (Su) Once per day as a standard action, a hyakume can make a touch attack with either its hands or one of its eye probes to drain a target of its memories. The target loses the majority of memories relating to life and identity, and the hyakume can control the creature as if it were subject to a *charm monster* spell until those memories are regained (Will DC 28 negates). The hyakume absorbs the memories and can store and use

them. It can store the memories of a number of creatures equal to its Intelligence bonus (typically 4) at one time. This is a mind-affecting effect. The save DC is Charisma-based.

Eye Probe (Su) Once per day as a full-round action, a hyakume can detach up to six of its eyes and send them on missions. An eyeball has AC 22, hp 5, and a fly speed of 60 ft. with perfect maneuverability. A hyakume can see through all of its eye probes, and can make drain memory attacks with them. If a hyakume's eyeball is destroyed, the hyakume takes 5 points of damage. An eye probe can't stray farther than 1 mile from a hyakume or the eye is destroyed (dealing 5 points of damage).

Monk Abilities The hyakume's Stunning Fist feat and slam attacks function as though it were a 15th-level monk. It can also use the quivering palm class feature once per day (Fortitude DC 25). The save DC is Wisdom-based.

Transfer Memories (Su) Once per day as a standard action, a hyakume can touch a willing creature with either its hand or one of its eye probes to transfer memories it has stored to the creature touched. This is a mind-affecting effect.

Hideous and corpulent, with numerous eyes dotting their bodies, hyakumes are mystics of malevolence. They steal and collect the memories of other intelligent beings to increase their own knowledge.



Illustration by Eric Belisle

HYPNALIS

Seeming to phase in and out of existence, this ophidian creature has a great striped hood like a cobra.

HYPNALIS

CR 5



XP 1,600

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 59 (7d10+21)

Fort +5, **Ref** +7, **Will** +6

OFFENSE

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

Melee bite +13 (1d6+9 plus grab and poison)

Special Attacks constrict (1d6+9), poison, sneak attack +2d6

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 25 (can't be tripped)

Feats Blind-Fight, Improved Initiative, Skill Focus (Stealth), Shadow Strike^{APG}

Skills Bluff +10, Fly +10, Perception +11, Sense Motive +10, Stealth +15

Languages Aklo

SQ ghost touch fangs, phasing

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary, pair, or nest (3–7)

Treasure none

SPECIAL ABILITIES

Ghost Touch Fangs (Su) A hypnalis's bite attack is treated as if it has the *ghost touch* special weapon quality.

Phasing (Su) A hypnalis can shift from the Ethereal Plane to the Material Plane as a free action and shift back again as a move action (or part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Su) If a hypnalis poisons an ethereal creature while on the Ethereal Plane (including creatures under the effects of spells or effects that grant etherealness such as *ethereal jaunt*), the creature is immediately forced onto the Material Plane and takes the specified Constitution damage. Creatures on the Material Plane are affected by this poison as normal.

Hypnalis Venom: Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and effects listed above; *cure* 2 consecutive saves. The save DC is Constitution-based.

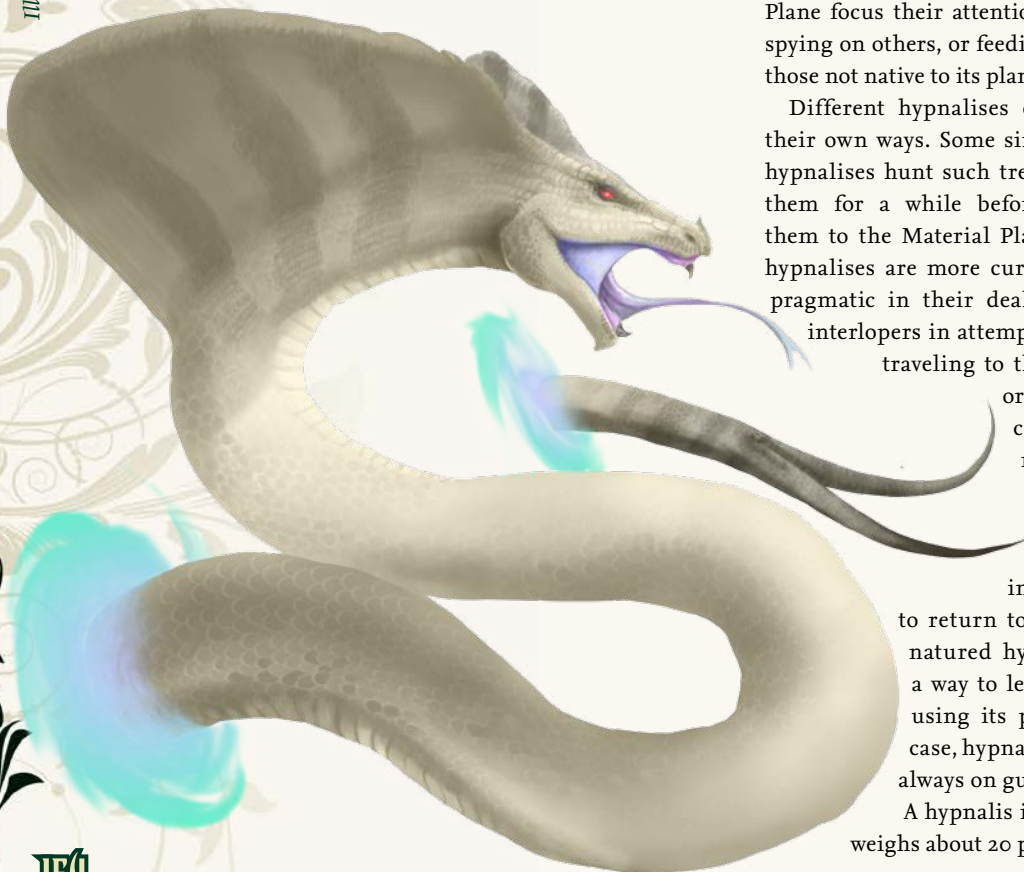
Sometimes called an ether serpent, a hypnalis resembles a snake the size of a python sporting a hood like that of a cobra with gray stripes. The creature's fangs carry a potent venom that is not only deadly, but can force creatures off the Ethereal Plane. While other denizens of the Ethereal Plane focus their attention on warring with each other, spying on others, or feeding on dreams, a hypnalis hunts those not native to its plane.

Different hypnalis deal with such interlopers in their own ways. Some sinister or young and hotheaded hypnalis hunt such trespassers for sport, tormenting them for a while before killing them or expelling them to the Material Plane. Other older or inquisitive hypnalis are more curious about such strangers and pragmatic in their dealings with them, approaching interlopers in attempts to find out their method for traveling to the Ethereal Plane and whether

or not they can return. If they can, these hypnalis might request that these interlopers leave, backing such requests with threats if the interlopers seem uncooperative. If the interlopers don't have a method to return to their home, some rare good-natured hypnalis may help them find a way to leave the Ethereal Plane without using its poison. Even when this is the case, hypnalis are wary creatures, and are always on guard against treachery.

A hypnalis is approximately 8 feet long and weighs about 20 pounds.

Illustration by Joshua Meehan



IJIRAQ

Its head the skull of a caribou, this humanoid has wicked claws, and wears wrappings of ragged fur adorned with scrimshaw talismans.

IJIRAQ **CR 9** 

XP 6,400

CN Medium fey (shapechanger)

Init +2; **Senses** low-light vision; Perception +21

DEFENSE

AC 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural)

hp 105 (14d6+56)

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

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (2d4+3), bite +10 (2d6+3), gore +10 (2d6+3)

Ranged javelin +9 (1d6+3)

Special Attacks disorienting gaze

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

At will—*dimension door*, *fly*, *hallucinatory terrain* (DC 20)

3/day—*baleful polymorph* (DC 21), *control winds*,
cure critical wounds (DC 20), *ice storm* (DC 20),
sleet storm (DC 19), *summon nature's ally IV*

STATISTICS

Str 16, **Dex** 15, **Con** 18, **Int** 15, **Wis** 19, **Cha** 22

Base Atk +7; **CMB** +10; **CMD** 23

Feats Acrobatic Steps, Blind-Fight, Combat Reflexes,
Dodge, Lightning Reflexes, Mobility, Nimble Moves

Skills Escape Artist +19, Handle Animal +20, Intimidate +20,
Knowledge (arcana) +16, Knowledge (nature) +19, Perception
+21, Stealth +19, Survival +18

SQ change shape (elk [*Pathfinder RPG Bestiary* 3 147], *beast*
shape II), hide in plain sight

ECOLOGY

Environment cold forests or plains

Organization solitary

Treasure standard (mostly valuable scrimshaw carvings)

SPECIAL ABILITIES

Disorienting Gaze (Su) An ijiraq can level an icy stare at a creature within 30 feet. That creature takes a –20 penalty on Perception checks and Survival checks for 24 hours (Fortitude DC 23 negates). The save DC is Charisma-based. An ijiraq can use this ability while in the shape of an elk.

Hide in Plain Sight (Su) An ijiraq can use the Stealth skill even while being observed. As long as it's standing in terrain covered in ice or snow, an ijiraq can hide itself from view in the open without actually hiding behind anything. An ijiraq can't use this ability while flying, and the ability has no effect when the ijiraq isn't in icy terrain.

Wardens of the north, ijiraqs protect the frigid beauty and placidity of their arctic homes against all who

would trespass, regardless of race or intentions. They are creatures of icy resolution, merciless and unflinching as the arctic winds, bringing doom to both vicious and innocent interlopers equally. Aloof and mysterious, they prefer not to be seen in their natural form, instead cloaking themselves in the fur and shape of swift elk or caribou. Yet even then they're usually only glimpsed as fleeting shadows. Those who lock gazes with ijiraqs see the world around them begin to swim, seeming unreal to the extent that even a skilled forester might be unable to determine which way is north, and a life-long native of a place might become lost within sight of home.

Few can honestly claim to have ever seen an ijiraq's true face, as the creatures wear skulls taken from impressive specimens of their alternate forms as masks. Ijiraqs typically stand about 5 feet tall—though that height reaches over 6 feet including their impressive horns—and weigh approximately 175 pounds.



Illustration by Eva Widemann

IMMORTAL ICHOR

This strange—almost beautiful—purple ooze thrums with powerful energy and glows with an eerie light.

IMMORTAL ICHOR

CR 17



XP 102,400

NE Medium ooze (extraplanar)

Init +7; **Senses** blindsense 60 ft.; Perception +25

DEFENSE

AC 32, touch 32, flat-footed 28 (+3 Dex, +1 dodge, +28 profane)

hp 270 (20d8+180); regeneration 10 (good spells, good weapons)

Fort +16, **Ref** +9, **Will** +11

Defensive Abilities amorphous, **DR** 15/—; **Immune** acid, bludgeoning damage, electricity, mind-affecting effects, ooze traits, piercing damage; **Resist** cold 30

OFFENSE

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

Melee slam +21 (6d6+7 plus 1d3 Wis drain)

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

At will—*charm person* (DC 18), *detect thoughts* (DC 17), *summon swarm*, *telekinesis* (DC 20)

3/day—*charm monster* (DC 19), quickened *charm person* (DC 18), *control undead* (DC 22), *creeping doom* (DC 22), *insect plague*, *mind fog* (DC 20), *nightmare* (DC 20)

STATISTICS

Str 20, **Dex** 17, **Con** 26, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +15; **CMB** +20 (+24 grapple); **CMD** 34 (can't be tripped)

Feats Ability Focus (*charm person*), Combat Casting, Dodge, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Quickened Spell-Like Ability (*charm person*), Toughness, Weapon Focus (slam)

Skills Fly +3, Intimidate +25, Knowledge (arcana, history, planes) +25, Perception +25, Sense Motive +25, Spellcraft +25

Languages Abyssal, Aklo, Infernal, Undercommon (can't speak any language); telepathy 100 ft.

