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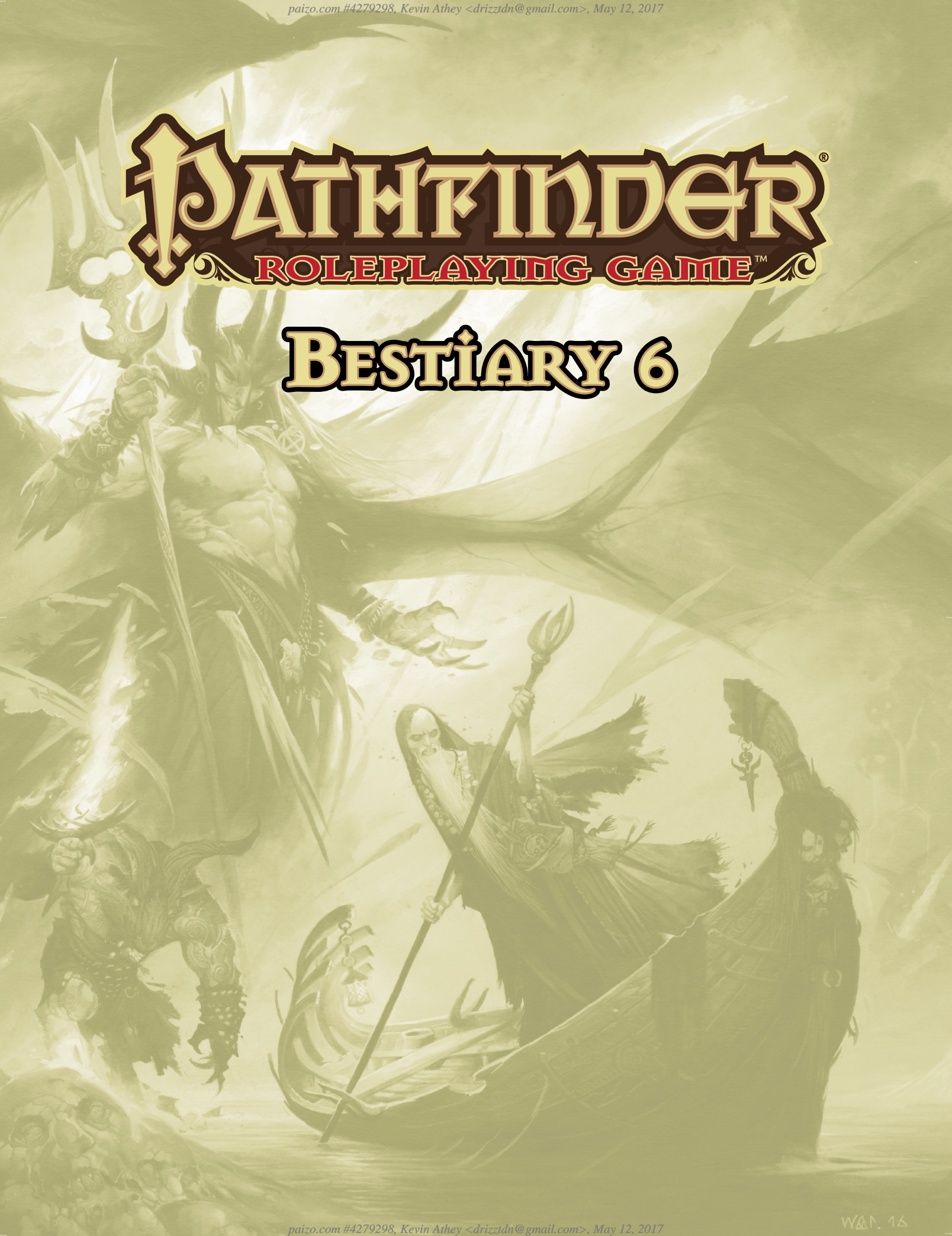
ROLEPLAYING GAME[™]

BESTIARY 6

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VARIANT MONSTERS

Not all of the monsters in this book have their own stat blocks. Many are merely variants on a theme, whether they're apocalypse horses or calpina larvae. Variant monsters use the standard monster's statistics but with specific changes. Listed below are all of the monster variants in this book that are associated with rules changes.

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REFERENCES

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG
<i>Advanced Player's Guide</i>	APG
<i>Bestiary 2</i>	B2
<i>Bestiary 3</i>	B3
<i>Bestiary 4</i>	B4
<i>Bestiary 5</i>	B5
<i>Core Rulebook</i>	CR
<i>GameMastery Guide</i>	GMG
<i>Horror Adventures</i>	HA
<i>Occult Adventures</i>	OA
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Intrigue</i>	UI
<i>Ultimate Magic</i>	UM

INTRODUCTION

Welcome to *Pathfinder Roleplaying Game Bestiary 6*! Within the pages of this tome lurk a wide range of monsters ready to challenge adventurers of every type and level. In order to fully use the creatures in *Bestiary 6*, you'll need the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Occult Adventures*, and in certain cases, access to other Pathfinder rulebooks for some spell-like abilities. The monsters presented on the following pages come from a wide range of sources. This includes real-world legends and myths, where we get creatures such as the Horsemen of the Apocalypse, the bloody bones, the rawhead, the cipactli, the daitengu, the euryale, the green man, the psoglav, the wild hunt, and of course, Krampus. Reports of strange cryptozoological creatures are the basis for creatures such as the devil monkey, the mapinguari, the mokele-mbembe, the muhuru, and the taniwha. The traditions of the RPG's rich history inspired the devastating thessalhydra, and even more creatures have been influenced by the inventions of classic writers, such as Guy de Maupassant's horla; H. P. Lovecraft's Great Old Ones, urhag, unrisen, yaddithian, and Leng hound; and the whisperer, which was inspired by Algernon Blackwood's "The Willows."

While each monster is a unique creature, many have similar special attacks, defenses, and qualities. Unique abilities are described at the end of the monster's stat block. Many abilities common to several monsters appear in the universal monster rules or the type and subtype rules in Appendix 3. If a monster's listed special ability does not appear in its description, you'll find it there.

Each monster description on the following pages is presented in the same format, split into three specific areas: introduction, stat block, and description.

Introduction

Each monster is presented alphabetically. In the case of a group of similar monsters (such as outsider races and some animals and vermin), the monster's basic name is listed first.

Stat Block

This is where you'll find all of the information you need to run the monster in an encounter. A stat block is organized as follows (note that in cases where a line in a stat block has no value, that line is omitted).

Name and CR: The monster's name is presented first, along with its Challenge Rating (CR) and three icons you can use to quickly identify the creature's role in the game. A monster's Challenge Rating is a numerical indication of how dangerous the monster is—the higher the number, the deadlier the creature. Challenge Ratings are detailed on page 397 of the *Core Rulebook*.

MONSTER ICONS

Each monster in this book is presented with three visual cues to help you quickly identify the monster's role and niche in the game. The first of these icons indicates the monster's type. The second indicates the terrain where the creature can normally be encountered. The third shows what sort of climate the creature prefers. More precise notes on each monster's type (and subtypes), preferred terrain, and preferred climate appear elsewhere in its stat block, but these three icons can help you recognize this basic information at a glance.

Creature Type

-  Aberration
-  Animal
-  Construct
-  Dragon
-  Fey
-  Humanoid
-  Magical Beast
-  Monstrous Humanoid
-  Ooze
-  Outsider
-  Plant
-  Undead
-  Vermin

Climate

-  Cold
-  Extraplanar
-  Temperate
-  Tropical

Terrain

-  Deserts
-  Forests/Jungles
-  Hills
-  Mountains
-  Plains
-  Ruins/Dungeons
-  Sky
-  Swamps
-  Underground
-  Urban
-  Water

XP: Listed here are the total experience points that PCs earn for defeating the monster.

Race, Class, and Level: Some monsters don't have racial Hit Dice and are instead defined by their class levels. For these monsters, their races, classes, and levels appear here.

Alignment, Size, and Type: While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), its alignment is far more fluid. The alignments listed for the monsters in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters (creatures with Intelligence scores of 2 or lower are almost never anything other than neutral) and planar monsters (outsiders with alignments other than those listed are unusual and typically outcasts from their kind) is the listed alignment relatively unchangeable.

Init and Senses: The creature's initiative modifier, any special senses, and its Perception check modifier.

Aura: If the creature has a particular magical or exceptional aura, that aura is listed here, along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities, DR, Immune, Resist, and SR: All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

Weaknesses: All of the creature's unusual weaknesses.

Speed: The creature's land speed, and additional speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name, followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space and Reach: The creature's space and reach. If the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules in Appendix 3.

Psychic Magic: If the creature has the psychic magic universal monster rule, the spells it can cast are listed here.

Spell-Like Abilities: After indicating the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled.

Spells Known or Spells Prepared: If the creature can cast spells, its caster level is indicated here, followed by the spells it knows or typically has prepared. Unless otherwise indicated, a spellcasting creature does not receive any of a spellcasting class's other abilities, such as a cleric's ability to spontaneously convert prepared spells to cure or inflict spells.

Ability Scores: The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11. Creatures with NPC class levels have stats in the standard array (13, 12, 11, 10, 9, 8), while creatures with character class levels have the elite array (15, 14, 13, 12,

10, 8); in both cases, the creature's ability score modifiers are listed at the end of its description.

Base Atk, CMB, and CMD: These values give the creature's base attack bonus, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with an Intelligence score that is higher than normal knows the appropriate number of bonus languages.

SQ: Any special qualities the creature has. Full details for these abilities are given at the end of the stat block or in the universal monster rules in Appendix 3.

Environment: The regions and climates in which the creature is typically encountered are listed here; these often include wider ranges than the icons at the top of the stat block indicate. In this case, the icon listed at the top of the stat block indicates the creature's preferred terrain.

Organization: This lists how creatures of this kind are organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on whether you're running a slow, medium, or fast game. In cases where a creature has specific magical gear assigned to it, the assumption is a medium game—if you're running a fast or slow game, you'll want to adjust the monster's gear as appropriate. "Standard" treasure indicates that the total value of the creature's treasure is the medium value appropriate for a CR equal to the Average Party Level, as given in Table 12–5 on page 399 in the *Core Rulebook*. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR (see page 454 of the *Core Rulebook*).

Special Abilities: Finally, any of the creature's more unique special abilities are detailed in full here.

Description

Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature. Some monsters have additional sections that cover variant creatures, notes on using the monsters as PCs, methods of constructing the creature, and so on.

ALP

This hoofed creature's large yellow eyes are set in a noseless face above a grinning, fang-filled mouth.

ALP

CR 10



XP 9,600

CN Medium fey

Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 24, touch 19, flat-footed 15 (+8 Dex, +1 dodge, +5 natural)

hp 123 (13d6+78)

Fort +10, **Ref** +16, **Will** +9

DR 10/cold iron; **Immune** sleep effects; **SR** 21

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee bite +17 (1d6+5), 2 claws +17 (1d4+5)

Special Attacks blood drain (1d2 Constitution), crushing leap, nightmare rider, sneak attack +2d6

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

Constant—*greater magic fang*

At will—*deep slumber* (DC 16), *prestidigitation*

3/day—*nightmare* (DC 18), *putrefy food and drink*^{APG}

1/day—*greater invisibility* (self only)

STATISTICS

Str 14, **Dex** 27, **Con** 23, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +6; **CMB** +14; **CMD** 27

Feats Agile Maneuvers, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +24, Climb +18, Escape Artist +24, Intimidate +16, Perception +15, Stealth +24

Languages Aklo, Common; telepathy 30 ft.

SQ change shape (cat, dog, pig, snake, or butterfly; *shapechange*)

ECOLOGY

Environment any land

Organization solitary, pair, or visitation (3–8)

Treasure standard

SPECIAL ABILITIES

Crushing Leap (Su) An alp can perform a special leaping attack by jumping on top of an adjacent target of its size category or smaller. The target must succeed at a DC 22 Reflex save or take 2d6+3 points of damage and be knocked prone. The alp can immediately attempt to grapple this foe without provoking an attack of opportunity. The save DC is Constitution-based.

