

## SEAHORSE, GIANT

This sea creature resembles a cross between fish and horse; it has small fins on its flanks and a gracefully curled tail.

### GIANT SEAHORSE

CR 3



XP 800

N Large animal (aquatic)

**Init** +2; **Senses** low-light vision; Perception +11

#### DEFENSE

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

**hp** 30 (4d8+12)

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

**Defensive Abilities** anchor

#### OFFENSE

**Speed** swim 30 ft.

**Melee** slam +7 (1d6+7)

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

#### STATISTICS

**Str** 20, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 7

**Base Atk** +3; **CMB** +9; **CMD** 21

**Feats** Endurance, Skill Focus (Perception)

**Skills** Perception +11, Swim +13

#### ECOLOGY

**Environment** any oceans

**Organization** solitary, pair, or school (3–20)

**Treasure** none

#### SPECIAL ABILITIES

**Anchor (Ex)** As a move action, a seahorse can wrap its tail around a stationary object. The seahorse remains anchored to the object until it releases its grip (a free action) or is forcibly moved. An anchored seahorse gains a +4 bonus to its combat maneuver defense and on checks and saving throws against effects that would move it against its will.

Giant seahorses are bear-sized versions of the common, harmless seahorse. Naturally docile and skittish, seahorses are easily trained to be mounts but are difficult to train for combat. They provide a smoother but slower ride than sharks or hippocampi.

A giant seahorse is considered a quadruped for the purpose of carrying capacity. A light load for a giant seahorse is up to 500 pounds, a medium load is 1,000 pounds, and a heavy load is 1,600 pounds. It can drag 8,000 pounds.

## SEAHORSE, KILLER

This elephant-sized sea creature resembles a horse crossed with a fish, with crazed whirling eyes.

### KILLER SEAHORSE

CR 5



XP 1,600

N Huge animal (aquatic)

**Init** +1; **Senses** low-light vision; Perception +13

#### DEFENSE

**AC** 17, touch 9, flat-footed 16 (+8 armor, +1 Dex, -2 size)

**hp** 63 (6d8+36)

**Fort** +10, **Ref** +6, **Will** +3

**Defensive Abilities** anchor (see giant seahorse)

#### OFFENSE

**Speed** swim 40 ft.

**Melee** bite +10 (1d8+8 plus bleed), tail slap +5 (1d6+4 plus grab)

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

**Special Attacks** bleed 1d6, constrict (1d6+8)

#### STATISTICS

**Str** 26, **Dex** 12, **Con** 21, **Int** 1, **Wis** 12, **Cha** 7

**Base Atk** +4; **CMB** +14; **CMD** 25

**Feats** Endurance, Skill Focus (Perception), Toughness

**Skills** Perception +13, Swim +16

#### ECOLOGY

**Environment** any oceans

**Organization** solitary, pair, or school (3–8)

**Treasure** none

These specially bred offshoots of the giant seahorse are used by aquatic creatures as guard animals. Vicious and territorial, they prefer larger prey and have been known to eat giant crabs and careless handlers. Killer seahorses are too unruly for use as mounts and only accept riders or baggage if magically controlled.

Killer seahorses have been known to crush other creatures into a bloody pulp just before giving birth, ensuring a good meal for their newborns (called “fry”). A killer seahorse fry is the size of a human hand and is an aggressive swarm feeder, like a piranha.

A light load for a killer seahorse is up to 2,500 pounds, a medium load is 4,900 pounds, and a heavy load is 7,400 pounds. A killer seahorse can drag 36,800 pounds.





# SEAWEED SIREN

This creature's three singing heads sway atop serpentine necks that extend from a bulbous body split by a wide, toothy mouth.

## SEAWEED SIREN

CR 13



XP 25,600

CN Large magical beast (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +17

**Aura** cacophony (100 ft., DC 22)

### DEFENSE

**AC** 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

**hp** 184 (16d10+96)

**Fort** +16, **Ref** +12, **Will** +8

**Immune** mind-affecting effects; **Resist** fire 10, sonic 10

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +25 (4d6+15/19–20)

**Ranged** 3 sonic beams +17 (5d6 sonic)

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

**Special Attacks** staggering gaze, trample (1d10+15, DC 28)

**Spell-Like Abilities** (CL 16th; concentration +19)

At will—*shatter* (DC 16)

3/day—*charm monster* (DC 18), quickened *confusion* (DC 18)

1/day—*bestow curse* (DC 18, ranged touch attack, 30 ft.)

### STATISTICS

**Str** 30, **Dex** 15, **Con** 22, **Int** 11, **Wis** 16, **Cha** 19

**Base Atk** +16; **CMB** +27; **CMD** 39 (47 vs. trip)

**Feats** Blind-Fight, Critical Focus, Deafening Critical, Improved Critical (bite), Point-Blank Shot, Power Attack, Quicken Spell-Like Ability (*confusion*), Skill Focus (Perception)

**Skills** Bluff +12, Perception +17, Stealth +17 (+21 in water),

Swim +18; **Racial Modifiers** +4 Stealth in water

**Languages** Aklo; *tongues*

**SQ** false heads, water dependency

### ECOLOGY

**Environment** any coastlines

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Cacophony (Su)** A seaweed siren's noises disrupt spellcasting; casting within 100 feet of a seaweed siren requires a concentration check (DC 15 + the level of the spell being cast). All other concentration checks and Perception checks involving hearing made inside the aura have their DCs increased by 5. A siren can begin or end this ability as a free action. This is a sonic effect.

**False Heads (Ex)** A seaweed siren's false heads can be severed. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting the head. A head is considered a separate weapon with hardness 0 and hit points equal to the siren's Hit Dice (typically 16 hp). To sever a head, an opponent

must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals an amount of damage to the siren's body equal to the siren's Hit Dice. A siren can't attack with a severed head. A siren with no remaining heads can't use its cacophony ability or its spell-like abilities.

**Sonic Beams (Su)** Each of the siren's false heads can fire a beam at a range of 60 feet, dealing 4d6 points of sonic damage.

**Staggering Gaze (Su)** Staggered 1d6 rounds, 30 feet, Will DC 22 negates. This is a mind-affecting effect. The save DC is Charisma-based.

**Water Dependency (Ex)** A seaweed siren can survive out of the water for 1 hour per point of Constitution (typically 22 rounds). Beyond this limit, a seaweed siren begins to suffocate.

A seaweed siren is a predator that uses false humanlike heads on its upper appendages in order to lure prey. The heads babble nonsense words and fragments of overheard sentences. If spoken to, they respond with words from a similar language. This behavior allows the seaweed siren to creep about under the water with only the heads showing, pretending to be swimming humanoids until it is ready to attack.



Illustration by Dave Allsop



# SELKIE

*This sleek, aquatic creature has short gray fur, webbed hands ending in sharp claws, and a mouth full of pointed teeth.*

## SELKIE

CR 5



XP 1,600

CN Medium monstrous humanoid (aquatic, shapechanger)

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +9

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 45 (6d10+12)

**Fort** +4, **Ref** +8, **Will** +5

**Resist** cold 10

### OFFENSE

**Speed** 20 ft., swim 50 ft.

**Melee** bite +10 (1d8+6), 2 claws +10 (1d6+4)

**Special Attacks** powerful blows (bite), shake

### STATISTICS

**Str** 18, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 19

**Base Atk** +6; **CMB** +10; **CMD** 23 (can't be tripped)

**Feats** Combat Reflexes, Deceitful, Improved Critical<sup>®</sup> (bite), Improved Initiative

**Skills** Bluff +12, Disguise +10, Perception +9, Sense Motive +4, Stealth +10, Swim +21

**Languages** Aquan, Common

**SQ** change shape (any Small or Medium humanoid; *alter self*), echo of reason, hold breath

### ECOLOGY

**Environment** cold oceans

**Organization** solitary, pair, or pack (3-14)

**Treasure** standard

### SPECIAL ABILITIES

**Echo of Reason (Su)** A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When using the Bluff skill, a selkie treats its lies as one step more believable for the purposes of bonuses or penalties on the check.

**Shake (Ex)** On a successful critical hit with its bite attack, a selkie automatically violently shakes a Large or smaller target. The target must succeed at a DC 15 Fortitude save or it is dazed for 1 round. Even on a successful save, the target still takes a -2 penalty on all attack rolls and skill checks for the next 2 rounds. The save DC is Constitution-based.

Selkies are clever and brutal seal-like creatures. Although capable predators, selkies are best known for their shapechanging ability, which allows them to come ashore in the guise of land dwellers and even live among other races before luring their prey beneath the waves to drown. In its natural form, a selkie has webbed, clawed hands and a muscular trunk ending in broad flippers. A selkie's head is a blend of human and seal, with large eyes and a mouth full of curved teeth. Selkies grow to a length of 6-1/2 feet, but can weigh up to 300 pounds. Selkies typically live up to 75 years.

Most selkies use their shapechanging abilities for mischief. A favorite selkie tactic is to take the shape of a young woman or child and then pretend to be drowning, reverting to its natural form when a person approaches.

Selkies are solitary for most of their lives. Males and females come together briefly during their spring mating season, and thereafter each female finds a secluded cave or beach to birth a single pup, which is abandoned after 2 to 3 years. Younger selkies then form packs with others of their kind until they can strike out on their own. Some selkies live among humanoids to assuage their loneliness, and may marry land dwellers. Offspring from these marriages resemble their non-selkie parents but have a yearning for the sea.

Illustration by Steve Ellis



## SEPS

This giant armored snake has large fangs, dripping with venom that hisses when it spatters on the ground.

### SEPS

CR 11



XP 12,800

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

#### DEFENSE

**AC** 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, -2 size)

**hp** 147 (14d10+70)

**Fort** +14, **Ref** +11, **Will** +6

**Defensive Abilities** acid blood; **Immune** acid, poison

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +23 (3d8+15/19-20 plus poison)

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

**Special Attacks** poison

#### STATISTICS

**Str** 30, **Dex** 14, **Con** 21, **Int** 2, **Wis** 11, **Cha** 11

**Base Atk** +14; **CMB** +26; **CMD** 38 (can't be tripped)

**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Perception +17, Stealth +11; **Racial Modifiers** +4 Perception, +4 Stealth

**SQ** liquefaction

#### ECOLOGY

**Environment** temperate or warm deserts or forests

**Organization** solitary or nest (2-5)

**Treasure** incidental (acid-proof items)

#### SPECIAL ABILITIES

**Acid Blood (Ex)** A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes 4d6 points of acid damage unless the weapon's wielder succeeds at a DC 22 Reflex save at the listed DC. The DC is Constitution-based.

**Liquefaction (Su)** Any creature killed by seps poison dissolves into an acidic liquid that deals 2d6 points of acid damage per round to anything in its square (including the dead creature's equipment).

**Poison (Ex)** Bite—injury; *save* Fort DC 22; *frequency* 1/round for 10 rounds; *effect* 1d8 acid damage and 1d4 Con drain; *cure* 2 consecutive saves.

A seps is an exotic snake-like creature whose powerful jaws contain acidic venom so potent that it quickly dissolves prey into liquid.

An adult seps is 30 feet long and weighs 1,500 pounds.

## SEPS, JUVENILE

This venomous snake is heavily armored and has unusually large fangs.

### JUVENILE SEPS

CR 2



XP 600

N Medium magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

#### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 22 (3d10+6)

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

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +4 (1d6-1 plus poison)

**Special Attacks** acid blood (2d6, DC 13; see seps), poison

#### STATISTICS

**Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +3; **CMB** +2; **CMD** 13 (can't be tripped)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Perception +9, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

**SQ** liquefaction (see seps)

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 10 rounds; *effect* 1d4 acid and 1d2 Con damage; *cure* 2 consecutive saves.

Sepses are born live. A hatchling soon grows up to 7 feet long and weighs 10 pounds.