SQ compression, corrupt ally, no breath

ECOLOGY

Environment any ruins or underground

Organization solitary or cult (1 plus 3–12 worshipers or juju zombies)

Treasure standard

SPECIAL ABILITIES

Corrupt Ally (Su) Any creature charmed by an immortal ichor takes 1d6 points of Wisdom damage per day. When a charmed creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as *dominate monster*, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control. If the ichor is killed, these zombies are immediately destroyed.


An immortal ichor is an intelligent mass of blood from a dead evil deity. Blessed with profane powers and the will to dominate other creatures, these oozes are a threat to all living things. The rare few that exist are banished underground or sealed away in chambers that block their magical abilities. Over time these seals break or erode, allowing a trickle of an ooze's substance to escape and giving it a narrow aperture to exert its power through. Retaining vague memories of the god it was taken from, an immortal ichor uses its minions to find a body to possess, and either sets itself up as a godling or tries to find a way to revive its divine source.

Illustration by Joshua Meehan



INCUTILIS

This strange nautilus drags itself forward on oversized tentacles, its crimson-streaked flesh textured like the surface a brain.

INCUTILIS	CR 2	
XP 600		
LE Tiny aberration (aquatic)		
Init +6; Senses darkvision 60 ft.; Perception +8		
DEFENSE		
AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)		
hp 18 (4d8)		
Fort +1, Ref +3, Will +5		
OFFENSE		
Speed 5 ft., climb 5 ft., swim 60 ft.		
Melee 2 tentacles +2 (1d4+2 plus grab)		
Space 2-1/2 ft.; Reach 0 ft.		
Special Attacks puppetmaster		
STATISTICS		
Str 15, Dex 15, Con 11, Int 12, Wis 13, Cha 8		
Base Atk +3; CMB +3 (+7 grapple); CMD 15 (can't be tripped)		
Feats Improved Initiative, Step Up		
Skills Bluff +3, Climb +10, Disguise +3, Perception +8, Stealth +17, Swim +17		
Languages Aklo, Aquan; telepathy 30 ft.		
SQ amphibious		
ECOLOGY		
Environment any oceans		
Organization solitary, pair, or colony (3–12 plus enslaved puppets)		
Treasure standard		
SPECIAL ABILITIES		

Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a –4 penalty on the attack roll. Killing the incutilis destroys the zombie.

A strange sort of sea creature that appears to be an oversized cephalopod, an incutilis hides a significant intelligence behind its unassuming appearance. Though most incutilises live their entire lives within the deepest trenches of the darkest seas, some venture to the border between water and land, taking terrible control over land-dwelling flesh with an alien disregard for sentient life. Because of their aquatic physiologies, their ability to cross this border and travel on land is limited. These aberrations overcome this hurdle with a lethal solution, slaying land dwellers and commandeering their flesh to bear the incutilis on shore.

Although incutilises can live as bottom feeders, they prefer not to scavenge. Their favorite foods seem to be larger sea creatures—sharks, whales, and sentient ocean dwellers—and they make no distinction between the living and the dead. Incutilises exhibit strong self-preservation compulsions, going out of their way to avoid dangerous predators. When one is on land and its zombie puppet is destroyed, it attempts to flee to the nearest body of water.

An incutilis weighs about 25 pounds (30 with its shell) and measures 4 feet from the tips of its longest tentacles to the top of its shell.

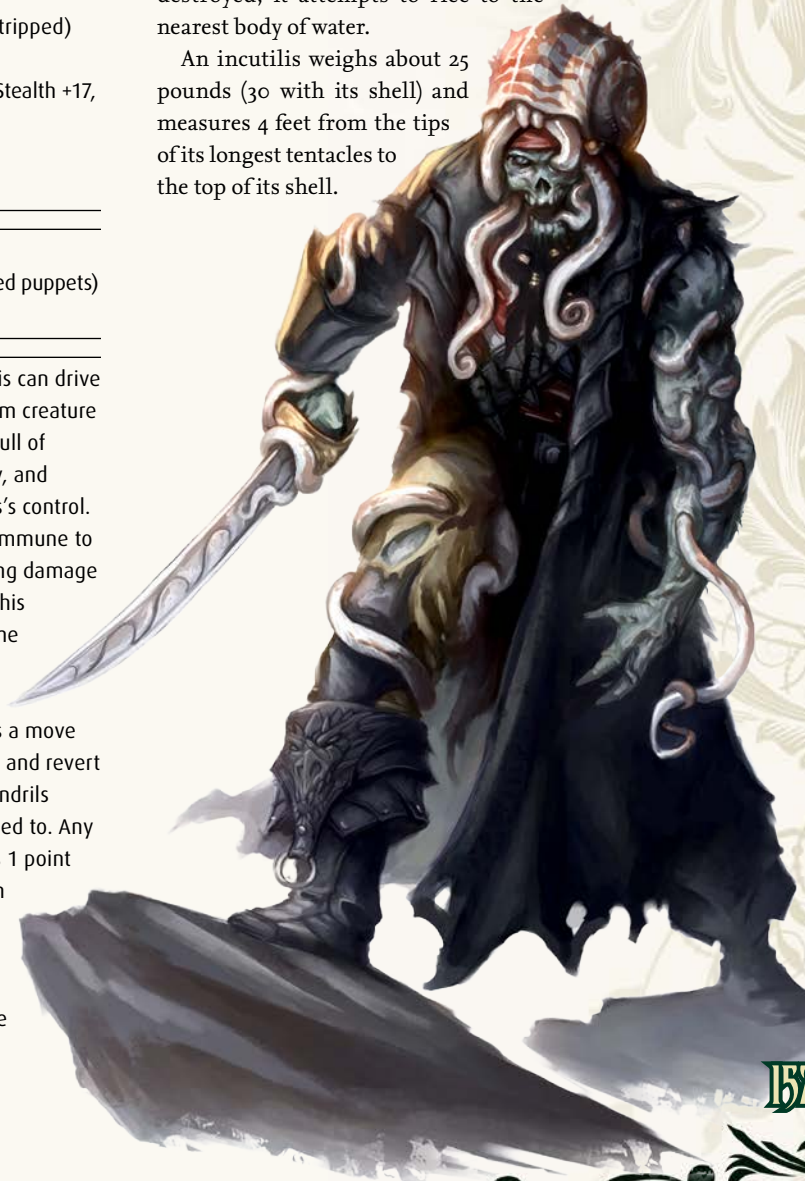


Illustration by Tyler Walpole

IRMINSUL

A split in the trunk of this strange tree reveals a swirling magical portal to an unknown destination.

IRMINSUL

CR 17/MR 7



XP 102,400

CN Gargantuan plant (extraplanar, mythic)

Init -2; **Senses** blindsight 120 ft., tremorsense 100 ft.;

Perception +32

DEFENSE

AC 33, touch 4, flat-footed 33 (-2 Dex, +29 natural, -4 size)

hp 301 (14d8+238); regeneration 10 (cold iron)

Fort +22, **Ref** +2, **Will** +15

DR 10/epic; **Immune** cold, sonic, plant traits; **SR** 25

OFFENSE

Speed 10 ft.

Melee 4 slams +14 (5d6+12)

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

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

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

Constant—see *alignment*^{uc} (its own alignment only)

At will—*telekinesis* (DC 21)

STATISTICS

Str 27, **Dex** 6, **Con** 32, **Int** 23, **Wis** 28, **Cha** 23

Base Atk +10; **CMB** +22; **CMD** 30 (can't be tripped)

Feats Alertness^m, Combat Casting, Empower Spell-Like Ability (*telekinesis*), Great Fortitude^m, Iron Will^m, Quicken Spell-Like Ability (*telekinesis*), Toughness^m

Skills Bluff +12, Diplomacy +14, Intimidate +18, Knowledge (arcana, history) +9, Knowledge (nature) +14, Knowledge (planes) +18, Knowledge (religion) +16, Perception +32, Sense Motive +29, Spellcraft +20, Survival +17

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

SQ planar portal

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Planar Portal (Su) Within the split of an irminsul's trunk swirls a large planar portal, a permanent gate that links one plane to another. An irminsul controls whether or not specific creatures can pass through its portal, which grants entrance to a specific location on the linked plane.

Those attempting to breach a barred portal must succeed at a DC 26 Fortitude save or be ejected and teleported to a random location on the current plane. If the trespasser successfully saves, it takes 6d6 points of damage and is sickened for 1 minute. The DC for this save is Wisdom-based. Mythic characters can expend uses of mythic power to forcefully pass through the gate, lowering the DC of the saving throw by 5 for each use of mythic power expended in this fashion.

According to legend, primordial gods seeded the multiverse with the irminsuls, powerful and intelligent tree-like beings that bind all their worlds together by their roots. At one time, these beings were plentiful, and prized for their knowledge and mystic properties. But powerful creatures hacked them to the ground because they believed irminsuls' wood had special qualities or sought to protect themselves from whatever lay beyond the strange portals.




Every irminsul is bound to a specific plane. The bound plane determines the creature's alignment, the nature of its regeneration, and the languages it knows. Sometimes irminsuls have special abilities based on the planes they are linked to. The sample irminsul is bound to the primal land of fey.



Illustration by Xia Taptara

ISITOO

This bloodshot eyeball trails strands of bloody nerves that fan out like flapping wings.

ISITOO	CR 1/2	  
XP 200		
NE Diminutive undead		
Init +1; Senses darkvision 60 ft.; Perception +7		
DEFENSE		
AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)		
hp 9 (2d8)		
Fort +0, Ref +1, Will +5		
Immune undead traits		
OFFENSE		
Speed 5 ft., fly 60 ft. (perfect)		
Melee slam +6 (1d2–3), 2 wings +6 (1d1–3 plus daze)		
Space 1 ft.; Reach 0 ft.		
Special Attacks daze, tears of anguish		
STATISTICS		
Str 4, Dex 13, Con —, Int 7, Wis 14, Cha 11		
Base Atk +1; CMB –2; CMD 5 (can't be tripped)		
Feats Weapon Finesse		
Skills Fly +15, Perception +7, Stealth +18		
Languages Common (can't speak)		
SQ visual sensor		
ECOLOGY		
Environment any		
Organization solitary or gang (2–8)		
Treasure none		
SPECIAL ABILITIES		
Daze (Ex) An isitoo's nerves form grotesque wings. Any creature struck by the creature's wings must succeed at a DC 11 Will save or be dazed for 1 round as the target's mind is flooded with images of the last seconds of the isitoo's existence as a living creature. This is a mind-affecting fear effect. The save DC is Charisma-based.		
Tears of Anguish (Su) As a full-round action, an isitoo can make a ranged touch attack to squirt tears into the eyes of a creature within 30 feet. If the target fails a DC 11 saving throw, it experiences the effect of the isitoo's daze ability. The save DC is Charisma-based.		
Visual Sensor (Su) An isitoo's creator or master can see through its eye at a range of 60 feet, using the eye's normal vision and darkvision. The following spells have a 5% chance per caster level of the isitoo's creator of operating through the isitoo: <i>detect chaos</i> , <i>detect evil</i> , <i>detect good</i> , <i>detect law</i> , <i>detect magic</i> , and <i>message</i> . If the creator is 15th level or higher, the following spells have the same chance of functioning through the isitoo: <i>read magic</i> and <i>tongues</i> .		