Nightmare Rider (Su) An alp controls the dreams of a sleeping target by sitting atop its torso. Once it does so, the alp becomes heavier and heavier, restricting the victim's breathing while inducing terrible nightmares and draining its blood. The victim can attempt

a Perception check to waken, opposed by the alp's Stealth check (the Perception check modifier for the character being asleep is only +5, due to the alp's weight). If the sleeper fails to waken, the alp can use its blood drain ability against the victim and gains a +4 circumstance bonus to the save DC of its *nightmare* spell-like ability against that creature. If the creature fails the saving throw, it takes 1d6 points of Charisma damage in addition to the normal effects of *nightmare*.

Alps are troublesome fey who disturb the dreams and drink the blood of sleeping victims. Unlike other dream-haunting monsters, alps are driven more by their capricious whims than any desire to do harm; when an alp drinks a victim's blood, it always takes care to leave him alive—if only so it can return at a later date to feed again. Alps despise bright light and avoid well-lit rooms, if they can. They enjoy playing pranks and causing minor mishaps. A typical alp stands about 5 feet tall and weighs about 90 pounds.



Illustration by Allison Theus

ALTER EGO

This stringy-haired hag stands as tall as an ogre. Her expression is vacant, as though her warty face were merely a mask.

ANNIS HAG ALTER EGO

CR 6



XP 2,400

N Large construct

Init +3; **Senses** darkvision 60 ft., sense progenitor; Perception +10

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 75 (7d10+37); fast healing 1

Fort +4, **Ref** +8, **Will** +6

DR 5/adamantine and bludgeoning; **Immune** construct traits; **SR** 17

Weaknesses progenitor dependence

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+7), 2 claws +13 (1d6+7 plus grab) or slam +13 (1d8+7)

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

Special Attacks rend (2 claws, 2d6+10)

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

3/day—alter self, fog cloud

STATISTICS

Str 25, **Dex** 16, **Con** —, **Int** 13, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28

Feats Alertness, Blind-Fight, Great Fortitude, Intimidating

Prowess, Toughness^B

Skills Bluff +7, Diplomacy +7, Disguise +0 (+4 to appear as progenitor), Intimidate +14, Perception +10, Sense Motive +3, Stealth +6; **Racial Modifiers** +4 Disguise to appear as progenitor

Languages Common, Giant

SQ replicated gear

ECOLOGY

Environment cold swamps

Organization solitary

Treasure none

An alter ego arises when a sliver of a creature's personality breaks free and coalesces into an independent being. An alter ego is almost always formed by accident rather than by design, and usually comes into being during a moment of trauma, disorientation, or sudden incapacitation. In many cases, the progenitor isn't aware that the alter ego was created, particularly if the new creature hides or flees rather than confronting its progenitor immediately.

An alter ego's body is made not of flesh and blood, but of solidified ectoplasm that looks, smells, and feels like its progenitor's body. Because ectoplasm is less dense than bone or carapace, an alter ego weighs less and is more nimble than its progenitor. Although an alter ego appears similar to its progenitor, it speaks in a flat monotone and its eyes stare blankly out of a numb, expressionless face.

Observers find an alter ego's behavior and expressions doll-like and off-putting. A creature familiar with the progenitor can identify the alter ego as a duplicate with a successful Perception check (opposed by the alter ego's Disguise check) or with a successful DC 20 Sense Motive check. As an alter ego looks very similar to its progenitor, it can easily engender confusion or cause harm to its progenitor's reputation. If the alter ego of a famous paladin is spotted fleeing from danger, for example, witnesses might call the paladin's courage into question. Rumors of uncharacteristic actions might be the progenitor's first indication that an alter ego is at large.

An alter ego's psyche is both more limited and more focused than the mind of its progenitor. Although the alter ego has all of the progenitor's memories and abilities at the time of its creation (including any prepared spells), its personality revolves around a single facet of its progenitor's psyche that drives the alter ego's actions. This facet is often a personality aspect that the progenitor prefers to keep hidden but that leapt to the fore during the event that caused the alter ego's creation. For example, a cleric who secretly grapples with doubt might spawn a staunchly atheist alter ego, or an alchemist who occasionally swindles an adventurer or traveler to keep up with the rent on her shop might engender an openly and unrepentantly greedy alter ego. Stories abound of murderous alter egos, but in truth only a rare few alter egos have facets that provoke extreme activities such as munificence or violence. Alter egos are generally dispassionate in their actions and neutral in alignment; the greatest danger most pose is to their progenitors' reputations and peace of mind.

An alter ego's mind fixates on its sole purpose, and it is rarely idle. It actively and even obsessively pursues short-term goals based on its dominating facet. For example, an alter ego that came into being when its progenitor was disgraced might seek out and humiliate those who witnessed the event, while one with a murderous facet that formed during a botched getaway might engage in a string of massacres. Because these intentions spring from a limited aspect of the progenitor's personality, an alter ego's schemes often conflict with the progenitor's overall goals. For example, the progenitor of the vengeful alter ego might wish to forget the event that created it ever happened, while the alter ego's actions revive gossip about the unfortunate occurrence; if the murderous alter ego sprang from a progenitor who was a methodical, disciplined assassin, the alter ego's reckless killing spree is likely to interfere with the assassin's well-laid plans.

Regardless of the alter ego's personality facet and how it was created, it loathes its progenitor. In some cases, the alter ego might merely find its progenitor to be abrasive. Most alter egos do not initially plan to kill their progenitors, but the idea may come to them while in their progenitors' presences, spurred by their instinctual hatred, and alter egos

spawned from self-loathing or suicide attempts may actively plot to ruin or assassinate their progenitors. Despite this revulsion, an alter ego continually receives mental flashes of its progenitor's location and is debilitated when its progenitor is more than a mile away. When in its progenitor's immediate presence, an alter ego cannot help but recognize its progenitor and overhear snippets of the progenitor's surface thoughts. If the progenitor is dead, the alter ego gains considerable freedom to pursue its activities—a realization some alter egos come to over many days, weeks, or years—and that realization drives such alter egos to eventually murder their progenitors, or else plot to replace them and keep their wayward originals somewhere quiet and peaceful.

Certain psychic or magic items (such as a *mirror of opposition*) can create a copy of a creature. The alter ego template works well for generating such a creature and is particularly appropriate for a copy of a psychic spellcaster or another psychically sensitive individual. Depending on the effect that created the copy, it may be either a duplicate or an opposite. Unlike standard alter egos, duplicates usually have the same alignment as their progenitors, while opposites have the diametrically opposite alignment.

An alter ego is an artificial creature. It has no need to breathe, eat, or sleep, and rarely takes the time to do so unless it is actively masquerading as a living creature.

It is identical in size to its progenitor, but weighs only two-thirds as much.

CREATING AN ALTER EGO

"Alter ego" is an acquired template that can be added to any corporeal creature that has an Int score of 3 or higher (referred to hereafter as the base creature). An alter ego uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature.

Alignment: Usually neutral.

Type: The creature's type changes to construct. It retains all subtypes except for alignment subtypes and subtypes that indicate kind.

Armor Class: Though it appears identical to its progenitor, an alter ego is formed from a solidified ectoplasm that is more yielding than flesh. Reduce the creature's natural armor bonus by 2 (minimum +0).

Hit Dice: Change all the creature's racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged. As a construct, an alter ego doesn't have a Constitution score, but as a construct it gains bonus hit points based on its size.

Defensive Abilities: An alter ego gains fast healing 1 (or fast healing 3 if it has 11 Hit Dice or more), DR 5/adamantine (or DR 10/adamantine if it has 11 Hit Dice or more), and the standard construct immunities and traits.

Attacks: An alter ego retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the alter ego's size, but as if it were one size category larger than its actual size.

Ability Scores: Dex +4. As a construct, an alter ego has no Constitution score; treat it as having a Constitution score of 10 when determining hit points, save DCs, and other statistics that rely on a Constitution score.

Feats: An alter ego gains Toughness as a bonus feat.

Skills: An alter ego can confuse onlookers into believing it is its progenitor. An alter ego gains a +4 racial bonus on Disguise checks to appear as its progenitor.

Special Qualities: An alter ego gains the following special qualities.

Progenitor Dependence (Su): An alter ego is nauseated whenever it is more than 1 mile from the original creature of which it is a copy, so long as the original creature is alive.

Replicated Gear (Su): An alter ego has a copy of each item of clothing and equipment (including any magic items other than single- or limited-use items such as wands, scrolls, and potions) that was in its progenitor's possession

at the moment when the alter ego was created. This equipment is fabricated of ectoplasm held in place by the alter ego's mental energy. This equipment operates as normal for the alter ego. One round after leaving the alter ego's possession (or 1 round after the alter ego is destroyed), this fabricated equipment dissolves into a thin, silvery mucus.

Sense Progenitor (Su): An alter ego creature knows the direction and distance to the original creature of which it is a copy. This sense can be blocked by any effect that blocks scrying. An alter ego has *detect thoughts* and *true seeing* against its progenitor in effect at all times (CL 20th); these abilities cannot be dispelled.



Illustration by Audrey Hottel

ANIMUS SHADE

The snakes that form this spectral woman's hair writhe and knot, and her eyes burn with uncontrollable rage.

MEDUSA ANIMUS SHADE

CR 9



XP 6,400

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +24

Aura mental static (30 ft., DC 16)

DEFENSE

AC 16, touch 16, flat-footed 14 (+4 deflection, +2 Dex)

hp 68 (8d8+32)

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

Defensive Abilities all-around vision, channel resistance +4, incorporeal, mental schism; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +10 (animus insinuation, DC 16)

Ranged rend psyche +10 touch (9d6 plus 1d6 Charisma damage, DC 18)

Special Attacks animus insinuation, corrupt intent, petrifying gaze, rend psyche

STATISTICS

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

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

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +10, Disguise +15, Intimidate +23, Perception +24, Stealth +13; **Racial Modifiers** +8 Intimidate, +12 Perception

Languages Common

ECOLOGY

Environment temperate swamps or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. The medusa animus shade gains a +4 racial bonus on Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.

The typical intelligent mind exists as a war of aspects—primitive survival urges and base wants opposing intellectual reason and high-minded goals. Some of these aspects dominate the mind, defining a creature's personality, while others are shackled away. Sometimes psychic injuries can loosen these shackles, revealing aspects a creature would normally control and suppress. When a creature dies from a psychic injury, its conscious mind may shear away, leaving only those subconscious aspects—the creature's animus—behind. Called animus shades, these spectral undead are gripped with feral rage

and lash out at the living. Individuals who engage in psychic combat are particularly prone to succumbing to this form of undeath, and their shades sometimes seek out their former opponents, not content until their one-time adversaries are slain.

Animus shades always bear a superficial resemblance to their former, living selves, but manifest in death as wild brutes, made powerful by their anger and feral by their long suffering. They often appear hunched and contorted after a lifetime of being crushed beneath the weight of the dominant psyches, and can sport wicked claws, overlong limbs, cracked flesh, severed (but still present) body parts, and other nightmarish deformities reflecting the fears their living selves harbored about the dark corners of their own minds. Any gear or items the creature had appear rotted, cracked, and torn in spectral form, though it may carry ghostly versions of the weapons it used in life, deadly implements still capable of harming the living.

Most often, animus shades linger near the sites of their deaths or wander without any specific purpose. As many psychic contests occur in mindscapes or on far-flung esoteric planes, animus shades are frequently found roaming such realms, endlessly raging over the sometimes centuries-old defeats that resulted in their demises. Even when not consumed by such losses, animus shades commonly target those they happen across who remind them of the dominant selves that repressed them in life—whether because of similarities in physical appearance, personality, or activity. However, some rare animus shades have greater clarity of focus and are gripped with the need to undo the accomplishments they achieved in life, taking pleasure in destroying those things they once loved or took pride in.