Illustration by Joshua Meehan

# SHADOW CREATURE

A tentacled horror that seems to shift in and out of the shadows, this bizarre beast is an amalgamation of darkness and menace.

## SHADOW ROPER

CR 13



XP 25,600

CE Large outsider (augmented aberration)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

### DEFENSE

**AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

**hp** 162 (12d8+108)

**Fort** +13, **Ref** +5, **Will** +13

**Defensive Abilities** shadow blend; **DR** 10/magic; **Immune**

electricity; **Resist** cold 15; **SR** 27

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 10 ft.

**Melee** bite +20 (4d8+18/19-20)

**Ranged** 6 strands +10 touch (1d6 Str)

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

**Special Attacks** pull (strands, 5 ft.), strands

### STATISTICS

**Str** 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

**Base Atk** +9; **CMB** +22; **CMD** 33 (can't be tripped)

**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (strand)

**Skills** Climb +27, Knowledge (dungeoneering) +13, Knowledge (religion) +13, Perception +24, Stealth +18 (+44 in icy or stony areas); **Racial Modifiers** +26 Stealth in icy or stony areas

**Languages** Aklo, Common

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or cluster (3-6)

**Treasure** standard

### SPECIAL ABILITIES

**Strands (Ex)** A shadow roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A shadow roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage; each strand has an AC of 20. A creature struck by a strand is numbed and weakened by the strange material, and must succeed at a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

When a Material Plane creature is trapped on or chooses to remain on the Shadow Plane, it often finds that its offspring take on some of the eerie qualities of its new home dimension. Those who are born in that place become weird mockeries of their kin on the Material Plane.

Their colorings become jet-black (or at best a hazy gray), their features become more menacing, and their eyes glow white, a dulled crimson, a dark green, or a strange violet. The variety of shadow creatures is as vast as that on the Material Plane, creating dangers that are similar but have additional defenses and abilities characteristic of creatures truly native to the Shadow Plane's perpetual gloom.

Shadow creatures on the Material Plane will produce offspring, giving rise to shadow creature enclaves in dark corners of the world. Stranger still, a burgeoning ecology of shadow creatures that forms a colony on the Material Plane seems to create a small blighted realm of shadow where they dwell. As such, areas grow more and more overcast. Shadows become unnaturally deeper, darker, and more cloying until the land itself seems to assume the landscape and terrain of the Shadow Plane. As part of this transformation process, one of the more intelligent shadow creatures in the area becomes a shadow lord—a dread agent of shadow that controls powerful shadow abilities and works to expand its alien domain.

## CREATING A SHADOW CREATURE

"Shadow creature" is an inherited template that can be added to any living creature, referred to hereafter as the base creature. A shadow creature retains all the base creature's statistics and abilities except as noted here.

**Challenge Rating:** Same as the base creature +1.

**Alignment:** Any (usually nongood).

**Type:** The base creature's type changes to outsider, and it gains the augmented subtype. Do not recalculate BAB, saves, or skill ranks.

**Senses:** As the base creature plus darkvision 60 feet and low-light vision.

**Defensive Abilities:** A shadow creature gains DR and resistance to cold and electricity based on its Hit Dice, as noted on the following table.

Hit Dice	Resist Cold and Electricity	DR
1-4	5	—
5-10	10	5/magic
11+	15	10/magic

**Shadow Blend (Su):** In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

**Spell Resistance (Ex):** A shadow creature gains spell resistance equal to the base creature's CR + 6.

## CREATING A SHADOW LORD

"Shadow lord" is an acquired template that can be added to any shadow creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most shadow lords were



originally humanoids. A shadow lord retains all the base creature's statistics and abilities (including those granted by the shadow creature template) except as noted here.

**Challenge Rating:** Same as the base creature +2.

**Alignment:** Any evil.

**Senses:** A shadow lord gains the see in darkness ability.

**Armor Class:** Same as the base creature (see also the incorporeal step ability).

**Defensive Abilities:** A shadow lord gains the following defensive abilities.

**Energy Resistance and Damage Reduction (Su):** A shadow lord gains damage reduction and resistance to cold and electricity based on its Hit Dice, as noted on the table below. This replaces the energy resistance and damage reduction granted by the shadow creature template.

Hit Dice	Resist Cold and Electricity	DR
5-10	15	10/magic
11-15	20	15/magic
16+	30	20/magic

**Incorporeal Step (Su):** When a shadow lord moves, it gains the incorporeal subtype and quality, including a deflection bonus to AC equal to its Charisma bonus. It loses the incorporeal subtype and special ability when it stops moving.

**Attacks:** A shadow lord gains a melee touch attack that deals 1d6 points of damage (Fortitude negates). The save DC is equal to 10 + 1/2 the shadow lord's Hit Dice + the shadow lord's Charisma modifier. On a critical hit, the shadow lord's touch attack also deals 1 point of Constitution damage (also negated by the saving throw).

**Special Attacks:** A shadow lord gains the following special attacks. Their saving throw DCs for these attacks are equal to 10 + 1/2 the shadow lord's Hit Dice + the shadow lord's Charisma modifier, unless otherwise noted.

**Cloying Gloom Blast (Su):** Three times per day, the shadow lord can unleash a 30-foot cone of cloying gloom. On a failed Fortitude saving throw, creatures in the cone are affected by a *slow* spell (caster level equal to the shadow lord's Hit Dice) and are blinded for the duration of the *slow* effect.

**Spell-Like Abilities:** A shadow lord gains the following spell-like abilities, with a caster level equal to its Hit Dice: at will—*ray of sickening*<sup>UM</sup>; 3/day—*shadow conjuration*, *shadow step*<sup>UM</sup>; 1/day—*greater shadow conjuration* (if the shadow lord has 11 or more Hit Dice), *shadow walk*.

A creature created with *shadow conjuration* or *greater shadow conjuration* that would normally have a celestial or fiendish template (such as a bear) instead gains the shadow creature template.

**Special Qualities:** A shadow lord gains the following special quality.

**Planar Thinning (Su):** Once per day as a full-round action, a shadow lord can thin the barriers between the Material Plane and Shadow Plane, making it considerably easier for creatures to cross between the two. This functions like the planar travel aspect of the *gate* spell (caster level equal to the shadow lord's Hit Dice). This planar thinning is immediately dispelled if in an area of normal or bright light.

**Ability Scores:** Dex +4, Cha +4.

**Skills:** A shadow lord gains a +8 racial bonus on all Stealth checks.



Illustration by Vincent Denault





# SHARD SLAG

*This smoldering mass of metal-encrusted goo sports half a dozen pseudopods, each tipped with a burning-hot sword blade.*

## SHARD SLAG

CR 8



XP 4,800

N Huge ooze (fire)

**Init** -2; **Senses** blindsight 60 ft., tremorsense 60 ft.; Perception -5

**Aura** molten form (5 ft., 1d6 fire damage)

### DEFENSE

**AC** 20, touch 6, flat-footed 20 (-2 Dex, +14 natural, -2 size)

**hp** 126 (12d8+72)

**Fort** +10, **Ref** +2, **Will** -1

**DR** 5/magic; **Immune** acid, electricity, fire, ooze traits

**Weaknesses** vulnerable to cold and water

### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** 1d4+2 slag blades +13 (1d8+6/19-20 plus 2d6 fire)

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

**Special Attacks** excruciating burn (DC 16), molten form, slag blades

### STATISTICS

**Str** 22, **Dex** 6, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +9; **CMB** +17; **CMD** 25 (can't be tripped)

**SQ** no breath

### ECOLOGY

**Environment** any volcanoes or underground

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Burrow (Ex)** A shard slag can burrow through solid stone at half its normal burrow speed.

**Excruciating Burn (Ex)** A living creature that takes fire damage from a shard slag must succeed at a DC 16 Fortitude save or be staggered for 1 round. This is a fire effect. The save DC is Constitution-based.

### Molten Form (Ex)

A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d6 points of fire damage. Anyone striking a shard slag with a natural weapon or

unarmed strike takes 2d6 points of fire damage. A creature that grapples a shard slag or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a DC 22 Reflex save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes 2d6 points of fire damage. Unattended objects in contact with a shard slag take 2d6 points of fire damage per round. Damage caused to weapons and unattended objects is not halved, and ignores the first 5 points of hardness. The save DC is Constitution-based.

**Slag Blades (Ex)** Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal an additional 2d6 points of fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

**Vulnerable to Water (Ex)** If a significant amount of water—such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental—strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.

Shard slags are living mounds of magic-infused iron. They dwell within the iron-rich molten cores of worlds, the hearts of active volcanoes, or any location where the borders of the Material Plane and the Plane of Fire are thin.

Though they're not sentient, shard slags are skilled hunters and have developed a bizarre method of hunting and defending themselves. When a creature is near, a shard slag spontaneously alters its molten body to produce a number of razor-sharp blades. The shard slag then mindlessly attacks until the other creature is stabbed, burned, and then consumed.



## SHARK, BULL

*This sleek, gray predator weaves back and forth through the water with savage grace.*

BULL SHARK	CR 2			
<b>XP 600</b>				
N Medium animal (aquatic)				
<b>Init</b> +6; <b>Senses</b> blindsense 30 ft., keen scent, low-light vision; Perception +6				
DEFENSE				
<b>AC</b> 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)				
<b>hp</b> 11 (2d8+2)				
<b>Fort</b> +4, <b>Ref</b> +5, <b>Will</b> +1				
OFFENSE				
<b>Speed</b> swim 60 ft.				
<b>Melee</b> bite +3 (2d8+3)				
STATISTICS				
<b>Str</b> 15, <b>Dex</b> 14, <b>Con</b> 13, <b>Int</b> 1, <b>Wis</b> 12, <b>Cha</b> 2				
<b>Base Atk</b> +1; <b>CMB</b> +3; <b>CMD</b> 15 (can't be tripped)				
<b>Feats</b> Improved Initiative				
<b>Skills</b> Perception +6, Swim +10				
ECOLOGY				
<b>Environment</b> any oceans				
<b>Organization</b> solitary, pair, or school (3–6)				
<b>Treasure</b> none				

This shark is named for its stocky shape, flat snout, and aggressively territorial behavior. Its natural environment brings it close to humanoid prey, and it has been known to attack fishers, swimmers, rafts, and canoes. Though it prefers salt water, it can tolerate fresh water, and can leap over obstacles like low rapids. These qualities make it a terrifying aquatic predator that can travel dozens of miles up rivers in search of prey, striking in secluded swimming holes and placid lakes.

A bull shark is over 7 feet long and weighs roughly 250 pounds. Female bull sharks are slightly larger than males.



## SHARK, GREAT WHITE

*This immense silvery beast is a majestic specimen, its gigantic jaws lined with rows of serrated teeth.*

GREAT WHITE SHARK	CR 4			
<b>XP 1,200</b>				
N Huge animal (aquatic)				
<b>Init</b> +6; <b>Senses</b> blindsense 30 ft., keen scent, low-light vision; Perception +11				
DEFENSE				
<b>AC</b> 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, –2 size)				
<b>hp</b> 42 (5d8+20)				
<b>Fort</b> +10, <b>Ref</b> +6, <b>Will</b> +4				
OFFENSE				
<b>Speed</b> swim 60 ft.				
<b>Melee</b> bite +9 (2d8+10 plus bleed)				
<b>Space</b> 15 ft.; <b>Reach</b> 10 ft.				
<b>Special Attacks</b> bleed (1d6)				
STATISTICS				
<b>Str</b> 25, <b>Dex</b> 14, <b>Con</b> 19, <b>Int</b> 1, <b>Wis</b> 16, <b>Cha</b> 4				
<b>Base Atk</b> +3; <b>CMB</b> +12; <b>CMD</b> 24 (can't be tripped)				

**Feats** Great Fortitude, Improved Initiative, Weapon Focus (bite)  
**Skills** Perception +11, Swim +15

**ECOLOGY**  
**Environment** any oceans  
**Organization** solitary, pair, school (3–6), or pack (7–13)  
**Treasure** none

The great white shark is one of the largest predatory fish in the ocean, and preys on seals, small whales, seabirds, dolphins, and turtles. Its strength and speed even allow it to leap out of the water to reach prey on land, rafts, or boats.