Awkwardly flapping through the air, this creature constantly weeps salty tears, leaving a dripping trail

behind it as it flies. Most often encountered in the company of necromancers or powerful undead creatures capable of casting spells, an isitoo serves as a companion, spy, or sometimes even a familiar. Its creator normally uses it as a sentinel, sending it flying through the halls of its laboratory, lair, or dungeon complex to watch for intruders or spy on guests and test subjects. As an isitoo's creator can see through the creature's single eye, the creator can keep watch over her domain without having to leave an inner sanctum or other heavily-guarded area.

Though the isitoo's attack is itself weak, any creature struck by the floating eyeball's wings sees the last moments of life experienced by the creature from which the isitoo was created. This horror-filled vision is potent with emotion, making the victim feel as if it's experiencing its own death.

CREATING AN ISITOO

A spellcaster can create an isitoo from the head of a Small or Medium corpse that has at least one intact eye. The head must be animated as a 1 Hit Die undead using *animate dead* (this counts toward the total HD animated by the spell and the total HD the caster can control), followed by casting *clairaudience/clairvoyance* or *locate object* to establish the sensory connection, and *air walk*, *fly*, *levitate*, or *wind wall* to give it the ability to fly. When these spells are finished, one of the head's eyes pulls itself free of its socket and becomes an isitoo. The rest of the head remains part of a corpse.

An evil spellcaster with the Improved Familiar feat can gain an isitoo as a familiar at 5th level.

Illustration by Joshua Meehan

JACK-O'-LANTERN

A carved pumpkin sits atop a writhing mass of thick rosey vines. Sinister flames dance within its leering, crudely carved face.

JACK-O'-LANTERN

CR 1



XP 400

NE Medium plant

Init -2; **Senses** low-light vision, tremorsense 30 ft.; **Perception** +7

Aura fear (20 ft., DC 13)

DEFENSE

AC 11, touch 8, flat-footed 11 (-2 Dex, +3 natural)

hp 11 (2d8+2)

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

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 15 ft.

Melee bite +3 (1d6+2), slam +3 (1d4+2 plus strangling entangle)

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

Special Attacks breath weapon (20-ft. cone, 1d10 fire, Reflex DC 12 half, usable every 1d4 rounds), explode, strangling ensnare (DC 14)

STATISTICS

Str 15, **Dex** 7, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 11 (can't be tripped)

Feats Ability Focus (strangling ensnare)

Skills Perception +7

SQ pumpkin form

ECOLOGY

Environment temperate forests, hills, or plains (pumpkin patches)

Organization solitary or patch (2-12)

Treasure none

SPECIAL ABILITIES

Explode (Ex) One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a DC 12 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun. The save DC is Constitution-based.

Fear Aura (Su) Any creature within 30 feet of a jack-o'-lantern must succeed at a DC 13 Will save or be shaken for 2d6 minutes. If the Will save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

Pumpkin Form (Su) A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnare (Ex) A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a DC 14 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 12 Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action. The save and the burst DCs are Constitution-based.

Jack-o'-lanterns are semi-intelligent plant creatures spawned by fell magic and driven to burn and consume living flesh. Though they are mobile, jack-o'-lanterns prefer to remain in one spot until their food supplies run out. They typically lair within pumpkin patches, where they lie in wait and use their pumpkin form ability to ambush unsuspecting prey.

Jack-o'-lanterns have been known to grow where the corpse of a powerful evil witch or wicked fey was buried, though this form of reproduction sometimes takes decades. Jack-o'-lanterns can also reproduce on their own. Immediately after killing and devouring an intelligent being, a jack-o'-lantern excretes its victim's remains as a smoldering, paste-like slurry that quickly sinks into the ground. One day later, 1d3 fully mature—and ravenous—jack-o'-lanterns emerge from the tainted soil.



Quito

JINMENJU

A low hum surrounds this huge, gnarled tree. The rotten fruits that hang from its sickly branches look vaguely like human heads.

JINMENJU	CR 11
XP 12,800	
N Huge plant	
Init +3; Senses all-around vision, blindsense 60 ft., low-light vision; Perception +17	
Aura unsettling drone (30 ft., DC 18)	
DEFENSE	
AC 25, touch 7, flat-footed 25 (–1 Dex, +18 natural, –2 size)	
hp 149 (13d8+91)	
Fort +14, Ref +5, Will +5	
Immune plant traits, poison	
OFFENSE	
Speed 10 ft.	
Melee bite +15 (2d6+8/19–20), 2 slams +16 (1d8+8)	
Space 15 ft.; Reach 15 ft.	
Special Attacks enticing head-fruits, intoxicating stench	
Spell-Like Abilities (CL 13th; concentration +15)	
At will— <i>share memory</i> ^{UM} (with a range of 55 feet, targeting the jinmenju and 1 creature in range, DC 14)	
3/day— <i>sculpt sound</i> (DC 15), <i>shout</i> (DC 16)	
STATISTICS	
Str 27, Dex 8, Con 22, Int 7, Wis 12, Cha 15	
Base Atk +9; CMB +19; CMD 28	
Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Toughness, Weapon Focus (slam)	
Skills Perception +17	
Languages Common	
ECOLOGY	
Environment temperate hills or mountains	
Organization solitary	
Treasure incidental	
SPECIAL ABILITIES	

Enticing Head-Fruits (Su)

Any creature that begins its turn within 5 feet of a jinmenju must succeed at a DC 22 Will save or be magically compelled to immediately grab a head-fruit and eat it. This is a mind-affecting compulsion effect. A creature that successfully saves is immune to that jinmenju's enticing head-fruits for 24 hours. The save DC is Constitution-based. Anyone who takes a bite out of one suffers from the following effect.

Head-Fruit Poison: Head-fruit—ingested; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Wisdom damage and confused for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Intoxicating Stench (Su) Once per day as a swift action, a jinmenju can cause its fruits to emit an unnaturally sweet aroma in a 60-foot spread for 6 rounds. All creatures within the area must succeed at a DC 22 Will save each round or be captivated. A captivated creature takes no actions except to approach the jinmenju via the most direct route possible. If this path leads it into a dangerous area or the jinmenju attacks it, the captivated creature receives a new saving throw. This is a mind-affecting effect. The save DC is Constitution-based.

Unsettling Drone (Su) A jinmenju emits a low, persistent hum that unnerves living creatures that hear it. Those within 30 feet of it must succeed at a DC 18 Will save or become shaken until they leave the affected area and for 1d4 rounds thereafter. A creature that successfully saves is immune to that jinmenju's unsettling drone for 24 hours. The save DC is Charisma-based.




Jinmenjus are trees that grow in hilly regions far from civilized lands, and prey on those who come too close. They are remarkably intelligent and crafty, and use both scent and magical compulsion to lure prey.



Illustration by Chris Seaman

JUGGERNAUT

This oppressive construct rumbles forth on deadly rollers, crushing everything in its path.

JUGGERNAUT	CR 11	  
XP 12,800		
N Gargantuan construct		
Init +0; Senses darkvision 60 ft., low-light vision; Perception +4		
DEFENSE		
AC 26, touch 6, flat-footed 26 (+20 natural, -4 size)		
hp 142 (15d10+60); fast healing 5		
Fort +5, Ref +5, Will +9		
DR 10/adamantine; Immune construct traits; SR 22		
Weaknesses faith-bound		
OFFENSE		
Speed 30 ft.		
Melee slam +24 (4d6+19 plus <i>wounding</i>)		
Space 20 ft.; Reach 5 ft.		
Special Attacks soul-powered, vicious trample (8d6+38 plus <i>wounding</i> , DC 30)		
Spell-Like Abilities (CL 15th; concentration +10) 3/day— <i>enervation</i>		
STATISTICS		
Str 36, Dex 11, Con —, Int —, Wis 18, Cha 1		
Base Atk +15; CMB +32; CMD 42 (can't be tripped)		
SQ keyed domains (Death, War), shrine		
ECOLOGY		
Environment any		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		
Faith-Bound (Su) A juggernaut cannot attack any creature that openly wears or displays the holy symbol or unholy symbol of the deity to which the juggernaut is dedicated unless that creature first attacks the juggernaut.		
Shrine (Ex) A juggernaut counts as a movable shrine for the deity or religion it is dedicated to.		
Soul-Powered (Su) When a juggernaut kills a creature with at least 5 Hit Dice and an alignment two or more steps away from the juggernaut's alignment, it gains a kill point. Add its current total kill points as a bonus on its attack rolls, combat maneuver checks, caster level checks, and skill checks. Add half its current total kill points as a bonus to its natural armor and spell resistance. The juggernaut loses 1 kill point every 24 hours.		
Vicious Trample (Ex) A juggernaut's massive rollers deal 8d6+38 points of damage on a successful trample attack.		

Juggernauts protect locations dedicated to a particular faith, their massive forms infused with divine energy that animates them and infuses them with their deity's power. Some faiths use a juggernaut as a mobile shrine, anointing it with sacred materials and offering prayers to the divine.

KEYED DOMAINS

A juggernaut gain special abilities from two domains granted by the deity to which the juggernaut is dedicated. If an ability requires a saving throw, the save DC is Wisdom-based (DC 19 for most juggernauts). The caster level is equal to the juggernaut's Hit Dice (CL 15th for most juggernauts).

The sample juggernaut is keyed to the domains of Death and War—a juggernaut dedicated to some other deity has abilities based on that deity's domains.

Air: *Whirlwind (Sp)*—The juggernaut can cast *whirlwind* once per day.

Animal: *Friendly Pack (Sp)*—The juggernaut can cast *summon nature's ally IV* (animals only) three times per day.

Artifice: *Repair (Ex)*—The juggernaut's fast healing increases to 10.

Chaos: *Chaotic Attacks (Su)*—The juggernaut's slam and vicious trample attacks are treated as chaotic-aligned. Its vicious trample deals an additional 2d6 points of damage to lawful targets.

Charm: *Friendship (Sp)*—The juggernaut can cast *charm monster* three times per day. A charmed creature follows the juggernaut and attacks what it attacks.

Community: *Powerful Allies (Su)*—All creatures within 60 feet of the juggernaut that share the juggernaut's alignment gain a +1 sacred bonus on attack rolls and to AC, and a +2 sacred bonus on saving throws (these are profane bonuses if the juggernaut is evil).

Darkness: *Deeper Darkness (Sp)*—The juggernaut can cast *deeper darkness* three times per day.

Death: *Lifesapper (Sp)*—The juggernaut can cast *enervation* three times per day.

Destruction: *Destructive Aura (Su)*—The juggernaut can emit a 30-foot aura of destruction for 10 rounds per day. All attacks made against targets in the aura (including the juggernaut) gain a +2 morale bonus on damage rolls and all critical threats are automatically confirmed.

Earth: *Tremorsense (Su)*—The juggernaut gains tremorsense 60 feet.

Evil: *Evil Attacks (Su)*—The juggernaut's slam and vicious trample attacks are treated as evil-aligned. Its vicious trample deals an additional 2d6 points of damage to good targets.

Fire: *Flaming Burst (Su)*—The juggernaut's slam attack gains the *flaming burst* weapon special ability. Its vicious trample attack deals an additional 1d6 points of fire damage.

Glory: *Grandeur (Su)*—The juggernaut inspires all allies within 30 feet, granting them a +2 morale bonus on attack rolls, saving throws, and skill checks.