Because they're created through psychic violence, animus shades usually appear among intelligent races and beings known for mastering occult forces. Among such races, these undead prove far more common within cultures and groups that cultivate psychic prowess. They're easy to mistake for ghosts or other undead—often to tragic ends. Fortunately, in lands that value physical strength over mental prowess and in strictly martial cultures, animus shades are almost unknown. Members of races such as hobgoblins, kobolds, and orcs, which seldom give rise to psychically talented individuals, almost never return as animus shades.

Poisoned by the psychic violence that spawned them, animus shades rarely, if ever, cooperate. In death, even animus shades created from former allies slain by the same foe viciously strike out at each other. The mental trauma that fills them and holds them to the world scars these undead deeply, but ultimately makes them most resentful of themselves—they know it was their own weaknesses or distraction that resulted in their deaths. Much of their rage is thus pointed inward, and they take particular satisfaction

in viciously unleashing their hatred on those who resemble them, especially if the resulting conflicts remind them of the battles in which they died.

CREATING AN ANIMUS SHADE

“Animus shade” is an acquired template that can be added to any living creature that has a Charisma score of at least 6 and an Intelligence score of at least 8. An animus shade retains all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Base creature’s CR + 2.

Alignment: Any evil.

Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Senses: An animus shade gains darkvision with a range of 60 feet.

Aura: The animus shade gains a mental static aura (see page 295).

Armor Class: The animus shade gains a deflection bonus to its Armor Class equal to its Charisma modifier from the incorporeal subtype. It loses the base creature’s natural armor bonus, as well as all armor and shield bonuses not from force effects or the *ghost touch* special ability.

Hit Dice: Change the base creature’s racial Hit Dice to d8s. Its class Hit Dice are unaffected. As an undead, an animus shade uses its Charisma modifier to determine its bonus hit points (instead of its Constitution modifier).

Defensive Abilities: An animus shade retains all of the defensive abilities of the base creature that don’t rely on a corporeal form to function. It gains channel resistance +4, the incorporeal ability, and all of the immunities granted by its undead traits. An animus shade also gains the following defensive ability.

Mental Schism (Su): An animus shade’s mind is a chaotic tangle of shredded remnants of the dominant personality that once subsumed it. This mercurial state of being is too piecemeal for alignment-based effects to take hold. The animus shade is immune to all effects that are dependent on alignment.

Speed: An animus shade loses its previous speeds and gains a fly speed of 30 feet (perfect), unless the base creature has a better fly speed.

Attacks: An animus shade loses all of the base creature’s natural and unarmed attacks.

Special Attacks: An animus shade retains all special attacks of the original creature that do not require a corporeal body to function. In addition, it gains the following special attacks. The save DC of an animus shade’s special attacks is equal to 10 + half the animus shade’s Hit Dice + the animus shade’s Charisma modifier. These are mind-affecting effects.

Animus Insinuation (Sp): When an animus shade touches a creature, it inspires that creature’s animus to rise up and overthrow the creature’s personality. This effect functions as per *id insinuation* II^{OA} if the animus shade’s CR is 7 or less or *id insinuation* IV^{OA} if the animus shade’s CR is 8 or higher, except that either way, the effect targets only a single creature touched and the duration is 1 round per Hit Die of the animus shade, without the need for concentration.

Corrupt Intent (Su): An animus shade subverts the intent and willpower of its enemies, filling them with doubt and conflicting desires that play into the animus shade’s hands. Anytime a creature strikes the animus shade with a melee or ranged attack, it must succeed at a Will save or take a –1 penalty on all further attacks against the animus shade for 1d4 rounds. Each subsequent failed save against this ability by a creature already under its effect increases the total penalty by 1 and extends the duration of the effect by 1 round.

Rend Psyche (Su): As a standard action, an animus shade can unleash a jet of dark energy at a creature within 30 feet. On a successful ranged touch attack, the target is wracked with mental agony as its own animus attempts to wrench free from its physical form. This violent struggle deals a number of d4s of damage equal to the animus shade’s CR, as well as 1d6 points of Charisma damage. A successful Will save halves the damage and negates the Charisma damage.

Ability Scores: Cha +4. In addition, as an incorporeal creature, an animus shade has no Strength or Constitution score.

Skills: An animus shade gains a +8 racial bonus on Intimidate and Perception checks (which stacks with other racial bonuses). An animus shade treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, its skills are the same as those of the base creature.

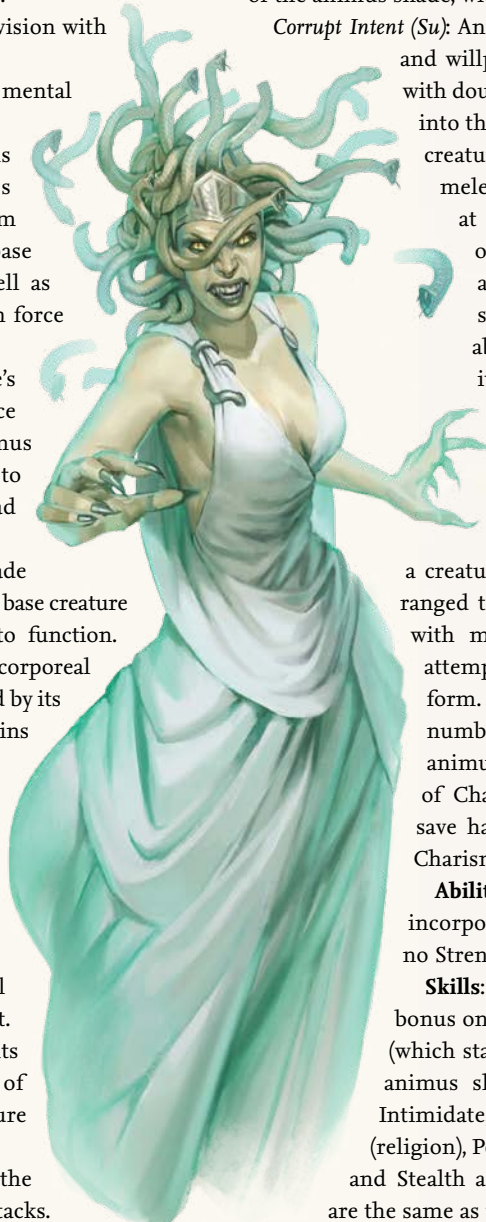


Illustration by Audrey Hottel

APOCALYPSE HORSE

Little more than a walking corpse, this frightful horse's hide stretches tight over its bones.

APOCALYPSE HORSE		CR 25
XP 1,638,400		
NE Large outsider (evil, extraplanar)		
Init +13; Senses darkvision 60 ft., scent, <i>true seeing</i> ; Perception +38		
Aura <i>unholy aura</i> (DC 25)		
DEFENSE		
AC 43, touch 23, flat-footed 33 (+4 deflection, +9 Dex, +1 dodge, +20 natural, -1 size)		
hp 555 (30d10+390); fast healing 20		
Fort +27, Ref +30, Will +28		
Defensive Ability unyielding to oblivion; DR 15/epic and good; Immune ability damage, ability drain, acid, death effects, disease, energy drain, negative levels, poison; Resist cold 30, electricity 30, fire 30; SR 36		
OFFENSE		
Speed 90 ft.; <i>air walk</i>		
Melee bite +39 (6d10+10/19-20 plus energy drain), 2 hooves +39 (8d8+15/19-20 plus energy drain)		
Space 10 ft.; Reach 10 ft.		
Special Attacks apocalyptic breath weapon, crushing hooves, trample (4d10+15 plus energy drain, DC 32)		
Spell-Like Abilities (CL 25th; concentration +32) Constant— <i>air walk</i> , <i>unholy aura</i> (DC 25) At will— <i>greater teleport</i> (self plus rider only) 3/day— <i>plane shift</i> (self plus rider only)		
STATISTICS		
Str 30, Dex 28, Con 36, Int 13, Wis 21, Cha 25		
Base Atk +30; CMB +41 (+45 bull rush); CMD 65 (67 vs. bull rush, 69 vs. trip)		
Feats Combat Casting, Combat Reflexes, Critical Focus, Dodge, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite, hoof), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Power Attack, Spring Attack, Staggering Critical		
Skills Acrobatics +42, Intimidate +40, Knowledge (planes) +34, Perception +38, Sense Motive +38, Stealth +38, Survival +38		
Languages Abyssal, Infernal; telepathy 300 ft.		
SQ favor of the four		
ECOLOGY		
Environment any (Abaddon)		
Organization solitary (unique), group (all four apocalypse horses), or with associated Horseman		
Treasure none		
SPECIAL ABILITIES		
Apocalyptic Breath Weapon (Su) Each apocalypse horse has a breath weapon it can use once every 1d4 rounds as a standard action. The breath weapon always fills a 90-foot cone, and can be resisted with a successful DC 38 Reflex		

save, but the exact effects of the breath weapon depend on the horse (see page 13). The save DC is Constitution-based.

Crushing Hooves (Ex) An apocalypse horse's hoof attacks are primary natural attacks that deal bludgeoning and slashing damage, and add 1-1/2 times its Strength modifier to damage.

Energy Drain (Su) An apocalypse horse inflicts 1 negative level whenever it hits with a bite or a hoof attack. When it tramples a creature, it inflicts 1 negative level unless the creature trampled fails a DC 32 Fortitude save, in which case the creature takes 1d4 negative levels. The save DC is Charisma-based.

Favor of the Four (Su) Each apocalypse horse has several unique, thematic spell-like abilities and a unique breath weapon based on which of the four Horsemen it serves. See page 13 for more details on each specific horse's favor of the four special ability.

Unyielding to Oblivion (Su) Intrinsically linked to their riders, apocalypse horses cannot die in the presence of their Horsemen. When being ridden or within 300 feet of their Horseman, rather than falling unconscious when below 0 hit points, an apocalypse horse instead gains the staggered condition, with additional damage simply increasing its number of negative hit points but carrying no other penalties. An apocalypse horse that is slain by a spell that causes instantaneous death rises as per *true resurrection* 1 round later, reconstituted in a manner consistent with its rider's theme. Whenever an apocalypse horse fails a saving throw against any mind-affecting, petrification, polymorph, or immobilizing effect (including binding, imprisonment, and temporal stasis), it can attempt a new saving throw at the end of its turn to remove the effect as long as its associated Horseman remains within 300 feet of where the effect originally targeted the apocalypse horse. Attempting this new saving throw requires no action. An apocalypse horse can attempt a new save to end the effect once per round. An apocalypse horse more than 300 feet from its associated Horseman loses all benefits of the Unyielding to Oblivion ability.

The apocalypse horse is less a particularly puissant nightmare or powerful equine daemon than a living extension of one of the Four Horsemen. There only four at any time: the white horse of Pestilence, the pale horse of Death, the red horse of War, and the black horse of Famine. While for the most part the Horsemen use their mounts themselves, they have been known to lend these mounts to favored daemonic or mortal servitors. The four apocalypse horses have also been known to travel the Material Plane or other planes on their own or in a group, often as a precursor to more direct attention to a world from the Horsemen. While each of the four apocalypse horses have similar statistics overall, they have unique abilities and personalities suited to their specific theme.

An apocalypse horse is similar in size to a large horse, standing 7 feet tall at the shoulder and weighing 1,500 pounds despite its nearly skeletal frame.

THE BLACK HORSE

The Black Horse of Trelmarixian is the Horse of Famine. Its body looks particularly emaciated, with its midnight flesh clinging to its skeletal frame, showing the bones beneath in stark relief. Its body seems to tremble and shake as it moves, yet the Black Horse remains hearty and healthy despite this apparent malnutrition.

The Black Horse has the following specific abilities in addition to those detailed on page 12.

THE BLACK HORSE OF FAMINE

Additional Spell-Like Abilities

3/day—*diminish plants*, *feast of ashes*^{APG} (DC 19), *waves of fatigue*

1/day—*curse of fell seasons*^{HA}, *mass hunger for flesh*^{HA} (DC 24)

Apocalyptic Breath Weapon (Su) The Black Horse's breath weapon deals 2d4 points of Constitution damage (Reflex half). A creature that takes damage from this breath weapon becomes exhausted. This is a curse effect.