Though fierce and ruthless, great white sharks are often careful when they encounter a new type of prey. They make many biting passes to evaluate the threat their quarry poses.

An adult great white shark is 20 feet long and weighs 5,000 pounds.

Illustration by Dean Spencer



# SHOBHAD

*This gray-skinned goliath is lean and muscled. Its four powerful arms carry weapons, and it wears a leather chest harness.*

## SHOBHAD

CR 4



XP 1,200

N Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +8

### DEFENSE

**AC** 18, touch 10, flat-footed 17 (+4 armor, +1 Dex, +4 natural, -1 size)

**hp** 47 (5d10+20)

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

**Defensive Abilities** ferocity; **Resist** cold 5

### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** longsword +5 (2d6+5/19-20), longsword +5 (2d6+2/19-20), 2 slams +4 (1d6+2)

**Ranged** shobhad longrifle +6 (2d6/×4) or 2 javelins +5 (1d8+5)

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

### STATISTICS

**Str** 20, **Dex** 13,

**Con** 18, **Int** 10,

**Wis** 11, **Cha** 13

**Base Atk** +5;

**CMB** +11; **CMD** 22

**Feats** Combat Reflexes,

Improved Initiative,

Multiweapon Fighting,

Weapon Focus<sup>®</sup> (shobhad

longrifle)

**Skills** Intimidate +9, Perception +8,

Stealth +2, Survival +8

**Languages** Giant

### ECOLOGY

**Environment** cold deserts or mountains

**Organization** solitary, pair, raiding party (3-19), or clan (20 or more plus 1 sergeant of 3rd-4th level per 10 adults and 1 leader of 5th-7th level), plus mounts (use statistics for ankylosaurus, *Pathfinder RPG Bestiary* 83).

**Treasure** NPC gear (hide armor, 2 longswords, 2 javelins, shobhad longrifle with 20 bullets, other treasure)

These fabled four-armed giants are native to a low-gravity planet and renowned across several worlds for their ferocity in battle. Most shobhads are born and come of age in fierce

tribal clans known collectively as the Shobhad-neh, and disdain the “soft living” practiced by many other humanoid races—they believe the abandonment of nomadic culture is a slippery slope that leads away from individual honor and into marginalization. Whether with flashing swords and lances or mysterious longrifles capable of picking off targets on faraway horizons, the clans of the Shobhad-neh constantly vie for resources in the hard deserts and mountains where they live, their need to survive trumped only by a still greater desire for honor.

Though considered barbaric by many, the Shobhad-neh operate under strict codes of conduct that dictate how a warrior may gain status via ritualistic challenges or daring coups in territorial squabbles. Unfortunately for other races, these rules almost always apply exclusively to interactions with other shobhads, and the Shobhad-neh see “lesser” races as little more than sheep to be culled.

Typical shobhad warriors stand 12 feet tall and weigh 500 pounds, and their lean bodies are corded with ropes of muscle. Most shobhads prefer to go naked save for loincloths and the leather harnesses that crisscross their chests and secure their weapons in place. When they wear clothing, it's either practical such as hide armor and wrappings that protect against biting sandstorms, or ceremonial like the brightly colored skins and feathers chieftains and shamans wear.

Though shobhads can be found on occasion working as lone mercenaries in cities, such urban individuals are the exception rather than the rule. Shobhad shamans preach that in human cities, an individual is little more than a faceless cog in a machine, remembered by no one. Yet a shobhad warrior who rides heroically into battle atop her armored reptilian steed is never forgotten—neither by her own kin, nor by the families of those she defeats. Thus, in battle, a shobhad is made truly immortal.

## SHOBHAD LONGRIFLE

A shobhad longrifle is treated as a Large rifle (*Pathfinder RPG Ultimate Equipment* 46) with a range increment of 200 feet, but it functions only on low-gravity worlds.



# SHREDSKIN

This floating creature looks like an orc's animate, hollow skin. Its upper half is intact, but its lower half is in tatters.

## SHREDSKIN

CR 2



XP 600

NE Small undead

**Init** +2; **Senses** darkvision 60 ft., *detect undead*; Perception +7

### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

**hp** 22 (4d8+4)

**Fort** +2, **Ref** +3, **Will** +4

**Defensive Abilities** amorphous; **Immune** undead traits

### OFFENSE

**Speed** fly 40 ft. (average)

**Melee** bite +6 (1d4), 2 claws +6 (1d4 plus grab)

**Special Attacks** constrict (1d4), control body, enshroud, grab (Medium)

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

Constant—*detect undead*

1/day—*command undead* (DC 13)

### STATISTICS

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

**Base Atk** +3; **CMB** +4 (+8 grapple); **CMD** 14 (can't be tripped)

**Feats** Agile Maneuvers, Weapon Finesse

**Skills** Fly +4, Perception +7, Stealth +13

**Languages** Common (can't speak)

**SQ** compression

### ECOLOGY

**Environment** any land

**Organization** solitary or pack (2–5)

**Treasure** incidental

### SPECIAL ABILITIES

**Control Body (Su)** A shreds skin can wrap itself around a corpse (or a corporeal undead it controls using *command undead*).

When wrapping a host body in this way, the shreds skin gains Strength 14 or the host body's Strength, whichever is higher, but cannot use its grab or enshroud abilities while doing so. Attacks targeted at the shreds skin deal half damage to it and half damage to the host body; area attacks deal normal damage to both the shreds skin and its host. If the host is destroyed, the shreds skin unwraps itself as a free action on its next turn. A typical Medium corpse has 15 hit points for this purpose, while a Small corpse has 10 hit points. A shreds skin can only use this ability on a generally humanoid-shaped creature (two arms, one head, humanoid torso) of Medium or Small size.

**Enshroud (Ex)** A shreds skin that successfully pins a creature can wrap itself around that target like a shirt. The target gains the pinned condition, but the shreds skin has neither the grappled or pinned condition, and can move itself and the target as if it controlled the target's body. The



shreds skin deals constrict damage to the target on its turn each round (no combat maneuver check needed). Attacking the shreds skin while it's using this ability damages both it and the target as described in the control body ability. The shreds skin can release the target as a free action.

A shreds skin is a wretched undead creature created either when a humanoid is skinned alive to be preserved as a trophy or otherwise killed in a terrifying way that leaves much of its upper half unharmed, such as being dissolved feet-first in acid. A fragment of the creature's soul animates the skin and seeks vengeance on those who created it, all the while trying to find a comfortable body for it to use as it did when it was alive. A shreds skin may attack on its own and try to squeeze the life out of a living humanoid to use it as a body, or it might control another undead such as a skeleton, zombie, or ghoul, covering it like a morbid costume. In either case, it abandons its borrowed body if it finds a better one or the old one is destroyed. A shreds skin is usually recognizable by creatures who knew it in life.

Because it lacks a lower half, a shreds skin is 3–4 feet tall and weighs only 10–15 pounds.

Illustration by Dave Allsop





# SHRIEZYX

An oversized, eight-legged monstrosity stares ravenously from its three beady eyes, its gaping maw dripping with green venom.

## SHRIEZYX

CR 4



XP 1,200

CE Medium aberration

**Init** +7; **Senses** darkvision 60 ft., tremorsense 60 ft.;

**Perception** +12

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

**hp** 38 (7d8+7); regeneration 3 (fire)

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

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

**Weaknesses** fear of fire, vulnerable to fire

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +8 (1d6+1 plus poison), 4 claws +8 (1d4+1)

**Special Attacks** slowing toxin, web (+8 ranged, DC 14, 7 hp)

### STATISTICS

**Str** 13, **Dex** 17, **Con** 12, **Int** 3, **Wis** 12, **Cha** 2

**Base Atk** +5; **CMB** +6; **CMD** 19 (31 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Step Up, Weapon Finesse

**Skills** Climb +15, Perception +12; **Racial Modifiers** +4 Perception

**Languages** Aklo

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or hive (3–12)

**Treasure** incidental

### SPECIAL ABILITIES

**Fear of Fire (Ex)** A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Will save (DC equals the amount of fire damage dealt) or become frightened for 1 round.

**Poison (Ex)** Bite—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

**Slowing Toxin (Su)** A shriezyx's web is coated with a supernatural toxin that

numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a DC 14 Fortitude save or become slowed (as the *slow* spell) for 1 minute. Each round, a victim may attempt a new DC 14 Fortitude save to end the effect early. This toxin fades quickly from spun webs—it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing effect. The save DC is Constitution-based.

Devised by a cabal of ancient wizards to serve as guardians for monuments and laboratories, shriezyx are horrific spiderlike aberrations created in arcane vats out of the flesh of many different creatures. Having outlived their creators, they continue to lurk in ruins, caves, and the deep places of the world, spreading far beyond the original city where they were created.

Shriezyx have no natural place in the ecology, but easily fill the niche of any predator of comparable strength. They can subsist on rats and other vermin for long periods of time, but relish the opportunity for a more substantial meal. Derros, drow, and other subterranean races sometimes use them as guards or mounts, or subject them to torturous experimentation. These races use bribes of food and the threat of fire to keep the creatures in line.

Shriezyx can reproduce with their own kind or lay unfertilized eggs that hatch into identical copies of their parent. Eggs remain viable for years, hatching after exposure to water, fresh air, or consistent warmth. A typical shriezyx is 3 feet tall and weighs 300 pounds.

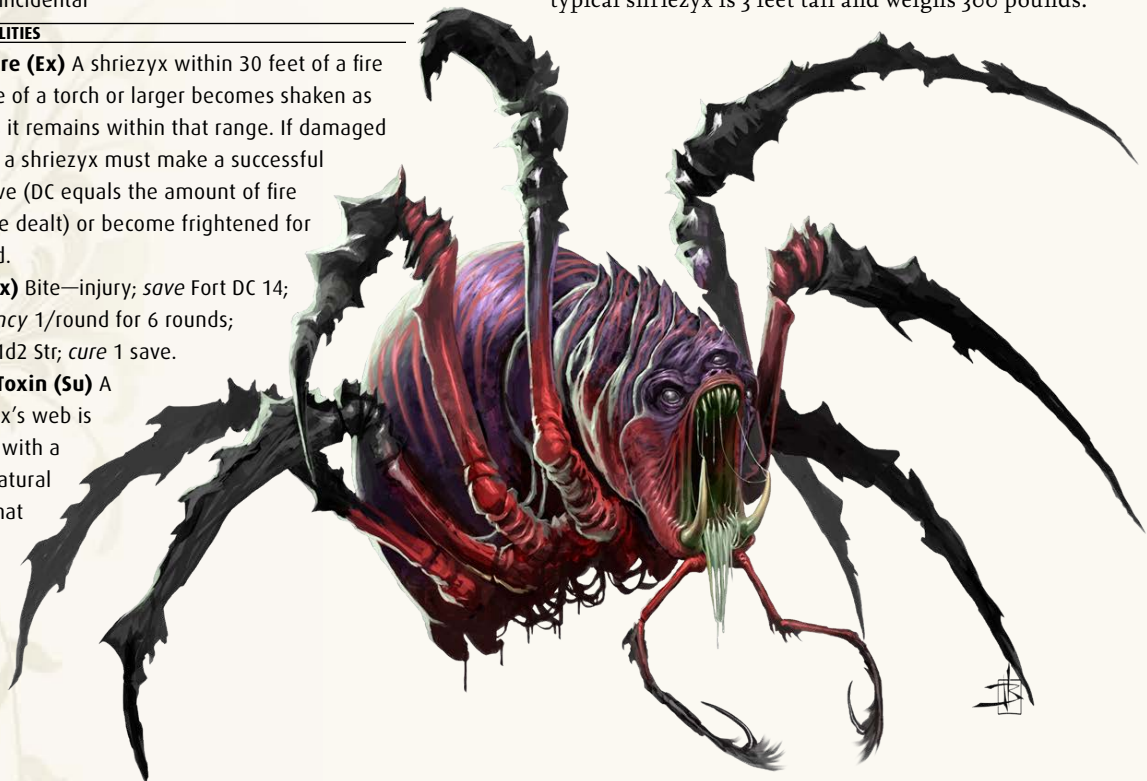


Illustration by Eric Belisle

Illustration by Helge C. Balzer

# SHULSAGA

Jagged scales cover this lean humanoid's sculpted skin, glinting as it soars upon a disk of radiant energy.