Good: *Good Attacks (Su)*—The juggernaut's slam and vicious trample attacks are treated as good-aligned. Its vicious trample deals an additional 2d6 points of damage to evil targets.

Healing: *Resurgence* (Su)—Five times per day, the juggernaut can remove the dazed, fatigued, shaken, sickened, or staggered condition from an ally within 30 feet.

Knowledge: *Absorb Thoughts* (Su)—When the juggernaut confirms a critical hit with its slam, the target must succeed at a Will save or take 1d8 points of Intelligence damage.

Law: *Lawful Attacks* (Su)—The juggernaut's slam and vicious trample are treated as lawful-aligned. Its vicious trample deals an additional 2d6 points of damage to chaotic targets.

Liberation: *Broken Bonds* (Su)—10 times per day a standard action, the juggernaut can affect one its allies within 20 feet with *freedom of movement* for 1 round.

Luck: *Lucky* (Su)—Twice per day, the juggernaut may reroll any d20 roll that it has just made before the results of the roll are revealed. The juggernaut must take the result of the reroll, even if it's worse than the original roll.

Madness: *Confusion* (Sp)—The juggernaut can cast *confusion* three times per day.

Magic: *Resistant* (Su)—The juggernaut's SR increases by 5.

Nobility: *Inspirational* (Sp)—The juggernaut can cast *good hope* three times per day.

Plant: *Hedge* (Sp)—The juggernaut can cast *wall of thorns* three times per day.

Protection: *Guardian* (Su)—The juggernaut and all allies within 30 feet gain a +2 bonus on all saving throws and a +2 deflection bonus to AC.

Repose: *Rest Eternal* (Su)—Damage dealt by the juggernaut resists magical healing. Attempting to use such healing to cure this damage requires a successful caster level check against a DC = 11 + the juggernaut's caster level. This ability does not affect natural healing or healing provided by extraordinary abilities.

Rune: *Rune-Carved* (Su)—Runes cover the juggernaut. Whenever the juggernaut takes energy damage or energy damage fails to overcome its SR, for the next round, its attacks deal 2d6 points of damage of that energy type. If more than one type of energy attack occurs in a round, roll randomly to determine what kind of extra energy damage it deals.

Strength: *Vigorous* (Sp)—The juggernaut can cast *mass bull's strength* once per day.

Sun: *Sunstrike* (Sp)—The juggernaut can cast *daylight* and *searing light* three times per day.

Travel: *Unstoppable* (Su)—The juggernaut ignores penalties for difficult terrain. Its movement increases by 10 feet.

Trickery: *Doubles* (Sp)—The juggernaut can cast *mirror image* three times per day.

War: *Bloody* (Su)—The juggernaut's slam and vicious trample attacks have the *wounding* weapon special ability.

Water: *Surge* (Sp)—The juggernaut can cast *hydraulic torrent* (*Pathfinder RPG Advanced Player's Guide* 229) five times per day.

Weather: *Weathermaker* (Sp)—The juggernaut can cast *control weather* once per day.

CONSTRUCTION

A juggernaut's body must be created from 20,000 gp worth of clay, crystal, metal, stone, wood, or bone.

JUGGERNAUT

CL 13th; Price 140,000 gp

CONSTRUCTION

Requirements Craft Construct, *greater magic weapon*, *imbue with spell ability*, *make whole*, *stone shape*, creator must be caster level 10th; **Skill** Craft (carpentry, sculptures, or stonemasonry); **Cost** 80,000 gp



JULUNGALI

Resplendent lilac and white scales adorn this gigantic serpent. A number of sharp, short horns crown its head.

JULUNGALI CR 21/MR 8

XP 409,600

N Colossal magical beast (aquatic, extraplanar, mythic, shapechanger)

Init +21^M; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent, see in darkness; Perception +30

Aura fascination (DC 26, 100 feet)

DEFENSE

AC 38, touch 5, flat-footed 37 (+1 Dex, +2 insight, +33 natural, -8 size)

hp 399 (22d10+278); fast healing 10

Fort +22, **Ref** +18, **Will** +14

Defensive Abilities mythic saving throws; **DR** 10/epic and magic; **Immune** acid, cold, electricity, poison; **Resist** fire 10; **SR** 32

OFFENSE

Speed 40 ft., burrow 40 ft., fly 20 ft. (average), swim 90 ft.

Melee bite +29 (4d8+14 plus grab and poison and pull or push), slam +29 (4d6+14)

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

Special Attacks amazing initiative, constrict (4d8+21), fast swallow, mythic power (8/day, surge +1d10), pull (bite, 30 ft.), push (bite, 30 ft.), swallow whole (4d8 acid damage, AC 26, 39 hp)

Spell-Like Abilities (CL 24th; concentration +29)

Constant—*foresight* (self only)

At will—*bestow curse* (DC 18), *bless*^M, *control water*, *create water*, *move earth*^M, *neutralize poison*, *prayer*^M, *water breathing*

3/day—*antipathy* (DC 24), *baleful polymorph*^M (DC 20), *control weather*^M (rain only), *greater teleport* (self only), *haste*^M, *heal*^M, *polymorph*, *prismatic wall* (DC 23), *raise dead*, *slow*^M (DC 18)

STATISTICS

Str 38, **Dex** 13, **Con** 28, **Int** 19, **Wis** 20, **Cha** 21

Base Atk +22; **CMB** +44 (+48 grapple); **CMD** 57 (can't be tripped)

Feats Cleave, Combat Reflexes^M, Great Cleave, Improved Initiative^M, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes^M, Power Attack^M, Weapon Focus (bite), Weapon Focus (gore)

Skills Fly -7, Handle Animal +16, Heal +27, Intimidate +27, Knowledge (nature) +26, Knowledge (religion) +15, Perception +30, Sense Motive +27, Swim +22

Languages Celestial, Druidic, Sylvan; telepathy 100 ft.

SQ amphibious, change shape (any snake; *polymorph*), compression

ECOLOGY

Environment any land or water

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fascination Aura (Su) Any creature within 100 feet of the julunggali who can see it must succeed at a Will save (DC 26) or be fascinated as long as it remains within range. A creature that saves against the julunggali's aura is immune to it for 24 hours. The save DC is Charisma-based.

Poison (Ex or Su) A

julunggali has three different poisons. Each time it bites, it decides which poison to inject.

Julunggali Venom:

Bite—injury; save Fort DC 30; frequency 1/round for 6 rounds; effect 1d6 Con or 1d6 Dex or age one age category (julunggali's choice); cure 2 consecutive saves. The save DC is Constitution-based.

A julunggali is a semidivine entity. It watches over sacred and mystical places of the world, as well as the remote tribes that respect these locations. Young tribal warriors present themselves to the julunggali for its blessing, a vision quest, or other rite of passage necessary to become an adult in the community.

A julunggali is wise and can be entreated to perform helpful tasks, such as carving new river channels or pulling water into dry wells. But it is also vengeful, and has been known to punish those who break social taboos or intrude upon sacred places without permission. Those who have undergone rites of passage chosen for them by the julunggali face the harshest repercussions if they act wrongly.



KAIJU

In the furthest reaches of the globe, where civilization itself is a legend and mapmakers can only make guesses about lands and denizens, immense creatures that are worshiped as gods walk the world. Capable of devastating entire cities in a single day of ruin and unleashing powerful supernatural attacks, these fabled, so-called “gods” are anything but. These massive monsters are known as kaiju, and the tales told of their genesis are as varied as the strange forms and capabilities of the monsters themselves.

A kaiju is a monster of tremendous size—far larger than almost any other creature. Each kaiju is unique, but they all share a few traits in common (see the kaiju subtype on page 307). Kaiju can be of different types, but most are magical beasts. Although kaiju are semi-intelligent and can generally understand a single language, they cannot speak. Some legends tell of certain gifted or unique people being able to call kaiju from vast distances to aid them in times of distress. This type of bond with a kaiju isn’t well understood, but rarely comes to those who already possess great power. Rather, it is the helpless, the compassionate, and the meek who can bring forth kaiju.

Kaiju generally dwell in distant, remote wildernesses, often in unusually close proximity to one another. There they battle, but never quite seem to finish their constant conflicts before one of the beasts staggers away to recover from the clash, defeated only for the moment. Visitors to one of the remote lands where kaiju frequently clash can often explore without too much fear, as long as they take care not to be too visible or destructive as they explore. Unless a kaiju is being attacked or is particularly aggressive (such as when it’s defending a territory), it’s likely to ignore Medium or smaller creatures that wander in its vicinity, just as a human might ignore an ant crawling nearby.

A kaiju’s supernatural metabolism allows it to draw energy and nutrition from sources other than food—each kaiju “feeds” in a different way on a different form of energy, but when denied its energy source it does not starve. Instead, the immense monster simply falls into torpor, hibernating until a new source of energy awakens it once again. In some cases, a kaiju can lie dormant for ages—so long that civilizations have time to unknowingly encroach upon lands the monster claimed long ago as its territory. As long as the new civilizations take care to not accidentally waken the monster, they can coexist with the slumbering kaiju in relative peace for many, many years. Yet eventually, some event will inevitably waken the slumbering giant and call it forth into a rampage.

KNOWN KAIJU

The kaiju presented on the following pages are but three of the legendary creatures said to dwell in remote places in the world. Here is a list of others, including the places they’re rumored to dwell.

Agmazar, the Star Titan of the vast jungle
Cimurlian, the Great Bear of the frozen north
Ebeshra, the Winged Razor of the furthest clouds
Igroon, the Dragon Eater of the lost island
Mantraska, the World Talons of the rain forest
Shbloon, the Vortex Maw of the ocean deep
Lord Varklops, the Thrice-Headed Fiend of the dormant volcano
Queen Vorgozen, the Shapeless Feeder of the vast swamp
Yarthoon, the Moon Grub of the darkest nights
Yorak, the Horned Thunder of the great mountains
Zimivra, the Endless Coils of the trackless desert

Certain events can drive a kaiju into a destructive frenzy. Powerful storms or natural disasters, rare and dangerous rituals designed to call out to them, the use of incredibly powerful magical weapons, wars, and the approach of other kaiju can all send one of these creatures on a rampage of wrath. When a kaiju begins such a rampage, it leaves its remote wilderness home and travels far afield, often for hundreds or even thousands of miles through unexplored wilds or across entire oceans until it reaches the source of the irritation.

Upon arriving in such a location, the kaiju seeks out the source of whatever enraged it, or if no obvious source is apparent, it simply tramples a path of destruction through whatever city or fortress or locale happens to be in its way. Once a kaiju’s rampage begins, it can last for weeks, with the monster periodically retreating between attacks into wildernesses or oceans near the source of the disturbance to rest or recuperate.

Societies that are frequently plagued by kaiju attacks often build special magical siege engines designed to drive off the monster, or even seek to recruit the aid of other kaiju to battle the intruder. Unfortunately, the collateral damage caused by multiple kaiju is significant, and fighting fire with fire in this way may leave behind nothing but rubble.

All kaiju are Colossal, and have a space and reach of no less than 50 feet each. A bipedal kaiju typically stands between 100 and 200 feet in height; quadrupedal kaiju are half as tall. A kaiju’s size makes a battle against one challenging to run. At the scale needed to track tactical movement for Medium creatures, a kaiju takes up a massive amount of space. When designing an encounter with a kaiju, plan ahead and prepare a larger area so that you can track the kaiju’s movement effectively.

