

NINGYO

This dog-sized creature combines the upper half of a deformed monkey with the lower half of a thrashing fish.

NINGYO

CR 1



XP 400

NE Small monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

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

hp 13 (2d10+2)

Fort +1, **Ref** +4, **Will** +5

Defensive Abilities poison flesh

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +2 (1d3-1), bite +2 (1d4-1)

Special Attacks group grappler, startle, swarming

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 6, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 11 (can't be tripped)

Feats Step Up

Skills Stealth +10, Swim +12

Languages Aquan

SQ amphibious, nocturnal undeath

ECOLOGY

Environment warm oceans

Organization solitary, pair, or shoal (3-22)

Treasure standard

SPECIAL ABILITIES

Group Grapppler (Ex) A ningyo has a +2 racial bonus on combat maneuver checks. When two or more ningyos are grappling the same creature, each gains a +1 bonus on grapple combat maneuver checks and a +1 bonus on grapple damage rolls.

Nocturnal Undeath (Su) The body of a ningyo never rests peacefully. Every night, an hour after sundown, an intact ningyo corpse animates; its type changes to undead (aquatic), and it gains undead immunities, bonus hit points based on its Charisma instead of Constitution, and the startle ability. At dawn, the undead ningyo becomes a corpse again. An undead ningyo knows when the dawn is coming and attempts to find shelter so it is not discovered as a corpse. A ningyo missing a limb, head, or tail does not animate at night, but can do so if reunited with its missing body part. A ningyo corpse that is burned or torn apart and its pieces scattered does not rise as an undead.

Poison Flesh (Ex) Any creature that bites a ningyo or swallows any part of it becomes poisoned.

Ningyo Flesh: Ingested; *save* Fort DC 12; *onset* 1 minute; *frequency* 1/minute for 4 minutes; *effect* 1d2 Int damage; *cure* 2 saves.

Startle (Su) If an undead ningyo attacks in the surprise round, its target must attempt a DC 11 Will save. Success means the target is shaken for 1 round; failure means it is frightened for 1d4 rounds. The target can only be affected by that ningyo's startle once every 24 hours. Creatures with 6 or more Hit Dice are immune to this ability. This is a mind-affecting fear effect. The save DC is Charisma-based.

Swarming (Ex) Up to two ningyos can share the same square at the same time. If two ningyos in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

The bane of fishermen and divers, ningyos lurk in tropical waters, gorging themselves on fish and attacking anything they can sink their tiny fangs into. Primitive, miniature mer-monsters, ningyos are frightening bogeymen of the sea, often attacking seagoers, ships, and fishing tackle out of blind hunger. These terrors swarm by night and can easily drag opponents down to drown amid a swarm of claws and needling teeth.

A slain ningyo always returns to life by night, adopting old habits or searching for its killer, and reverting to a corpse at dawn. Sometimes its corpse washes up on shore as a gruesome and fascinating curiosity, animating the next night to attack its would-be collector.

A ningyo measures approximately 2 to 2-1/2 feet long from head to tail, and weighs 6 to 9 pounds.



Illustration by Mark Molnar

NYCAR

This cruel-looking serpent is about the size of a housecat, with two forearms and dangerous-looking fangs.

NYCAR

CR 2



XP 600

CN Tiny dragon (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 22 (3d12+3); regeneration 1 (cold iron)

Fort +4, **Ref** +6, **Will** +3

Defensive Abilities ferocity, **DR** 5/cold iron; **Immune** paralysis, sleep; **Resist** acid 5

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +8 (1d4+1 plus poison)

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

Special Attacks poison

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 5, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 15 (can't be tripped)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Escape Artist +13, Fly +11, Perception +5, Stealth +20, Swim +13;

Racial Modifiers +8

Escape Artist

Languages Draconic (can't speak)

SQ amphibious, elusive

ECOLOGY

Environment cold marshes

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

Treasure standard

SPECIAL ABILITIES

Elusive (Ex) A nycar can make an Escape Artist check as a swift action.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d4 acid and 1 Con damage; *cure* 2 consecutive saves.

These diminutive serpentine creatures are distant cousins to powerful linnorms. Nycars live in the frigid, desolate moors and marshes of colder climates where their cruel and savage activities often escape unnoticed. A nycar relishes the hunt and often stalks a creature for hours before finally inflicting a single savage bite, then

withdraws to safety to wait for its prey to sicken and die. Nycars often kill wastefully, attacking creatures much larger than they can eat. The opportunity to eat a human or other intelligent creature is a rare treat, as a nycar's uninviting habitat usually prevents much interaction with all but the most isolated people.

A nycar keeps a small subterranean lair, often accessed from an underwater entrance similar to the entrance to a beaver's den. Like a linnorm, it seeks treasure and hoards it in its lair. Much of its treasure is worthless trinkets and shiny baubles of little value, but by random chance one may discover a few valuable items over the course of its lifetime. A nycar usually sets simple traps and snares to protect its lair and treasure hoard while it is away or sleeping.

A nycar is about 2-1/2 feet long with two diminutive legs that it uses to pull its serpentine body along with deceptive speed. Nycars are jealous creatures and usually hunt alone, although a mated pair may stay together until the female lays her eggs. Nycar eggs are black and about the size of an adult human's fist; a female will feed and look after hatchlings for up to a year, so long as they remain in her territory. Upon reaching adulthood, a nycar weighs about 12 pounds, and can live up to 90 years.

Nycars have been known to partner with humans or other intelligent creatures, provided they are offered easy kills and the occasional shiny bauble. A chaotic neutral spellcaster with the Improved Familiar feat can gain a nycar as a familiar at 7th level.



Illustration by David Melvin

OCEANID

This beautiful woman is clad only in sea foam and her long, white hair, which cascades over her body.

OCEANID

CR 7



XP 3,200

CN Medium fey (water)

Init +8; **Senses** darkvision 120 ft., low-light vision, tremorsense 30 ft. (in water only); **Perception** +16

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 76 (9d6+45); fast healing 10 (in salt water only)

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

DR 10/cold iron; **Immune** acid; **Resist** cold 30

Weaknesses vulnerable to fire, water dependency, water magic

OFFENSE

Speed 20 ft., swim 80 ft.

Melee slam +6 (1d4+3)

Ranged waterspout +8 (7d6)

Special Attacks water telekinesis

Spell-Like Abilities (CL 9th; concentration +14)

Constant—*Speak with animals* (sea creatures only)

At will—*control water*, *create water*, *purify food and drink* (water only), *water breathing* (up to 9 creatures at a time)

3/day—*control winds*, *summon nature's ally V* (sea creatures or water elementals only)

1/day—*control weather*

STATISTICS

Str 14, **Dex** 19, **Con** 20, **Int** 14, **Wis** 19, **Cha** 21

Base Atk +4; **CMB** +6; **CMD** 26

Feats Combat Casting, Defensive Combat Training, Dodge, Improved Initiative, Mobility

Skills Diplomacy +17, Handle Animal +14, Intimidate +14, Knowledge (nature) +14, Perception +16, Sense Motive +16, Stealth +16, Swim +22

Languages Aquan, Common, Sylvan; *Speak with animals* (sea creatures only)

SQ waveglide

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Water Dependency

(Ex) An oceanid can

survive out of the water for 1 hour per point of Constitution. After this limit, she takes 1 point of Constitution damage each hour until immersed in salt water.

Water Magic (Su) An oceanid can use her spell-like abilities only when she is in the ocean or within 1 mile of the ocean.

Water Telekinesis (Su) When immersed in water, an oceanid can manipulate water to affect creatures and objects within 500 feet that are in contact with the same body of water. This functions as the combat maneuver form of the *telekinesis* spell (caster level 9th, combat maneuver bonus +14), including the need to maintain concentration. This ability also allows her to create a small waterspout as a standard action once per round, striking an opponent within 100 feet with a blast of water as a ranged attack that deals 7d6 points of bludgeoning damage.

Waveglide (Su) An oceanid can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 100 contiguous 5-foot squares in a shapeable area (typically enough for one warship or two small sailing ships). This ability has a range of 1,000 feet, requires line of effect to some part of the area, and lasts as long as the oceanid concentrates. An unwilling target can ignore the effect for 1 round by succeeding at a DC 19 Will saving throw. The save DC is Charisma-based.

Aquatic kin of nymphs and dryads, oceanids are fey bound to the sea. They can live in lakes, rivers, or oceans, but truly thrive only in salt water. The mood of an oceanid can change with little warning—they are quick to love and even quicker to anger.

An oceanid can be quite helpful toward mortals and their vessels—particularly if the mortals indulge her extreme vanity. Though silver-tongued people skilled at flattery might earn her help, they might also be lured away to join the oceanid under the sea until she grows bored with them.

When an oceanid is in the water, the lower half of her body transforms into a pillar of water, allowing her to swim at incredible speed. When she leaves the water, this water pillar transforms into humanoid legs. However, most oceanids consider walking a chore, and avoid it when possible.



OMA

This whale-like creature floats ponderously, arcs of brilliant energy filling its mouth and rolling down its body.

OMA

CR 16



XP 76,800

N Colossal magical beast

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 30, touch 0, flat-footed 30 (-2 Dex, +30 natural, -8 size)

hp 290 (20d10+180)

Fort +23, **Ref** +10, **Will** +7

Immune cold, electricity, fire

OFFENSE

Speed fly 200 ft. (average)

Melee bite +33 (4d6+21 plus 2d6 electricity and grab), tail slap +28 (4d6+10)

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

Special Attacks capsize, swallow whole (6d6 acid damage, AC 25, 29 hp)

STATISTICS

Str 52, **Dex** 7, **Con** 29, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +20; **CMB** +49 (+51 bull rush, +53 grapple); **CMD** 57 (59 vs. bull rush, can't be tripped)

Feats Awesome Blow, Critical Focus, Diehard, Endurance, Flyby Attack, Great Fortitude, Improved Bull Rush, Power Attack, Staggering Critical, Vital Strike

Skills Fly -10, Perception +24

SQ carrier, no breath, starflight

ECOLOGY

Environment gas giants

or vacuum

Organization solitary, pair, or pod (3-6)

Treasure incidental

SPECIAL ABILITIES

Capsize (Ex) An oma can attempt to capsize a ship or other vehicle by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is

higher. For each size category the ship is larger than the oma, the oma takes a cumulative -10 penalty on this combat maneuver check.

Carrier (Ex) A creature swallowed whole by an oma can forgo attempts to cut itself out and instead attempt a DC 20 Reflex save on its turn. Success allows the creature to move into the creature's larger second stomach, where it can ride safely for an indefinite period without taking damage. When a passenger wishes to leave, it can cut its way free using the normal rules, or attempt an additional DC 20 Reflex save to be safely excreted in a square adjacent to the oma. An oma's carrier stomach can hold up to one Gargantuan creature (or twice as many creatures of the next smallest size: two Huge creatures, four Large, and so on). At its option, an oma can choose to forgo the normal bite damage of swallowing whole, but not the acid damage of the first stomach.

Starflight (Ex) An oma can survive in the void of outer space, and soars through vacuum at incredible speed. Although exact travel times vary, a trip between two planets within a solar system should take 3d20 days, while one to another system should take 3d20 weeks (or more, at the GM's discretion), provided the oma knows the way to its destination.

Oma soar through gas giants and the vast gulfs between planets on magical electromagnetic fields, feeding on cosmic materials strained from planetary rings and atmospheres with their energy baleen.

Anything ingested by an oma is eventually sequestered in a surprisingly habitable second stomach before being excreted, and some alien creatures use oma as living starships, using telepathy to guide the colossi through the void.

A typical oma is 150 feet long and weighs 250 tons.



Illustration by Jean-Baptiste Reynaud

OWB

This thing looks like a skeletal human torso coated in liquid shadow, obscuring its bones but clearly revealing its shape.

OWB

CR 6



XP 2,400

NE Medium outsider (extraplanar)

Init +10; **Senses** darkvision 60 ft., see in darkness;

Perception +13

DEFENSE

AC 17, **touch** 17, **flat-footed** 10 (+6 Dex, +1 dodge)

hp 76 (8d10+32); **fast healing** 2

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

Immune cold

Weaknesses light sensitivity

OFFENSE

Speed 5 ft., fly 60 ft. (perfect)

Melee 2 claws +12 (1d8+4 plus 1d6 cold)

Ranged burning cold +14 touch (3d6 cold)

Special Attacks burning cold, curse of darkness

Spell-Like Abilities (CL 8th;

concentration +11)

Constant—*blur*

At will—*deeper darkness*,
detect thoughts, *dust of*
twilight^{APG} (DC 15)

5/day—*shadow step*^{UM}

1/day—*plane shift* (self
only, to or from the
Shadow Plane only)

STATISTICS

Str 18, **Dex** 22, **Con** 19, **Int** 11, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 29

Feats Dodge, Flyby Attack, Improved Initiative,
Point-Blank Shot

Skills Bluff +12, Diplomacy +11, Fly +18, Knowledge (planes) +11,
Perception +13, Sense Motive +13, Spellcraft +7, Stealth +17

Languages Dark Folk (can't speak); telepathy 100 ft.