THE PALE HORSE

The Pale Horse of Charon is the Horse of Death. Its body looks long-dead; its flesh is tinged green with mold and decay and pocked with holes that allow the bones within to show through.

The Pale Horse has the following specific abilities in addition to those detailed on page 12.

THE PALE HORSE OF DEATH

Additional Spell-Like Abilities

3/day—*death knell* (DC 19), *sands of time*^{UM} (DC 20), *slay living* (DC 22)

1/day—*destruction* (DC 24), *power word kill*

Apocalyptic Breath Weapon (Su) The Pale Horse's breath weapon deals 20d8 points of negative energy damage (Reflex half). A creature that takes damage from this breath weapon also gains 1 negative level. This is a death effect.

THE RED HORSE

The Red Horse of Szuriel is the Horse of War. It appears hearty and fit and almost as a living horse (unlike the other three apocalypse horses' appearances), though it is soaked in blood and covered in gore. Often, the Red Horse manifests horrific and gory wounds on its body, but these wounds are entirely cosmetic and do not weaken the Red Horse at all.

The Red Horse has the following specific abilities in addition to those detailed on the facing page.

THE RED HORSE OF WAR

Additional Spell-Like Abilities

3/day—*haste*, *mass pain strike*^{APG} (DC 22), *spiritual weapon*

1/day—*implosion* (DC 26), *mass inflict serious wounds* (DC 24)

Apocalyptic Breath Weapon (Su) The Red Horse's breath weapon causes wracking, crippling pain, dealing 2d4 points of Dexterity damage (Reflex half). A creature that takes damage from this breath weapon becomes staggered for 1 round. This is a pain effect.

THE WHITE HORSE

The White Horse of Apollyon is the Horse of Pestilence. Its body looks filthy and festering, covered with foul pus-dripping sores and rancid boils squirming with maggots.

The White Horse has the following specific abilities in addition to those detailed on the facing page.

THE WHITE HORSE OF PESTILENCE

Additional Spell-Like Abilities

3/day—*fester*^{APG} (DC 19), *greater contagion*^{UM} (DC 22), *stinking cloud* (DC 20)

1/day—*curse earth*^{UM}, *plague storm*^{UM} (DC 24)

Apocalyptic Breath Weapon (Su) The White Horse's breath weapon causes the victim to atrophy and grow feeble from wasting disease and leprosy symptoms, dealing 2d4 points of Strength damage (Reflex half). A creature that takes damage from this breath weapon is sickened for 24 hours. This is a disease effect.

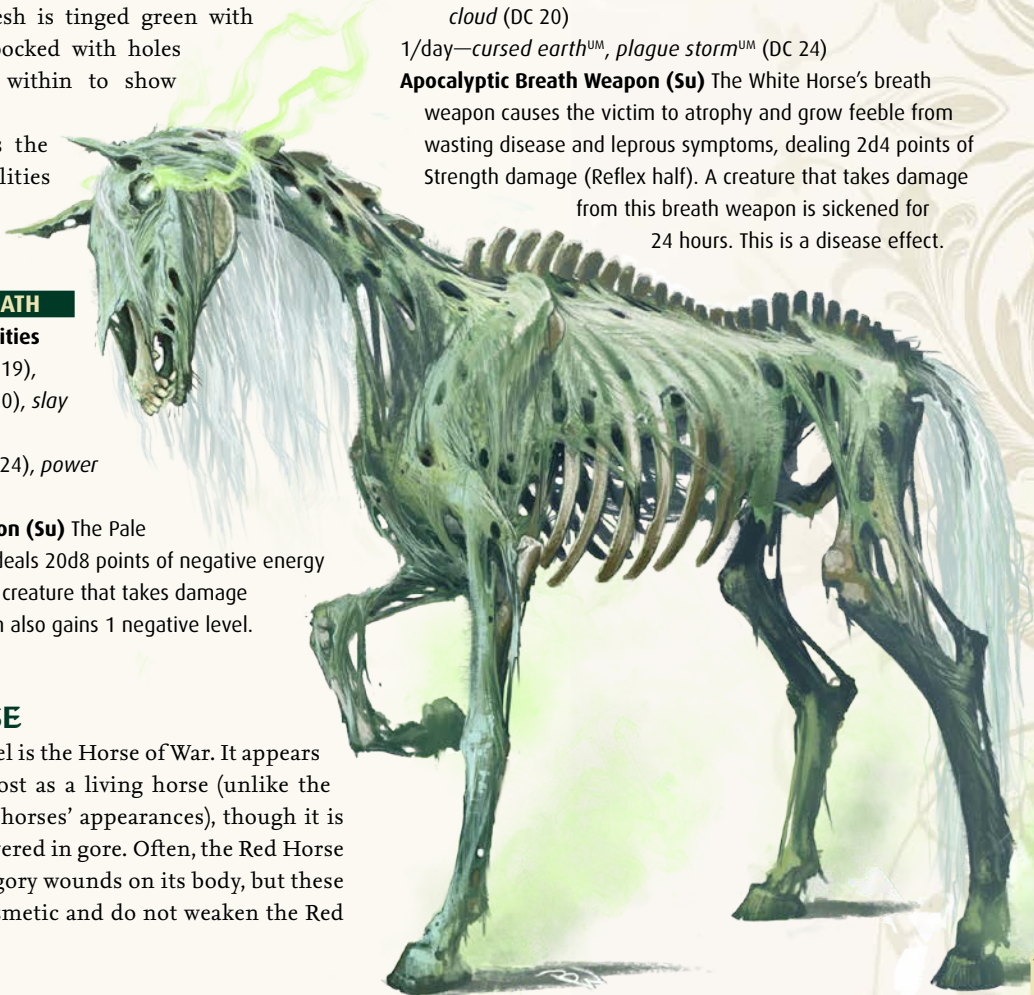


Illustration by Ben Wooten

AQUATIC INSECT, BELOSTOMATID

Six powerful legs, each ending in a hooked claw, jut from the shield-like body of this horse-sized insect.

GIANT BELOSTOMATID

CR 3



XP 800

N Large vermin (aquatic)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +0

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

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

Melee bite +4 (1d6+2 plus digestive enzyme), 2 claws +4 (1d4+2 plus grab)

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

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 17 (25 vs. trip)

Skills Fly -5, Stealth -3 (+5 in water), Swim +10; **Racial**

Modifiers +8 Stealth in water

SQ hold breath

ECOLOGY

Environment temperate lakes, rivers, or swamps

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Digestive Enzyme (Ex) A giant belostomatid injects a corrosive enzyme that paralyzes its prey. A creature bitten by this insect must succeed at a DC 15 Fortitude save or be paralyzed for 1d4 rounds. Each round, the creature can attempt a new save; on a failure it is still paralyzed and takes 1d2 points of Constitution damage. The save DC is Constitution-based.

The giant belostomatid is an ambush predator that lurks in shallow water and hides amid floating snags and debris. Smaller versions of these insects are known colloquially as “toebiters,” yet this version of the creature is the size of a horse and can sever the leg of a human in one bite.

AQUATIC INSECT, HELLGRAMMITE

This long, insectile creature has massive mandibles and dozens of segmented legs extend from its sides.

GIANT HELLGRAMMITE

CR 5



XP 1,600

N Large vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 20 ft.

Melee bite +8 (2d6+4 plus grab), tail slap +3 (1d8+2)

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

Special Attacks death grip, constrict (2d6+4)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 9, **Cha** 2

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 22 (can't be tripped)

Skills Perception +3 (+7 in water), Stealth -2 (+6 in water), Swim +12; **Racial Modifiers** +4 Perception (+8 in water), +8 Stealth in water

SQ amphibious

ECOLOGY

Environment temperate rivers

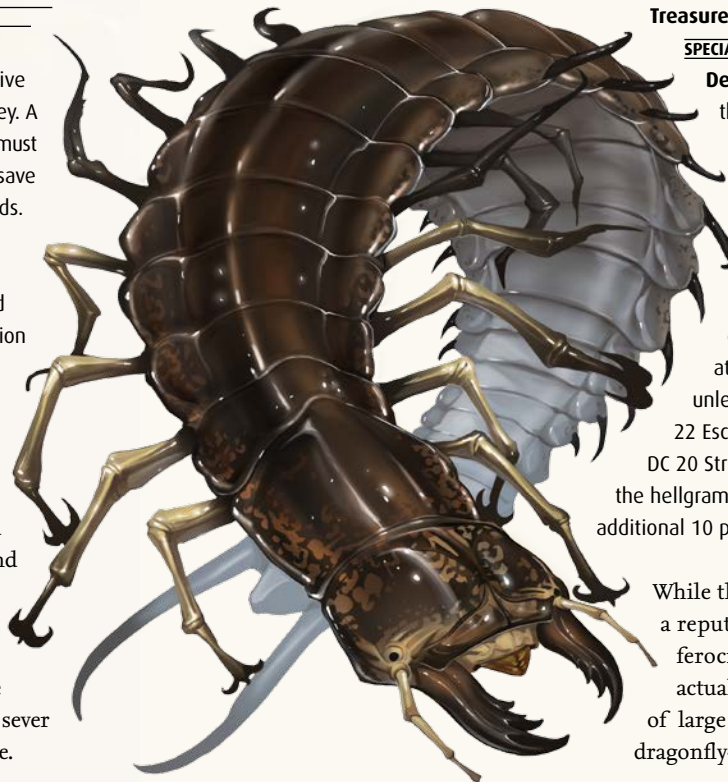
Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Death Grip (Ex) A creature that is grappled by a giant hellgrammite continues to be grappled when the giant hellgrammite is killed and takes 1d6+4 points of damage each round at the start of its turn unless it succeeds at a DC 22 Escape Artist check or a DC 20 Strength check, or until the hellgrammite's corpse takes an additional 10 points of damage.

While these giant insects have a reputation for being highly ferocious predators, they are actually just the larval form of large but mostly harmless dragonfly-like insects.



ARCHDEVIL

The greatest and most terrible of devils are the archdevils of Hell, powerful scions of law and evil, subtle and sophisticated demigods who each rule one of the eight vast planes of torment that form the layers of Hell. Each archdevil is a unique creature, and each fits into a specific role in the cosmic chain of corruption and oppression that devils use to bind the cosmos to their will. The first archdevils rose to power soon after their lord Asmodeus claimed Hell as his realm. Asmodeus has guided the rise of other archdevils, sometimes directly creating them as he did Belial and Mephistopheles. Others are older beings who pledged their allegiance to Asmodeus during heavenly rebellions, like Baalzebul and Dispat. Asmodeus has even been known, when in need of additional loyal viceroys, to grant archdevildom to creatures outside the diabolic race, as in the case of ascended mysteries like Barbatos and Geryon.

Below the ranks of true archdevils are Hell's infernal dukes. These infernal nobles have the potential for power equal to some of the archdevils, but without a layer of Hell under their rule, they cannot truly be counted the equal of an archdevil. An infernal duke can rise in power by gaining class levels, advancing in Hit Dice, gaining mythic ranks, undertaking a vile ritual, amassing a sufficiently large and devoted following, or, rarely, at the leave of their blasphemous lords. However, until Asmodeus sees fit to award an infernal duke its own layer of Hell (to replace a fallen archdevil or one being punished via demotion to infernal duke), such a devil is not itself an archdevil. It should be noted that as scions of law, infernal dukes and archdevils remain loyal to Asmodeus and Hell, though they might resort to trickery and subterfuge to bolster their own resources and reputations. Those who are not loyal are quickly and inevitably revealed as traitors and punished accordingly by the Prince of Darkness. There can be any number of infernal dukes in Hell, but as Asmodeus himself rules the ninth layer of Hell, only eight archdevils can exist at any one time.

An archdevil can be contacted via *commune* or *contact other plane*, and can be conjured via a *gate* spell, but when so called, an archdevil is under no compulsion to come through the gate. Typically, an archdevil requires an enormous and significant offering or sacrifice before it deigns to answer a *gate* spell.