KAIJU, AGYRA

This two-headed monstrosity has vast wings and a long tail covered in a forest of blades.

AGYRA

CR 27



XP 3,276,800

CN Colossal magical beast (air, kaiju)

Init +11; **Senses** blindsense 30 ft., darkvision 600 ft., low-light vision; **Perception** +38

DEFENSE

AC 45, touch 9, flat-footed 38 (+7 Dex, +36 natural, -8 size)

hp 656 (32d10+480); fast healing 30

Fort +33, **Ref** +25, **Will** +21

Defensive Abilities electrified corpse, ferocity, rebirth, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, electricity, energy drain, fear; **Resist** acid 30, cold 30, fire 30, negative energy 30, sonic 30

OFFENSE

Speed 80 ft., fly 200 ft. (average), swift flight

Melee 2 bites +41 (6d6+17/19-20), 2 talons +41 (3d8+17), tail slap +36 (10d6+8/19-20 plus bleed)

Space 50 ft.; **Reach** 50 ft. (75 ft. with tail)

Special Attacks bleed (5d6), blinding flash, breath weapon, hurl foe, hurricane, thunderous blast

STATISTICS

Str 44, **Dex** 25, **Con** 41, **Int** 3, **Wis** 29, **Cha** 25

Base Atk +32; **CMB** +57 (+61 bull rush); **CMD** 74 (76 vs. bull rush)

Feats Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Vital Strike, Hover, Improved Bull Rush, Improved Critical (tail slap), Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike, Wingover

Skills Fly +24, **Perception** +38; **Racial Modifiers** +16 Perception

Languages Auran (can't speak)

SQ massive, storm flier

ECOLOGY

Environment warm mountains

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Blinding Flash (Su) By spreading her wings as a full-round action while she stands upon the ground, Agyra can create a blinding flash of light that targets all creatures within 100 feet. Affected creatures must succeed at a DC 41 Fortitude save or be permanently blinded and staggered for 1d6 rounds by the blast of light. A successful saving throw reduces the blindness to 1 round and negates the staggered effect. The save DC is Constitution-based.

Breath Weapon (Su) Once every 4 rounds as a standard action, each of Agyra's twin heads can breathe out a line of electricity to a range of 1,200 feet. Agyra can breathe each line in a different direction. Each creature caught in a line

of electricity must succeed at a DC 41 Reflex save or take 20d6 points of electricity damage and be staggered for 1d4 rounds. A successful saving throw halves the damage and negates the staggered effect. A creature struck by both breath weapons simultaneously must attempt separate saving throws against each breath weapon, but takes a -4 penalty on both—the damage and staggered condition duration stack with each other. A creature wearing medium or heavy metal armor or a creature composed mostly of metal that fails its saving throw is also stunned for 1 round. A creature slain by Agyra's breath weapon remains electrified for 2d4 rounds after death—any creature that touches the body automatically takes 3d6 points of electricity damage. The save DC is Constitution-based.

Electrified Corpse (Su) If Agyra is slain, her corpse crackles and flashes with pulses of electrical light if she has not used her rebirth ability that year. Any creature that touches her corpse takes 3d6 points of electricity damage. Even if Agyra's body is destroyed, the site of her death continues to carry this electrical charge for 1 minute, or until Agyra is reborn, whichever comes first.

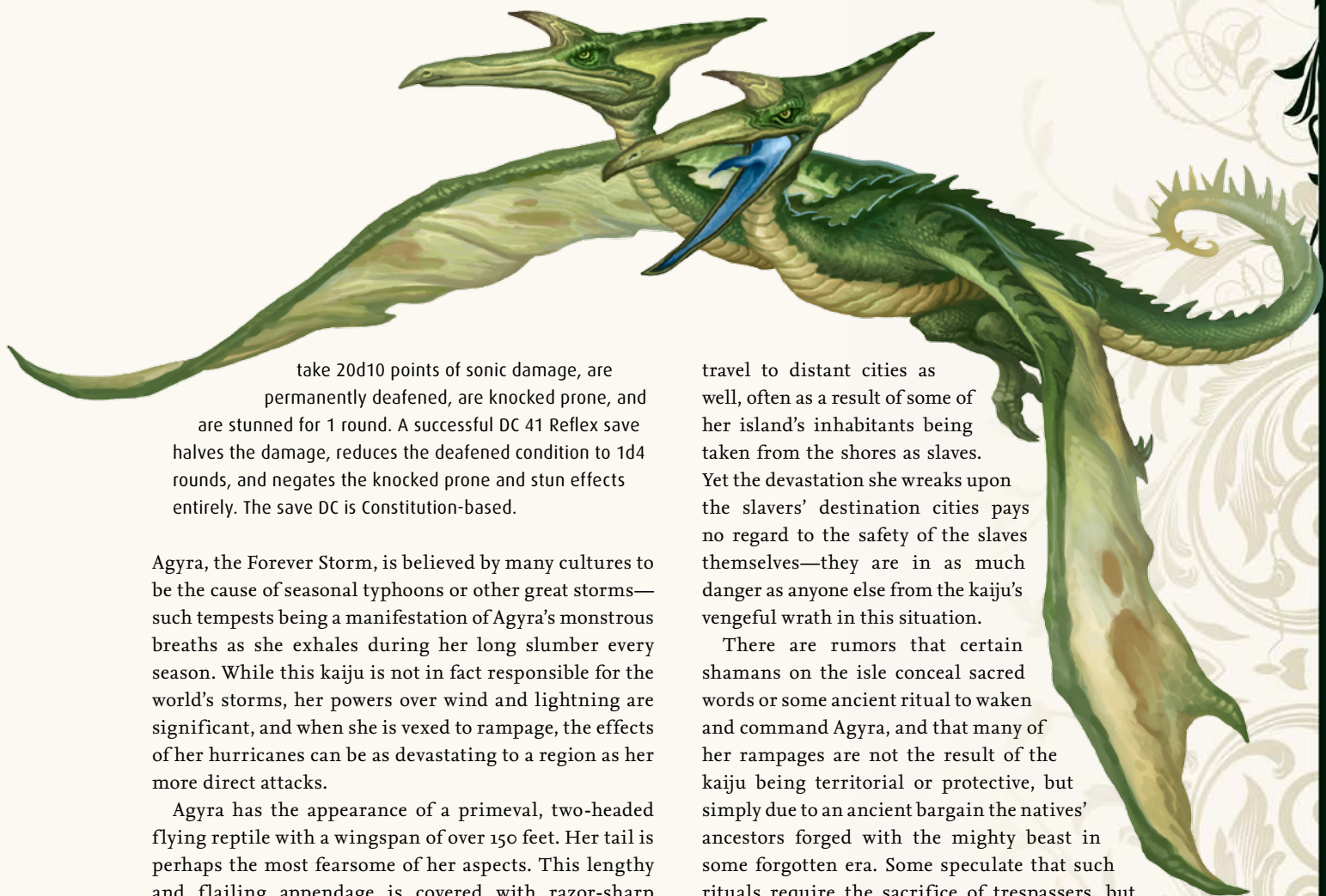
Hurricane (Sp) Once per day, Agyra can create a supernatural hurricane surrounding herself. This effect functions as *control weather*, save that it affects an area with a 4-mile radius, lasts for 24 hours, and can only be used to create hurricane-force winds. The hurricane created is static, and features a calm eye at the center with a 500-foot radius.

Rebirth (Su) Agyra remains dead for only 1 minute before she come back to life, as if via a *true resurrection* spell. Agyra rises from the exact same position she occupied when she died, and typically takes advantage of this second chance to use her swift flight to escape as soon as possible. Agyra can only be reborn in this manner once per year; if she is slain a second time before a year has passed, her death is permanent and her corpse does not become electrified. This ability replaces Agyra's ability to immediately heal damage that would normally kill her, granted by her recovery ability, but does not replace the other defenses granted by recovery.

Storm Flier (Ex) Agyra does not take penalties on Fly checks when flying in strong or more powerful winds.

Swift Flight (Su) As a standard action once per hour, Agyra can fly in a straight line at an incredible speed. She may travel up to 1 mile in this manner—doing so does not provoke attacks of opportunity. When Agyra activates this ability, her thunderous blast ability is automatically triggered from the swift flight's point of origin.

Thunderous Blast (Su) When Agyra uses her swift flight, she creates a thunderous sonic boom. This devastating explosion of sound occurs at her location when she activates swift flight, filling an area equal to her space and her reach combined—resulting in a 100-foot-diameter burst of sonic energy. All creatures in this area of effect



take 20d10 points of sonic damage, are permanently deafened, are knocked prone, and are stunned for 1 round. A successful DC 41 Reflex save halves the damage, reduces the deafened condition to 1d4 rounds, and negates the knocked prone and stun effects entirely. The save DC is Constitution-based.

Agyra, the Forever Storm, is believed by many cultures to be the cause of seasonal typhoons or other great storms—such tempests being a manifestation of Agyra's monstrous breaths as she exhales during her long slumber every season. While this kaiju is not in fact responsible for the world's storms, her powers over wind and lightning are significant, and when she is vexed to rampage, the effects of her hurricanes can be as devastating to a region as her more direct attacks.

Agyra has the appearance of a primeval, two-headed flying reptile with a wingspan of over 150 feet. Her tail is perhaps the most fearsome of her aspects. This lengthy and flailing appendage is covered with razor-sharp blades and wickedly barbed spines capable of slashing through buildings and tearing through armor with great force and from great distances.

Agyra dwells on the upper slopes of a long-dormant volcano that sits on a remote tropical island beyond the main shipping lanes and the scope of most explorers' travels. As with many kaiju, she spends the bulk of her time in deep and peaceful slumber. She is ferociously protective of the strange peoples who dwell on the shores of this island, and has been known to rouse herself to come to their defense against slavers, pirates, or other external threats to their way of life. Despite this strange protective streak, Agyra is not a kindly creature—and none know this more plainly than those who share her island. Her responses to intrusions to the island may simply be defenses of her perceived territories, for certainly the villages of the locals suffer significant damage during her local rampages. She's been known to take wing to

travel to distant cities as well, often as a result of some of her island's inhabitants being taken from the shores as slaves. Yet the devastation she wreaks upon the slavers' destination cities pays no regard to the safety of the slaves themselves—they are in as much danger as anyone else from the kaiju's vengeful wrath in this situation.

There are rumors that certain shamans on the isle conceal sacred words or some ancient ritual to waken and command Agyra, and that many of her rampages are not the result of the kaiju being territorial or protective, but simply due to an ancient bargain the natives' ancestors forged with the mighty beast in some forgotten era. Some speculate that such rituals require the sacrifice of trespassers, but this may be nothing more than fearful superstition or rumors spread by shamans to persuade foreigners to stay clear of their island.

Agyra has a particular hatred of the kaiju Mogaru, and often leaves her volcanic lair to fly west to the remote jungle lake that serves as Mogaru's home to clash with her nemesis. Mogaru's penchant for attacking coastal cities often results in a devastating escalation when Agyra arrives to do battle with the land-bound kaiju. Sometimes, methods of conjuring Agyra are used to deliberately lure the kaiju to a city besieged by Mogaru, but just as often her arrival seems to be driven by self-interest. Agyra typically manages to weaken Mogaru enough to drive him off, but is often slain herself in these battles, resurrecting and returning to her home at the same time Mogaru returns to his. The nature of this rivalry is unclear, but kaiju scholars believe that the two monsters have been enemies for longer than humanity has existed.