ECOLOGY

Environment any land or underground (Plane of Shadow)

Organization solitary or cabal (2-4)

Treasure none

SPECIAL ABILITIES

Burning Cold (Su) As a standard action, an owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and deal 3d6 points of cold damage.

Curse of Darkness (Su) With a touch, an owb can make bright light unbearable to the victim. Any creature touched

must succeed at a DC 17 Fortitude save or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with *break enchantment* or *remove curse*, unless the target has the dark folk subtype, in which case the effect can only be removed by *wish* or similar magic. The save DC is Charisma-based.

An owb is a sinister visitor from the Shadow Plane, a creature resembling a humanoid torso draped in darkness. Alien in nature, this mysterious shade never speaks audible words, but it constantly uses its telepathy to project mumbles of curses and threats into the minds of those it encounters.

The race's closest relationship is with the dark folk, who worship owbs as proxies to gods of the shadows. Most dark folk believe the first of their kind were created by owbs—or more powerful owb-like beings.

An owb despises any light other than the dim flicker created by its burning cold ability, and shrinks from its presence. It often seeks to destroy those who bring light near it, relentlessly attacking the perpetrators until its enemies flee or die.

An owb usually keeps its presence hidden from mortals. Lurking nearby, the shadowy creature listens in on nearby thoughts, always searching for a collection of fears and worries it can capitalize on for its own machinations. It may serve as an intermediary between doppelgangers on the surface world and dark folk in subterranean lands. An owb associated with a tribe of dark folk may scrutinize newborns and tune the children's connection to the Shadow Plane so they eventually grow into a different type of dark folk than the type they were born (allowing a dark creeper to become a dark stalker, and so on).

An owb loves manipulation and runs conspiratorial plots involving denizens of the Shadow Plane and those of the Material Plane. An owb or cabal of owbs may control entire clans of dark folk, and use them as spies and pawns in some inscrutable plan.

Though most of an owb's form measures only 3-1/2 feet tall, it typically floats so its head is level with that of a Medium humanoid. Deceptively light, an owb weighs only 20 pounds.



PARD

This brightly-colored feline blur resembles a cheetah with longer fur and lynx-like ears, and seems to scorch the air as it moves.

PARD

CR 3



XP 800

CN Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 20, touch 18, flat-footed 12 (+7 Dex, +1 dodge, +2 natural)
hp 26 (4d10+4)

Fort +5, **Ref** +11, **Will** +2; +4 vs. poison

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge; **DR** 5/magic; **Resist** electricity 10, fire 10

OFFENSE

Speed 120 ft.

Melee bite +12 (1d6+2), 2 claws +7 (1d4+1)

Special Attacks phasing attack

STATISTICS

Str 15, **Dex** 24, **Con** 12, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 24 (28 vs. trip)

Feats Dodge, Mobility^B, Spring Attack^B, Weapon Finesse, Wind Stance^B

Skills Acrobatics +15 (+27 when jumping), Perception +6, Stealth +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +4 Stealth

Languages telepathy (empathy) 60 ft.

ECOLOGY

Environment temperate or warm forests or plains

Organization solitary, pair, or den (1–2 adults and 1–4 cubs)

Treasure incidental

SPECIAL ABILITIES

Empathy (Su) Pards can transmit complex emotions and basic ideas to other pards. When interacting with other kinds of creatures, they can only convey simple emotions such as anger, fear, and curiosity.

Phasing Attack (Su) As a full-round action, a pard can shift itself partially out of phase, damaging any creature it moves through. This works like the overrun combat maneuver, but the pard must move at least 30 feet and it gains a +4 bonus on the check. If it succeeds, the target takes 2d6 points of fire damage. If it exceeds a creature's CMD by 5 or more, it stuns the creature for 1 round instead of knocking it prone. The target can make an attack of opportunity, but at a –4 penalty. If the

target forgoes an attack of opportunity provoked by this maneuver, it can try to avoid the pard by attempting a DC 19 Reflex save; if successful, it takes only half damage. The pard can only deal phasing attack damage to each target once per round, no matter how many times its movement takes it over a target creature. When using this ability, the pard can move through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. The pard cannot end its movement inside a creature or solid barrier. This ability counts as trample for the purposes of effects that enhance or protect against trample. The save DC is Dexterity-based.

Pards are alien catlike creatures known for their unnatural swiftness. They have sleek, short-furred bodies and long legs built for speed. Their color and markings vary widely, even among members of the same family, ranging through every color imaginable, with some bearing stripes, others spots, and a few solid-colored coats. Adult pards are 6 feet long and weigh 100 pounds.

Pards are carnivores and usually hunt small game and larger birds (such as swans), though many have developed a fondness for the flesh of gnomes and quicklings. Smarter than common beasts, pards are semi-intelligent, mate for life, and have a complex social structure. Pards also possess a form of telepathy they use to communicate amongst themselves, and can use this on a limited basis to confront intruders or create mutually beneficial alliances.



Illustration by Shreya Shetty



PELUDA

This long-necked dragon has steamy breath, a lashing tail, and a back covered in hundreds of quills.

PELUDA

CR 10



XP 9,600

NE Large dragon

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

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 126 (11d12+55)

Fort +14, **Ref** +8, **Will** +11

Defensive Abilities ferocity, quills **DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 21

Weaknesses vulnerable tail

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +18 (2d6+8), 2 claws +18 (1d6+8), tail slap +13 (3d6+4 plus poison)

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

Special Attacks breath weapon (50-ft. line, 6d6 fire damage, Reflex DC 20 half, usable every 1d4 rounds), poison, quill barrage

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 6, **Wis** 15, **Cha** 12

Base Atk +11; **CMB** +20 (+22 bull rush); **CMD** 31 (33 vs. bull rush, 35 vs. trip)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

Skills Climb +12, Intimidate +15, Perception +16, Stealth +10, Swim +30

Languages Draconic

ECOLOGY

Environment temperate marshes or plains

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Poison (Ex) Quill—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Quill Barrage (Ex) Three times per day, a peluda can fire dozens of spearlike barbs in all directions. All creatures within 15 feet take 6d6 points of piercing damage (Reflex DC 20 half) and are subject to its poison quills. The save DC is Constitution-based.

Quills (Ex) A peluda's back and tail are covered in sharp black quills. A creature that strikes a peluda with a melee weapon, an unarmed attack, or a natural weapon takes 1d6 points of piercing damage from the peluda's quills and risks being poisoned. Weapons with reach do not endanger an attacker in this way. Any creature that grapples a peluda takes 3d6 points of piercing damage and risks being poisoned on its turn each round.

Vulnerable Tail (Su) A peluda is vulnerable to attacks against its tail. Any attack that is not an attempt to sever the peluda's tail (including area attacks or attacks that cause piercing or bludgeoning damage) affects its body. To sever the tail, an opponent must target the tail and attempt a sunder combat maneuver with a slashing weapon. The tail is considered a separate weapon with hardness 5 and hit points equal to the peluda's HD. The opponent must deal enough damage on a single blow to reduce the tail's hit points to 0 or fewer. If the tail is severed, the peluda can no longer attack with it and takes 2d6 points of bleed damage each round.

Peludas loathe all weak, fragile creatures smaller than themselves, especially humanoids. Some hunt in nearby farmlands before returning to their own lairs. Some are worshipped as gods by lizardfolk or other swamp creatures, though a peluda's short temper means it may eat its devotees if affronted.

A typical peluda is 15 feet long and weighs 300 pounds.

Illustration by Alexandur Alexandrov

PHANTOM ARMOR

This suit of armor moves with a warrior's deadly skill despite obviously being empty.

GUARDIAN PHANTOM ARMOR CR 2



XP 600

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)

hp 13 (3d8)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +5 (1d8+2/19-20) or

2 slams +4 (1d4+2)

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** 7, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Perception +6, Stealth +7

Languages Common (can't speak)

SQ freeze (suit of armor)

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

Created from blood-spattered armor infused with the souls of betrayed knights or fallen soldiers, phantom armors appear as suits of damaged but animate armor that move with deadly purpose and lethal precision.

GIANT PHANTOM ARMOR CR 4



XP 1,200

NE Large undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, -1 size)

hp 37 (5d8+15)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee heavy flail +7 (2d8+7/19-20)

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

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** 7, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +9; **CMD** 19

Feats Improved Initiative, Power Attack, Toughness

Skills Perception +8, Stealth +4

Languages Common (can't speak)

SQ freeze (suit of armor)

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

Arising from the armored remains of towering humanoids, these suits are particularly fearsome, though slower than guardian phantom armors.

CREATING PHANTOM ARMORS

Phantom armors are created using the spell *create undead*. Creating a phantom armor requires a corpse wearing a suit of heavy armor. The corpse is destroyed in the phantom armor's creation. A magic-user must be at least caster level 12th to create a guardian phantom armor and at least caster level 15th to create a giant phantom armor.



Illustration by Dave Allsop

PICKLED PUNK

Barely contained in thick glass, this deformed humanoid creature wriggles in its jar.

PICKLED PUNK

CR 1



XP 400

NE Tiny undead

Init +1; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

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

hp 11 (2d8+2)

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

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

OFFENSE

Speed 15 ft.

Melee bite +4 (1d3+4 plus attach)

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

Special Attacks attach, death throes, irritant

STATISTICS

Str 3, **Dex** 13, **Con** —, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Bluff +2 (+10 when playing dead), Stealth +13; **Racial**

Modifiers +8 Bluff when playing dead

Languages Common

SQ opportune

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a pickled punk hits with a bite attack, it automatically grapples its

foe, though the target is not considered to be grappling the punk. Each round the pickled punk is grappling its foe, it automatically deals bite damage each round.

Death Throes (Ex) When a pickled punk is destroyed, it disincorporates into a fleshy sludge. Any creatures adjacent to a pickled punk when it is destroyed must succeed at a DC 12 Fortitude save or be nauseated for 1 round.

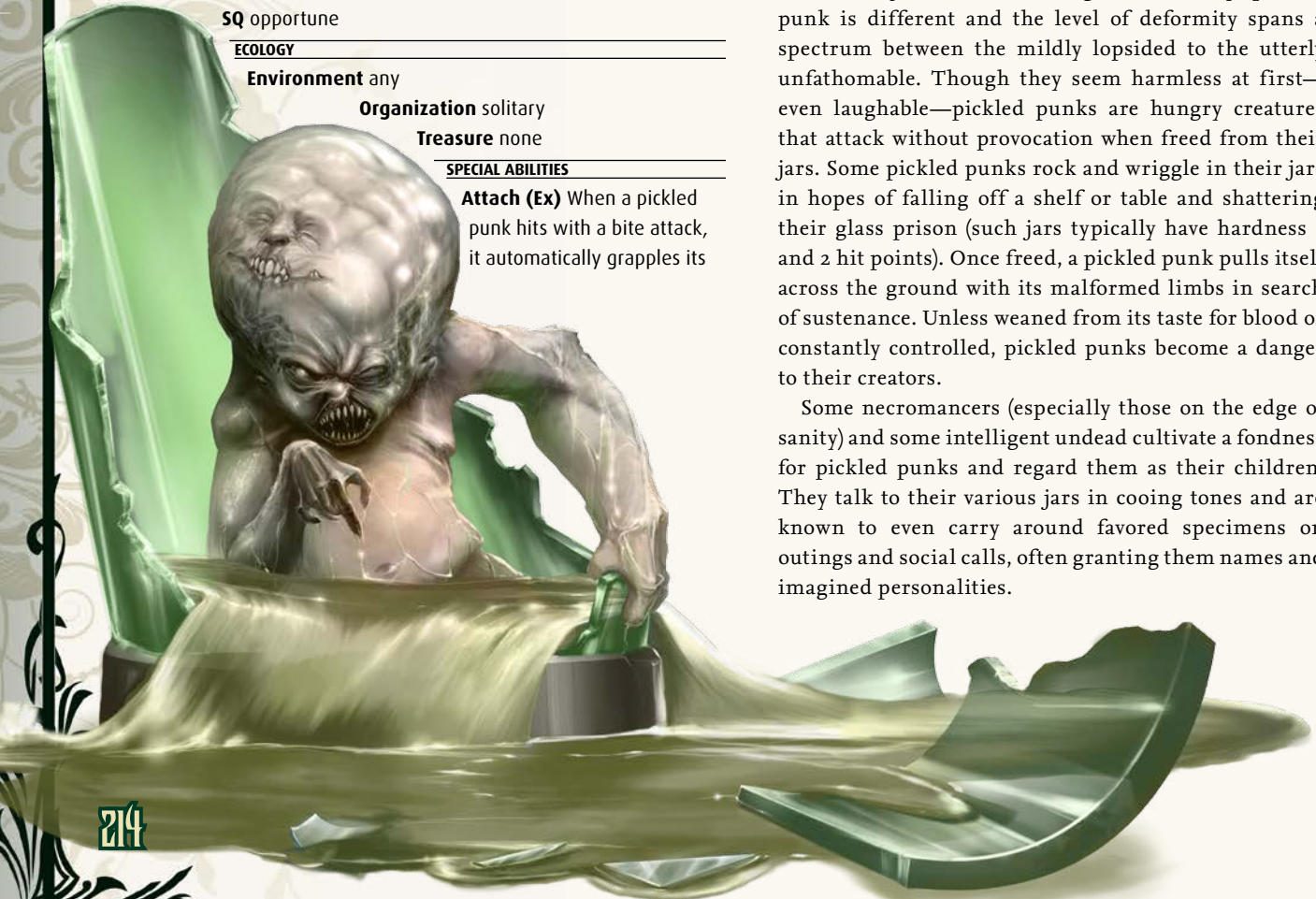
Irritant (Ex) The water in a pickled punk's jar is highly irritating to all living creatures. A creature damaged by a pickled punk's bite that deals damage to pickled punk with a natural weapon or unarmed attack, or that otherwise comes into contact with a pickled punk or the water in its jar, must succeed at a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 24 hours (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Charisma-based.