THE LAYERS OF HELL

Each archdevil rules one of the eight upper layers of Hell, with infernal dukes ruling fiefdoms within it. These layers are immense in size and composed of hundreds or even thousands of smaller subdomains, each of which may be the size of a continent or as small as a strange and secret city. The environments, themes, and traits of each layer are as unique as the archdevils themselves and can shift and change in

response to the mood and intention of its archdevil master. An archdevil does not exert total control over its realm, though, and powerful adventurers can infiltrate a layer and accomplish various goals without arousing the anger of its archdevil overlord—if they are careful.

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

- **Mythic:** An archdevil functions as a 10th-rank mythic creature (*Pathfinder RPG Mythic Adventures* 176), including having the mythic power ability (10/day, surge +1d12). It can expend uses of mythic power to use the mythic versions of any spell-like ability denoted with a superscript “M,” as if the ability were a mythic spell.
- Use of the following spell-like abilities at will—*demand*, *discern location*, *fabricate*, *major creation*, and *polymorph any object* (when used on objects or creatures that are native to the realm, the polymorph duration factor increases by 6).
- Use of the following spell-like abilities once per day: *binding* and *miracle* (limited to physical effects that manipulate the realm or to effects that are relevant to the archdevil's area of concern).
- **Heightened Awareness (Ex):** An archdevil gains a +10 insight bonus on Sense Motive checks and Initiative checks.

ARCHDEVILS IN A CAMPAIGN

Each archdevil is a unique creature ranging in power from CR 26 to CR 30. Their CRs have no impact on their standing or influence in Hell's hierarchy. Between raw power, ingenious contingencies, and legions of servants, Asmodeus's deputies share roughly similar potential for nefariousness and ruin. In any case, archdevils are generally beyond the reach of most mortal heroes, and should not be placed in an adventure without careful consideration. In most cases, they are best used as the final enemies of a long campaign—especially campaigns in which the PCs themselves are mythic characters—and even getting an audience with one should be a memorable event.

Yet while archdevils are beyond the abilities of most heroes to combat directly, they are perfect puppet masters and masterminds, inspiring and directing monsters, mortals, and entire cults at every level of a campaign. Halting a sinister ritual to unleash an archdevil on the world is a classic capstone, allowing a brief encounter with the archdevil and its minions before the ritual is halted and the archdevil forced back to Hell. Alternatively, the heroes can work to destroy an archdevil's resources, imposing increasing penalties on it and gathering potent weapons to use against it, allowing PCs to face the archdevil at a diminished CR or with negative levels (even though they are normally immune to negative levels) to represent its reduced power... until the archdevil can rebuild and recover its strength.

ARCHDEVIL, BAALZEBUL

This swarm of droning black flies teems in the semblance of a winged angel with glowing red eyes.

BAALZEBUL

CR 30



XP 9,830,400

LE Large outsider (devil, evil, extraplanar, lawful)

Init +14; **Senses** blindsight 120 ft., darkvision 60 ft., *detect chaos*, *detect good*, see in darkness, *true seeing*; Perception +49

Aura frightful presence (120 ft., DC 39), *shield of law* (DC 30)

DEFENSE

AC 48, touch 40, flat-footed 37 (+4 deflection, +10 Dex, +1 dodge, +8 natural, +16 profane, -1 size)

hp 717 (35d10+525); regeneration 30 (deific or mythic)

Fort +30, **Ref** +33, **Will** +36; +8 vs. mind-affecting effects

Defensive Abilities infernal resurrection, *mind blank*, swarm body, usurpation; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, charm, cold, compulsion, death effects, disease, energy drain, fire, petrification, poison; **Resist** acid 30; **SR** 41

OFFENSE

Speed fly 120 ft. (perfect)

Melee +5 *adamantine good-outsider-bane icy burst unholy longsword* +53/+48/+43/+38 (2d6+24/17-20 plus 1d6 cold) or 2 slams +47 (8d6+13)

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

Special Attacks biting blackflies, hellfrost, suffocating swarm

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

Constant—*detect chaos*, *detect good*, *mind blank*, *shield of law* (DC 30), *true seeing*

At will—*astral projection*, *curse of disgust*^{UM} (DC 27), *desecrate*^M, *dictum*^M (DC 29), *greater dispel magic*, *greater invisibility*, *greater teleport*, *icy prison*^{UM} (DC 27), *insect plague*, *order's wrath*^M (DC 26), *unhallow*

3/day—*demand* (DC 30), *finger of death*^M (DC 29), quickened *freezing sphere*, empowered *cone of cold*^M, summon devils

1/day—*mass suffocation*^{APG} (DC 31), *time stop*^M, *wish*^M

^M Baalzebul can use this ability's mythic version in his infernal realm.

STATISTICS

Str 36, **Dex** 30, **Con** 41, **Int** 35, **Wis** 32, **Cha** 35

Base Atk +35; **CMB** +49; **CMD** 90 (can't be tripped)

Feats Critical Focus, Dazzling Display, Dodge, Empower Spell-Like Ability (*cone of cold*), Flyby Attack, Improved Critical (longsword), Improved Initiative, Improved Iron Will, Iron Will, Lightning Stance, Mobility, Power Attack, Quicken Spell-Like Ability (*freezing sphere*), Shatter Defenses, Sickening Critical, Skill Focus (Bluff), Weapon Focus (longsword), Wind Stance

Skills Acrobatics +48, Bluff +56, Diplomacy +50, Disguise +50, Fly +54, Intimidate +50, Knowledge (arcana, history, local, nobility, religion) +47, Knowledge (planes) +50,

Linguistics +50, Perception +49, Sense Motive +49, Spellcraft +47, Stealth +44, Use Magic Device +47

Languages all (language mastery); telepathy 300 ft.

SQ lord of the flies, swarm master

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple (+5 *adamantine good-outsider-bane icy burst unholy longsword*, other treasure)

SPECIAL ABILITIES

Biting Blackflies (Ex) Baalzebul's body consists of

innumerable flies. The first time in a round a creature strikes him with a melee touch attack, natural attack, or unarmed strike, the creature is subjected to these flies' savage stings and bites. The creature takes 7d6 points of damage and must succeed at a DC 42 Fortitude save or become nauseated with pain for 1 round. These biting flies cling tenaciously to the attacker for 1 round, dealing 7d6 points of damage on the attacker's next turn (but not threatening nausea). Any damage from an area effect destroys clinging flies, though they share Baalzebul's resistances and immunities, including spell resistance. If Baalzebul does not move more than 5 feet in a round, any creature that approaches or begins its turn within 10 feet of him is affected in the same way. Any number of targets can be affected in a round by the biting blackflies, but no more than once per round per target. The save DC is Constitution-based.

Hellfrost (Su) Half of any cold damage dealt by Baalzebul is unholy damage that is not reduced by cold resistance or cold immunity. Devils are immune to this unholy damage, but it is doubled against creatures with the good subtype.

Lord of the Flies (Su) Any creature flying under its own power (not by means of a magic item, spell, or spell-like ability) that tries to attack Baalzebul in melee must succeed at a DC 39 Will save or the attack fails and is wasted. In addition, if it fails the save, the attacker is so awed by Baalzebul's majesty that it cannot look at him directly for 1d4 rounds. Creatures that succeed at the save are immune to this effect for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Suffocating Swarm (Su) Baalzebul can collapse into a swarm of flies or reform his body as a free action; when he is disincorporated, his sword becomes part of the swarm and his Strength score becomes 1. Baalzebul functions as a true swarm of Fine creatures when disincorporated, filling four squares as he chooses, and has a swarm attack that deals 7d6+26 points of damage. Any creature that fails at a DC 42 Fortitude save against his distraction attack is nauseated and begins suffocating, as a *suffocation*^{APG} spell (CL 30th). If killed by this suffocation, the creature arises 1 minute later infested by a hellwasp swarm^{B3} (a successful DC 42 Fortitude save immediately before death negates). The save DCs are Constitution-based.

Swarm Body (Ex) Baalzebul's body is composed of millions of tiny flies. He can pass without difficulty through narrow

holes, openings, and cracks as if in *gaseous form*. He has no discernible anatomy and is not subject to critical hits or flanking, and he takes only half damage from attacks dealing bludgeoning, piercing, or slashing damage. If reduced below 0 hit points, he disincorporates into a suffocating swarm (as above) and is staggered, but does not fall unconscious. Baalzebul is immune to any physical spell or effect that targets a specific number of creatures (including single-target spells and rays) unless he chooses to target himself with such effects, though he is still subject to mind-affecting effects. He takes half again as much damage (+50%) from area effects, including splash weapons. Baalzebul is treated as a single Large creature for the purpose of wind effects.

Swarm Master (Su) Baalzebul is immune to swarm damage and swarm effects (such as distraction). As a swift action, he can direct the movement of any unintelligent swarm within 30 feet.

Usurpation (Su) When a creature within 30 feet targets itself with a spell or effect, as an immediate action Baalzebul can gain the same effects as the caster (including interacting normally with a caster using *time stop*). Baalzebul can have only one usurped spell effect at a time; copying a new effect causes him to forfeit any previously copied effect.

Baalzebul was once the chief lieutenant of the Prince of Darkness. The glorious Hell's Angel sought to rule at Asmodeus's side, but he was greatly vexed at being relegated to stand alongside other archdevils. When he demanded a higher station, claiming he should rule over multitudes, the Lord of Hell annihilated his magnificent angelic form, replacing it with swarms of insects so he might rule over them in their millions as Lord of the Flies. Chastened, Baalzebul has brooded on vengeance ever since, harboring an insatiable urge to prove himself greatest among Hell's lords. His knowledge and power are vast, but so are his caprice, ego, love of flattery, and tendency to lash out at any perceived slight.

Baalzebul resembles a 15-foot-tall armored angel and has a body composed of flies.

BAALZEBUL'S CULT

Baalzebul's cultists strive to accomplish triumphs of will in the fields of magic, politics, and beyond, no matter the cost. Once such a victory has been achieved, they gloat over those left behind. Baalzebul's sacred places are always erected high above the surrounding cities or landscape, often in soaring towers and colossi, the better to literally and figuratively look down on those whose defeat awaits them at the hands of those bold and ruthless enough to will it.

Baalzebul's unholy symbol is a broken black crown tipped at an angle, underneath a shining white diamond inside a broken white halo. Although he prefers the use of the longsword himself, his arrogance prevents him from sharing his favor of that weapon with his worshipers—instead, his favored weapon is the spear. He grants access to the Air, Death, Evil, and Law domains, and to the Devil^{APG}, Murder^{APG}, Undead^{APG}, and Wind^{APG} subdomains.



Illustration by William Liu

ARCHDEVIL, BARBATOS

This humanoid wears a shabby hooded cloak. Within the darkness of its hood, eerie eyes glow and strange shapes twitch.

BARBATOS

CR 26



XP 2,457,600

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

Init +13; **Senses** darkvision 60 ft., *detect chaos*, *detect good*, see in darkness, *true seeing*; Perception +44

Aura frightful presence (120 ft., DC 35), *unholy aura* (DC 28)

DEFENSE

AC 44, touch 36, flat-footed 34 (+4 deflection, +9 Dex, +1 dodge, +8 natural, +12 profane)

hp 604 (31d10+434); regeneration 30 (deific or mythic)

Fort +28, **Ref** +32, **Will** +31; +8 vs. mind-affecting effects

Defensive Abilities improved evasion, infernal resurrection, *mind blank*; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, charm, compulsion, death effects, energy drain, fire, petrification, poison; **Resist** acid 30, cold 30; **SR** 37

OFFENSE

Speed 40 ft.; *air walk*

Melee *Eyjatas* +41/+41/+41/+36/+36/+31/+31/+26 (1d6+19/19–20), beard +36 (1d8+5 plus bleed and disease)

Special Attacks barbed beard, bleed (2d6), counterport, festering filth

Spell-Like Abilities (CL 26th; concentration +36)

Constant—*air walk*, *detect chaos*, *detect good*, *mind blank*, *speak with animals*, *true seeing*, *unholy aura* (DC 28)

At will—*astral projection*, *blasphemy*^M (DC 27), *desecrate*^M, *dominate person*^M (DC 25), *greater dispel magic*, *dominate animal* (DC 23), *greater scrying* (DC 27), *greater teleport*, *plane shift*^M (DC 27), *unhallow*, *unholy blight*^M (DC 24)

3/day—*banishment* (DC 27), quickened *contagion*^M (DC 24), *dimensional lock*^M, *maze*^M, summon devils

1/day—*gate*, *time stop*^M, *wish*^M

^M Barbatos can use this ability's mythic version in his realm.