## SHULSAGA

CR 3



XP 800

N Medium outsider (extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; Perception +10

### DEFENSE

**AC** 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

**hp** 22 (4d10)

**Fort** +1, **Ref** +8, **Will** +7

### OFFENSE

**Speed** 30 ft., fly 60 ft. (perfect)

**Melee** mwk trident +6 (1d8+1)

**Ranged** mwk longbow +9 (1d8/x3)

**Special Attacks** astral recoil

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

3/day—*floating disk* (see below), *shield*, *spiritual weapon*

### STATISTICS

**Str** 12, **Dex** 19, **Con** 10, **Int** 13, **Wis** 16, **Cha** 13

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Improved Initiative, Point Blank Shot

**Skills** Acrobatics +11, Fly +19, Knowledge (planes) +8, Perception +10, Ride +11, Stealth +11, Survival +10

**Languages** Auran

**SQ** disk rider, sense rift

### ECOLOGY

**Environment** any (Astral Plane)

**Organization** solitary, pair, hunting party (3–6), warband (7–22)

**Treasure** standard (mwk longbow, mwk trident, other treasure)

### SPECIAL ABILITIES

**Astral Recoil (Su)** As a full-round action, a shulsaga that touches a silver cord (such as that created by the spell *astral projection*) can cause the cord to recoil. The astral projecting creature must succeed at a DC 15 Will saving throw or be snapped back to its body, ending the spell effect but not harming the spellcaster. The save DC is Wisdom-based.

**Disk Rider (Su)** A shulsaga can only use its fly speed in tandem with its *floating disk* spell-like ability. A shulsaga that casts *floating disk* can use the spell to its normal effect, or step upon it and use it to fly for the duration of the spell. The disk can support its creator and the creator's equipment (even if this exceeds the load a *floating disk* can normally bear), but nothing else. Only the disk's caster can ride it in this way. A *floating disk* cast by a shulsaga is dismissible.

**Sense Rift (Su)** As a standard action, a shulsaga can detect any planar rift within 20 miles, automatically learning its direction and distance. This includes natural portals, non-instantaneous planar spells such as *gate*, and other tears in reality.

Natives of the Astral Plane, shulsagas wish only to be left in peace to ride and hunt the wild voids. Life is rarely so easy, though, as predatory outsiders, mortal travelers, and souls making their passage to the Outer Planes constantly trespass upon the shulsagas' home plane. Proud and territorial, the disk-riders use their intimate understanding of astral forces to drive interlopers from their territory.

Shulsagas live in a simple but far from primitive hunter society, based around drifting villages that float upon stray chunks of elemental detritus and astral protomatter. They often train the massive beasts of their native plane (such as astral leviathans) to pull and defend their unfettered homes. Because shulsagas endlessly face the deadly beings that travel the Astral Plane, most communities attack strangers rather than risking their lives trying to distinguish friends from foes. Shulsagas speak a raspy dialect of Auran.

A shulsaga is born genderless. It reaches maturity when it's a century old, and can then will its body toward a gender it will have for the rest of its life. Shulsagas can live to be over 500 years old, but most die earlier in hunts or planar upheavals. They average 7 feet in height and weigh about 240 pounds. Many have levels in ranger or summoner.

Illustration by Mark Mohr





# SKINSTITCH

*This hulking thing is a patchwork of rotten cloth and grotesque skin, with stray bits of straw poking out the seams.*

## SKINSTITCH

CR 5



XP 1,600

N Large construct

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

### DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 natural, -1 size)

**hp** 52 (4d10+30)

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

**DR** 5/slashing; **Immune** construct traits; **Resist** cold 10, electricity 10

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +7 (2d6+4/19-20), slam +2 (2d6+4)

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

### STATISTICS

**Str** 19, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +4; **CMB** +9; **CMD** 19

**SQ** nest, repair

### ECOLOGY

**Environment** any land

**Organization** solitary, hive (1 plus 1 swarm), or gang (2-4)

**Treasure** none

### SPECIAL ABILITIES

**Nest (Su)** A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.

**Repair (Ex)** A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.

A skinstitch is a crude construct made of cloth, leather, hides, and skins sewn together into a roughly ogre-like shape and stuffed with hay. Skinstitches are usually created by a spellcaster lacking the power, talent, or gold to craft a flesh golem.

A skinstitch's stuffing juts out of gaps in the sewing and the mouths and eye-holes of its component faces, giving it a horrifying, ragged look. Swarms of vermin and other creatures often find refuge within the straw, and the magic of this construct grants swarms nesting within its body amazing regenerative powers. Despite its appearance, a skinstitch is strong, tough, and agile, though its components make it susceptible to fire.

## VARIANT SKINSTITCHES

A skinstitch created with material from specific creatures, such as dragons or fire giants, may gain additional abilities appropriate to that creature.

**Enhanced Skinstitch (CR +1):** An enhanced skinstitch has a natural armor bonus 5 greater than normal, a +5 bonus on Stealth checks, and fire resistance 10.

**Resilient Skinstitch (CR +1):** A resilient skinstitch loses its fire vulnerability and gains fire resistance 10 and DR 5/magic.

## CONSTRUCTION

A skinstitch's body is made from leather and cloth costing at least 500 gp.

### SKINSTITCH

**CL** 8th; **Price** 6,500 gp

### CONSTRUCTION

**Requirements** Craft Construct, creator must be caster level 10

**Skill** Craft (leather); **Cost** 3,500 gp



# SNALLYGASTER

*This lean, scaly beast has broad wings, horns, a single eye, and writhing tentacles within its sharp, toothy beak.*

## SNALLYGASTER

CR 3



XP 800

CE Medium aberration

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +7

### DEFENSE

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

**hp** 30 (4d8+12)

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

### OFFENSE

**Speed** 20 ft., fly 60 ft. (good)

**Melee** bite +6 (1d8+3/x3 plus bleed), 2 claws +6 (1d4+3), sucking tentacles +1 (1d4+1 plus grab)

**Special Attacks** aerial charge, bleed (1d6), sucking tentacles

### STATISTICS

**Str** 17, **Dex** 15, **Con** 16, **Int** 5, **Wis** 14, **Cha** 9

**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. trip)

**Feats** Flyby Attack, Skill Focus (Stealth)

**Skills** Fly +10, Perception +7, Stealth +9 (+13 in forests); **Racial**

**Modifiers** +4 Stealth in forests

**Languages** Aklo (can't speak)

### ECOLOGY

**Environment** temperate forests or mountains

**Organization** solitary or pair

**Treasure** none

### SPECIAL ABILITIES

**Aerial Charge (Ex)** When a snallygaster charges downward at an angle of 45 degrees or more, its bite attack deals double damage (or triple damage on a critical hit). Bleed damage is not multiplied for this attack.

**Sucking Tentacles (Ex)** A snallygaster uses its retractable tentacles to suck blood from its victim's bleeding wounds. If a target has a bleed effect and the snallygaster grabs it with tentacles or maintains a grapple against it, the target takes double the normal bleed damage at the beginning of its next turn. When the snallygaster is using its tentacles, it cannot make bite attacks.

The snallygaster is a hideous amalgamation of lizard and bird that preys on unwary travelers. Its claws and beak have an almost metallic sheen to them, hinting at their sharpness and strength. Black stripes run the length of its scaly blue hide all the way to the tip of its long, sinuous tail. The snallygaster's serpentine neck terminates at a small, birdlike head with a single eye set in the center of the forehead. In place of a tongue, its long throat contains a slobbering mass of tentacles that twist and squirm grotesquely whenever the creature extends them.

A typical snallygaster measures 9 feet from the tip of its tail to the point of its beak, with a wingspan of 15 feet and a weight of approximately 200 pounds.

The snallygaster is an ambush predator, attacking its prey from above. Once it spots a potential victim, it dives toward its unsuspecting foe, using the fall to build up momentum. Once its foe lies dead or unconscious, the snallygaster uses its tonguelike tentacles to slurp up the victim's blood. The only thing a snallygaster craves more than blood is alcohol, and it spends much of each autumn scouring its territory for fermenting fruit, on which it gorges itself until thoroughly inebriated. Intoxicated snallygasters are extremely aggressive.

Snallygasters prefer to nest in wooded, mountainous regions. They are primarily active during the day, which they spend searching for food or scaring off rivals. Whether or not a female snallygaster finds a mate, it lays one to two eggs per year.



Illustration by Rayph Beisner



# SOULBOUND MANNEQUIN

This strange construct is shaped like a masked humanoid made of wood and porcelain.

## SOULBOUND MANNEQUIN

CR 7



XP 3,200

N (but see below) Medium construct

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

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

**hp** 85 (10d10+30)

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

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

**Weaknesses** susceptible to mind-affecting effects

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +15 (1d8+4 plus grab)

**Special Attacks** constrict (1d8+4)

**Spell-Like Abilities** (CL 10th; concentration +9)

At will—*detect poison, light, mage hand, open/close, prestidigitation*

3/day—*alarm, feather fall, hold portal*

1/day—*disguise self* (see below), *levitate*, one additional ability based on alignment (see below)

### STATISTICS

**Str** 18, **Dex** 16, **Con** —, **Int** 11, **Wis** 10, **Cha** 9

**Base Atk** +10; **CMB** +14 (+18 grapple); **CMD** 27

**Feats** Improved Initiative, Martial Weapon

Proficiency (any one), Throw Anything, Toughness, Weapon Focus (claw)

**Skills** Intimidate +9, Perception +10

**Languages** Common

**SQ** alignment variation, soul focus

### ECOLOGY

**Environment** any land

**Organization** solitary, pair, or family (3–12)

**Treasure** standard

### SPECIAL ABILITIES

**Alignment Variation (Ex)** Soulbound mannequins are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day as listed below.

- *Chaotic Neutral*: confusion (DC 13)
- *Lawful Neutral*: fear (DC 13)
- *Neutral*: hold monster (DC 13)
- *Neutral Evil*: enervation
- *Neutral Good*: greater invisibility

**Disguise Self (Sp)** The soulbound mannequin can only disguise

itself as the living person it used to be at approximately the age it was when its soul was used to make the mannequin (this allows it to take the appearance of another creature type).

**Soul Focus (Su)** The soul bound to the mannequin lives within a focus integrated into the doll or its apparel, typically a carved mask. As long as this soul focus remains intact, it can be used to animate another mannequin, at the same cost as creating a new soulbound mannequin. The new mannequin retains its personality and memories. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

**Susceptible to Mind-Affecting Effects (Ex)** Unlike most constructs, a soulbound mannequin is not immune to mind-affecting effects.

A soulbound mannequin is a human-sized improvement on the soulbound doll (*Pathfinder RPG Bestiary* 2 255). The binding process is sophisticated enough to leave much of the soul's personality intact. Most are crafted to allow a faithful servant to remain with a prestigious family or to allow a dying loved one to remain among the living in a limited way. Because the mannequin's face is expressionless and its voice has little inflection, it carries several masks that it uses to convey emotions. It often serves its creator as a bodyguard, companion, servant, sentry, or even paramour.