Opportune (Ex) Though Tiny, a pickled punk can extend its deformed limbs to make attacks of opportunity as if it had a reach of 5 feet. This ability doesn't allow a pickled punk to attack adjacent creatures as if it truly had a reach of 5 feet.

Grotesque curiosities, pickled punks are deformed, often-humanoid fetuses raised by necromancers and stored in jars of embalming fluid. Every pickled punk is different and the level of deformity spans a spectrum between the mildly lopsided to the utterly unfathomable. Though they seem harmless at first—even laughable—pickled punks are hungry creatures that attack without provocation when freed from their jars. Some pickled punks rock and wriggle in their jars in hopes of falling off a shelf or table and shattering their glass prison (such jars typically have hardness 1 and 2 hit points). Once freed, a pickled punk pulls itself across the ground with its malformed limbs in search of sustenance. Unless weaned from its taste for blood or constantly controlled, pickled punks become a danger to their creators.

Some necromancers (especially those on the edge of sanity) and some intelligent undead cultivate a fondness for pickled punks and regard them as their children. They talk to their various jars in cooing tones and are known to even carry around favored specimens on outings and social calls, often granting them names and imagined personalities.

Illustration by Joshua Meehan



PIPEFOX

This furry, minute serpent has a foxlike head and tiny eyes that glitter with intelligence.

PIPEFOX

CR 2



XP 600

N Diminutive magical beast

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

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 Dex, +4 size)

hp 13 (3d10-3)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +10 (1d2-5)

Space 1 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 3rd; concentration +5)

Constant—*comprehend languages*

3/day—*augury*, *vanish*^{APG}

1/day—*detect thoughts* (DC 14), *divination*, *greater invisibility* (self only)

STATISTICS

Str 1, **Dex** 16, **Con** 9, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 8

Feats Improved Initiative, Weapon Finesse

Skills Climb +7, Knowledge (arcana) +5, Knowledge (religion) +5, Perception +5, Sense Motive +2, Stealth +19

Languages Common, Draconic; *comprehend languages*

SQ compression

ECOLOGY

Environment any

Organization solitary

Treasure standard

A pipefox is a foot-long, furry, magical snake with the head of a fox. Often found either climbing in trees or snaking around pipes, these curious and stealthy creatures prefer to skulk about to observe and learn. Neither malicious nor particularly beneficial, pipefoxes love to gather knowledge and sometimes disseminate what they've acquired to those they find worthy.

Desirous of knowledge, no matter how obscure, these creatures only see other like-minded creatures worthy of their interaction. Though they might become curious about a tribe of barbarians, take sudden interest in learning the cant of a local group of thieves, or even study the method of distribution for the local brewery, they watch such things from a distance, never interacting with such "lesser minds." But if a pipefox finds a creature that loves knowledge as much as it does, it becomes intrigued, and after spending a period of time observing such a creature, will eventually muster up the courage to make the relationship more personal. Many pipefoxes are especially intrigued by spellcasters, and sometimes they offer to serve them as either familiars or confidants.

Pipefoxes are secretive by nature, and even when they make themselves known, they can be shy and evasive, both physically and intellectually. They often see knowledge as a type of spiritual currency, and are hesitant to give their knowledge away unless they gain something in return.

Some believe pipefoxes are the spirits of legendary scribes and lore masters given new form. Others believe the creatures are related to kami, and serve to preserve the world's knowledge.

A spellcaster of at least 7th level who has the Improved Familiar feat may select the pipefox as a familiar, but only after the pipefox has agreed to pledge its services to the spellcaster.



Illustration by Brynn Meheney

POOKA

This creature combines the features of a sprightly girl and a black rabbit. A wicked, whimsical grin gleams on her face.

POOKA

CR 2



XP 600

CN Tiny fey

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 18 (4d6+4); fast healing 2

Fort +2, **Ref** +7, **Will** +5

DR 5/cold iron or silver; **SR** 13

OFFENSE

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

Melee dagger +7 (1d2/19–20)

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

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +7)

At will—*detect magic*, *invisibility* (self only)

3/day—*minor image* (DC 13), *sleep* (DC 12)

1/day—*suggestion* (DC 13)

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Bluff +8, Diplomacy +8, Fly +18,

Perception +8, Sense Motive +6, Stealth +18,

Use Magic Device +6

Languages Common, Sylvan; telepathy (by touch only)

SQ change shape (2 of the following forms: cat, goat, rabbit [use stats for raccoon], or raven; *polymorph*)

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Poison (Su) As a standard action, a pooka can blow across her palm and create a 5-foot-diameter cloud of intoxicating dust. The pooka decides when she uses this ability whether the dust acts as an inhaled poison or a mild intoxicant (equivalent to 1–2 glasses of beer).

Pooka Dust (Su): Inhaled; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Wis and 1d2 Cha (or intoxication); cure 2 consecutive saves.

Capricious in nature, pookas are always in search of fun, though they don't often care

who they inconvenience with their antics—they're just in it for the whimsy. Always chaotic in nature, some pookas are cruel, some are good-natured, and others are slightly unhinged. There's no way to tell which kind one is just by looking at it; only by interacting with a pooka does its nature become clear.

However, having a conversation with a pooka isn't easy. Though they're intelligent, pookas speak in choppy, simple sentences filled with obscure metaphors and nonsensical references. Most creatures who converse with a pooka usually misunderstand it the first time and have to ask the creature to repeat itself. Even their telepathy is filled with strange images and references, such as representing the word "elf" with the face of an elf it knew long ago, colloquialisms that only make sense to native speakers of Sylvan, and so on.

Pookas thrive when in the company of others, and they frequently find companionship in a particular individual whether the camaraderie is wanted or not. Pookas prefer creatures of chaotic alignments, don't trust those with lawful alignments, and find most people with neutral alignments boring.

Pookas pull pranks to get to know a person and stay near them to observe the results, invisibly perched on a shoulder or clinging to an article of clothing. As they usually communicate with their unlucky target (whom they call "friend") using telepathy, the person's erratic reactions to the unseen pooka's pranks and mental "voice" can make the target appear insane. The pooka doesn't mind a little rough retaliation, but flees any attempts to kill it.

Some pookas can be helpful, and farmers often leave a portion of their harvest behind as a tribute for any resident pookas. A pooka who is satisfied with such a gift may leave that farmer alone for an entire year, while a pooka who feels slighted by the offering may relentlessly mock the farmer and cause minor accidents on the farm.

A pooka measures 1 to 2 feet from eartips to tail and weighs up to 15 pounds.

A non-lawful spellcaster of at least 7th level who takes the Improved Familiar feat can select a pooka as a familiar.

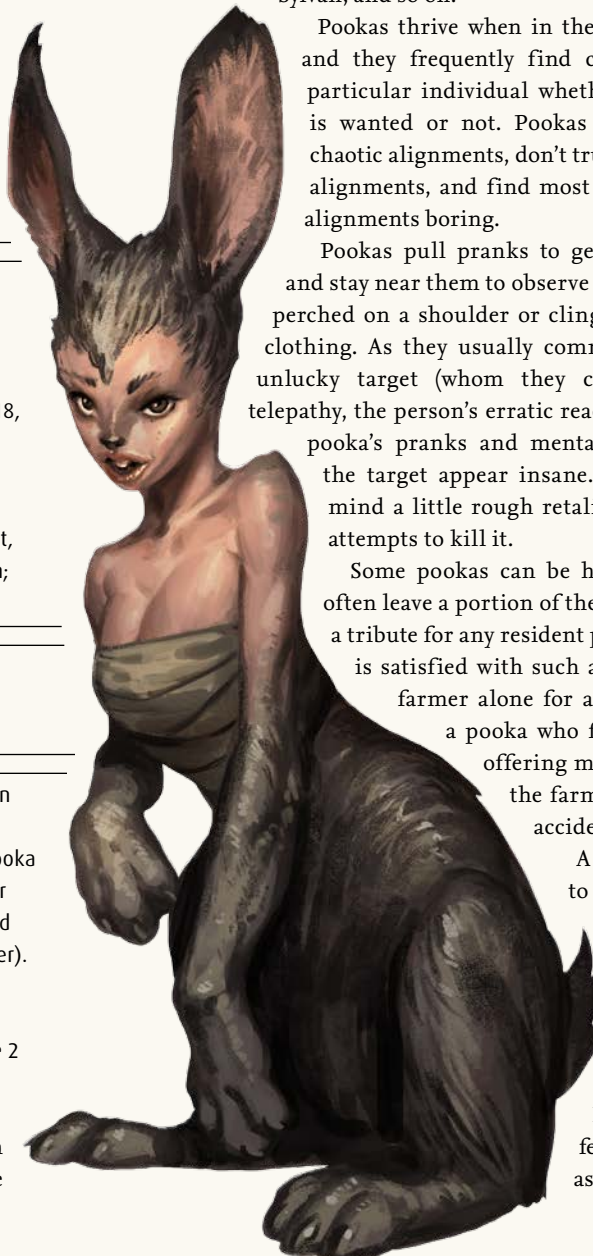


Illustration by Alexandur Alexandrov

PSYCHOPOMP

All life has its beginning and its end. From the moment of birth, everything that shrieks and struggles upon the Material Plane crawls toward a singular finale, that fatal climax that grants passage into the unimaginable infinities of the afterlife. As the spirits of the deceased flow from the confusion of mortality to their ultimate fates, they are each judged by the gods of death, who assure that all who die reach their prescribed afterlife. Yet with all the worlds of the Material Plane, the countless faces and exceptions of mortality, and all those who would turn fate and finality to their own devices, death as a system and institution requires more agents than a single deity or pantheon to uphold. These agents are the psychopomps—denizens of Purgatory and the dispassionate stewards, chroniclers, and guides of all that die.

Psychopomps preside over the flow of life. Their primary concerns focus upon souls in the vulnerable transition between death and their final destinations upon the planes. Psychopomps carry out their duties with the dispassion of veterans and cynics. In terms of service measuring in ages, psychopomps meet countless souls from innumerable worlds, and soon nearly every story, fate, plea, and exception becomes all too familiar. They care little for the histories or personalities of the souls that pass them by, concerned only for the efficient and unvaried processing of each spirit to its final unremarkable eternity. Damnation and paradise are the same to them, as are heroes and villains, and no psychopomp cares one jot for great deeds left undone, other fates hanging in the balance, or bribes worth even a world's ransom. But while drudgery is the lot of many psychopomps—interrupted only by the diversions they sometimes create for themselves—their system is not without flaws. There are creatures who would seek to deny the natural order of death—fiends that prey upon souls, spirits lost in their migration, and undead abominations. To counter such abnormalities and preserve the flow of souls as the multiverse requires, numerous specialized psychopomps exist to protect the dead and counter any who would seek to pervert the state of death to their own ends.