STATISTICS

Str 30, **Dex** 29, **Con** 38, **Int** 29, **Wis** 30, **Cha** 31

Base Atk +31; **CMB** +41 (+45 trip); **CMD** 77 (79 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Double Slice, Greater Trip, Greater Two-Weapon Fighting, Improved Critical (quarterstaff), Improved Initiative, Improved Lightning Reflexes, Improved Trip, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Quickened Spell-Like Ability (*contagion*), Two-Weapon Fighting

Skills Acrobatics +40, Bluff +44, Diplomacy +41, Handle Animal +44, Intimidate +41, Knowledge (arcana, religion) +40, Knowledge (nature, planes) +43, Linguistics +43, Perception +44, Sense Motive +44, Spellcraft +43, Stealth +43, Use Magic Device +41

Languages all (language mastery); *speak with animals*; telepathy 300 ft.

SQ change shape (animal, humanoid, and magical beast; *shapechange*), hear name, sphere of souls

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple (*Eyjatas*, other treasure)

SPECIAL ABILITIES

Barbed Beard (Ex) The bleeding caused by Barbatos's slashing beard requires a successful DC 39 Heal check (or caster level check, for magical healing) to stanch. The save DC is Constitution-based.

Counterport (Su) As an immediate action, Barbatos can negate any conjuration (calling, summoning, or teleportation), effect within 30 feet, or redirect creatures to new valid destinations within 30 feet. Affected creatures take 10d6 points of damage, but with a successful DC 35 Fortitude save, a creature takes only half damage and can teleport normally. As a standard action, Barbatos can recall one creature that teleported since the end of his last turn. This functions as above, but the creature returns to the point from which it teleported (or the nearest available space, if that space is now occupied); the teleported creature can resist being recalled with a successful DC 35 Will save. The save DCs are Charisma-based.

Festering Filth (Su) A creature struck by Barbatos's filthy beard contracts blinding sickness (*Pathfinder RPG Core Rulebook* 557) if it fails a DC 39 Fortitude save. Attempts to remove this disease via a spell effect must first overcome Barbatos's spell resistance before attempting to remove the disease normally as per the spell's rules. The save DC is Constitution-based.

Hear Name (Su) Barbatos hears his name when it is spoken, regardless of distance and even across planar boundaries. If a creature speaks Barbatos's name three times in the same breath, Barbatos learns the creature's name and precise location, and can hear the next 21 words spoken by that speaker. Once per day, if any living animal or an image or statue of Barbatos is within 10 feet of the speaker, Barbatos can answer the speaker via that image, statue, or animal (an animal can resist being made Barbatos's mouthpiece with a successful DC 35 Will save). Barbatos can observe, converse, or utilize his spell-like abilities through this vessel for up to 13 rounds, but if Barbatos uses a spell-like ability through this link, the connection immediately ends thereafter, regardless of any remaining duration. The save DC is Charisma-based.

Sphere of Souls (Su) As a full-round action, even when he is projecting his consciousness through his likeness or an animal, Barbatos can create a polished black crystal sphere that functions as a *crystal ball* with *detect thoughts*, which also grants him the benefits of *status* for 13 hours on one creature scried by the user. Each round a creature other than Barbatos uses the sphere, it must save against Barbatos's *dominate person* ability. Barbatos can freely manipulate the vision the

scrier sees, as *false vision*, and can use *detect thoughts* and *scrying* at unlimited range on any creature within 10 feet of the sphere, with no save and with a +10 bonus on caster level checks. Effects that normally block scrying spells instead allow each creature a saving throw and negate the bonus on caster level checks. Barbatos can have up to 13 such spheres at a time, and can destroy a sphere as a free action from any distance.

Barbatos is a mystery among the lords of Hell, a being from beyond who came into the service of Asmodeus a mere millennium ago. Technically not a devil, Barbatos is nonetheless the archdevil of the uppermost layer of Hell. Since his arrival, he has served as the doorwarden of Hell, guarding its outer layer from angelic invasions and fiendish forays alike, and dealing with an endless stream of damned souls needing guidance to their final purgatory and tearful petitioners willing to risk everything for one final glimpse of their lost loves.

Barbatos dresses plainly, rarely showing more than his wicked staff and rumpled cloak, and stands 5 feet tall.

EYJATAS		MAJOR ARTIFACT
SLOT none	CL 26th	WEIGHT 4 lbs.
AURA overwhelming all		

Barbatos wields a potent weapon named *Eyjatas*, a +4 *speed unholy quarterstaff* embedded with innumerable inhuman eyeballs. Three times per day when striking a creature with *Eyjatas*, its wielder can rip the target's eyes out, permanently blinding it and dealing 2d6 points of bleed damage. A creature can resist this effect with a successful DC 30 Fortitude save, but no save is allowed if the attack was a confirmed critical hit. Once *Eyjatas* rips out a creature's eyes, it functions as a *bone* weapon against that target.

Three times per day, the wielder of *Eyjatas* can cast *prying eyes*. In addition, the wielder can use *arcane eye* at will, even on other planes viewed through *scrying*, and can use *eyebite* (DC 20) at will within 30 feet of the *arcane eye*.

DESTRUCTION

To destroy *Eyjatas*, the quarterstaff's dozens of eyes must be blinded by the purifying light of an unwavering truth spoken by an immortal that has only ever spoken lies in its life. Once the eyes are blinded in this way, the staff must be hurled into a magical portal that has no entrance and that leads nowhere.

BARBATOS'S CULT

Barbatos is the master of the rippling dimensions between worlds, and is worshiped by those who tread the hidden

interstitial spaces of the universe, as well as those who manipulate animals and wild beasts, warping them through foul sorceries into sinister servants. His sacred places are found near crossroads, marketplaces, and ports, some accessible only by teleportation. As befits his role as the guardian to the entrance to Hell (and his association with gateways of all types), entrances to compounds are often held with particular reverence by Barbatos's cult, and the doorways or arches that provide access to his temples or other sites sacred to him often bear his likeness or symbol.

Barbatos's unholy symbol is an inverted triangle with three red eyes—often, the triangle portion of his symbol appears to be three filthy beards, the tangled hairs of which extend in three directions around the eyes at the center. His favored weapon is the quarterstaff. He grants access to the Evil, Law, Magic, and Travel domains, and to the Arcane^{APG}, Devil^{APG}, Divine^{APG}, and Trade^{APG} subdomains.



Illustration by William Liu

ARCHDEVIL, BELIAL

One half of this figure's body is gleaming and beautiful with an angelic wing, while the other is scaled, scarred, and blackened.

BELIAL

CR 28



XP 4,915,200

LE Medium outsider (devil, evil, extraplanar, lawful, shapeshanger)

Init +12; **Senses** darkvision 60 ft., *detect chaos*, *detect good*, see in darkness, *true seeing*; Perception +45

Aura baleful beauty (30 ft., DC 39), *shield of law* (DC 31)

DEFENSE

AC 46, touch 35, flat-footed 37 (+4 deflection, +8 Dex, +1 dodge, +11 natural, +12 profane)

hp 676 (33d10+495); regeneration 30 (deific or mythic)

Fort +37, **Ref** +23, **Will** +31; +8 vs. mind-affecting effects

Defensive Abilities amorphous anatomy, infernal resurrection, *mind blank*, reflexive shapeshifter; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, charm, compulsion, death effects, energy drain, fire, petrification, poison, polymorph effects; **Resist** acid 30, cold 30; **SR** 39

OFFENSE

Speed 50 ft., fly 120 ft. (good)

Melee +4 *speed unholy ranseur* +51/+46/+41/+36 (2d4+26/19–20/×3), caress +40 touch (special), 2 wings +40 (2d8+6), gore +40 (1d6+6)

Special Attacks fiendish fluttering, hedonistic hope, ranseur mastery

Spell-Like Abilities (CL 28th; concentration +41)

Constant—*detect chaos*, *detect good*, *mind blank*, *shield of law* (DC 31), *true seeing*

At will—*astral projection*, *baleful polymorph*[™] (DC 28), *desecrate*[™], *dictum*[™] (DC 30), *dominate person*[™] (DC 28), *greater dispel magic*, *greater teleport*, *matchmaker*[™] (DC 26), *modify memory*[™] (DC 27), *order's wrath*[™] (DC 27), *unhallow* 3/day—quicken *mass suggestion* (DC 29), *prismatic spray*[™] (DC 30), summon devils, *sympathy* (DC 31), *waves of ecstasy*[™] (DC 30)

1/day—*overwhelming presence*[™] (DC 32), *time stop*[™], *wish*[™]

[™] Belial can use this ability's mythic version in their realm.

STATISTICS

Str 34, **Dex** 26, **Con** 41, **Int** 31, **Wis** 28, **Cha** 37

Base Atk +33; **CMB** +45 (+49 disarm); **CMD** 80 (82 vs. disarm)

Feats Combat Expertise, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Flyby Attack, Greater Disarm, Greater Weapon Focus (ranseur), Greater Weapon Specialization (ranseur), Improved Critical (ranseur), Improved Disarm, Improved Initiative, Mobility, Power Attack, Quicken Spell-Like Ability (*mass suggestion*), Weapon Focus (ranseur), Weapon Specialization (ranseur)

Skills Acrobatics +41, Bluff +49, Craft (weapons) +46, Diplomacy +49, Disguise +49, Fly +48, Intimidate +46, Knowledge (arcana, local, religion) +43, Knowledge

(planes) +46, Linguistics +46, Perception +45, Sense Motive +45, Spellcraft +46, Use Magic Device +49

Languages all (language mastery); telepathy 300 ft.

SQ change shape (see below)

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple (+4 *speed unholy ranseur*, other treasure)

SPECIAL ABILITIES

Amorphous Anatomy (Ex) Belial's constant shapechanging occurs within their body as well as outwardly, causing their vital organs to rapidly shift configuration and location. This grants the archdevil a 50% chance to ignore additional damage from critical hits and sneak attacks, and renders them immune to polymorph effects. Belial recovers from physical effects that cause the blinded, deafened, or dazzled condition after 1 round by shifting their form to create new sensory organs to replace those that were compromised.

Baleful Beauty (Su) No matter what form Belial takes, the archdevil can adopt an aspect of unearthly beauty, causing either all humanoids (if in a humanoid form or the archdevil's true form) or all creatures of the archdevil's assumed type (if in another form) within 30 feet with line of sight to Belial to be filled with lust for them. Such a creature rushes toward the splendid figure to kiss the archdevil on its next turn, subjecting itself to the effects of Belial's caress. Alternatively, the archdevil can adopt a guise of extreme and appalling horror, causing creatures of that type to become nauseated for 1d6 rounds and to take 1d6 points of Strength damage. A creature can resist either effect with a successful DC 39 Will save, and a creature that successfully saves against either effect is immune to that effect for 24 hours, though it must attempt a new save against the opposite effect. This is a mind-affecting emotion effect. The DC is Charisma-based.

Caress (Su) A creature caressed or kissed by Belial gains 2 negative levels, and must succeed at a DC 39 Fortitude save or also take 1d4 points of Intelligence, Wisdom, and Charisma damage. As a swift action when using a spell-like ability, Belial can force a single creature currently suffering from any of these effects from a caress to roll twice on any saving throws against that spell-like ability and to use the lower result. The save DC is Charisma-based.

Change Shape (Su) Belial can assume the form of any creature when changing shape, but the specific powers granted are limited to those available in the options for *greater polymorph*. Using change shape is a move action for Belial.

Fiendish Fluttering (Ex) If Belial strikes a creature with both wings in the same round, the target is staggered for 1 round and dazzled for 1d4 rounds by flying feathers and scabrous scales. With a successful DC 41 Fortitude save, the target negates the staggered condition and reduces the duration of the dazzled condition to 1 round. This is a vision-based effect. The save DC is Constitution-based.