## CONSTRUCTION

A soulbound mannequin is made from wood or porcelain, with one expertly carved mask worth at least 500 gp to serve as the soul focus. Creation requires a soul fragment from a creature who dies at some point during the creation of the mannequin (this doesn't prevent the rest of the soul from continuing on to the afterlife or prevent the body from later being revived). An unwilling soul can resist the procedure with a successful DC 20 Will save.

## SOULBOUND MANNEQUIN

**CL** 7th; **Price** 16,500 gp

### CONSTRUCTION




**Requirements** Craft Construct, *disguise self, false life, lesser geas, magic jar, minor creation*, soul of a living creature who dies or is slain during the creation process; **Skill** Craft (sculptures); **Cost** 8,500 gp



# SOULBOUND MANNEQUIN-SOULBOUND SHELL

## SOULBOUND SHELL

This white statue of a bald human is marbled with glowing green veins of energy.

SOULBOUND SHELL	CR 12	  
<b>XP 19,200</b>		
N Medium construct		
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +15		
<b>DEFENSE</b>		
<b>AC</b> 26, touch 11, flat-footed 25 (+4 armor, +1 Dex, +11 natural)		
<b>hp</b> 132 (15d10+50)		
<b>Fort</b> +5, <b>Ref</b> +6, <b>Will</b> +7		
<b>DR</b> 10/adamantine and magic; <b>Immune</b> construct traits; <b>SR</b> 23		
<b>Weaknesses</b> cemented mind, susceptible to mind-affecting effects		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft.		
<b>Melee</b> mwk dagger +17/+12/+7 (1d4+1/19-20)		
<b>Wizard Spells Prepared</b> (CL 12th; concentration +17)		
6th— <i>beast shape IV</i> , <i>disintegrate</i> (DC 21)		
5th— <i>cloudkill</i> (2, DC 22), <i>dominate person</i> (DC 21), <i>passwall</i>		
4th— <i>black tentacles</i> (2), <i>fire shield</i> , <i>shout</i> (DC 19)		
3rd— <i>fly</i> , <i>lightning bolt</i> (2, DC 18), <i>stinking cloud</i> (2, DC 20)		
2nd— <i>false life</i> (already cast), <i>glitterdust</i> (DC 19), <i>hideous laughter</i> (DC 18), <i>make whole</i> , <i>mirror image</i>		
1st— <i>charm person</i> (2, DC 17), <i>expeditious retreat</i> , <i>grease</i> (DC 18), <i>mage armor</i> (already cast), <i>unseen servant</i>		
0— <i>acid splash</i> , <i>detect magic</i> , <i>mage hand</i> , <i>read magic</i>		
<b>STATISTICS</b>		
<b>Str</b> 13, <b>Dex</b> 13, <b>Con</b> —, <b>Int</b> 20, <b>Wis</b> 10, <b>Cha</b> 13		
<b>Base Atk</b> +15; <b>CMB</b> +16; <b>CMD</b> 27		
<b>Feats</b> Combat Casting, Craft Construct <sup>®</sup> , Greater Spell Focus (conjuration), Improved Iron Will, Iron Will, Skill Focus (Spellcraft), Spell Focus (conjuration), Spell Focus (enchantment), Toughness		
<b>Skills</b> Craft (sculptures) +20, Disguise +16, Knowledge (arcana) +20, Knowledge (engineering) +20, Perception +15, Spellcraft +26, Use Magic Device +16		
<b>Languages</b> Aklo, Common, Draconic		
<b>SQ</b> soul focus		
<b>ECOLOGY</b>		
<b>Environment</b> any land		
<b>Organization</b> solitary or workshop (1 plus 2-8 other constructs)		
<b>Treasure</b> standard (mwk dagger, other treasure)		
<b>SPECIAL ABILITIES</b>		
<b>Cemented Mind (Ex)</b> A soulbound shell can never change its known or prepared spells.		
<b>Soul Focus (Su)</b> The soul bound to the shell lives within a gem inside its chest. As long as this soul focus remains intact, it can be used to animate another shell, at the same cost as creating a new soulbound shell,		

and retains its personality and memories. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

**Spells** A spellbound shell casts spells as a 12th-level cleric, witch, or wizard, but does not gain any other class abilities.

**Susceptible to Mind-Affecting Effects (Ex)** A soulbound shell is not immune to mind-affecting effects.

A soulbound shell is the perfected version of a soulbound mannequin, allowing the soul to retain its spellcasting.

## CONSTRUCTION

A soulbound shell is constructed from marble, a 5,000 gp gem for the soul focus, and the soul of a willing spellcaster of at least 12th level who dies at the culmination of the creation process and animates the stone shell.

### SOULBOUND SHELL

**CL** 12th; **Price** 115,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *false life*, *magic jar*, *make whole*, *mnemonic enhancer*, *stoneskin*;

**Skill** Craft (sculpture); **Cost** 60,000 gp

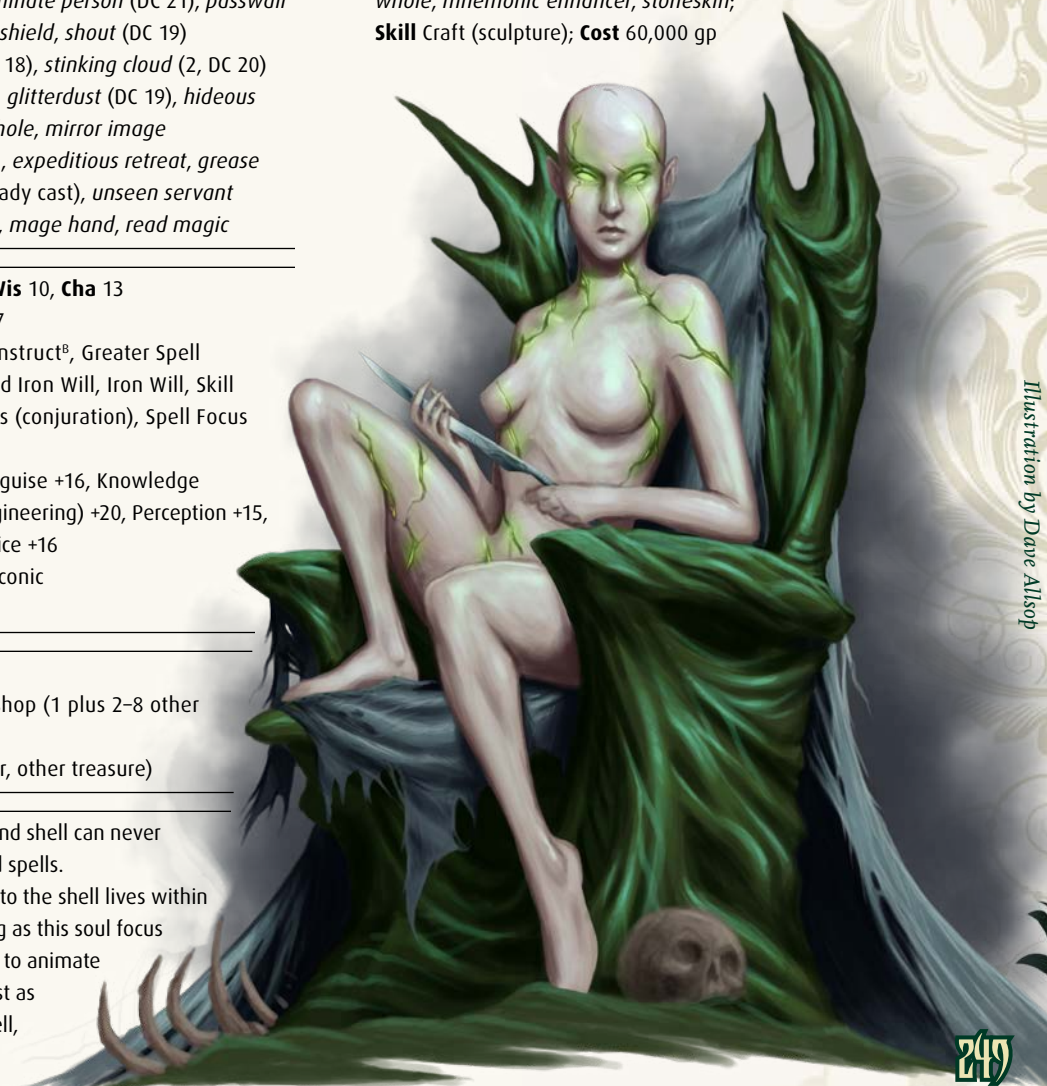


Illustration by Dave Allsop



# SOULSLIVER

This smooth-featured, humanoid creature appears to have skin made entirely of mirrored glass.

## SOULSLIVER

CR 2



XP 600

NE Medium outsider (extraplanar, shapechanger)

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

### DEFENSE

**AC** 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)

**hp** 19 (3d10+3); fast healing 1

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

**Resist** acid 5, fire 5

**Weaknesses** vulnerable to sonic

### OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +5 (1d4+2)

**Special Attacks** death throes

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

3/day—*mage hand*, *open/close*, *silent image*

1/day—*mirror image*

### STATISTICS

**Str** 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** +5; **CMD** 19

**Feats** Dodge, Improved Initiative

**Skills** Acrobatics +9 (+13 when jumping), Bluff +7, Disguise +7 (+11 when using change shape), Perception +7, Sense Motive +7, Stealth +9; **Racial Modifiers** +4 Acrobatics when jumping, +4 Disguise when using change shape

**Languages** Aklo, Common

**SQ** change shape (any humanoid, *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

### ECOLOGY

**Environment** any land (extraplanar)

**Organization** solitary or gang (2–5)

**Treasure** incidental

### SPECIAL ABILITIES

**Death Throes (Su)** When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half). The save DC is Constitution-based.

**Mirror Travel (Su)** At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

**Perfect Copy (Su)** When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

A soulsliver is an extradimensional shapechanger that lurks in the half-dimensions behind mirrors. It watches creatures on the Material Plane through reflective surfaces, assumes their likeness, then crawls through the mirror to kill and feast upon its prey. Whether they are bizarre offshoots of the doppelganger race or originate from some aberrant magic used to create a demiplane, soulslivers are responsible for many unsolved murders, and their mirror travel makes them hard to catch.




A soulsliver causes trouble for a short while in its assumed form, then retreats through the mirror to its home plane. Its native plane is an aspect of the Plane of Shadow, with reversed and grossly distorted creatures and scenery from the Material Plane.



Illustration by Xia Taptara

## SPAWN OF YOG-SOTHOTH

The shape of this creature gives the impression of a squirming mass accompanied by an indescribable monstrous stench.

<b>SPAWN OF YOG-SOTHOTH</b>	<b>CR 10</b>	  
<b>XP 9,600</b>		
<b>CE</b> Large aberration (extraplanar)		
<b>Init</b> +6; <b>Senses</b> blindsight 30 ft., darkvision 60 ft.; <b>Perception</b> +20		
<b>Aura</b> stench (30 ft., DC 22, 10 rounds)		
<b>DEFENSE</b>		
<b>AC</b> 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, -1 size)		
<b>hp</b> 133 (14d8+70)		
<b>Fort</b> +9, <b>Ref</b> +8, <b>Will</b> +12		
<b>Defensive Abilities</b> tenuous natural invisibility; <b>DR</b> 10/magic;		
<b>Immune</b> cold, fire; <b>Resist</b> sonic 10; <b>SR</b> 21		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft., climb 30 ft.		
<b>Melee</b> bite +17 (1d8+8/19-20/x3), 4 tentacles +16 (1d6+4 plus grab)		
<b>Space</b> 10 ft.; <b>Reach</b> 10 ft.		
<b>Special Attacks</b> blood drain (1d4 Con), devastation		
<b>STATISTICS</b>		
<b>Str</b> 26, <b>Dex</b> 15, <b>Con</b> 21, <b>Int</b> 17, <b>Wis</b> 17, <b>Cha</b> 20		
<b>Base Atk</b> +10; <b>CMB</b> +19; <b>CMD</b> 30 (38 vs. trip)		
<b>Feats</b> Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Vital Strike, Weapon Focus (tentacle)		
<b>Skills</b> Climb +33, Escape Artist +19, Intimidate +22, Knowledge (arcana) +20, Perception +20, Spellcraft +20, Stealth +15		
<b>Languages</b> Aklo		
<b>ECOLOGY</b>		
<b>Environment</b> temperate hills		
<b>Organization</b> solitary		
<b>Treasure</b> standard		
<b>SPECIAL ABILITIES</b>		

**Devastation (Ex)** As a full-round action, the spawn can assault a structure, dealing 4d6+16 points of damage to the structure in that round.