Noteworthy among psychopomps are their masks. Many who have dealings with the living wear some manner of grim face covering or funerary mask. While these masks are not part of a psychopomp's body and grant them no special abilities, the legends of numerous cultures suggest that for a living creature to see a psychopomp's unmasked countenance invites a premature death. Those psychopomps who deal predominately with the dead typically eschew such marks of station except as a formality.

PSYCHOPOMP USHERS

Beings ancient and dispassionate rise above the psychopomp droves, emissaries of death who have presided over the dooms of whole nations, races, and worlds. These eldest and most efficient servants of death hold great respect for the gods of death, but are not necessarily their minions, striving to fulfill their own visions of death's ultimate purpose and process over all other objectives.

Atropos the Last Sister
Barzakh the Passage
Ceyanan the Shepherd
Dammar the Denied
Imot the Symbol of Doom
Mother Vulture
Mrtyu, Death's Consort
Narakaas the Cleansing Sentence
The Pale Horse
Phlegyas, Consoler of Atheists
Saloc, Minder of Immortals
Teshallas the Primordial Poison
Vale the Court of Ancestors

As psychopomps help convey souls to all of the Outer Planes, and thus provide petitioners equally to each of those realms, they enjoy a special status among many planar races as respected neutrals. As such, most other planar races grant them a wide berth, with even archons and demons going out of their ways to avoid interfering with death's emissaries. Soul-hungry daemons and reality-violating qliphoth are among the only races that actively oppose psychopomps. Consequently, the deadlier classes of psychopomps watch for and hunt disruptive members of these races, seeking to expunge the paths between the planes of any that would impede the certain cycle of death.

The death gods create the weakest psychopomps out of mortal souls, usually those who served Purgatory in life or worshiped deities of judgment. The gods may transform psychopomps which perform exemplary service into greater members of their kind, though rarely an exceptional hero or champion of Purgatory may become a superior psychopomp when she dies. There is little competitiveness or jealousy among the ranks of these creatures, as their primary motivation is fulfillment of their eternal duties, and there is little point in coveting another's rewards and responsibilities.

The following are the most common types of psychopomps. Other varieties exist, tasked with more obscure duties for the gods of death, or responsible for alien worlds where the native creatures have radically different life cycles and outlooks compared to humanoids.

PSYCHOPOMP, CATRINA

With lengthy curling hair, a dancer's dress, and a bouquet of flowers, this woman remains beautiful, despite having no flesh.

CATRINA

CR 5

XP 1,600

N Medium outsider (extraplanar, psychopomp)

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

Perception +11

Aura calm emotions (30 ft., DC 17)

DEFENSE

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

hp 51 (6d10+18)

Fort +5, **Ref** +8, **Will** +9

DR 5/adamantine; **Immune** death effects, disease, poison;

Resist cold 10, electricity 10; **SR** 16

OFFENSE

Speed 30 ft.

Melee 2 slams +6 (1d8)

Special Attacks compel condemned, kiss of death

Spell-Like Abilities (CL 6th; concentration +10)

At will—*dancing lights*, *death watch*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *speak with dead*
3/day—*major image* (DC 20)

STATISTICS

Str 10, **Dex** 17, **Con** 16, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +6; **CMD** 19

Feats Combat Expertise, Improved Initiative, Iron Will

Skills Diplomacy +13, Heal +8, Knowledge (planes) +10,

Knowledge (religion) +10, Perception +11, Stealth +12,

Use Magic Device +10

Languages Abyssal, Celestial, Common, Infernal; *tongues*,

telepathy 100 ft.

SQ spirit touch

ECOLOGY

Environment any (Purgatory)

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

Treasure standard

SPECIAL ABILITIES

Calm Emotions Aura (Su) A catrina's aura acts like a *calm emotions* spell with a radius of 30 feet. A creature that succeeds at its save is immune to that catrina's aura for 24 hours. The save DC is Charisma-based.

Compel Condemned (Su) As a standard action, a catrina can force one humanoid within 30 feet to make a DC 17 Will save or be affected as per the spell *dominate person*. This ability functions exactly as that spell, but the catrina can only command an affected creature to approach and kiss her. This action is not considered to be

against the target's nature or self-destructive. Any damage taken by the target (other than damage the catrina deals) immediately ends this effect.

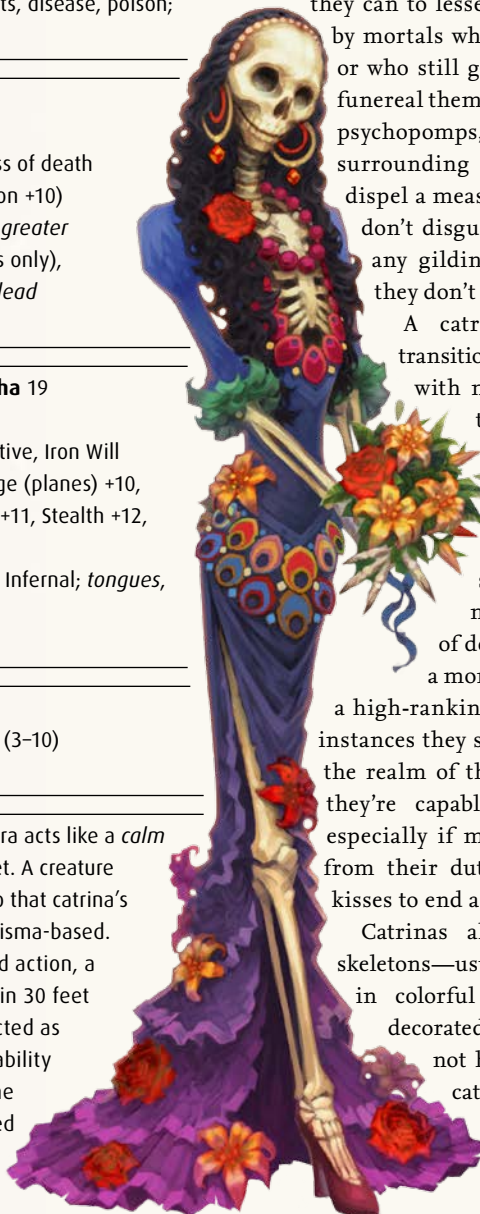
Kiss of Death (Su) A catrina can kill a grappled, helpless, or willing target with a long, passionate kiss. The target must succeed at a DC 17 Fortitude save or take 5d6 points of damage. Any creature damaged by the same catrina's kiss for three consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old age category take a –2 penalty on saving throws to resist this ability, while those in the venerable age category take a –4 penalty. This is a death effect. The save DCs are Charisma-based.

Catrinan welcome the dead into the afterlife, doing what they can to lessen the shock and terror experienced by mortals who haven't accepted their own deaths or who still grieve for themselves. Eschewing the funereal themes and colors preferred by most other psychopomps, catrinan dress in festive shades, surrounding themselves with light and color to dispel a measure of death's gloom. However, they don't disguise their skeletal bodies, for despite any gilding they might put on the moment, they don't seek to disguise the finality of death.

A catrina's motivation for easing the transition from life to death has more to do with making the soul's progression calm than compassion for the soul—after all, screaming and outrage disrupts the processing of the dead.

Catrinan rarely ever visit the Material Plane, but when they do so it's typically at the command of a more powerful psychopomp or deity of death who seeks to ease the passing of a mortal of singular importance—such as a high-ranking priest of a death goddess. In such instances they serve as companions and ushers into the realm of the dead, not executioners. However, they're capable of serving in both capacities, especially if misguided mortals try to keep them from their duty, using their deadly but painless kisses to end a life in an instant.

Catrinan always appear as festively dressed skeletons—usually in women's garb but sometimes in colorful men's formal wear, and usually decorated with or carrying flowers. They do not have true genders, but an individual catrina may have a more masculine or feminine voice and personality. They typically stand between 5 and 6 feet tall and weigh about 20 to 30 pounds.



PSYCHOPOMP, CATRINA-PSYCHOPOMP, MORRIGNA

PSYCHOPOMP, MORRIGNA

This beautiful woman wears a mask and is completely wrapped in spider silk. Magical fetishes adorn her clothing and staff.

MORRIGNA

CR 13



XP 25,600

N Medium outsider (extraplanar, psychopomp)

Init +8; **Senses** darkvision 60 ft., low-light vision, spsritsense; Perception +28

DEFENSE

AC 28, touch 13, flat-footed 25 (+8 armor, +3 Dex, +5 natural, +2 shield)

hp 171 (18d10+72); regeneration 5 (acid or fire)

Fort +10, **Ref** +15, **Will** +16

DR 10/adamantine; **Immune** death effects, disease, poison;

Resist cold 10, electricity 10; **SR** 24

OFFENSE

Speed 40 ft. (30 ft. in armor), climb 15 ft.

Melee 2 slams +24 (2d6+6), 2 wrappings +19 (1d6+3 plus grab)

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

Special Attacks wrappings

Spell-Like Abilities (CL 12th; concentration +15)

At will—*detect undead*, *stone tell*

5/day—*speak with dead*

3/day—*summon* (level 7, 1d4 giant tarantulas [*Pathfinder RPG Bestiary* 2 256] 75% or 1d4 spider swarms 100%)

Inquisitor Spells Known (CL 12th; concentration +15)

4th (3)—*cure critical wounds*, *divination*, *freedom of movement*, *spell immunity*

3rd (5)—*blood biography*^{APG} (DC 16), *dimensional anchor*, *dispel magic*, *halt undead* (DC 16)

2nd (6)—*confess*^{APG} (DC 15), *detect thoughts* (DC 15), *hold person* (DC 15), *invisibility*, *see invisibility*

1st (6)—*bane* (DC 14), *command* (DC 14), *comprehend*

languages, *expeditious retreat*, *sanctuary* (DC 14), *wrath*^{APG}

0—*bleed* (DC 13), *detect magic*, *disrupt undead*, *read magic*, *sift*^{APG}, *stabilize*

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +24 (+28 grapple); **CMD** 38

Feats Alertness, Combat Expertise, Combat Reflexes, Deflect Arrows^B, Eschew Materials^B, Following Step^{APG}, Improved Initiative, Iron Will, Persuasive, Step Up, Step Up and Strike^{APG}

Skills Bluff +15, Climb +11, Diplomacy +25, Disguise +15, Intimidate +17, Knowledge (planes) +13, Perception +28, Sense Motive +25, Sleight of Hand +10, Stealth +22, Survival +15, Swim +6

Languages Abyssal, Celestial, Infernal; *speak with animals* (including vermin), *tongues*

SQ change shape (any animal or humanoid), spirit touch

ECOLOGY

Environment any (Purgatory)

Organization solitary or group (3–15)

Treasure standard (+2 glamerred breastplate, other treasure)

SPECIAL ABILITIES

Spells A morrigna casts spells as a 12th-level inquisitor.

Spider Sight (Su) A morrigna can see through the eyes of a spider swarm she summons as though it were the sensor of an *arcane* eye spell. She does not have to concentrate to use this ability.

Wrappings (Su) A morrigna's web wrappings grant her a +2 shield bonus to AC and can make secondary natural attacks.

Morrignas are Purgatory's investigators, bounty hunters, and assassins, tracking down those who flout the natural cycle of death and judgment. They stand 7 to 8 feet tall and weigh 200 to 250 pounds.

Many morrignas prefer to assume the appearances of those who have died. They ensure the smooth operation of death's bureaucratic machine by eliminating complications, dedicating their existence to wiping out any forces that circumvent or corrupt the natural cycle of death and judgment.



Illustration by Chris Seaman

PSYCHOPOMP, NOSOI

This strange black bird wears a leather long-nosed mask like a plague doctor.