Illustration by Jim Nelson

KAIJU, BEZRAVNIS

The armored plates of this immense, three-tailed scorpion are fiery red, and its stingers glow with molten heat.

BEZRAVNIS

CR 26

XP 2,457,600
CN Colossal magical beast (earth, kaiju)

Init +9; **Senses** darkvision 600 ft., low-light vision, tremorsense 600 ft.; **Perception** +37

DEFENSE

AC 44, touch 7, flat-footed 39 (+5 Dex, +37 natural, -8 size)

hp 615 (30d10+450); fast healing 30

Fort +32, **Ref** +24, **Will** +20

Defensive Abilities ferocity, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, fire; **Resist** acid 30, cold 30, electricity 30, negative energy 30, sonic 30

OFFENSE

Speed 100 ft., burrow 100 ft.

Melee 2 claws +40 (4d6+18/19-20 plus grab), 3 stings +40 (3d6+18/19-20 plus 2d6 fire and poison)

Space 50 ft.; **Reach** 50 ft.

Special Attacks burrowing charge, constrict (4d6+27), heat beam, hurl foe, poison, trample (2d8+27, DC 43), web (+27 ranged, DC 40, 30 hp)

STATISTICS

Str 47, **Dex** 20, **Con** 40, **Int** 3, **Wis** 26, **Cha** 23

Base Atk +30; **CMB** +56 (+60 bull rush, +60 grapple); **CMD** 71 (73 vs. bull rush, 83 vs. trip)

Feats Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (claw), Improved Critical (sting), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Climb +31, Perception +37, Stealth +2 (+32 when burrowing); **Racial Modifiers** +16 Perception, +30 Stealth when burrowing

Languages Terran (can't speak)

SQ massive, no breath

ECOLOGY

Environment warm deserts

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Burrowing Charge (Ex) Once per minute, Bezravnis can make a charge attack while burrowing through loose earth, sand, mud, or magma, or through any other loosely packed earth or stone. When Bezravnis reaches the target, it erupts from the ground as part of its attack. If Bezravnis hits the target of its burrowing charge attack, it deals double damage with its attack. Any creatures standing in or flying less than 50 feet above the

space Bezravnis occupies at the end of this charge are immediately subjected to Bezravnis's trample attack. Any buildings entirely within this space take double damage from the trample attack (4d8+54 points)—this damage bypasses hardness. In addition, Huge or smaller creatures must succeed at a DC 40 Reflex save or be buried in earth, as if by a cave-in or collapse. This bury zone extends into all squares affected by Bezravnis's reach.

Heat Beam (Su) Once every 4 rounds, Bezravnis can fire beams of searing heat and fire from one of its three stingers. Each stinger's heat beam is a separate attack with its own 4-round recharge period. The kaiju may fire one heat beam from a stinger as a move action, two heat beams as a standard action, or all three as a full-round action. Each heat beam is a 1,200-foot-long line that deals 20d6 points of fire damage to everything in its path (Reflex DC 40 half). If Bezravnis fires more than one heat beam, it can direct them in different directions. The save DC is Constitution-based.

Poison (Su) Sting—injury; *save* Fort DC 40; *frequency* 1/round for 6 rounds; *effect* staggered for 1 round plus loss of fire immunity and resistance; *cure* 3 consecutive saves. As long as a creature suffers the effects of Bezravnis's poison, it loses all racial resistances and immunities to fire. Any spell or spell-like effects active when the target fails its initial saving throw against this poison are suppressed as long as it continues to be staggered by the poison. New effects of this nature that become active after that initial failed saving throw function normally if the caster succeeds at a DC 35 caster level check; otherwise, the spell effects are suppressed until the victim is no longer staggered.

Web (Ex) Bezravnis's webs are immune to fire damage. In addition, these webs are semi-living things that continue to crush and squeeze those entangled by them. If a creature is entangled in the webs, at the start of each turn during which it is entangled, it takes 2d6+6 points of bludgeoning damage as the webs crush and constrict it. This ability otherwise functions the same as the universal monster ability.

Bezravnis, known also as the Inferno Below, dwells in the sands of a sparsely inhabited high-altitude desert found in the shadow of the world's largest mountain range. There, the 130-foot-long beast slumbers the centuries away until its cycle of wakefulness rouses it from its torpor and causes it to emerge from the sands in an eruption of fire and ash. The Inferno Below then begins its rampage, traveling in a straight line toward a heavily populated region bordering the great desert. Typically, the Inferno Below's rampage is limited to a single city, and never the same one twice in a row. After destroying no less than two-thirds of the city, it retreats back to the vast desert, burrows deep, and settles into a new sleep of ages.

The reason for the Inferno Below's cyclic rampages is not well understood, but the cycle of these rampages

functions like clockwork—they take place every 273 years with little deviation. As there seems to be no pattern to the kaiju's attacks themselves, with a different city being targeted each cycle, the cities of the bordering nations do their best to prepare for the monster's attack. The nations themselves have little love for each other, and attempts to generate lures to direct the kaiju's march toward an enemy city are common—yet these lures have yet to work, and in fact they seem to result in the kaiju attacking a city in the luring nation more often than not. Other cities spare no expense during a so-called “Inferno Season,” and send huge armies of scouts into the desert to watch for signs of the kaiju's emergence or traces of its burrowing passage through the sands, in hopes of determining the direction of the beast's travel and warning likely target cities (or, in the case of a trajectory that leads it to an enemy city, working to silence warnings).

Kaiju scholars have correlated Bezravnis's appearance with the passage of a singular red comet in the skies above the world—an astronomical event known as the Inferno Star. As the comet nears the world, Bezravnis emerges, and as the comet vanishes from the sky, the kaiju turns its back and returns to the desert. Confirmation of this correlation has given rise to numerous theories. Some believe that Bezravnis first fell to the world from the Inferno Star, and its advent awakens within the beast a bewildered longing for home that drives it into a frenzy. Others hold that the kaiju exists as a guardian against an even more deadly occupant of the Inferno Star, and that by displaying its power by destroying a city, Bezravnis is in fact protecting the world by driving the Inferno Star back into the depths of space.

But Bezravnis doesn't always have the luxury of waiting for the Inferno Star to draw near before waking. At several points in the past, lunatics, cults, and accidents have woken the kaiju before its appointed time. Some mad, apocalyptic-minded spellcasters use powerful magic to cause great explosions above the sands where the kaiju slumbers. Earthquakes, severe weather phenomena, and similar natural events have been known to waken the monster early as well. When Bezravnis awakens off-cycle like this, the monster is particularly foul-tempered. It's rampage does not follow a straight line—instead, its travels are erratic as it pursues the perceived cause of its wakening with single-minded ferocity and tenacity. In this way, cults have accomplished what the border nations have not—leading the kaiju to attack an enemy. Of course, such tactics are dangerous and often backfire, for Bezravnis is fast and destructive, and it has been known to follow such tormenters.

Bezravnis doesn't seem to be particularly vexed by the presence of other kaiju, and ignores them unless it is attacked first. Once attacked, however, the Inferno Below becomes singularly focused and deviates from its path to fight the target creature as long as it remains visible or alive. Smaller foes can sometimes distract the kaiju from its path in this manner if they can deal enough damage upon the creature to bait it into directing its furious rage on them.



Illustration by Jim Nelson

KAIJU, MOGARU

This towering saurian lumbers on its hind legs, its twin tails thrashing and the spines on its back glowing with red energy.

MOGARU

CR 28



XP 4,915,200

CN Colossal magical beast (kaiju, water)

Init +9; **Senses** darkvision 600 ft., low-light vision, see invisibility, sense kaiju; Perception +45

DEFENSE

AC 47, touch 7, flat-footed 42 (+5 Dex, +40 natural, -8 size)

hp 697 (34d10+510); fast healing 30

Fort +34, **Ref** +24, **Will** +23

Defensive Abilities absorb energy, ferocity, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fire, and fear; **Resist** acid 30, cold 30, electricity 30, negative energy 30, sonic 30

Weaknesses susceptible to song

OFFENSE

Speed 100 ft., swim 100 ft.

Melee bite +46 (8d6+20/19-20 plus grab), 2 claws +46 (4d8+20/19-20), 2 tail slaps +44 (6d6+10/19-20)

Ranged firebolts +31 touch (damage variable; see below)

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

Special Attacks breath weapon, ferocity, fast swallow, hurl foe, reflexive breath, swallow whole (10d6 bludgeoning and 10d6 fire damage, AC 30, 69 hp), trample (4d8+30, DC 47)

STATISTICS

Str 50, **Dex** 21, **Con** 41, **Int** 3, **Wis** 30, **Cha** 26

Base Atk +34; **CMB** +62 (+66 bull rush, +66 grapple, +66 sunder); **CMD** 79 (81 vs. bull rush, 81 vs. sunder)

Feats Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Improved Iron Will, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Staggering Critical, Vital Strike

Skills Perception +45, Swim +49; **Racial Modifiers** +16 Perception

Languages Aquan (can't speak)

SQ massive

ECOLOGY

Environment warm forests or water

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Absorb Energy (Ex) Mogaru absorbs energy attacks that damage him, including negative energy attacks. Damage blocked by one of his resistances or immunities instead heals him an amount equal to the damage dealt. He may absorb only one kind of energy in this manner in a round. The first type of energy that affects him in a round (whether or not it penetrates his immunities or resistance

to actually damage him) sets the type of energy he absorbs for that round. Hit points gained in excess of his normal maximum are lost. Mogaru cannot gain healing from energy effects generated by himself.

Breath Weapon (Su) Once every 4 rounds, Mogaru can breathe out a beam of fiery red force. When Mogaru uses this attack, he can choose to focus the breath weapon into a single 1,200-foot-long line, or he can shorten the range and turn his head and body while breathing, effectively affecting a 600-foot-long cone. All creatures caught in this area of effect take 20d6 points of fire damage, 20d6 points of force damage, and are staggered for 1d6 rounds from the devastating energy (Reflex DC 42 halves the damage and prevents the staggered effect). A creature slain by this effect is disintegrated, whether the saving throw was successful or not. This breath weapon is particularly effective at blasting through cover—cover does not grant any bonuses on Reflex saves against Mogaru's breath weapon. The save DC is Constitution-based.

Firebolts (Su) As a standard action on any round immediately following the use of his breath weapon, Mogaru can fire bolts of red energy from the glowing spines along his back. These bolts are ranged touch attacks with a range of 1,200 feet. When Mogaru uses this ability, he must choose between firing one firebolt, three firebolts, or six firebolts. If he fires one, it deals 20d6 points of damage on a hit. If he fires three bolts, each deals 8d6 points of damage on a hit. If he fires six bolts, each deals 5d6 points of damage on a hit. Half of the damage caused by any one firebolt is fire damage, the other half is force damage. Firebolts deal full damage against objects, and ignore the first 10 points of hardness possessed by an object.

Reflexive Breath (Ex) The first time in any round that Mogaru can make an attack of opportunity, he can choose to use a diminished version of his breath weapon instead of making a physical attack. This reflexive breath weapon attack only targets the creature that provoked the attack of opportunity, but otherwise causes the same damage and effects his breath weapon normally inflicts (Reflex DC 32 halves the damage and negates the staggered effect). Use of his breath weapon in this way does not affect the recharge rate of the regular breath weapon. The save DC is Constitution-based, and includes a -10 penalty to reflect the fact that the reflexive breath is a shorter (but no less intense) blast of energy than the kaiju's typical breath weapon attack.