**Tenuous Natural Invisibility (Ex)** This functions like natural invisibility, except it is subject to *invisibility purge* and effects that outline invisible creatures (such as *glitterdust* and *faerie fire*). It cannot be dispelled.

The spawn of Yog-Sothoth are begotten upon the world as the results of vile rituals in which cultists call down the essence of Yog-Sothoth, an Outer God from beyond the stars (see page 135) to impregnate a humanoid creature. The Outer God is not of this dimension or world; only by incorporating flesh and bone of a mortal can its spawn exist. Upon death, a spawn's flesh rapidly melts until nothing remains but a crusty stain. Although the spawn of

Yog-Sothoth are naturally invisible, they exude a hideous, unforgettable stench that alerts others to their presence.

Ancient legend holds that the spawn of Yog-Sothoth are inflicted upon a world to clear it of all sane life and to prepare the way for the return of the Great Old Ones. But it's just as likely that the carnage and mayhem it brings upon the world is due to its ravenous and constant hunger for blood as any agenda from masters beyond the stars.

A spawn of Yog-Sothoth grows quickly to Large size, but if it continues to feed, it also continues to grow, albeit at a lesser rate. A truly ancient spawn of Yog-Sothoth can be the size of a barn or even a small hill.

Not all spawn of Yog-Sothoth are massive or inhuman. Some (often twins to their more monstrous kin) remain roughly humanoid in shape and size, although their deformities still require them to wear disguises or layers of baggy clothing if they want to walk unchallenged in civilized regions. These sinister creatures have a wide range of strange and unusual abilities and appearances, and are usually spellcasters—typically oracles with the dark tapestry mystery (*Pathfinder RPG Ultimate Magic* 54) or sorcerers with the aberrant bloodline.



Illustration by Tyler Wahpole



## SPIDER, GOLIATH

This massive brown-and-green tarantula is the size of a large house and has huge, razor-sharp fangs.

### GOLIATH SPIDER

CR 11



XP 12,800

N Colossal vermin

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

#### DEFENSE

**AC** 25, touch 3, flat-footed 24 (+1 Dex, +22 natural, -8 size)

**hp** 147 (14d8+84)

**Fort** +15, **Ref** +5, **Will** +4

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +17 (6d8+22 plus poison)

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

**Special Attacks** poison, poisoned web (+13 ranged, DC 23, 14 hp), trample (4d8+22, DC 32)

#### STATISTICS

**Str** 41, **Dex** 13, **Con** 22, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +10; **CMB** +33; **CMD** 44 (56 vs. trip)

**Skills** Climb +23, Perception +4, Stealth -7 (+1 in forests); **Racial**

**Modifiers** +8 Climb, +4 Perception, +8 Stealth (+16 in forests)

#### ECOLOGY

**Environment** any forests or swamps

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

**Treasure** incidental

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Str and paralysis 1 round; *cure* 2 consecutive saves.

**Poisoned Web (Ex)** This ability works like the web ability, but affects all creatures in a 10-foot-radius burst. In addition, any creature hit by the web must save against the spider's poison.

Goliath spiders are giant hunting spiders that most often prey on large creatures such as giant scorpions, snakes, and younger dragons, but sometimes catch and paralyze smaller prey to eat later. Camouflaged by their hairs and coloration, they prowl atop the forest canopy, dropping upon unsuspecting creatures. Females often cannibalize their mates.

## SPIDER, SCARLET

This bright red spider has eight dexterous black legs, and can move with amazing speed for its size.

### SCARLET SPIDER

CR 1/4



XP 100

N Tiny vermin

**Init** +5; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

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

**hp** 4 (1d8)

**Fort** +2, **Ref** +5, **Will** +0

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +7 (1d3-4 plus poison)

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

**Special Attacks** poison

#### STATISTICS

**Str** 3, **Dex** 21, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +0; **CMB** +3; **CMD** 9 (21 vs. trip)

**Feats** Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +13, Climb +21, Perception +4, Stealth +17;

**Racial Modifiers** +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

#### ECOLOGY

**Environment** any land

**Organization** solitary, pair, or colony (3-8)

**Treasure** none

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1 Str; *cure* 1 save.

Scarlet spiders are small arachnids with bright red bodies and black legs. Scarlet spiders don't have web attacks. Though they can be found in any terrain, scarlet spiders are more common in environments where they can hunt large insects and small mammals.

A spellcaster who selects a scarlet spider as a familiar gains a +3 bonus on Climb checks as long as the familiar remains within 1 mile of her; a scarlet spider familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.



# SPIDER-SPRING-HEELED JACK

## SPRING-HEELED JACK

*With jet-black skin and a small but menacing pair of horns, this goateed, impish creature wields a bloody knife and a wicked grin.*

### SPRING-HEELED JACK

CR 3



XP 800

CE Small fey

**Init** +5; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 16, touch 16, flat-footed 11 (+5 Dex, +1 size)

**hp** 26 (4d6+12)

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

#### OFFENSE

**Speed** 40 ft.

**Melee** mwk dagger +9 (1d3+2/19–20)

**Special Attacks** breath weapon (15-ft. cone, 2d6 fire damage, Reflex DC 14 half, usable every 2d4 rounds), frightening gaze, vault, sneak attack +1d6

**Spell-Like Abilities** (CL 4th; concentration +5)

Constant—*feather fall*, *pass without trace*

1/day—*passwall*

#### STATISTICS

**Str** 15, **Dex** 21, **Con** 14, **Int** 10, **Wis** 10, **Cha** 13

**Base Atk** +2; **CMB** +3; **CMD** 18

**Feats** Toughness, Weapon Finesse

**Skills** Acrobatics +12 (+16 when jumping), Bluff +6, Climb +9,

Escape Artist +12, Perception +7, Sleight of Hand +10,

Stealth +16; **Racial Modifiers** +4 Acrobatics when jumping

**Languages** Common, Sylvan

#### ECOLOGY

**Environment** any land

**Organization** solitary

**Treasure** double (mwk dagger, other treasure)

#### SPECIAL ABILITIES

**Frightening Gaze (Su)** Any creature within a 10-ft. radius upon whom Spring-Heeled Jack's gaze falls is panicked for 1d6 rounds. A successful DC 13 Will save negates. The save DC is Charisma-based.

**Vault (Su)** Spring-Heeled Jack can jump up to 20 feet (vertically or horizontally in any combination) as a move action without provoking attacks of opportunity.

This cruel-eyed night terror is infamous for his love of trickery and spontaneous bursts of violence. Spring-Heeled Jack stands about 4 feet tall and weighs about 80 pounds.

Spring-Heeled Jack keeps up a reputation for gruesome killing sprees and tends to flee the crime scene by leaping onto buildings. He subsists on raw animal meat, from deer to house rat to beetle. His knife is often his only company, and after years of self-inflicted solitude Spring-Heeled Jack considers it his best and only friend, and has taken to calling it "Love." The finely wrought knife has no special

properties, but is clearly of otherworldly origin and leaves strange scars that are impossible to reproduce.

Chaotic and spontaneous, Spring-Heeled Jack at times lets his prey live to spread his legend. Though he doesn't commit his heinous crimes for notoriety alone, he revels in the reputation he has earned and the fear that registers in people's eyes as he pounces upon them.

It is widely thought that Spring-Heeled Jack was at one point human, but lost his humanity in exchange for fiendish powers. The truth is that "he" is a fey creature—the best known of a race of fey creatures related to quicklings (*Pathfinder RPG Bestiary 2* 227). These fey are fond of traveling to the Material Plane, where their mayhem is more feared and appreciated. To add to the mystery, they all use the same name among mortals and pretend to be the same individual.



Illustration by Jean-Baptiste Reynaud





# STAR-SPAWN OF CTHULHU

A mountainous form, this hideous creature is humanoid in general shape, but its hateful face is a writhing mass of tentacles.

## STAR-SPAWN OF CTHULHU CR 20



**XP 307,200**

CE Huge aberration

**Init** +5; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +37

**Aura** frightful presence (150 ft., DC 29)

### DEFENSE

**AC** 36, touch 9, flat-footed 35 (+1 Dex, +27 natural, -2 size)

**hp** 362 (25d8+250); regeneration 15 (fire)

**Fort** +18, **Ref** +9, **Will** +25; +8 vs. divination and mind-affecting

**Defensive Abilities** immortality, overwhelming mind;

**Immune** cold, disease, poison; **SR** 31

### OFFENSE

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

**Melee** 2 claws +32 (2d6+16/19-20), 6 tentacles +27  
(1d8+8/19-20 plus grab)

**Space** 15 ft.; **Reach** 30 ft.

**Special Attacks** constrict (1d8+8), overwhelming mind

**Spell-Like Abilities** (CL 20th; concentration +27)

Constant—*mind blank*

At will—*dream*, *insanity* (DC 24), *nightmare* (DC 22), *sending*

3/day—*demand* (DC 25)

1/day—*gate*

### STATISTICS

**Str** 42, **Dex** 13, **Con** 30, **Int** 23, **Wis** 29, **Cha** 24

**Base Atk** +18; **CMB** +36 (+38 bull rush, +40 grapple); **CMD** 47  
(49 vs. bull rush)

**Feats** Awesome Blow, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (claw), Improved Critical (tentacle), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike

**Skills** Fly +25, Intimidate +35, Knowledge (arcana, geography, planes) +31, Perception +37, Sense Motive +34, Spellcraft +34, Swim +52, Use Magic Device +32

**Languages** Aklo; telepathy 300 ft.

**SQ** compression, limited starflight, no breath

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or cult (3-6)

**Treasure** standard

### SPECIAL ABILITIES

**Immortality (Ex)** A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

**Limited Starflight (Ex)** A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go; see page 193), a star-spawn

of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its *gate* ability to make the journey quickly.

**Overwhelming Mind (Ex)** A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 29 Will save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a *demand*, *dream*, *nightmare*, or *sending* spell-like ability, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Of all the strange and malefic denizens of the void between the stars, few cause the same terror as this titanic race. They hail from a mad star whose light cannot be seen by conventional telescopes, and the smallest of these behemoths stand nearly 30 feet in height. Humanoid in shape, their immense bodies have rubbery flesh that seems to wriggle and seethe like a half-solidified ooze. Tremendous draconic wings, murderous taloned hands, and a tentacled visage that evokes the alien gaze of an octopus complete the being's monstrous shape. This malevolent race has a name, yet it is no name known to the sane. Among mortal scholars, they are known merely by the name of their greatest priest—they are the star-spawn of Cthulhu.

The star-spawn of Cthulhu have a strange, mutable anatomy—their form is not fixed. They can absorb parts of their bodies or enlarge others at will, a trait they often use on their claws or tentacles to dramatically extend their reach in combat beyond what might normally be possible for a creature of the same shape and size. Despite this mutable shape, the star-spawn's forms generally don't deviate far from that of an octopus-headed, winged humanoid, likely because of the powerful links their otherworldly minds have to their overlord and master, who lies dead but dreaming in the lost city of R'lyeh.