NOSOI

CR 2



XP 600

N Tiny outsider (extraplanar, psychopomp)

Init +3; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 19 (3d10+3)

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

DR 2/adamantine; **Immune** death effects, disease, poison;

Resist cold 10, electricity 10

OFFENSE

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

Melee bite +8 (1d3-1)

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

Special Attacks haunting melody

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*invisibility* (self only)

3/day—*speak with dead* (6 questions, CL 12th)

1/day—*hide from undead* (DC 14), *sound burst* (DC 15)

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 13

Feats Alertness, Weapon Finesse

Skills Fly +17, Knowledge (history) +6, Knowledge (planes) +6,

Perception +9, Profession (scribe) +7, Sense Motive +3,

Stealth +17

Languages Abyssal, Celestial, Infernal

SQ change shape (raven or songbird [same statistics], *beast shape II*), spirit touch

ECOLOGY

Environment any (Purgatory)

Organization solitary, pair, or group (3-15)

Treasure standard

SPECIAL ABILITIES

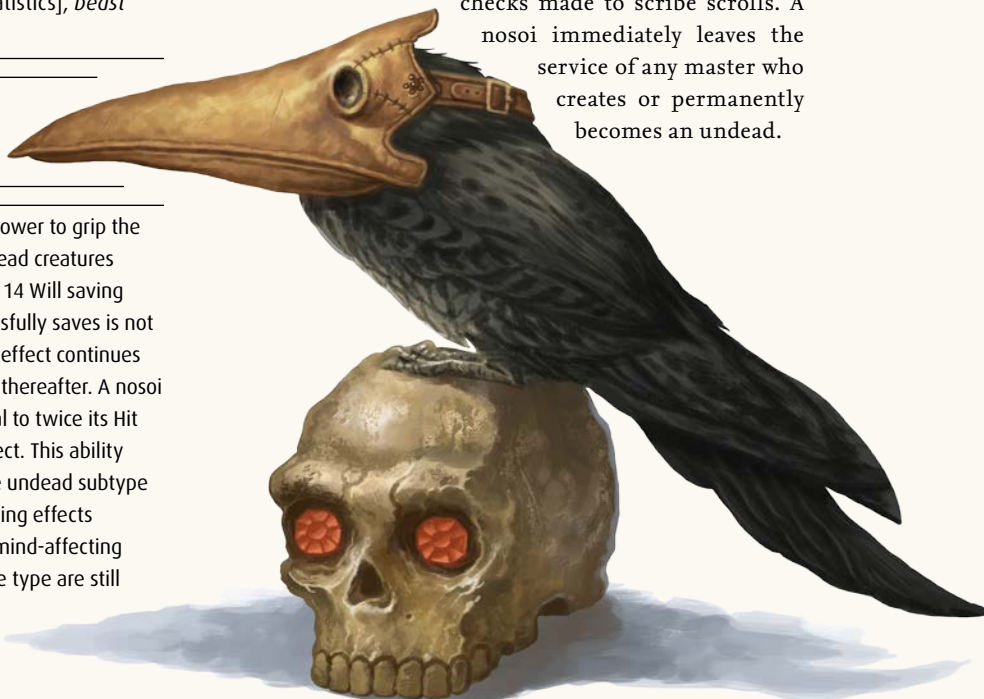
Haunting Melody (Su) A nosoi's song has the power to grip the spirits of those that hear it. All living and undead creatures within a 60-foot spread must succeed at a DC 14 Will saving throw or be fascinated. A creature that successfully saves is not subject to that nosoi's song for 24 hours. This effect continues for as long as the nosoi sings and for 1 round thereafter. A nosoi can sing for a number of rounds per day equal to twice its Hit Dice. This is a sonic mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune). The save DC is Charisma-based.

Nosois eagerly fill the roles of clerks, scribes, and messengers in Purgatory's bureaucracy. They record the circumstances of each mortal's death, any judgments for and against its soul, and its final destination among the Outer Planes. A nosoi looks like a songbird—usually a crow, sparrow, or whippoorwill—though it wears a funerary mask that accentuates its beak. Many nosois craft decorative artificial tails from grave goods and other decorations that trail behind them as they fly. A nosoi typically measures about 1 foot in length but is deceptively heavy, weighing between 10 and 15 pounds. It can use drawing and writing tools suitable for Small or Medium creatures without penalty.

Nosois serve within the libraries and scriptoriums of Purgatory, tirelessly scribbling away without rest. Being social creatures, they frequently chatter or sing with one another. A nosoi considers eating a rare treat, and sometimes shares the information it knows if given a suitable tasty bribe.

A nosoi's primary duties are to record happenings within Purgatory, conduct souls to and from their appointed destinations, and carry messages from Purgatory to agents in other planes. Most outsiders respect the couriers' neutrality and allow them safe passage. Many also serve as assistants to more powerful psychopomps or even to mortals with particularly morbid concerns or important fates. Nosois take pride in knowing that their trivial tasks aid in keeping one of the multiverse's most important systems functioning with general reliability.

A true neutral spellcaster can gain a nosoi as a familiar at 7th level by taking the Improved Familiar feat. A nosoi familiar grants its master a +2 bonus on skill checks made to scribe scrolls. A nosoi immediately leaves the service of any master who creates or permanently becomes an undead.



PSYCHOPOMP, NOSOI-PSYCHOPOMP, VANTH

PSYCHOPOMP, VANTH

This humanoid skeleton has black raven wings, a long tail, and a polished vulture-like mask where its face should be.

VANTH

CR 7



XP 3,200

N Medium outsider (extraplanar, psychopomp)

Init +3; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +16

Aura fear (30 ft., DC 17)

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 76 (9d10+27)

Fort +11, **Ref** +6, **Will** +10

DR 10/adamantine;

Immune death effects, disease, poison;

Resist cold 10, electricity 10; **SR** 18

OFFENSE

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

Melee +1 adamantite scythe

+14/+9 (2d4+7/×4) or

2 claws +13 (1d6+4)

Spell-Like Abilities (CL 10th;

concentration +13)

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

3/day—*bestow curse* (DC 17), *locate creature*, *searing light*

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 13, **Wis** 19, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 26

Feats Cleave, Great Fortitude, Hover, Power Attack, Vital Strike

Skills Acrobatics +9, Fly +11, Intimidate +11, Knowledge (history) +9, Knowledge (planes) +13, Knowledge (religion) +13, Perception +16, Sense Motive +16, Stealth +15

Languages Abyssal, Celestial, Infernal

SQ reaper's scythe, spirit touch

ECOLOGY

Environment any (Purgatory)

Organization solitary, pair, or flock (2–12)

Treasure double (adamantine scythe)

SPECIAL ABILITIES

Fear Aura (Su) A creature of fewer than 10 Hit Dice that fails its save (DC 17) against the vanth's fear aura is shaken for as long as it remains within the aura. A creature that succeeds at its save is immune to that vanth's aura for 24 hours. The save DC is Charisma-based.

Reaper's Scythe (Su) Every vanth carries a distinctive adamantite scythe as both a weapon and a symbol of its duty. When the vanth wields its own scythe, the weapon gains a +1 enhancement bonus on attack rolls and damage rolls. As a free action, the vanth can summon its weapon from a personal demiplane or any other location and have it appear in its hands instantly. It can also dismiss its scythe back to its personal demiplane as a free action. If a vanth's scythe is destroyed, it can summon a new one in 24 hours.

Stern, silent, and cloaked in ragged black wings, vanth psychopomps serve as stoic guardians of Purgatory and watchers along the routes of the dead. A vanth looks like a black skeleton with ravenlike wings and a mask resembling a vulture's skull.

Also known as reapers, angels of death, or amzranei, vanths protect the departed from those wishing to eat or steal their mortal souls, recapture escaped souls trying to flee their assigned fates, and are death's foot soldiers against whatever would disrupt the natural cycle of mortality. They may also guard the dead and death's assets, such as forgotten cemeteries, unattended mausoleums, and sacred groves.

A vanth weighs 400 pounds and stands 8 feet tall, though its slumped posture means it can look most adult humanoids in the eye. Vanths are ancient creatures, perhaps predating the current gods of death, and are rumored to be ascended souls of a distant world of death-worshipping soldiers. They rarely speak or show emotion and their hollow voices carry unnaturally far. A vanth's scythe is a badge of its station, reflecting its role as a harvester of souls. It features symbols in a language that was already lost when the death gods claimed Purgatory.

Most outsiders scorn vanths, as the psychopomps have no concern for law, rightfulness, or personal gain—only duty. Vanths view any outsider visiting Purgatory as a potential threat, and stalk angels and demons alike.






Illustration by Dave Allsop





PSYCHOPOMP, YAMARAJ

The head of this winged, dragonlike beast is crowned with long spines. Sooty feathers cover its body.

YAMARAJ	CR 20	  
XP 307,200		
N Huge outsider (extraplanar, psychopomp)		
Init +16; Senses darkvision 60 ft., <i>detect thoughts</i> , low-light vision, <i>spiritsense</i> , <i>true seeing</i> ; Perception +37		
Aura fear (30 ft., DC 32)		
DEFENSE		
AC 40, touch 21, flat-footed 27 (+4 armor, +12 Dex, +1 dodge, +15 natural, -2 size)		
hp 337 (25d10+200); fast healing 10		
Fort +22, Ref +20, Will +25		
Defensive Abilities lightning drinker; DR 15/adamantine;		
Immune cold, electricity, death effects, disease, poison;		
SR 31		
OFFENSE		
Speed 40 ft., fly 60 ft. (good), swim 40 ft.		
Melee bite +32 (2d6+9/19-20 plus grab and poison), 2 claws +32 (2d6+9), tail slap +30 (2d6+4), 2 wings +30 (1d8+4)		
Space 15 ft.; Reach 15 ft.		
Special Attacks breath weapon (60-ft. cone, 20d6 cold, Reflex DC 30 half, usable every 1d4 rounds; or beetles), poison		
Spell-Like Abilities (CL 20th; concentration +30)		
Constant— <i>detect thoughts</i> (DC 22), <i>mage armor</i> , <i>true seeing</i>		
At will— <i>greater dispel magic</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>reincarnate</i> , <i>rest eternal</i> ^{APG} , <i>scrying</i> , <i>share language</i> ^{APG} , <i>telekinesis</i> (DC 25), <i>tongues</i>		
3/day— <i>circle of death</i> (DC 26), <i>forcecage</i> (DC 27), <i>miracle</i> (DC 29) (see final judgment), quickened <i>lightning bolt</i> (DC 23), <i>undead to death</i> (DC 26)		
1/day— <i>soul bind</i> , <i>summon</i> (level 9, any one CR 19 or lower psychopomp 100%), <i>wail of the banshee</i> (DC 29)		
STATISTICS		
Str 28, Dex 35, Con 27, Int 24, Wis 28, Cha 31		
Base Atk +25; CMB +36 (+38 bull rush, +40 grapple); CMD 59 (61 vs. bull rush, 63 vs. trip)		
Feats Combat Reflexes, Dodge, Hover, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Mobility, Multiattack, Power Attack, Quicken Spell-Like Ability (<i>lightning bolt</i>), Spell Penetration, Wind Stance		
Skills Acrobatics +37 (+41 when jumping), Bluff +38, Diplomacy +35, Fly +40, Intimidate +35, Knowledge (arcana) +32, Knowledge (planes) +35, Knowledge (religion) +32, Perception +37, Sense Motive +37, Spellcraft +32, Stealth +32, Swim +42; Racial Modifiers +4 Acrobatics when jumping		
Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal		
SQ final judgment, spirit touch		
ECOLOGY		
Environment any (Purgatory)		

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) In addition to its cold breath weapon, a yamaraj can breath a 60-foot cone of beetles and other insectile scavengers. Creatures in the breath weapon's area take 16d6 points of slashing damage and are nauseated for 1d4 rounds (Reflex 30 halves damage and negates nausea). The scavengers persist as a swarm around the affected creature that is closest to the breath weapon's point of origin; this swarm has the same statistics as an army ant swarm, but its distraction DC is the same as the yamaraj's breath weapon DC. The save DC is Constitution-based.

Final Judgment (Su) A yamaraj can only use its *miracle* spell-like ability to restore a slain outsider to life or to reproduce the following spell effects: *banishment*, *dimensional anchor*, *greater restoration*, *plane shift*, *true resurrection*.

Lightning Drinker (Su) A yamaraj absorbs electricity to strengthen itself. If struck by an electrical attack, it heals 1 hit point per 3 points of electricity damage the attack would otherwise deal. If the amount of healing would cause the yamaraj to exceed its full normal hit points, it gains any excess as temporary hit points (up to a maximum of 100), which last up to 1 hour.

Poison (Ex) Bite—injury; *save* **Fort** DC 30; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex drain; *cure* 3 consecutive saves.

Equal parts regal and horrifying to mortal sensibilities, yamarajes preside as judges of death and dispensers of ultimate justice. Superstitions of the living call them by many names—the final judges, the grave magistrates, the dragons who eat men's souls—but all agree that these nobles of death wither even the stoutest hearts. The grave magistrates glide with authority throughout Purgatory, commanding flocks of lesser psychopomps, tolerating the ministrations of devils and angels bickering for souls of note, and ordering the endless procession of petitioners. Many also serve as diplomats or military commanders to maintain Purgatory's neutrality, but any such role is secondary to maintaining the flow of souls and the balance of the multiverse. Though in theory each yamaraj answers to the gods of death, in practice each is unquestioned within its own courtroom.