ARCHDEVIL, BELIAL

Hedonistic Hope (Su) When any creatures (friend or foe) within 30 feet of Belial gain a morale bonus or a beneficial emotion effect, Belial can choose to gain the same benefit (including the highest bonus, if there are multiple morale bonuses of the same kind). In addition, when Belial confirms a critical hit, they suppress all morale bonuses affecting the target for 1 minute.

Ranseur Mastery (Ex) Belial can attack adjacent foes with a ranseur as if it were not a reach weapon, and counts as a 20th-level fighter for the purposes of fulfilling feat prerequisites for ranseur-related feats.

Reflexive Shapeshifter (Su) Once per minute as an immediate action when Belial would be struck in melee by a non-reach weapon, the archdevil can use change shape to assume a different form of a smaller size, gaining a +10 dodge bonus to their AC against that attack; if this causes the attack to miss, they take no damage and can then move up to 30 feet in any direction before automatically reverting to their previous form. This ability and movement do not provoke attacks of opportunity.

Belial, the Pale Kiss, was created by Asmodeus as an object of adoration, a being that would be perfect in form and face in the eyes of every creature. The Prince of Devils granted Belial virtually unlimited malleability of form, enabling them to become whatever and whomever might be most alluring to those the archdevil encountered, along with a boundless imagination to create inspirational art and implements of war. Belial finds equal bliss in pleasure and in pain and revels in the act of creation, whether of innovations in magical or martial fields. The Pale Kiss designs new weapons for the legions of Hell, shapes new manifestations of magic for the minions of devilry to unleash upon foes, and even spawns entirely new races of infernal servitors, though the fiend cares little for creations once birthed, swiftly moving on to new interests.

Belial's true natural form is unknown to all but Asmodeus, who has not shared even with Belial the secret of the archdevil's infernal genesis. The Pale Kiss changes shape almost constantly, at times seemingly without conscious thought. In council with the other lords of Hell, Belial typically appears as a delicately built humanoid between 5 and 6 feet tall with pale skin and hair but burning eyes, with one half of their body shining and angelic and the other as scarred, misshapen, and grotesque as the

most hideous malebranche. Their weapons and gear are always finely crafted, though marred where they defaced them in their erratic rages. Belial's carnal lust is both expansive and insatiable, and they freely shift form, species, and gender when engaging with mortal and immortal lovers across the universe, leaving innumerable half-fiends of every description in their wake.

BELIAL'S CULT

Belial is revered by those who crave wanton pleasures and forbidden desires but who hide beneath a mask of respectability and propriety. Adulterers celebrate the archdevil's rites alongside sadists, torturers, and worse; all two-faced deceivers willing to plumb the depths of depravity to fulfill their desires seek Belial's felicitations. The Pale Kiss's sacred places are often in large cities or remote and beautiful natural settings that hide grisly boudoirs and orgiastic abattoirs.

Belial's unholy symbol is a split-faced mask, one side of which is smiling and white and the other frowning and red. Their favored weapon is the ranseur. The Pale Kiss grants access to the domains of Charm, Destruction, Evil, and Law, and to the subdomains of Catastrophe^{APG}, Devil^{APG}, Lust^{APG}, and Rage^{APG}.



Illustration by William Liu

ARCHDEVIL, DISPATER

This diabolic figure is draped in a kingly robe and crowned with iron horns. He bears a long, heavy mace of black metal.

DISPATER

CR 27



XP 3,276,800

LE Large outsider (devil, evil, extraplanar, lawful, shapechanger)

Init +13; **Senses** darkvision 60 ft., *detect chaos*, *detect good*, see in darkness, *true seeing*; Perception +46

Aura frightful presence (120 ft., DC 37), *shield of law* (DC 29)

DEFENSE

AC 45, touch 35, flat-footed 35 (+4 deflection, +9 Dex, +1 dodge, +10 natural, +12 profane, -1 size)

hp 643 (33d10+462); regeneration 30 (deific or mythic)

Fort +29, **Ref** +31, **Will** +34; +8 vs. mind-affecting effects

Defensive Abilities infernal resurrection, *mind blank*; **DR**

20/epic, good, and silver; **Immune** ability damage, ability drain, charm, compulsion, death effects, energy drain, fire, petrification, poison; **Resist** acid 30, cold 30; **SR** 38

OFFENSE

Speed 50 ft., fly 60 ft. (good)

Melee *The Eclipsing Eye* +49/+44/+39/+34 (2d6+22/19-20/×3), gore +39 (2d6+6)

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

Special Attacks caustic wit, mortal gaze, sneak attack +6d6

Spell-Like Abilities (CL 27th; concentration +38)

Constant—*detect chaos*, *detect good*, *fly*, *mind blank*, *shield of law* (DC 29), *true seeing*

At will—*astral projection*, *charm monster* (DC 27), *desecrate*^M, *dictum*^M (DC 28), *dominate person* (DC 28), *greater dispel magic*, *greater teleport*, *iron body*, *order's wrath*^M (DC 25), *unhallow*, *wall of iron*

3/day—*quicken blade barrier*^M (DC 27), *forcecage* (DC 28), *geas/quest*, *summon devils*, *symbol of pain* (DC 27)

1/day—*imprisonment* (DC 30), *time stop*^M, *wish*^M

^MDispater can use this ability's mythic version in his realm.

STATISTICS

Str 34, **Dex** 29, **Con** 38, **Int** 33, **Wis** 30, **Cha** 33

Base Atk +33; **CMB** +46; **CMD** 82

Feats Combat Expertise, Combat Reflexes, Critical Focus,

Dazzling Display, Dodge, Greater Feint, Improved Critical (heavy mace), Improved Feint, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Power Attack, Quicken Spell-Like Ability (*blade barrier*), Shatter Defenses, Staggering Critical, Weapon Focus (heavy mace)

Skills Acrobatics +42, Bluff +47, Diplomacy +47, Fly +60, Intimidate +47, Know. (arcana, engineering, history, nobility, religion) +44, Know. (planes) +47, Linguistics +44, Perception +46, Sense Motive +46, Spellcraft +44, Stealth +41, Use Magic Device +44

Languages all (language mastery); telepathy 300 ft.

SQ change shape (any humanoid; *alter self*), lord of iron, voice of command

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple (*The Eclipsing Eye*, other treasure)

SPECIAL ABILITIES

Caustic Wit (Su) Dispater is a master of urbane insults and flippant dismissals. He can attempt a Bluff check once per round as a free action in place of an Intimidate check to demoralize a foe within 30 feet. In addition to becoming shaken, a creature demoralized by Dispater is so filled with shame and self-loathing that it takes 1d4 points of Charisma damage and becomes dazed. This additional effect can be negated with a successful DC 37 Will save. The insulted creature can attempt a new save each round at the beginning of its turn as a free action to end the effect, but any Charisma damage sustained remains until it is healed. This is a mind-affecting effect. The save DC is Charisma-based.

Lord of Iron (Ex) Rust effects (such as *rusting grasp*) do not function within 60 feet of Dispater unless he allows them to function. Dispater can command unintelligent iron cobras, iron golems, and any other construct made entirely out of iron as if he were the construct's creator.

Mortal Gaze (Su) Dispater can level his gaze upon any one creature within 60 feet as a free action once per round. The creature he gazes upon gains 2 negative levels. Each of these negative levels requires a successful DC 37 Fortitude save to remove after 24 hours or it becomes permanent. Creatures slain by Dispater's mortal gaze rise again 1d4 rounds later as zombie lords (*Pathfinder RPG Bestiary* 4 286) under Dispater's control. The save DC is Charisma-based.

Voice of Command (Su) The saving throw DCs of Dispater's *charm monster* and *dominate person* spell-like abilities include a +2 bonus; this is included in the statistics above. Creatures do not gain the usual +5 bonus on saves against *charm monster* if they are currently being threatened or attacked by Dispater or his allies. If Dispater commands a humanoid controlled via *dominate person* to take an action against its nature, the creature does not gain a new saving throw to resist the effect unless the order is self-destructive, in which case the creature gains a new save with a +2 bonus to resist the command.

Dispater is one of Asmodeus's oldest and most loyal allies, with a favored place in the hierarchy of Hell. He generally keeps his distance from the machinations of the other archdevils, and of all their number he cares least about the tedious and trivial affairs of the Material Plane. His focus is on building the eternal and glorious perfection of Hell, the model community and system upon which the universe should be modeled. He is calm, creative, careful, and deliberate, in some ways the picture of a just sovereign, yet he is also unforgiving, ruthless, manipulative, and arrogant in the extreme. The rules of rank, station, and

courtly life are his meat and drink, and he is swift to deride any who violate the tiniest rule of etiquette, though he quickly discards decorum when necessary to further his elaborate schemes. Alone among the archdevils, he maintains a passing acquaintance with courtly love and marriage, conferring with his advisors on matters of state.

Dispater is every inch the image of a devil, 13 feet tall with rippling, rust-colored muscles and a refined and majestic style, eschewing the opulent grandiosity of some of his brethren.

THE ECLIPSING EYE		MAJOR ARTIFACT
SLOT none	CL 30th	WEIGHT 20 lbs.
AURA overwhelming all		

The Eclipsing Eye is a +4 adamantine axiomatic unholy wounding heavy mace; it is a token of esteem and power granted by Asmodeus himself to the governor of Hell's greatest city. It allows the wielder to command allegiance as per a *rod of rulership* with an unlimited duration when activated in Hell. Outside of Hell, it remains limited to 500 total minutes of this effect, but does not crumble to dust if these minutes are used up. Every hour it spends in Hell restores 1 minute of expended duration. When used as a weapon, *The Eclipsing Eye* has a critical multiplier of ×3. *The Eclipsing Eye* automatically casts *blindness* (as per *blindness/deafness* heightened to 9th level, save DC 23) on the first creature it strikes each round.

The Eclipsing Eye is Dispater's rod of office, and he can summon it to his hand as a free action from any distance, even across planar boundaries. As long as he wields it, all lawful evil, neutral evil, and lawful neutral creatures treat him as if he were under a *sanctuary* spell (CL 30th, save DC 23 as if heightened to a 9th level spell). Three times per day, *The Eclipsing Eye* can create any of the following spell effects, heightened to 9th level as per the Heighten Spell feat: *calm emotions*, *demand*, *discern lies*, and *discern location*.

DESTRUCTION

Asmodeus can will the destruction of *The Eclipsing Eye* as a free action, but otherwise it can be destroyed only by immersing it in the headwaters of the River Styx for a century, allowing the artifact to rust away.

DISPATER'S CULT

Dispater represents devotion to calming order, meticulous planning, and the dark majesty of Hell's potential to bring peace and unity to the universe, despite the fact that such peace would be bought with blood, chains, and death. His sacred places are grandiose, typically found in palaces or grand monuments.

Dispater's unholy symbol is a heavy black nail piercing a red crown. His favored weapon is the heavy mace. He grants access to the domains of Evil, Law, Nobility, and Trickery, and to the subdomains of Deception^{APG}, Devil^{APG}, Leadership^{APG}, and Tyranny (see page 318).



ARCHDEVIL, GERYON

This tripartite being has three humanoid bodies engulfed from the waist down by a tangle of three immense serpents.