Although they typically appear as immense humanoid creatures with rubbery hides and octopoid heads, the star-spawn of Cthulhu are not any more aquatic in nature than they are terrestrial—that they're often associated with a planet's oceans lies more in the simple fact that oceans often cover the majority of a planet's surface. The

creatures themselves, being equally at home on land, at sea, or in the depths of space, make no real distinction between such regions, choosing them as the sites of their cities and temples for purposes only they can know. Servants of the alien gods of the void, they work upon the worlds they invade to wipe them clean of indigenous life in preparation for the eventual time when the deep void expands to replace all that exists with its strange realities.

The star-spawn of Cthulhu hold little malice toward indigenous life—they simply can't proceed with their plans for a world while such life exists. Just as a human might move into a house thinking it to be abandoned, only to discover colonies of ants dwelling within the building's walls, the star-spawn work to eradicate indigenous infestations. Their methods seldom vary from world to world—those whose intellects they can influence via dreams and nightmares they besiege as the victims sleep, seeding the growth of destructive cults and societies. These groups in turn further the star-spawn's agenda, preparing the world and bringing it to the brink of destruction. When such worlds are poised to tear themselves apart from within through unrest, civil war, excessive pollution, or genocide, the star-spawn mobilize their cults to end all things. The only reward such cults may receive for their (sometimes unwitting) aid is the dubious honor of being among the final few to be eradicated, for the star-spawn have no interest in and feel no responsibility toward their pawns.

The fact that the star-spawn's plans to bring about the eradication of life span centuries or even millennia should not be mistaken for sloth or lassitude—the star-spawn are inhumanly patient, and the preparation of the universe's worlds must precisely follow an unknowable schedule, for only when the exact cosmic convergences are in place and the stars are right can they make their final moves to end all things. This time frame does give some worlds a chance to discover the star-spawn's influence and to delay or even defeat their world's star-spawned doom, but such tales of triumph are rare in the face of the void's relentless tides.

The star-spawn of Cthulhu war with many other strange races out of time and space, including elder things

(see page 85) and the servitors of other Great Old Ones (see page 135). They have also been known to use these creatures—and other races such as the mi-go—as pawns, slaves, or minions to promote their immortal agenda.

Though the star-spawn themselves hail from a distant world deep in the void and can be found on countless other realms as gods and monsters, their lord Cthulhu (see page 138) dwells upon a distant planet far removed from any commonly visited world. Yet while Cthulhu lies imprisoned in the corpse-city of R'lyeh deep under a great ocean, his dreams resonate still in the minds of his star-spawn, and from there touch upon the dreams of many slumbering poets and philosophers on countless worlds. Guided by their knowledge of their master's great plan, and updated by his far-reaching dreams, the star-spawn of Cthulhu proceed inevitably toward their goals.



Illustration by Scott Purdy





# SVARTALFAR

*This hairless, black-skinned elflike creature has an expressionless face and wields an eerie ebon sword.*

## SVARTALFAR

CR 8



XP 4,800

LE Medium fey (extraplanar)

**Init** +5; **Senses** darkvision 120 ft., low-light vision; Perception +18

### DEFENSE

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

**hp** 84 (13d6+39)

**Fort** +6, **Ref** +13, **Will** +12

**DR** 10/cold iron; **Resist** cold 10, electricity 10; **SR** 19

**Weaknesses** light blindness

### OFFENSE

**Speed** 40 ft.

**Melee** +1 *longsword* +9/+6 (1d8+4/19–20)

**Special Attacks** bane, quickened spell strike, sneak attack +3d6

**Spell-Like Abilities** (CL 13th; concentration +18)

At will—*chill touch* (DC 16), *corrosive touch*<sup>UM</sup>

3/day—*frigid touch*<sup>UM</sup>, *shadow step*<sup>UM</sup>, *vanish*<sup>APG</sup>

1/day—*force punch*<sup>UM</sup> (DC 18), *greater invisibility*,  
*ray of exhaustion* (DC 18)

### STATISTICS

**Str** 12, **Dex** 21, **Con** 17, **Int** 18, **Wis** 14, **Cha** 21

**Base Atk** +6; **CMB** +11; **CMD** 22

**Feats** Agile Maneuvers, Combat Casting,

Iron Will, Skill Focus (Stealth),

Stealthy, Vital Strike, Weapon

Focus (longsword)

**Skills** Acrobatics +21

(+25 when jumping),

Bluff +21, Escape Artist

+25, Intimidate +18,

Knowledge (nature)

+20, Knowledge (planes)

+17, Perception +18, Sense

Motive +18, Sleight of

Hand +21, Stealth +31;

**Racial Modifiers**

+4 Acrobatics

when jumping

**Languages** Aklo,

Common, Elven,

Sylvan

### ECOLOGY

**Environment** any

(Shadow Plane)

**Organization** solitary, pair, cabal

(3–12), or clan (10–30)

**Treasure** NPC gear (+1 *longsword*,  
other treasure)

### SPECIAL ABILITIES

**Bane (Su)** Once per day as a swift action, a svartalfar can imbue one of its weapons with the *bane* weapon special ability. It must select one creature type (and subtype, if choosing humanoid or outsider) when it uses this ability. This lasts for 1 hour. This ability only functions while the svartalfar wields the weapon.

**Quickened Spell Strike (Su)** Three times per day as a free action after hitting with a melee weapon, a svartalfar can cast and deliver one of the following of its spell-like abilities through the weapon: *chill touch*, *corrosive touch*, *force punch*, *frigid touch*, or *ray of exhaustion*. If the attack is a critical hit and the spell-like ability deals damage, it deals double damage.

The ancestors of the svartalfars were exiled from their primordial home for grave crimes that no fey will speak of. Fleeing to the Shadow Plane, they formed assassin clans, and now they hire their services to any who pay them. Their payment must be in secrets, bits of occult science, and obscure information to add to their huge, dark libraries in underground warrens hidden away on the Shadow Plane. Svartalfars are extremely interested in knowledge about the realm of the fey. Many fear the svartalfars are searching for a way to finally take their revenge upon those who expelled them.

These cold, calculating killers are not swayed by whimsy or deeper passions. They pride themselves on their pitilessness and inability to be bribed or dissuaded from ending a target's life once they've been contracted to do so. Once an assassination is paid for, it's the duty of all the svartalfars of a clan or cabal to make sure it gets done. If a clan or cabal fails, another one will finish the job.




Svartalfars seem to feel no love or real friendship. All of their actions are committed for practical reasons—political gain, procreation, or relieving boredom. Focused and utterly unyielding, they are considered by many to be the perfect killers, and their tenacity and mastery over magic and shadows are a death sentence for anyone who has been marked as their quarry.



Illustration by Shreya Shetty

## SWAN MAIDEN




This tall, regal woman is clad in a long cloak of pristine white swan feathers and silvery armor with a winged helm.

SWAN MAIDEN	CR 6	  
<b>XP 2,400</b>		
CG Medium fey (shapechanger)		
<b>Init</b> +5; <b>Senses</b> low-light vision; Perception +14		
<b>DEFENSE</b>		
<b>AC</b> 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 natural)		
<b>hp</b> 55 (10d6+20)		
<b>Fort</b> +5, <b>Ref</b> +12, <b>Will</b> +8		
<b>DR</b> 5/cold iron; <b>Resist</b> cold 10, electricity 10; <b>SR</b> 17		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft., fly 40 ft. (good)		
<b>Melee</b> mwk rapier +11 (1d6+1/18–20)		
<b>Ranged</b> longbow +10 (1d8/×3)		
<b>Spell-Like Abilities</b> (CL 10th; concentration +12)		
At will— <i>dancing lights</i>		
1/day— <i>confusion</i> (DC 16), <i>deep slumber</i> (DC 15), <i>entangle</i> (DC 13), <i>glitterdust</i> (DC 14), <i>major image</i> (DC 15)		
<b>STATISTICS</b>		
<b>Str</b> 13, <b>Dex</b> 20, <b>Con</b> 15, <b>Int</b> 10, <b>Wis</b> 12, <b>Cha</b> 15		
<b>Base Atk</b> +5; <b>CMB</b> +10; <b>CMD</b> 22		
<b>Feats</b> Agile Maneuvers, Dodge, Flyby Attack, Skill Focus (Perception), Weapon Finesse		
<b>Skills</b> Acrobatics +11, Bluff +10, Fly +20, Knowledge (nature) +8, Perception +14, Sense Motive +9, Stealth +20; <b>Racial Modifiers</b> +4 Stealth		
<b>Languages</b> Common, Sylvan		
<b>SQ</b> change shape (trumpeter swan, <i>beast shape I</i> ), feather cloak, trackless step, transformation ritual		
<b>ECOLOGY</b>		
<b>Environment</b> temperate lakes or swamps		
<b>Organization</b> solitary, pair, or flock (3–10)		
<b>Treasure</b> standard (chain shirt, mwk longsword, longbow with 20 arrows, other treasure)		
<b>SPECIAL ABILITIES</b>		
<b>Feather Cloak (Su)</b> Without her feather cloak, a swan maiden can't use her change shape ability.		
<b>Transformation Ritual (Su)</b> A swan maiden can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. The humanoid loses her class and racial abilities.		

Swan maidens are fey shapechangers who vow to protect unspoiled wilds from the encroachment of civilization or evil. They live in small flocks along secluded lakeshores. Because stealing a swan maiden's cloak robs her of her shapechanging ability, most maidens avoid humanoids and take up armor and weapons to defend themselves.

## SWAN, TRUMPETER

This large waterfowl has a wide wingspan, all-white feathers, a black bill, and a long, curving neck.

TRUMPETER SWAN	CR 1/3	  
<b>XP 135</b>		
N Small animal		
<b>Init</b> +2; <b>Senses</b> low-light vision; Perception +8		
<b>DEFENSE</b>		
<b>AC</b> 13, touch 13, flat-footed 11 (+2 Dex, +1 size)		
<b>hp</b> 5 (1d8+1)		
<b>Fort</b> +3, <b>Ref</b> +4, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 10 ft., fly 100 ft. (average)		
<b>Melee</b> bite +1 (1d4), 2 wings –4 (1d3)		
<b>STATISTICS</b>		
<b>Str</b> 10, <b>Dex</b> 15, <b>Con</b> 12, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 5		
<b>Base Atk</b> +0; <b>CMB</b> –1; <b>CMD</b> 11		
<b>Feats</b> Skill Focus (Perception)		
<b>Skills</b> Fly +4, Perception +8		
<b>ECOLOGY</b>		
<b>Environment</b> temperate lakes or swamps		
<b>Organization</b> solitary, pair, or flock (3–10)		
<b>Treasure</b> none		

Swans are large and aggressive waterfowl. The average adult trumpeter swan is 5 feet long and weighs around 25 pounds.



Illustration by Diana Martinez



# TANINIVER

This legless, winged, white-eyed dragon is covered in patches of diseased flesh, squirming with maggots and oozing pus.