Yamarajes vaguely resemble black dragons, though they are easily distinguished once one realizes the gigantic creatures are cloaked in feathers rather than scales. Each yamaraj measures at least 30 feet in length and weighs 4 tons. Despite their massive size and largely sedentary duties, yamarajes show astounding grace when they move.

Impossibly old, yamarajes are outsiders forged from lesser psychopomps or the souls of legendary mortals. As with other outsiders, they need not eat, drink, or sleep



to survive, and the grave magistrates normally remain perched upon Purgatory's ruins for months at a time, overseeing the smooth organization of their realm. Hard work wears at their immortal drive, and like living lords, they eagerly indulge in exquisite banquets during their infrequent personal time. These bacchanals make for strange bedfellows among outsiders, as solars and pit fiends may hobnob alongside one another, vying for the attention of a yamaraj to help organize the release of judged souls and attempting to win future favors.

When called into physical action, all yamarajes can breathe raw decay in the form of clouds of carrion-eating insects, and their venom saps the youth and vitality from living creatures.

Yamarajes serve as lower judges and lords of Purgatory, directing the activities of other outsiders there, presiding over the dead, pre-sorting souls destined for ultimate judgment by the death gods, and seeing to the efficiency and safety of the plane's infinite inhabitants. As the highest order of psychopomps, they are simultaneously the most dedicated to their role as shepherds of the dead and the most prone to impressing their own opinions on their work in the form of overturning precedents, rambling speeches, and extensive opinions attached to rulings. Such flexibility is necessary when making immortal decisions based on the ever-changing actions of the living, but frustrates more absolute outsiders to no end.

Unsurprisingly, yamarajes tend to vary greatly from one individual to the next. Most develop deep interests in various worldly subjects that determine the sorts of mortals they ultimately choose to watch over. A given yamaraj might go out of its way to seek out artisans, followers of specific deities, or thieves, depending on its studies or whatever has come to interest it during that eon.

Yamarajes might seek to guard such pet souls, ensuring their safe travels through Purgatory, learning more from the souls as they journey together, and ultimately advocating that the death gods grant a more peaceful judgment. Others act in reverse, finding certain sorts of mortals truly disgusting, tormenting their souls through their procession to the

goddess's throne, and even suggesting that the spirits should face particularly monstrous damnations. How a yamaraj reacts to an individual thus proves unpredictable, depending on its changeable tastes. Such idiosyncrasies vary between individual yamarajes, and might change over the course of centuries.

Just as many yamarajes become fascinated with souls possessing specific experiences or from certain backgrounds, some of the psychopomps go out of their way to judge beings from specific worlds, collecting bits of information and insight with every creature that passes them by. Thus, some become experts on one or multiple worlds, having spent eternities ferreting out the histories and secrets of worlds from firsthand accounts over millennia of inquiries. Many yamarajes welcome the opportunity to share the details of their investigations, though they sometimes see inquiries into their worlds of expertise as opportunities to conscript new allies to aid the psychopomps' cause. Standing at the pinnacle of their race, yamarajes are well informed as to the challenges and goals of many subservient psychopomps, and might only negotiate with mortals who perform a service in aid of their underlings.



Illustration by Jorge Fares



QALLUPILLUK

This hag's lumpy hide, tangled black hair, and ragged garments drip with icy water, though she has a curiously sweet smell.

QALLUPILLUK

CR 7



XP 3,200

LE Medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +13

Aura cloying scent (15 ft.)

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +10, **Will** +8

DR 5/cold iron; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +13 (1d6+5), 2 claws +13 (1d6+5 plus grab)

Ranged javelin +10 (1d6+4)

Special Attacks curse of scales

Spell-Like Abilities (CL 8th;

concentration +10)

At will—*water breathing*

3/day—*charm animal* (DC 13),

charm person (DC 13), *chill metal*

(DC 14), *sleet storm*

1/day—*commune with*

nature, divination

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 13,

Wis 15, **Cha** 14

Base Atk +8; **CMB** +13

(+17 grapple); **CMD** 25

Feats Blind-Fight, Combat

Reflexes, Lightning Reflexes,

Stand Still

Skills Knowledge (nature) +9,

Perception +13,

Stealth +13, Survival +13,

Swim +23

Languages Aklo,

Aquan, Common,

Giant

SQ amphibious

ECOLOGY

Environment

cold oceans

Organization

solitary, family

(2–6 plus 1–4

aquatic monsters)

Treasure standard

SPECIAL ABILITIES

Cloying Scent (Su) Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to take a –2 penalty on saves against mind-affecting effects.

Curse of Scales (Su) If a qallupilluk grapples a Medium or Small humanoid opponent, her target begins transforming into an aquatic monster. Starting on the third consecutive round of grappling, the grappled target must succeed at a DC 18 Fortitude save every round or fully transform into a grindylow (*Pathfinder RPG Bestiary* 2 148), reefclaw (*Bestiary* 2 234), bunyip (*Bestiary* 2 50), merrow (*Bestiary* 2 189), or scrag (*Pathfinder RPG Bestiary* 268). Once fully transformed, the creature is slavishly devoted to the qallupilluk that created it. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain. A qallupilluk can make this transformation permanent by performing a

ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect. The save DC is Constitution-based.

A qallupilluk is a sinister and much-dreaded haglike denizen of cold seas. An ambush predator, she waits near gaps and weak points in the ice and listens for the footsteps of creatures above, sometimes humming or tapping on the ice like a trapped seal in the hope of drawing the curious within range of her alluring scent.

When one grabs a victim, she either drowns her prey, saving the body to eat later, or transforms her prey into a monstrous servant that she treats as her own child—and eventually, as a mate. All qallupilluks are female, but they can reproduce with other aquatic monsters. Their offspring are always qallupilluks.

Qallupilluks may craft hovels or lodges from stone or coral on the seabed. A few craft semipermanent homes in the submerged recesses of icebergs. They often know fragments of ancient and obscure natural secrets.



RAT KING

Squeaks and chittering cries rise from a tangle of diseased rats with their tails knotted together.

RAT KING

CR 5



XP 1,600

N Small magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 13 (+4 Dex, +1 dodge, +2 natural, +1 size)

hp 57 (6d10+24)

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

Defensive Abilities critical hits, flanking, effects that target a specific number of creatures

OFFENSE

Speed 30 ft., climb 15 ft., swim 15 ft.

Melee 5 bites +11 (1d4+1 plus disease)

Special Attacks disease, plaguebringer

STATISTICS

Str 12, **Dex** 19, **Con** 18, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +6; **CMD** 21 (can't be tripped)

Feats Dodge, Skill Focus (Perception), Weapon Finesse

Skills Climb +9, Diplomacy +0 (+4 when influencing rats), Knowledge (local) -2, Perception +11, Stealth +13, Swim +9;

Racial Modifiers +4 Diplomacy when influencing rats

SQ compression, speak with rats

ECOLOGY

Environment any urban or underground

Organization solitary, pack (2-4), or infestation (5-12)

Treasure standard

SPECIAL ABILITIES

Disease (Ex) *Bubonic plague*: Inhaled or bite—injury; *save* Fort DC 19; *onset* 1d3 days; *frequency* 1/day; *effect* 1d4 Str damage, 1 Cha damage, and fatigue; *cure* 2 consecutive saves. The save DC is Constitution-based and includes the +2 from the rat king's plaguebringer ability.

Plaguebringer (Ex) A rat king increases the disease DC of rats (including rat kings, rat swarms, and dire rats) within 100 feet by +2.

Speak with Rats (Ex) A rat king can communicate with normal rats (including rat swarms and dire rats) as if using *speak with animals*. It can use Diplomacy to alter a rat's attitude, and when so doing gains a +4 racial bonus on the check. Any ability that allows a creature to communicate with rats (such as *speak with animals* or a wererat's rat empathy) allows for communication with a rat king.

Often found in city sewers, rat kings squirm through the muck and darkness, spreading disease and searching for food. Composed of no fewer than

half a dozen rats knotted together at the tail, a rat king has one consciousness rather than many, increasing its intellect beyond that of a normal rat, and granting the rat king a cunning that allows it to stalk its prey and use improved tactics against its enemies and rivals.

Known by subterranean creatures for being plague carriers, rat kings are shunned by most creatures other than rats. Some humanoids that live beneath cities (such as morlocks, derros, and mites) use rat kings in their lairs as protectors or as a way to increase the deadliness of the dire rats they use for protection. City-dwellers see rat kings as a bad omen and fear that encountering the terrifying creatures will bring sickness and death to the entire settlement. The mere sighting of a rat king may result in the quarantine of multiple city blocks.

Some students of monster lore believe that a rat king begins as a group of normal rats that nested in too cramped a warren, their tails entwined and hopelessly knotted with filth and eventually growing together, and that this strange bond leads to a cooperative existence and fused mind. Naturalists studying creatures like this postulate that there could be other species of creatures susceptible to this phenomenon. Others argue that an outside influence is the only explanation for the creature's existence, perhaps as a result of derro experimentation or the work of a mad ratfolk or wererat alchemist.

A rat king is approximately 3 feet across and weighs 15 pounds.



Illustration by Dean Spencer

RATLING

This ratlike creature has tiny human hands in place of its front paws, and an unnerving human face with a toothy mouth.

RATLING

CR 2



XP 600

CE Tiny magical beast

Init +2; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +6

DEFENSE

AC 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)

hp 19 (3d10+3)

Fort +4, **Ref** +5, **Will** +1

Defensive Abilities evasion; **Immune** disease, poison

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft., swim 30 ft.

Melee bite +3 (1d3–2 plus bleed 1)

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

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*, *read magic*, *speak with animals* (rodents only), *spider climb*, *tongues*

3/day—*cause fear* (DC 12), *dimension door*, *invisibility* (self only)

1/day—*summon swarm* (rat swarm only)

1/week—*commune* (only when serving as a familiar; 6 questions, CL 12th)

STATISTICS

Str 6, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 12 (16 vs. trip)

Feats Dodge, Mobility

Skills Climb +6, Knowledge (planes) +4, Perception +6, Stealth +16, Swim +6

Languages Aklo; *speak with animals* (rodents only), *tongues*

SQ scroll use

ECOLOGY

Environment any urban

Organization solitary or conclave (2–20 plus 2–12 dire rats and 1–4 rat swarms)

Treasure standard

SPECIAL ABILITIES

Scroll Use (Ex) A ratling can cast spells from any magic scroll as if it had the spell on its spell list.

The ratling is a hideous amalgamation of rat and human: a long-haired rodent with handlike front paws and a face reminiscent of the face of a leering old man. Within the ratling's humanoid mouth are long, yellow incisors more akin to those one might find in the jaws of a rat.

Ratlings are carnivores. While they can subsist on grubs, other rodents, and carrion, they prefer living food and fresh blood, particularly that of humanoid children and elderly folk. They also have a sense for magic, and lurk around temples and universities searching for scraps of knowledge or overlooked books and scrolls to steal.

Ratlings associate with common rats and even mate with them, producing anything from large, aggressive rats (often with vestigial humanlike features or other sickening deformities) to infant ratlings to deformed rats. In a mixed litter, the infant ratling usually kills and eats its siblings, then arranges the dismembered and disemboweled corpses in semi-occult patterns.

Elder ratlings often gain the advanced simple template or levels in cleric, oracle, witch, or wizard (a rare few gain rogue levels, especially if they associate with a thieves' guild or wererats). These elders often become leaders of their own kind, creating cabals organized like the universities they frequently inhabit. If the ratling can gain a familiar, it usually chooses a rat—an association that often brings with it more than mere supernatural companionship. Ratlings can never select another ratling as a familiar.

A chaotic evil spellcaster can gain a ratling as a familiar at 7th level by taking the Improved Familiar feat. A ratling familiar gains *commune* once per week as a spell-like ability, which it can use on its master's behalf. The master usually allows the familiar to drink her blood at least once per week.

A ratling measures just over 2 feet long (although half that length is its long, ratty tail) and weighs 10 pounds.

Illustration by Miroslav Petrov



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ROKUROKUBI

This peasant woman sprouts a grotesquely long neck that coils about like a snake, with razor-sharp teeth filling her gaping maw.

ROKUROKUBI

CR 14



XP 38,400

LE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft.; Perception +21

Aura nightfall (15 ft.)

DEFENSE

AC 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)

hp 195 (17d10+102)

Fort +11, **Ref** +16, **Will** +13

DR 5/cold iron; **Immune** sleep; **SR** 25

OFFENSE

Speed 30 ft.