Sense Kaiju (Su) Mogaru can sense the location of the nearest active kaiju, as if using *discern location*, at will.

Susceptible to Song (Ex) Mogaru's actions can be influenced by song, provided the kaiju notices the singing. If the kaiju is not currently engaged in battle, he automatically hears any song within 100 feet that is

directed at him in an attempt to influence him, but when he is in combat, there's only a cumulative 20% chance per round of sustained singing that he notices the song. In order to influence Mogaru, the singer must make a DC 35 Perform (sing) check (this check cannot be bolstered by the aid another action, and the singer cannot take 10 or 20 on the check). The result of this check sets the DC of the Will save Mogaru must make in order to not be influenced by the song. The singer can choose to influence Mogaru as if she had successfully cast *suggestion* on the kaiju (CL = the singer's ranks in Perform [sing]). If Mogaru succeeds at a Will save (DC = the singer's ranks in Perform [sing] + the singer's Charisma modifier), the effects of the influence last for a maximum of 1d4 rounds; otherwise, the effects last as long as a *suggestion* spell would normally last. Mogaru cannot use his recovery ability to recover from song influence, and a single singer may influence Mogaru only once per day.

Mogaru, known as the Final King to kaiju scholars, or simply as King Mogaru, is one of the most destructive of his kind. Although not the most powerful kaiju (a sobering thought in and of itself), Mogaru is certainly the most active of the known kaiju. Additionally, Mogaru seems to be as eager to rampage through the works of humanity as he is to attack and kill other kaiju, making him something of a mixed blessing to kaiju-threatened cities. While the prospect of an attack by Mogaru is the stuff of nightmares, the possibility of his intervention during a different kaiju attack is the stuff of hope, though the damage dealt to a city during its defense may be significant. Mogaru appears as a towering dinosaur with twin tails, spines that glow red as he uses his breath weapon, and two powerful clawed forearms.

King Mogaru dwells in the depths of a tropical jungle, sleeping silently at the bottom of an unusually deep lake until roused. Legends hold that Mogaru was born of the world itself, either formed from the spirits of countless plants and animals resulting from ages of hunting and predation by humanoids for food or sport, or formed from the souls of the countless slain in an ancient apocalypse or war that devastated one of the first of the world's empires. Regardless of the actual cause, the birth of Mogaru in these legends seems to be the same—soon after

another kaiju, Lord Varklops, emerged from an erupting volcano, Mogaru rose to oppose the Thrice-Headed Fiend in a vast battle that nearly slew Varklops while devastating an entire nation in the process. Mogaru is also rumored to have slain no fewer than a dozen other kaiju, including Agmazar the Star Titan, now believed to be the only undead kaiju in existence.

Of particular note is the curious fact that Mogaru exhibits a particularly unique interest in song. Legends of skilled singers being able to save their cities with a single mournful paean to the kaiju, or of vengeful bards using their craft to waken the monster from his lair to send him on a rampage are common along coastal regions with a history of kaiju attacks, and in such regions renowned singers are well respected for this ability to influence one of the world's most destructive creatures. Kaiju scholars suspect that song manages to penetrate Mogaru's memories of some primeval event, but the reasons for the kaiju's reaction to the song are its own.

Mogaru stands 140 feet high and weighs 20,000 tons, and is nearly 300 feet long from nose to tail.



Illustration by Jim Nelson

KAPRE

Roots and branches twist across this oddly proportioned creature to form knots of muscle. Its eyes burn like embers.

KAPRE

CR 10



XP 9,600

CN Huge plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura confounding (100 ft., DC 21)

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)

hp 127 (15d8+60)

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

DR 10/slashing; **Immune** plant traits

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 slams +17 (2d6+12)

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

Special Attacks blow smoke

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

Constant—*speaking with plants*

At will—*invisibility*

STATISTICS

Str 26, **Dex** 15, **Con** 17, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +21; **CMD** 33

Feats Alertness, Combat Reflexes, Diehard, Endurance, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Climb +20, Disable Device +11, Perception +22, Sense Motive +9, Stealth +18, Survival +9; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common; *speaking with plants*

SQ tree meld

ECOLOGY

Environment warm or temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Blow Smoke (Su) Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a DC 20 Fortitude save or be nauseated for 1 round. This is a poison effect, and the save DC is Constitution-based.

Confounding Aura (Su) A magical aura surrounds a kapre, confusing and distracting its foes. Within a kapre's aura, the DC of all Survival checks is increased by 15, and creatures trained in Survival are no longer able to automatically determine true north. On top of this, any creature within a kapre's aura must succeed at a DC 21 Will saving throw when it enters the area or take a -4 penalty on concentration checks, initiative checks, and skill checks. A kapre can suppress this aura at will.

Tree Meld (Su) A kapre can meld with any tree, similar to how the spell *meld with stone* functions. It can remain melded with a tree as long as it wishes.

Vehement defenders of the unusual locations of the natural world, kapres have a complicated relationship with the "civilized" races. Formed of dense tree matter, they are as much part of the forest as their botanical brethren. Their intimidating physical size, territorial nature, and unusual approach to friendship often bring them into conflict with local tribes and aggressive explorers. With slender limbs and thick, gnarled torsos, kapres are awkwardly humanoid in appearance, and if not for the soft glow of their eyes they could be mistaken for treants.

Exceedingly secretive and wary, kapres prefer to avoid conflict, using their imposing size and confounding auras to intimidate any would-be invaders. Leaning out of huge trees, they blow smoke onto lost explorers, persuading them to flee.



Illustration by Dave Allsop

KARKINOI

This hulking mix of ogre and crab has one huge pincer that snaps menacingly, while its other arm is a twisted, humanlike hand.

KARKINOI

CR 6



XP 2,400

CE Large monstrous humanoid (aquatic)

Init +0; Senses darkvision 60 ft.; Perception +11

DEFENSE

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

hp 76 (8d10+32)

Fort +6, Ref +6, Will +6

OFFENSE

Speed 30 ft., swim 40 ft.; sideways scuttle

Melee claw +13 (1d10+9/19-20 plus grab), slam +13 (1d6+6)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict 1d10+6

STATISTICS

Str 22, Dex 10, Con 16, Int 6, Wis 10, Cha 7

Base Atk +8; CMB +15 (+19 grapple); CMD 25

Feats Combat Reflexes, Improved Critical (claw), Power Attack, Vital Strike

Skills Intimidate +9, Perception +11, Swim +21

Languages Aquan

SQ water dependency

ECOLOGY

Environment any water

Organization solitary, gang (2-6), or tribe (3-18)

Treasure standard

SPECIAL ABILITIES

Sideways Scuttle (Ex) When

a karkinoi takes a 5-foot step, it can move up to 10 feet instead of 5 feet as long as it does so in a straight line. It can do this whether it is walking or swimming.

Water Dependency (Ex)

A karkinoi can survive out of the water for 1 hour per point of Constitution. Beyond this limit, it runs the risk of suffocation, as if it were drowning.

Monstrous hunters and bullies of the ocean depths, karkinoi live only to destroy creatures that dare cross their path and then feed on the corpses of the vanquished. Though not mindless, they have no inclination to build civilizations or even settlements, living in roving gangs or nomadic tribes. The tools they use in their more humanoid appendages are always scavenged, usually from victims, and are discarded when broken or of no more immediate use. Pursuits such as crafting, learning, and diplomacy are a waste to them; they see these as the activities of food-creatures not strong enough to see the world as it is—a stage for domination, feeding, and spawning. Even when these brutes band together, it is usually to spawn or to face sources of food that are too strong for only one or two karkinoi alone.

Large hordes of karkinoi come together to hunt inhabitants of coastal settlements. Striking at night, they do as much damage as possible before dragging their meals into the sea. They make such attacks night after night until the settlement is destroyed or the resistance becomes too fierce, at which point the horde disbands and each karkinoi makes its own way in the sea. While karkinoi can walk on land, they do not enjoy long periods away from the sea, as they dry out, crack, and eventually suffocate.

Coastal raids are part of the karkinoi breeding cycle. The corpses that they drag off into the ocean are tethered to masses of eggs, and serve as food for karkinoi spawn. The spawn develop a taste for land-meat and crave it, ensuring the next generation of hungry raiders.

While karkinoi rarely ally with other creatures, they are easily swayed by aboleths promising destruction and raw power. In return, the aboleths gain expendable, fast-breeding shock troops and guardians. Some scholars believe this race was actually created by aboleths in ancient times, but were later turned loose in the ocean because skum made more reliable slaves than karkinoi brutes.



Illustration by Tyler Walpole

KASATHA

This strange, four-armed humanoid is sleek and muscled, with two spiked blades raised to strike.

KASATHA

CR 1/2



XP 200

Male kasatha monk 1

LN Medium humanoid (kasatha)

Init +3; **Senses** Perception +3

DEFENSE

AC 18, touch 18, flat-footed 13 (+3 Dex, +2 dodge, +3 Wis)

hp 10 (1d8+2)

Fort +3, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft.

Melee sai +3 (1d4+1) or

unarmed strike +3 (1d6+1) or

flurry of blows +2/+2 (1d6+1)

Special Attacks flurry of blows, stunning fist (1/day, DC 13)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 19

Feats Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +7, Climb +5, Escape Artist +7, Survival +4

Languages Common, Kasatha

SQ desert runner, desert stride, jumper, multi-armed, stalker

ECOLOGY

Environment warm deserts

Organization solitary, band (2–6), sect (2–20), or tribe (20–60)

Treasure NPC gear (sais [2], other treasure)

SPECIAL ABILITIES

Desert Runner (Ex) A kasatha has a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Desert Stride (Ex) A kasatha moves through nonmagical difficult terrain in desert environments at normal speed.

Jumper (Ex) A kasatha is always considered to have a running start when attempting Acrobatics checks to jump.

Multi-Armed (Ex) A kasatha has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Stalker (Ex) Perception and Stealth are class skills for a kasatha.

Exiles from an arid world circling a red star, modern kasathas have no idea how they left their home or how to return, but they keep searching

for a way back. A clannish and secretive people, they have a matriarchal society, but other races have difficulty recognizing any physical difference between females and males. Kasathas keep their mouths hidden behind clothing, and don't remove this clothing in the presence of other races. They are omnivores, but prefer meat and salty foods.

Upon reaching adulthood, many kasathas leave their clans to search the world for adventure, treasure, and ways to return to their homeworld.

KASATHA CHARACTERS

Kasathas are defined by their class levels—they do not possess racial Hit Dice. They have the following racial traits.

+2 Dexterity, +2 Wisdom: Kasathas are nimble and perceptive.

Defensive Training (Ex): Kasathas have a +2 dodge bonus to Armor Class.

Desert Runner (Ex): See the stat block above.