## TANINIVER

CR 18



XP 153,600

NE Huge dragon

**Init** +4; **Senses** darkvision 120 ft., *deathwatch*; Perception +26

**Aura** frightful presence (180 ft., DC 25)

### DEFENSE

**AC** 33, touch 8, flat-footed 33 (+25 natural, -2 size)

**hp** 270 (20d12+140)

**Fort** +21, **Ref** +12, **Will** +15

**Defensive Abilities** negative energy affinity; **DR** 15/good and magic; **Immune** paralysis, sleep, visual effects; **Resist** acid 30, cold 30, electricity 30, fire 30; **SR** 29

### OFFENSE

**Speed** 30 ft., fly 200 ft. (clumsy)

**Melee** bite +30 (4d6+11 plus disease), 2 claws +30 (2d8+11 plus disease), tail slap +24 (2d8+5 plus disease)

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

**Special Attacks** breath weapon (60-ft. cone, 1d6 Str drain plus mummy rot, Fortitude DC 27 negates, usable every 1d4 rounds)

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

Constant—*deathwatch*

3/day—*animate dead*, *inflict serious wounds* (DC 18)

1/day—*eyebite* (DC 21), *horrid wilting* (DC 23), *symbol of pain* (DC 20)

### STATISTICS

**Str** 33, **Dex** 11, **Con** 25, **Int** 18, **Wis** 17, **Cha** 20

**Base Atk** +20; **CMB** +33; **CMD** 43 (can't be tripped)

**Feats** Cleave, Combat Reflexes, Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Sickening Critical, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)

**Skills** Bluff +28, Fly -12, Heal +26, Intimidate +28, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +26, Sense Motive +26, Spellcraft +27, Stealth +15, Use Magic Device +28

**Languages** Common, Draconic, Undercommon

### ECOLOGY

**Environment** any land or underground

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Breath Weapon (Ex)** A taniniver's breath weapon is a hideous gray cloud of disease particles. Any creature in the area must succeed at a DC 27 Fortitude save or contract mummy rot (*Pathfinder RPG Bestiary* 210). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Ongoing saving throws against the disease use the dragon's breath weapon DC. The save DC is Constitution-based.

**Disease (Ex)** A taniniver's natural attacks infect its opponent with a random disease from the following list: blinding sickness, bubonic plague, cackle fever, leprosy, mindfire, or shakes. The initial saving throw against these diseases uses the breath weapon's DC.

Taninivers are a degenerate race of diseased dragons. A taniniver's body is alive but constantly rotting. Wracked by never-ending pain, with the stench of its own decaying flesh so strong it nearly overwhelms the vile creature's enhanced senses, the foul taniniver spends most of its time in magical research to reverse the progression of its diseases or, failing that, to stave off further deterioration. Taninivers often ally with cults of undeath or dragonkind.

Illustration by Tyler Walpole

# TIBEROLITH

A bizarre thrum echoes from somewhere deep within this towering stone hulk, and blue liquid runs down its shuddering body.

TIBEROLITH	CR 10
XP 9,600	
N Huge construct	
Init +0; Senses darkvision 60 ft., low-light vision; Perception +0	
DEFENSE	
AC 24, touch 8, flat-footed 24 (+16 natural, -2 size)	
hp 111 (13d10+40)	
Fort +4, Ref +4, Will +4	
Defensive Abilities spell trap; DR 10/adamantine and bludgeoning; Immune acid, construct traits; Resist electricity 30; SR 24	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +19 (3d8+8)	
Space 15 ft.; Reach 15 ft.	
Special Attacks corrosive strikes, shockwave	
STATISTICS	
Str 26, Dex 11, Con —, Int —, Wis 11, Cha 1	
Base Atk +13; CMB +23; CMD 33	
ECOLOGY	
Environment any coastlines or water	
Organization solitary, pair, or squad (3–4)	
Treasure standard	
SPECIAL ABILITIES	

- Corrosive Strikes (Ex)** A tiberolith reduced to 30 or fewer hit points leaks acid, and deals an additional 1d6 points of acid damage with its slam attacks.
- Shockwave (Su)** Three times per day, a tiberolith can unleash a burst of electricity. This blast deals 12d6 points of electricity damage to all creatures within 30 feet (Reflex DC 16 half). A tiberolith is immune to its shockwave and that of other tiberoliths. The save DC is Constitution-based.
- Spell Trap (Su)** When a tiberolith is targeted by a spell that allows spell resistance and its spell resistance fails to protect it against that spell, the spell instead becomes trapped in the tiberolith's magical runes. The runes can only trap one spell at a time; if a second spell would become trapped, the first spell affects the tiberolith normally (including allowing a saving throw, if appropriate) and the second spell is trapped. A trapped spell dissipates harmlessly after 24 hours.

Tiberoliths are magical constructs with primitive internal mechanical components, held together with sinew and plant matter. Created by a vicious lost civilization to protect its citadels, villages, and treasures,

tiberoliths are found in submerged ruins and remain immobile unless attacked or approached by unauthorized intruders. Each is covered in a unique pattern of markings that glow blue when it moves. When active, it makes an unmistakable high-pitched whirring sound. A tiberolith typically stands 18 feet tall and weighs 7,000 pounds.

Its stone body is filled with an acidic blue alchemical liquid that channels electricity from its mechanisms. In addition to this fluid, its hollow interior spaces have puzzlebox-like devices anchored within them, though how these relate to the creature's movement is unknown.

## CONSTRUCTION

A tiberolith is created from three stone slabs (2,500 pounds each). They're bound with plant matter or sinew treated with unguents costing at least 7,000 gp.

TIBEROLITH
CL 12th; Price 48,000 gp
CONSTRUCTION
Requirements Craft Construct, acid fog, limited wish, stone shape, creator must be at least caster level 11th; Skill Craft (sculptures) or Craft (stonemasonry) DC 18; Cost 24,000 gp



Illustration by Dave Allsop





# TIKBALANG

Merging the features of a horse and human, this monstrosity has an equine snout, sharp fangs, and long forelimbs with clawed fingers.

## TIKBALANG

CR 9



XP 6,400

CE Large monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

### DEFENSE

**AC** 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

**hp** 114 (12d10+48)

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

### OFFENSE

**Speed** 40 ft.

**Melee** bite +18 (2d4+7/19–20), 2 hooves +13 (1d8+10)

**Ranged** 4 spines +14 (1d6+8)

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

**Special Attacks** pounce, spines, trample (1d8+10, DC 23)

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

Constant—*spider climb*

At will—*ventriloquism* (DC 15), *invisibility*

3/day—*major image* (DC 17)

1/day—*fly* (self only), *mirage arcana* (DC 19)

1/week—*maze*

### STATISTICS

**Str** 24, **Dex** 16, **Con** 19, **Int** 11, **Wis** 16, **Cha** 19

**Base Atk** +12; **CMB** +20; **CMD** 34

**Feats** Combat Reflexes, Deceitful, Dodge, Great

Fortitude, Improved Critical (bite), Power Attack

**Skills** Bluff +20, Disguise +6, Perception +18, Sense Motive +9, Stealth +14, Survival +12

**Languages** Common, Sylvan

**SQ** change shape (Small or Medium humanoid, *alter self*), powerful blows (hooves), sound mimicry (sounds and voices)

### ECOLOGY

**Environment** warm jungles or forests

**Organization** solitary, pair, or gang (3–5)

**Treasure** standard

### SPECIAL ABILITIES

**Spines (Ex)** As a standard action, a tikbalang can launch four spines from its mane, each dealing 1d6 points of damage plus its Strength bonus. This attack has a range of 120 feet with no range increment. All targets must be within 30 feet of each other. A tikbalang can launch only 24 spines in any 24-hour period.

Dangerous protectors of deep forests and lush jungles, tikbalangs are malicious creatures that enjoy

leading travelers astray. Tikbalangs mimic sounds to lure explorers off their determined path, even separating a single traveler from his group and kidnapping him. They use their magical abilities to make the forest confusing to those passing through, often weaving illusions around a path to hide important turns or cloaking the entire jungle in an unfamiliar appearance.

Sometimes a tikbalang stalks intruders, spying on them from afar or from within the canopies of trees to learn more about its visitors. It then uses its change shape ability to appear as someone familiar to its first victim (such as another member of the group) and leads that person deeper into the woods to become lost. Once the victim is out of hearing range, the tikbalang drags it into a high tree, wraps it in vines, and packs its mouth with leaves and moss to stifle its screams. The tikbalang may eat its prisoner, offer to release it if the other intruders leave, or leave its corpse as a grisly warning to other travelers.

Though sinister and always looking to bring ruin to explorers, tikbalangs can be bribed or mollified into allowing safe passage with offerings or the performance of strange rituals, such as singing a song, wearing a shirt inside out, or giving the monster bread and honey. The exact bribe is different each day, and the tikbalang never explains what it wants.



# TITAN, FOMORIAN

This godlike giant wears armor made of thick plates of blackened iron and wields a great bladed mace.

**FOMORIAN TITAN** CR 22/MR 8



**XP 614,400**

CE Colossal outsider (chaotic, evil, extraplanar, mythic)

**Init** +1; **Senses** darkvision 60 ft., divine spell perception; Perception +26

**Aura** frightful presence (60 ft., DC 27)

## DEFENSE

**AC** 41, touch 3, flat-footed 40 (+14 armor, +1 Dex, +24 natural, -8 size; +4 deflection vs. divine)

**hp** 413 (18d10+314); regeneration 15 (good artifacts, effects, and spells)

**Fort** +24, **Ref** +9, **Will** +18; +8 vs. mind-affecting, +4 vs. divine

**Defensive Abilities** fortification (50%); **DR** 15/epic and lawful;

**Immune** aging, death effects, disease; **Resist** electricity 30, fire 30; **SR** 33

## OFFENSE

**Speed** 30 ft., (40 ft. base), *air walk*

**Melee** +3 *speed wounding heavy mace*  
+29/+29/+24/+19/+14 (6d6+19/19-20/x3 plus bleed and push), slam +26 (2d8+24 plus push)

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

**Special Attacks** bleed (4d6), blood rage, mythic power (8/day, surge +1d10), push (heavy mace or slam, 10 ft.), rock throwing (100 ft.), trample (2d8+24, DC 35)

**Spell-Like Abilities** (CL 20th; concentration +28)

Constant—*air walk*, *mind blank*, *true seeing*

At will—*break enchantment*, *divination*, *greater dispel magic*, *sending*

3/day—*disintegrate* (DC 24), *greater scrying* (DC 25), *heal*, *mass suggestion* (DC 24)

1/day—*cursed earth*<sup>UM</sup>, *greater planar ally*, *mage's disjunction* (DC 27), *spell turning*, *wish*

## STATISTICS

**Str** 42, **Dex** 12, **Con** 37, **Int** 29, **Wis** 20, **Cha** 27

**Base Atk** +18; **CMB** +42 (+44 bull rush); **CMD** 53 (55 vs. bull rush)

**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical<sup>TM</sup> (heavy mace), Iron Will<sup>TM</sup>, Lightning Reflexes, Power Attack<sup>TM</sup>, Staggering Critical, Vital Strike<sup>TM</sup>

**Skills** Acrobatics +14, Bluff +29, Craft (any one) +30, Diplomacy +20, Heal +23, Intimidate +29, Knowledge (arcana, history) +21, Knowledge (planes, religion) +30, Perception +26, Sense Motive +26, Spellcraft +30, Survival +23, Swim +29, Use Magic Device +29

**Languages** Abyssal, Celestial, Common; telepathy 300 ft.

## ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or war band (3-6)

**Treasure** double (+3 *speed wounding heavy mace*, +4 moderate fortification full plate, other treasure)

## SPECIAL ABILITIES

**Divine Resistance (Su)** A fomorian titan gains a +4 deflection bonus to Armor Class and a +4 bonus on saving throws against attacks and effects from deities, outsiders who serve a deity, and divine spellcasters.

**Divine Spell Perception (Su)** A fomorian titan automatically notices divine spellcasting within 60 feet. It automatically pinpoints the location of the caster, identifies the spell being cast, and knows the intended target or area of the spell.

Fomorian titans were the first titans created by the gods. In their pride, the titans intruded on the domain of their masters and created life of their own, so they too might be worshiped. The gods were forced to battle their creations, and though they won, they could not bring themselves to destroy the fomorians, and instead shackled the titans in armor that hid their beauty and imprisoned them in secret prisons across the multiverse.



Illustration by Alexandur Alexandrov