Melee bite +24 (2d6+4/19–20 plus rokurokubi's curse), 2 claws +23 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (20 ft. with bite)

Special Attacks elongate neck, rokurokubi's curse

Sorcerer Spells Known (CL 12th; concentration +17)

6th (3)—*permanent image* (DC 21)

5th (6)—*feeblemind* (DC 20), *nightmare* (DC 20)

4th (7)—*charm monster* (DC 19), *confusion* (DC 19), *locate creature*

3rd (7)—*dispel magic*, *fly*, *keen edge*, *wind wall*

2nd (7)—*ghoul touch* (DC 17), *invisibility*, *knock*, *touch of idiocy*

1st (8)—*charm person* (DC 16), *disguise self*, *obscuring mist*, *shocking grasp*, *sleep* (DC 16)

0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 18, **Dex** 23, **Con** 22, **Int** 15, **Wis** 12, **Cha** 21

Base Atk +17; **CMB** +21; **CMD** 37

Feats Combat Casting, Combat Expertise, Combat Reflexes, Deceitful, Improved Critical (bite), Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (bite)

Skills Bluff +26, Climb +24, Disguise +26, Intimidate +25, Perception +21, Stealth +26

Languages Aklo, Common

SQ no sleep

ECOLOGY

Environment any ruins

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

Treasure standard

SPECIAL ABILITIES

Elongate Neck (Ex) A rokurokubi can stretch her neck from a normal human length up to 20 feet, giving her reach with her bite attack and threatening all squares within that range.

Nightfall Aura (Su) A rokurokubi can create an aura of darkness and silence (CL 12th) with a radius of 15 feet. The rokurokubi is immune to the effects of her aura, and can activate or suppress this ability as a free action. These aura effects can be dispelled as if they were spells.

No Sleep (Ex) A rokurokubi does not need to sleep and is immune to all sleep effects.

Rokurokubi's Curse (Su) Bite—injury; save Will DC 23; frequency 1 day; effect 1 Cha damage and permanently silenced after 4 Cha damage. Fully healing the Cha damage cures the silence. The save DC is Charisma-based.

Spells A rokurokubi casts spells as a 12th-level sorcerer.

A rokurokubi is an evil hag-like creature who seeks to spread as much mayhem and despair as possible. Her skin ranges in hue from pale blue to muted green, so to disguise herself she must cover up her flesh with makeup and clothing, and retract her neck so it is no longer than a human's. A rokurokubi can mate with almost any male humanoid, monstrous humanoid, or humanoid-shaped creature. Her offspring is always a rokurokubi. The mate is usually devoured once the rokurokubi tires of his presence.

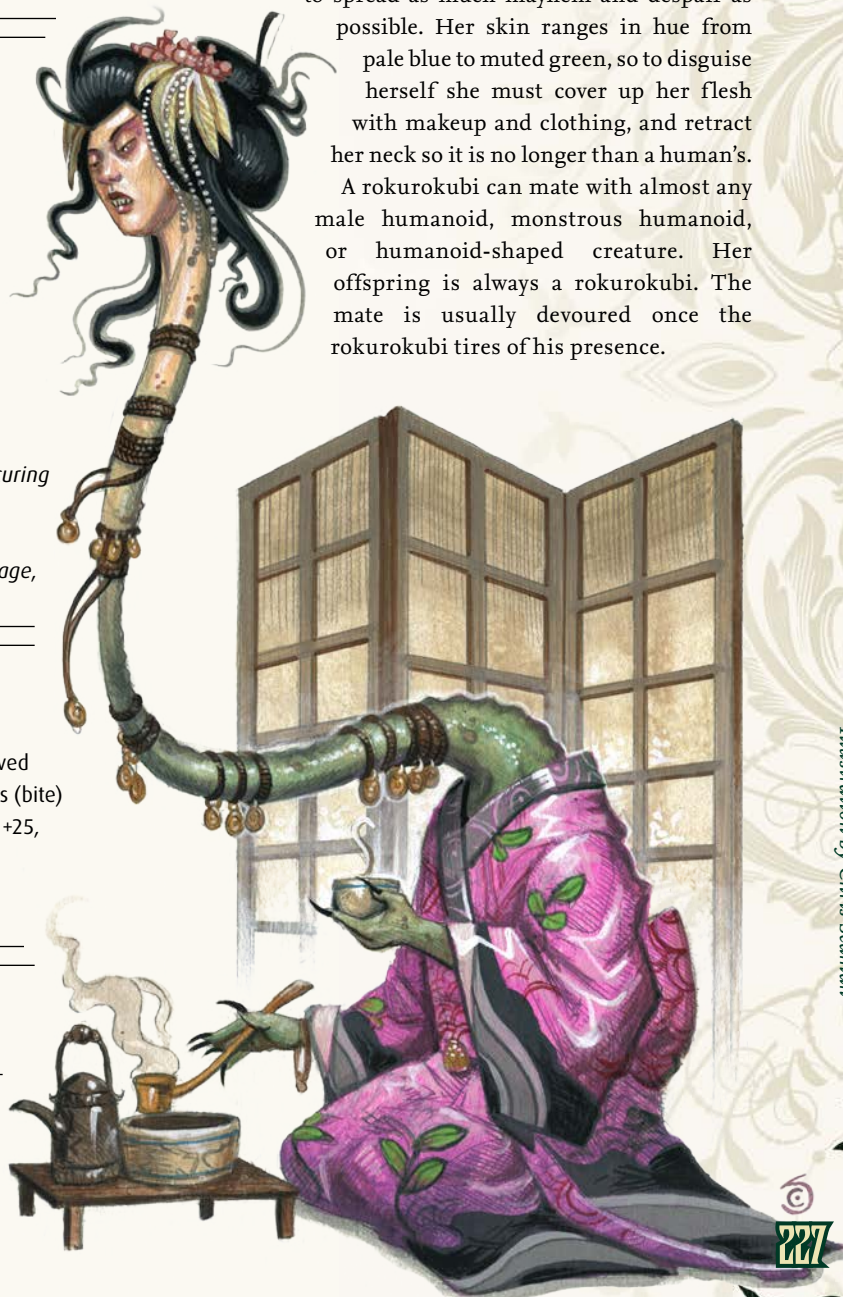


Illustration by Chris Seaman

RUKH

This gigantic two-headed vulture has greasy, night-black wings and sharp talons.

RUKH

CR 10



XP 9,600

N Gargantuan magical beast

Init +2; **Senses** low-light vision; Perception +32

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)

hp 147 (14d10+70)

Fort +14, **Ref** +11, **Will** +7

OFFENSE

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

Melee 2 bites +23 (2d8+12 plus grab), 2 talons +23 (2d6+12)

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

Special Attacks swallow whole (2d8+12 bludgeoning and 1d6 acid damage, AC 17, 14 hp)

STATISTICS

Str 34, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +14; **CMB** +30 (+34 grapple); **CMD** 38

Feats Flyby Attack, Iron Will, Skill Focus (Perception), Snatch, Weapon Focus (bite), Weapon Focus (talon), Wingover

Skills Fly -4, Perception +32; **Racial Modifiers** +8 Perception

ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or nest (2 adults and 1d4 juveniles)

Treasure incidental

JUVENILE RUKH

CR 3



XP 800

N Large magical beast

Init +2; **Senses** low-light vision; Perception +17

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d10+10)

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

OFFENSE

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

Melee 2 bites +7 (1d8+2), 2 talons +6 (1d6+2)

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

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +8; **CMD** 20

Feats Flyby Attack, Snatch, Weapon Focus (bite)

Skills Fly -4, Perception +17; **Racial Modifiers** +8 Perception

ECOLOGY

Environment warm mountains or deserts

Organization pair or flock (3d4)

Treasure incidental

Rukhs are foul-tempered creatures related to rocs, except they resemble two-headed vultures instead of raptors. They hunt live prey and carrion, typically gliding high above the desert in search of things to eat. They avoid creatures of their size or larger, preferring easier prey—horses, camels, and humanoids for adult rukhs, or Medium and Small creatures for juveniles. They nest on mountains and in cliffside caves, as they are too large to roost in trees. Few young rukhs reach adulthood, as many tribes and caravans hunt them for meat, often using a lone, weak-looking scout to lure a hungry juvenile into striking distance for an ambush.

A typical adult rukh stands nearly 35 feet tall and has a wingspan of more than 60 feet. Most are scrawny due to hunger. Coupled with their lightweight bones for easier flying, they rarely top 800 pounds. Juvenile rukhs usually stand about 10 feet tall, with a relatively small wingspan of nearly 18 feet, and weigh about 200 pounds.

Illustration by Dean Spencer

SAGUAROI

This humanoid plant creature has the prickly hide of a cactus, and smaller cactuses seemingly sprout from its flesh.

SAGUAROI

CR 5



XP 1,600

N Medium plant

Init +8; **Senses** low-light vision; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 59 (7d8+28); regeneration 5 (fire)

Fort +9, **Ref** +8, **Will** +4

Defensive Abilities needle hide;

Immune plant traits

OFFENSE

Speed 40 ft.

Melee 2 slams +10 (1d6+5)

Special Attacks needle cone

STATISTICS

Str 20, **Dex** 18, **Con** 18, **Int** 7, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +10; **CMD** 24

Feats Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Perception +10, Sense Motive +5, Survival +5

Languages Sylvan

SQ freeze, produce water

ECOLOGY

Environment warm deserts

Organization solitary, pair, party (3–9), or tribe (10–20)

Treasure standard

SPECIAL ABILITIES

Needle Cone (Ex) Three times per day, as a standard action a saguaroi can eject a barrage of needles from its body. This effect creates a 15-foot-cone burst of needles that deals 4d6 points of piercing damage to all creatures in the area (Reflex DC 20 for half). The save DC is Constitution-based.

Needle Hide (Ex) A saguaroi is covered with needles and spines, and its slam attacks deal both bludgeoning and piercing damage. Any creature grappling a saguaroi or attacking it with a natural attack

or unarmed strike takes 1d4 points of piercing damage (manufactured weapons with the reach special feature do not endanger the user this way). A creature grappling a saguaroi takes this damage each round of the grapple.

Produce Water (Ex) As a standard action once per hour, a saguaroi can cut itself (taking 1 point of damage) to produce 1 gallon of water. After producing 4 gallons, it becomes fatigued. After producing 8 gallons, it becomes exhausted and cannot produce more water for 24 hours.

Saguarois, also called cactusfolk by desert-dwelling humanoids, make their homes in rocky badlands, hot scrublands on the edge of vast deserts, and sandy dunes baked by the sun. They are generous but territorial, offering aid to travelers who brave the blistering deserts—often in the form of their own watery blood—but don't tolerate guests who overstay their welcome. Civilization rarely attempts to push far into the deserts, leaving these creatures relatively isolated from other intelligent races. In cases where belligerent settlements threaten the way of life for tribes of saguarois, however, the cactusfolk respond with terrifying violence.

Saguarois live in small nomadic tribes, traveling under the life-giving sun by day and rooting themselves each night in places where they can draw minerals from the pebbly and sandy soil and absorb water. Saguarois produce flowers once a year that go to seed and grow into young saguarois if the adult creatures properly care for them. If planted, a seed must be attended by one or more saguarois over the course of a year before the infant saguaroi sprouts. After sprouting, it takes 4 years before the infant saguaroi can uproot itself and move about, and decades more to reach maturity. Some saguarois have lived for hundreds of years, and these old cactusfolk often sprout additional limbs or strange twisting growths stretching out from their cylindrical torsos. Usually these additional limbs and growths are nonfunctional, but significantly advanced saguarois have been known to learn how to use them as if they were their primary arms and legs.



Illustration by David Melvin



SAMSARAN

This serene-looking slender young man has pale blue skin and solid black eyes, and is dressed in simple robes.

SAMSARAN

CR 1/2



XP 200

Male samsaran oracle^{APG} 1

N Medium humanoid (samsaran)

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 11 (1d8+3)

Fort +0, **Ref** +2, **Will** +4; +2 vs. death effects, negative energy effects, negative levels

OFFENSE

Speed 30 ft.