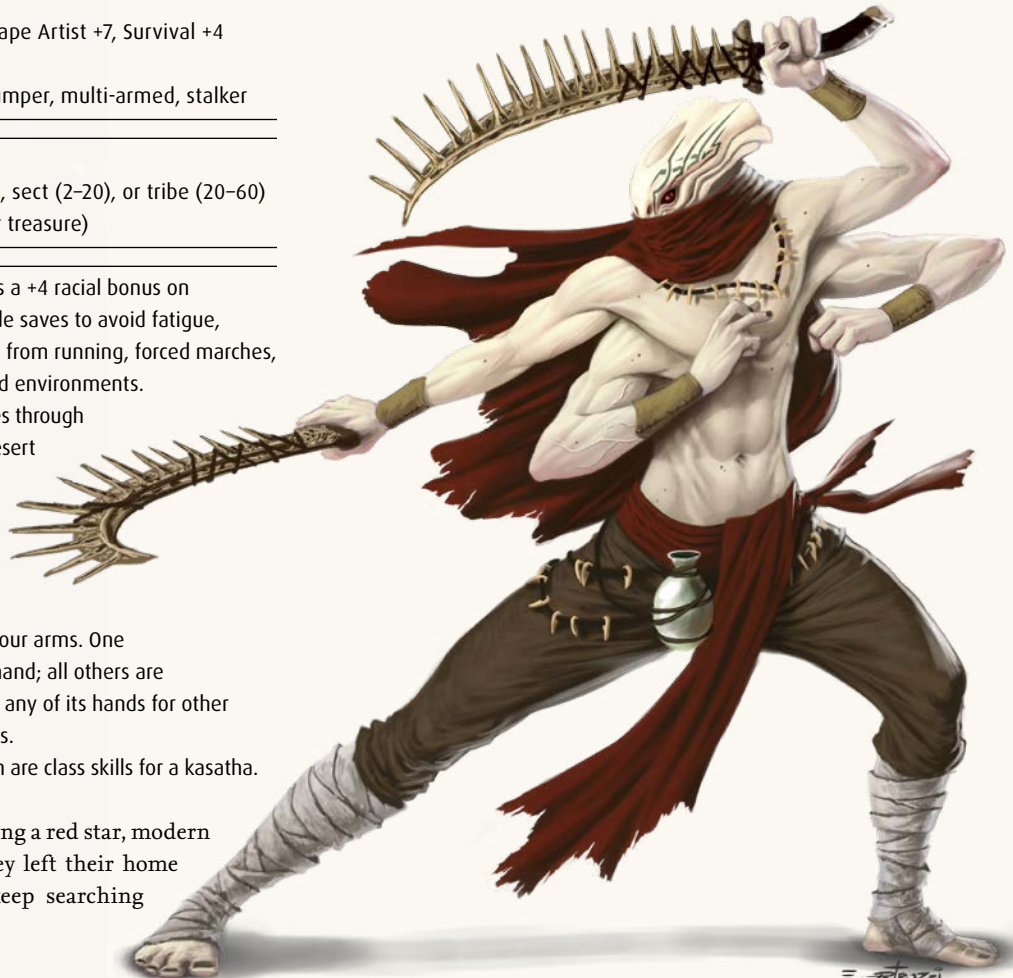
Desert Stride (Ex): See the stat block above.

Jumper (Ex): See the stat block above.

Multi-Armed (Ex): See the stat block above.

Stalker (Ex): See the stat block above.

Languages: Kasathas speak Common and Kasatha. A kasatha with a high Intelligence score can choose from the following: Dwarven, Draconic, Gnoll, Orc, and Sphinx.



KITSUNE

This elegantly dressed woman has the head and bushy tail of well-groomed fox.

KITSUNE

CR 1/2



XP 200

Female kitsune sorcerer 1

N Medium humanoid (kitsune, shapeshifter)

Init +2; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 5 (1d6-1)

Fort -1, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

Melee bite -1 (1d4-1), mwk quarterstaff -5 (1d6-1)

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

3/day—*dancing lights*

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

6/day—laughing touch

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

1st (4/day)—*charm person* (DC 15), *sleep* (DC 17)

0 (at will)—*daze*, *detect magic*, *prestidigitation*,

read magic

Bloodline fey

STATISTICS

Str 8, **Dex** 15, **Con** 8, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +0; **CMB** -1; **CMD** 12

Feats Dodge, Eschew Materials

Skills Acrobatics +4, Bluff +7, Perception +3,

Spellcraft +5, Stealth +3; **Racial**

Modifiers +2 Acrobatics

Languages Common, Elven, Sylvan

SQ bloodline arcana (+2 DC for

compulsion spells), change

shape, kitsune magic

ECOLOGY

Environment temperate forests,

hills, or mountains

Organization solitary, pair, or gang (3-8)

Treasure NPC gear (*potion of cure light*

wounds, mwk quarterstaff, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. This ability otherwise functions as *alter self*, except that the kitsune does not adjust her ability scores.

Kitsune Magic (Ex/Sp) Kitsune add 1 to the DC of any saving throws of enchantment spells they cast. Kitsune with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—*dancing lights*.

Wily but noble, kitsune are a race of shapeshifting fox-folk. Each Kitsune has two shapes—a slender and attractive human form and its true form of an anthropomorphic fox. In either form, it displays physical grace and natural beauty. Most kitsune have ruddy, auburn fur and salient amber or pale blue eyes, though some are born with black, gray, or even white fur. White-furred kitsune are revered for their close connection to their spirit ancestors and typically raised as oracles.

Quick-witted and nimble, kitsune delight in the creative arts, particularly riddles, storytelling, pranks, and tall tales, and have garnered a well-deserved reputation and duplicitous tricksters. They are a good-natured folk and greatly value friendship.

When encountered outside human settlements, kitsune tend to live in small and remote villages run by elders of ancestral clans. In human settlements, kitsune usually remain in human form to avoid conflict.

KITSUNE CHARACTERS

Kitsune are defined by class levels—they do not possess racial Hit Dice. Kitsune have the following racial traits.

+2 Dexterity, +2 Charisma, -2 Strength:

Kitsune are agile and companionable, but tend to be physically weak.

Medium: Kitsune are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Kitsune have a base speed of 30 feet.

Low-Light Vision(Ex): Kitsune can see twice as far as humans in dim light.

Agile (Ex): Kitsune receive a +2 racial bonus on Acrobatics checks.

Change Shape (Su): See the stat block above.

Kitsune Magic (Ex/Sp): See the stat block above.

Natural Weapons (Ex): In her natural form, a kitsune has a bite attack that deals 1d4 points of damage.

Languages: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu.



Illustration by Eric Belisle

KYTON, OSTIARIUS

Cloaked in shadows, every curve and sculpted muscle of this creature suggests some new gasping pleasure or titillating torture.

OSTIARIUS

CR 5



XP 1,600

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

Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +2 natural, +4 shield)

hp 52 (7d10+14); regeneration 2 (good weapons and spells)

Fort +7, **Ref** +4, **Will** +11

Immune cold, *magic missile*

OFFENSE

Speed 30 ft.

Melee 2 touches +2 (1 plus bleed)

Special Attacks bleed (1d6), compel courage, unnerving gaze (30 ft., DC 19)

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

Constant—*shield*

At will—*calm emotions* (DC 16), *darkness*, *enthrall* (DC 16), *major image* (DC 17)

3/day—*crushing despair* (DC 17), *shadow walk*, *silence* (DC 16)

1/day—*plane shift* (DC 21; to the Material Plane and the Plane of Shadow only, lawful evil creatures only), *shout* (DC 18)

STATISTICS

Str 10, **Dex** 15, **Con** 14,

Int 19, **Wis** 18, **Cha** 19

Base Atk +7; **CMB** +7;

CMD 19

Feats Alertness, Blind-

Fight, Improved

Initiative, Iron Will

Skills Bluff +14,

Diplomacy +14,

Escape Artist +9,

Heal +14,

Intimidate +14,

Knowledge

(planes) +14,

Perception +16,

Perform (oratory) +14,

Sense Motive +16,

Stealth +12

Languages Common,

Infernal; telepathy

100 ft.

SQ shadow traveler

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or synod (5–9)

Treasure standard

SPECIAL ABILITIES

Compel Courage (Ex) An ostiarius can inspire courage as a 5th-level bard using bardic performance, granting a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. This ability has a range of 50 feet and affects those creatures the ostiarius chooses who also willingly accept the benefits of the effect (no saving throw required). The ostiarius's performance compels creatures to perform at dangerous extremes. Any living non-outsider that benefits from this ability takes 1 point of bleed damage. A creature that accepts these benefits for multiple consecutive rounds gains additional points of bleed damage that stack with one another (to a maximum of 5). This is an audible, mind-affecting effect and can be countered by a bard's countersong class feature.

Shadow Traveler (Ex) When an ostiarius uses *plane shift* to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an ostiarius uses *shadow walk*, it moves at 100 miles per hour.

Unnerving Gaze (Ex) A creature that succumbs to an ostiarius's unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.



Ostiarius uses mind the gate between the world of mortals and the delights of the Plane of Shadow. Their role is twofold: admitting their brethren onto the Material Plane and—more insidiously—convincing mortals to willingly journey with them to their shadowed homeland. They are the emissaries of their race, encouraging susceptible mortals to abandon their tired philosophies and embrace the possibilities of a realm of inscrutable darkness. Most proudly stand over 6 feet tall, though their weights range from exceedingly light to grossly heavy.

KYTON, SACRISTAN

Chains and piercings torture this being's bloodless flesh. The greatest violations invade its face and mouth.

SACRISTAN

CR 10

XP 9,600

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

Init +3; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 126 (12d10+60); regeneration 5 (good spells and weapons, silver)

Fort +13, **Ref** +7, **Will** +10

DR 10/silver or good; **Immune** cold; **SR** 21

OFFENSE

Speed 30 ft.

Melee mwk spiked chain +18/+13/+8 (2d4+7) or 2 claws +17 (1d4+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Special Attacks shadow scream, unnerving gaze (30 ft., DC 18)

STATISTICS

Str 20, **Dex** 16, **Con** 21, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +17 (+19 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Bleeding Critical, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +15, Bluff +17, Climb +17, Intimidate +17, Perception +17, Sense Motive +17, Stealth +18

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, bodyguard (1d4 plus 1 kyton of lower CR [usually an ostiarius]), or entourage (2d6 plus 1 kyton of higher CR)

Treasure standard

SPECIAL ABILITIES

Shadow Scream (Su) Once per hour as a standard action, a sacristan can burst the bonds sealing its mouth and unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the sacristan is affected by *deeper darkness*. All creatures within the area are deafened for as long as they remain in the area and must succeed at a DC 18 Will save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving.

Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional DC 18 Will save or be afflicted by a random insanity—roll on the insanity table on page 250 of the *Pathfinder RPG GameMastery Guide* to determine which. A sacristan's shadow scream lasts for 3 rounds and remains centered on the kyton even if it moves. The sacristan can end the shadow scream at will. The scream also ends if the sacristan is killed or is affected by the spell *dimensional lock*, which prevents this ability's use for as long as the spell in effect. The save DCs are Charisma-based.

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes staggered for 1 round.

Every kyton considers itself some manner of artiste, working and reworking its avant-garde visions in various mediums—flesh, minds, darkness, and others both natural and fragile. But for every masterpiece, there are countless failures. Sacristans number among the most useful failures of the kyton race.

Born from scraps of imperfect flesh, bent chain, and scarred minds, sacristans are bound together by kyton sculptor-surgeons. They lack the burden of free will, and their minds are etched with the ability to serve, making them utterly obedient to other kytons. While much more than automaton, sacristans are a potent slave caste, one manufactured to take ecstatic pleasure from serving their brethren. Their other blessing is a miniature, permanent portal to the Shadow Plane sealed within their mouths. Kept restrained, this portal endlessly howls the music of the kytons' realms of shadowed torture and veiled delights. When threatened, sacristans burst open their mouths and allow the song of their collective race to seduce their foes in a way these brutes never could.

Sacristans vary in their appearance, but always look like tortured and maimed humanoids, often with redundant or absent features. They typically stand between 6 and 8 feet tall and weigh from 80 to 160 pounds.



Illustration by Emiliano Petrozzi