Melee spear –1 (1d6–1)

Ranged sling +2 (1d4–1)

Spell-Like Abilities (CL 1st; concentration +3)

1/day—*comprehend languages*,
deathwatch, *stabilize*

Oracle Spells Known (CL 1st;

concentration +3)

1st (4/day)—*command*
(DC 13), *cure light wounds*,
sanctuary (DC 13)

0 (at will)—*ghost sound*
(DC 12), *guidance*, *light*,
mage hand, *read*
magic, *resistance*

Mystery lore

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +0; **CMB** –1; **CMD** 11

Feats Toughness

Skills Diplomacy +6, Disable Device

+7, Heal +6, Knowledge (religion)

+5, Perception +8, Spellcraft +5;

Racial Modifiers +2 Disable Device,
+2 Perception

Languages Celestial, Common,
Draconic, Samsaran

SQ lifebound, oracle's curse (haunted),
revelations (think on it), shards of the
past (Disable Device, Perception)

ECOLOGY

Environment any land

Organization solitary or clan (3–12)

Treasure NPC gear (studded leather, spear,
sling with 10 bullets, thieves' tools,
other treasure)

Samsarans are a race of humanoids whose spirits naturally reincarnate into another samsaran upon death. They have dark hair, pale bluish skin, and eyes with no visible pupil or iris. A samsaran's blood is clear like water.

Each samsaran is born with the knowledge that it has lived before, and shall continue onward after death through the cycle of reincarnation. When a samsaran dies, its body fades from sight, and another samsaran child appears somewhere and matures at the normal rate. Samsarans can reproduce with humans and produce true human offspring.

Typical samsarans pursue simple, ascetic lives apart from mainstream society. They live in small isolated farming communities as individuals or couples, with older samsarans adopting newly manifested children. Some work as consultants, mediators, prophets, or seers.

SAMSARAN CHARACTERS

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

+2 Intelligence, +2 Wisdom, –2 Constitution:

Samsarans are insightful and strong-minded, but their bodies tend to be frail.

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

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

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

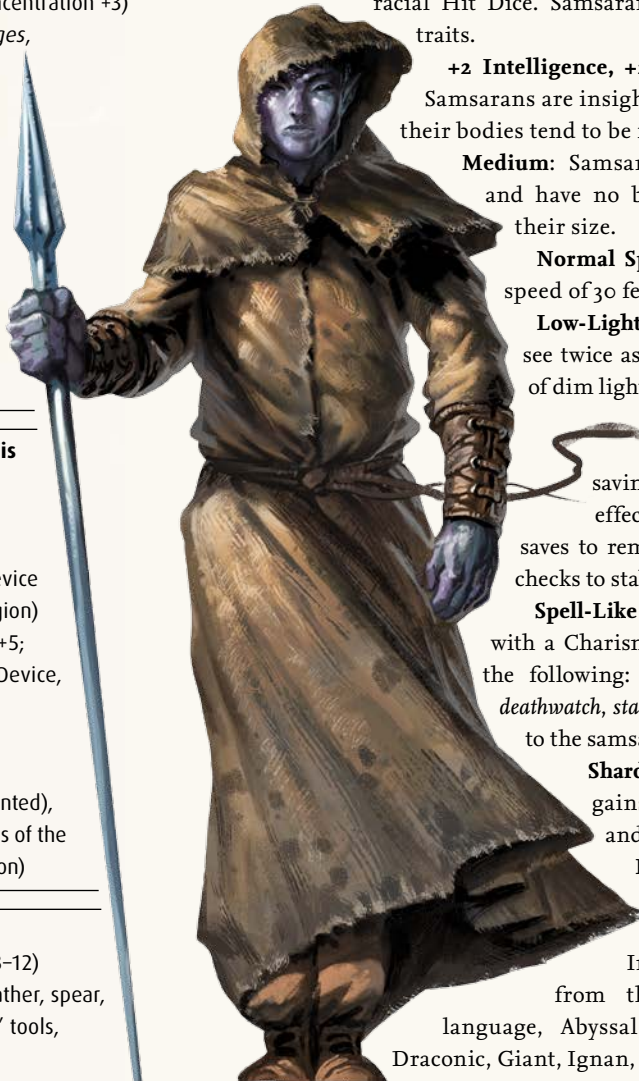
Lifebound (Ex): Samsarans gain a +2 racial bonus on saving throws against death effects, negative energy effects, saves to remove negative levels, and Con checks to stabilize.

Spell-Like Abilities (Sp): Samsarans with a Charisma score of 11 or higher gain the following: 1/day—*comprehend languages*, *deathwatch*, *stabilize*. The caster level is equal to the samsaran's character level.

Shards of the Past (Ex): A samsaran gains a +2 bonus on any two skills and these become class skills.

Languages: Samsarans begin play speaking Common and Samsaran. Those with high Intelligence scores can choose from the following: any human

language, Abyssal, Aquan, Auran, Celestial, Draconic, Giant, Ignan, Infernal, and Terran.



SAYONA

This revolting withered corpse of a woman is dressed in revealing clothes, its bare skin wet with fresh blood.

SAYONA

CR 12



XP 19,200

CE Medium undead

Init +5; **Senses** darkvision 60 ft., lifesense; Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+5 **Dex**, +1 dodge, +10 natural)

hp 161 (17d8+85); fast healing 5 (see living form)

Fort +10, **Ref** +12, **Will** +13

Defensive Abilities ; channel resistance +4; **Immune** undead traits; **Resist** cold 30

OFFENSE

Speed 30 ft.

Melee bite +18 (2d6+1 plus bleed and paralysis), 2 claws +18 (2d6+1 plus bleed and paralysis)

Special Attacks absorb blood, blood drain (1d4 Con), fear cone (60 ft., DC 23), paralysis (1d4 rounds, DC 23), staggering gaze

Spell-Like Abilities (CL 12th; concentration +17) 3/day—*command undead* (DC 17), *dominate person* (DC 20), *fog cloud*, *gaseous form*, *invisibility*

STATISTICS

Str 13, **Dex** 20, **Con** —, **Int** 11, **Wis** 12, **Cha** 21

Base Atk +12; **CMB** +13; **CMD** 29

Feats Dodge, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +14, Diplomacy +14, Disguise +17, Knowledge (nobility) +8, Perception +21, Sense Motive +12, Stealth +16

Languages Abyssal, Common, Infernal

SQ create spawn, living form

ECOLOGY

Environment any land or underground

Organization solitary or retinue (1d3 plus 2d6 spawn)

Treasure standard

SPECIAL ABILITIES

Absorb Blood (Su) A sayona adjacent to a bleeding creature automatically accelerates the bleeding, dealing 1 point of Con damage to that creature once per round on its turn and absorbing the blood through its skin.

Create Spawn (Su) When a sayona kills a humanoid or fey of Medium or Small size with its absorb blood or blood drain ability, the victim rises 24 hours later as a ghoul

with the advanced creature simple template and the blood drain ability. The spawn is the sayona's slave until its master is destroyed.

Living Form (Su) As a standard action, a sayona can transform into a young, beautiful person for 24 hours. It can only use this ability if it has absorbed or drained blood in the past hour. In this form, the sayona has the aura of a living creature instead of an undead (for the purpose of *detect undead* and similar effects), its fast healing increases to 10, positive energy attacks (such as channel energy) deal half damage to it, and it cannot use its fear cone or gaze attack. Exposure to holy water or positive energy attacks in this form reduces the duration of this transformation by 1d4 hours.

Staggering Gaze (Su) Staggered for 1d4 rounds, 30 feet, Fortitude DC 23 negates. This is a mind-affecting effect. The save DC is Charisma-based.

Occasionally called “weeping vampires” for their ability to cry tears of blood, sayonas are powerful and intelligent undead creatures that hunt mortals to steal from them what they envy most: the ability to exist within living flesh. While they aren't true vampires, similarity between these two creatures creates substantial confusion to those unfamiliar with sayonas. While sayonas and vampires sustain themselves off mortal blood, sayonas don't consume the blood, but rather absorb it through their skin (even when using blood drain), using it to transform their twisted forms back into some semblance of the beauty they had—or believe they had—in life.

Above all else, sayonas covet youth. Stories of their origins claim that the first sayona was a vain woman who grew old and whose lover left her for a younger paramour; the woman avenged herself by bathing in the blood of her lover's children, then killed herself. Doomed to undeath, she wanders the world crying tears of blood and preying on beautiful young women—slaying them, stealing their beauty, and transforming them into ghastly undead fiends to forever share her fate.

Illustration by Shreya Shetty



SCORPION, GIANT EMPEROR

This massive scorpion erupts from the sand, its giant pincers snapping and its tail stinger swaying threateningly.

GIANT EMPEROR SCORPION CR 11



XP 12,800

N Gargantuan vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 24, touch 7, flat-footed 23 (+1 Dex, +17 natural, -4 size)

hp 142 (15d8+75)

Fort +14, **Ref** +6, **Will** +6

Defensive Ability ferocity; **Immune** mind-affecting effects

OFFENSE

Speed 50 ft., burrow 10 ft.

Melee 2 claws +18 (2d6+11 plus grab), sting +18 (2d6+11 plus poison)

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

Special Attacks ambush pit, constrict (2d6+11), poison, pounce

STATISTICS

Str 33, **Dex** 13, **Con** 20, **Int** —, **Wis** 12, **Cha** 2

Base Atk +11; **CMB** +26 (+30 grapple); **CMD** 37 (49 vs. trip)

Skills Climb +15, Perception +5, Stealth -3 (+1 in deserts); **Racial Modifiers** +4 Climb, +4 Perception, +8 Stealth (+12 in deserts)

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Ambush Pit (Ex) A giant emperor scorpion can spend 1 minute digging itself into the soil or other ground debris. It then waits for its tremorsense to detect prey. When a creature comes within range, it can erupt from the ground as a free action as part of a charge, allowing it to use its pounce ability. When dug in, the scorpion has improved cover granting it a +10 bonus on Stealth checks.

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 1 save. The save DC is Constitution-based.

A giant emperor scorpion is an ambush predator, burying itself in soil or sand until prey approaches.

SCORPION, GREENSTING

Though its pincers seem too small to harm anything larger than an insect, this scorpion's stinger still appears dangerous.

GREENSTING SCORPION CR 1/4



XP 100

N Tiny vermin

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee sting +5 (1d2-4 plus poison)

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

Special Attacks poison

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 7 (19 vs. trip)

Feats Weapon Finesse^B

Skills Climb +7, Perception +4, Stealth +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or temperate forests

Organization solitary, pair, or colony (3-6)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save. The save DC is Constitution-based.

Deadly greensting scorpions normally live in forests, though they can survive nearly anywhere.

A greensting scorpion familiar grants a +4 bonus on Initiative checks so long as the familiar is within 1 mile of the spellcaster. A greensting scorpion familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.



SEA CAT

This fierce creature merges the front half of a great cat with the tail and other characteristics of a giant fish.

SEA CAT

CR 4



XP 1,200

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 45 (6d10+12)

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

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +8 (1d8+3), 2 claws +9 (1d4+3)

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

Special Attacks rend (2 claws, 1d4+4)

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Iron Will, Skill Focus (Perception), Weapon

Focus (claw)

Skills Perception +10, Swim +17

SQ hold breath

ECOLOGY

Environment warm

coastlines

Organization solitary, pair, or pride (3-15)

Treasure none

The feral sea cat (sometimes referred to as the sea lion, sea tiger, or sea leopard) is among the most vicious and ubiquitous of coastal predators in tropical oceans. The upper body of a sea cat is that of a typical great cat—a lion, tiger, leopard, or cheetah—complete with a pair of clawed paws capable of rending the flesh from its prey. In place of back legs, however, the sea cat has a sleek and powerful tail that allows it to move quickly and silently through the water.

While only the back half of a sea cat looks fishlike, its entire body from the neck down is covered in fine scales and fins. Among individual sea cats, these scales vary greatly in color and pattern, often influenced by the primary habitat of a given specimen; the most common sea cats, have bright coloration in striped or spotted patterns. A typical sea cat is 12 feet long and weighs upward of 800 pounds.

Sea cats can survive in both fresh and salt water, though most live in the ocean, where they can hunt a varied and consistent supply of food. A sea cat's diet typically consists of fish, crustaceans, and aquatic mammals (including seals and otters), but the creature's overpowering predatory and territorial instincts often lead it to attack ocean birds, humanoids, and even other aquatic predators like sharks and crocodiles. Coastal fishermen in areas where sea cats are known to dwell watch vigilantly for the predators, because the beasts have learned that netted or hooked prey is easier to kill and steal from the line.

Sea cats breathe air, not water. When not hunting they can be found on coastal rocks, coral islands, or even isolated beaches sunning themselves and digesting their most recent meals. Whether hunting or protecting its territory, a sea cat generally attacks immediately upon discovering a target, even when faced with a much larger or more dangerous foe.

The sea cat's low intelligence and high level of ferocity make it incredibly difficult to train or domesticate, though pirates and aquatic races have been known to try, with limited success.



Illustration by Jim Nelson