GERYON

CR 29



XP 6,553,600

LE Huge outsider (aquatic, devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., *detect chaos*, *detect good*, scent, see in darkness, *true seeing*; Perception +47

Aura frightful presence (120 ft., DC 38), *shield of law* (DC 29)

DEFENSE

AC 47, touch 32, flat-footed 42 (+4 deflection, +5 Dex, +8 natural, +15 profane, +7 shield, -2 size)

hp 731 (34d10+544); regeneration 30 (deific or mythic)

Fort +31, **Ref** +28, **Will** +33; +8 vs. mind-affecting effects

Defensive Abilities all-around vision, envenomed scales, infernal resurrection, *mind blank*, threefold body; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, charm, cold, compulsion, death effects, energy drain, fire, memory loss effects, petrification, poison; **Resist** acid 30; **SR** 40

OFFENSE

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

Melee +5 *crue^{NE} dispelling burst^{NE} unholy flail* +47/+42/+37/+32 (3d6+19/19-20), +1 *heavy shield* +43/+38 (2d6+15/19-20), 3 claws +41 (1d6+7), 3 tail slaps +41 (2d6+7/19-20 plus poison)

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

Special Attacks casterbane, corrupting caress, perceive destiny

Spell-Like Abilities (CL 29th; concentration +40)

Constant—*air walk*, *detect chaos*, *detect good*, *mind blank*, *shield of law* (DC 29), *true seeing*

At will—*astral projection*, *black tentacles^M*, *desecrate^M*, *dictum^M* (DC 28), *greater dispel magic*, *greater teleport*, *mindwipe^{OA}* (DC 25), *modify memory^M* (DC 25), *order's wrath^M* (DC 25), *unhallow*, *wall of ice*

3/day—*feblemind* (DC 26), quickened *mindwipe^{OA}* (DC 25), *mislead*, *persistent image* (DC 26), summon devils, *vision*

1/day—*prediction of failure^{UM}* (DC 29), *time stop^M*, *wish^M*

^M Geryon can use this ability's mythic version in its realm.

STATISTICS

Str 38, **Dex** 21, **Con** 42, **Int** 33, **Wis** 30, **Cha** 33

Base Atk +34; **CMB** +50 (+54 disarm, trip); **CMD** 84 (86 vs. disarm, can't be tripped)

Feats Blinding Critical, Combat Expertise, Critical Focus, Double Slice, Greater Disarm, Greater Trip, Improved Critical (flail, heavy shield, tail slap), Improved Disarm, Improved Initiative, Improved Shield Bash, Improved Trip, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (*mindwipe*), Spellbreaker^B, Two-Weapon Fighting

Skills Bluff +48, Diplomacy +48, Intimidate +48, Know. (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, religion) +45, Know. (planes) +48, Linguistics +48, Perception +47, Sense Motive +47, Spellcraft +48, Swim +21

Languages all (language mastery); telepathy 300 ft.

SQ amphibious, change shape (humanoid and serpentine; *shapechange*)

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple (+5 *arrow deflection bashing heavy steel shield*, +5 *crue^{NE} dispelling burst^{NE} unholy flail*, *Horn of Lies*, other treasure)

SPECIAL ABILITIES

Casterbane (Ex) Geryon's foresight allows it to counterspell using *greater dispel magic* as an immediate action, with a +4 bonus to counter or dispel divine spells. It gains Spellbreaker as a bonus feat, and a spellcaster who fails a concentration check to cast defensively become flat-footed to Geryon until the end of its next turn.

Corrupting Caress (Su) A creature damaged by Geryon's natural attacks or melee weapons becomes unable to cast divine spells or activate domain powers, channel positive energy, or smite evil for 1 round (Will DC 38 negates). The duration stacks with multiple failed saves, but a creature that successfully saves cannot be further targeted by Geryon's corrupting caress for 24 hours. This is a curse effect. The save DC is Charisma-based.

Envenomed Scales (Ex) Creatures that strike Geryon with melee touch attacks, unarmed strikes, or natural attacks are exposed to its poison, as are creatures that confirm a critical hit on Geryon with a piercing or slashing weapon in melee.

Immune to Memory Loss (Ex) Geryon is immune to the effects of the River Styx and to all effects that cause memory loss or manipulate memories.

Perceive Destiny (Su) As an immediate action, Geryon can train its threefold gaze upon a creature to perceive its past, present, and future, granting Geryon a +4 insight bonus to its AC and on attack rolls, opposed skill checks, and Reflex saves against that creature and attacks or effects created by that creature until the end of its next turn. This affects creatures using *mind blank*, *nondetection*, or similar protection from divination only if Geryon succeeds at a caster level check (DC = 11 + the effect's caster level + the mythic tier of the caster, for mythic effects).

Poison (Ex) Tail slap—injury; *save* Fort DC 43; *frequency* 1/round for 6 rounds; *effect* 1d6 Int drain; *cure* 3 saves.

Threefold Body (Ex) Geryon's vital organs and senses are spread across all three of its linked bodies. An effect that would cause it to become blinded or deafened instead affects only one of its bodies, unless it affects an area or targets each body as a separate creature. If one body is blinded or deafened, Geryon suffers no ill effects. If two bodies are blinded or deafened, it loses its all-around vision and is dazzled. Geryon is blinded or deafened only if all three bodies are blinded or deafened. It likewise has a 75% chance to ignore critical hits, sneak attack damage, and similar precision-based damage.

Geryon, the source of blasphemies, has ruled in Hell longer than any other archdevil. When Asmodeus and his legions migrated to Hell, Geryon reigned as an asura rana, an emperor among divine mistakes. After bargaining with Asmodeus, Geryon betrayed its brethren, assuring devilkind's stranglehold over Hell and cementing its continued rule over the bleak marshes of Stygia. Ever since, Geryon has numbered among Hell's greatest and most enigmatic rulers, a connoisseur of impossible truths and a font of heresies.

Geryon is a knot of three 20-foot-long, scaled worms. From its maws it can partially regurgitate and speak with the voices of any being it has ever devoured—be they mortals, fiends, or stranger eldritch beings. As a result of its covenant with Asmodeus, Geryon is now a true devil.

HORN OF LIES

MAJOR ARTIFACT

SLOT none

CL 30th

WEIGHT 15 lbs.

AURA overwhelming all

This horn can be sounded three times per day as a swift or move action to function as a *greater horn of blasting* with no chance of exploding and an effect duration of 1 minute. Creatures deafened by the horn hear whispers and falsehoods echoing in their minds, twisting their perceptions; they treat all other creatures as if they had concealment and take a –4 penalty on saves against mind-affecting effects as long as they remain deaf. In addition, any competence or insight bonuses are treated as penalties instead until they regain their hearing.

The horn can be sounded three additional times per day to grant allies within 60 feet a +4 bonus on saves against divine spells, while enemies within 60 feet become unable to tell the truth (Will DC 25 negates). This includes verbal, written, and any other form of communication, but does not prevent saying things that are neither true nor untrue, such as commands, questions, and verbal components of spells. While compelled to falsehood, Geryon's enemies also become paranoid and treat no one as their ally; thus, they are unable to provide or benefit from flanking, teamwork feats, or the aid another action, and always attempt to save against harmless effects. Affected creatures are unable to cast divine spells or activate domain powers unless they worship an archdevil. This effect lasts 1 minute. This is a sonic mind-affecting curse effect.

DESTRUCTION

If the *Horn of Lies* is sounded by a chaotic good divine spellcaster within the Silent Cairns of Elysium, it shatters into 13 fragments, each of which transforms into a serpentine monster. If these 13 serpents are slain within 24 hours, the artifact is destroyed—but if even one serpent remains alive, the *Horn of Lies* is restored and returned to Asmodeus's keeping in Hell.

GERYON'S CULT

Geryon is worshiped by those who crave forbidden knowledge. Its sacred places are hidden within libraries or amid the ruined temples of nigh-forgotten gods and fallen kingdoms.

Geryon's unholy symbol is a shadowed, red-and-black serpent's head. It favored weapon is the heavy flail. It grants access to the domains of Evil, Law, Strength, and Water, and to the subdomains of Devil^{APG}, Ferocity^{APG}, Oceans^{APG}, and Resolve^{APG}.

Illustration by William Liu



ARCHDEVIL, MAMMON

This shining being is humanoid, but its four arms, multiple legs, and horned head reveal its diabolic nature.

MAMMON

CR 28



XP 4,915,200

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

Init +16; **Senses** darkvision 60 ft., *detect chaos*, *detect good*, see in darkness, tremorsense 60 ft., *true seeing*; Perception +46

Aura frightful presence (120 ft., DC 37), *shield of law* (DC 29)

DEFENSE

AC 46, touch 39, flat-footed 33 (+4 deflection, +12 Dex, +1 dodge, +7 natural, +12 profane)

hp 676 (33d10+495); regeneration 30 (deific or mythic)

Fort +30, **Ref** +34, **Will** +34; +8 vs. mind-affecting effects

Defensive Abilities gleaming glory, infernal resurrection, *mind blank*; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, bleed, charm, compulsion, death effects, disease, energy drain, fire, necromancy effects, paralysis, petrification, poison, sleep effects, stunning;

Resist acid 30, cold 30; **SR** 39

OFFENSE

Speed 50 ft., *air walk*

Melee 4 claws +47 (1d6+14/19–20), gore +47 (2d8+14), 6 talons +47 (2d6+14/19–20)

Spell-Like Abilities (CL 28th; concentration +39)

Constant—*air walk*, *detect chaos*, *detect good*, *mind blank*, *shield of law* (DC 29), *true seeing*

At will—*astral projection*, *beguiling gift*^{APG} (DC 22), *desecrate*^M, *dictum*^M (DC 28), *enter image*^{APG}, *greater dispel magic*, *greater object possession*^{OA} (DC 30), *greater teleport*, *order's wrath*^M (DC 25), *possession*^{OA} (DC 26), *unhallow*

3/day—*awaken construct*^{OA}, *greater scrying* (DC 28), *polymorph any object* (DC 29), *quickened possession*^{OA} (DC 26), *summon devils*, *sympathy* (DC 29)

1/day—*microcosm*^{OA} (DC 30), *time stop*^M, *wish*^M

^M Mammon can use this ability's mythic version in his realm.

STATISTICS

Str 38, **Dex** 35, **Con** 40, **Int** 31, **Wis** 30, **Cha** 33

Base Atk +33; **CMB** +47 (+51 steal); **CMD** 86 (88 vs. steal)

Feats Ability Focus (*greater object possession*), Combat

Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Dodge, Greater Steal^{APG}, Improved Critical (claw, talon), Improved Initiative, Improved Steal^{APG}, Iron Will, Mobility, Quicken Spell-Like Ability (*possession*), Staggering Critical

Skills Appraise +46, Bluff +47, Diplomacy +44, Disable

Device +45, Intimidate +47, Knowledge (arcana, history, nobility, religion) +43, Knowledge (planes) +46, Linguistics +46, Perception +46, Sense Motive +46, Spellcraft +46, Stealth +48, Use Magic Device +47

Languages all (language mastery); telepathy 300 ft.

SQ Argent Prince, Mammon's mark, plunderer

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Argent Prince (Su) In his true form, Mammon lacks a body. The archdevil relies entirely on his *possession* spell-like abilities to interact with the physical world. In his true form, Mammon gains the incorporeal quality, gains a deflection bonus to his AC equal to his Charisma modifier (+11), and replaces his base speed of 50 feet with a fly speed of 80 feet (perfect maneuverability); he loses all abilities that rely on a physical body (including his Strength score, the additional immunities gained from possessing the Argent Prince (see below), *air walk*, his natural armor bonus, and his natural attacks).

Mammon rarely interacts with others without possessing a body, and his favorite body to possess is that of the Argent Prince—a powerful unique construct that represents the archdevil's ideal form. The Argent Prince always fails its saving throw against Mammon's *greater object possession* spell-like ability, and Mammon can call the Argent Prince to his side across any distance (even across planar boundaries) as a swift action—when he does so, he can possess the Argent Prince immediately. While possessing the Argent Prince, Mammon gains *air walk* as a constant spell-like ability; the gleaming glory ability (see below); and immunity to bleed, disease, necromancy effects, paralysis, sleep effects, and stunning. When Mammon is not possessing the Argent Prince (typically because he is possessing another object or being), the Argent Prince loses all of its spell-like abilities and supernatural abilities, but remains under the control of Mammon and can continue to fight or take other actions as Mammon directs. If the Argent Prince is destroyed, Mammon can rebuild it, but doing so requires the archdevil to remain sequestered in his workshop deep in Erebus for a year.

Gleaming Glory (Ex) The Argent Prince's gleaming metallic body reflects light and magic. In bright light, a creature within 60 feet is automatically dazzled, while one that moves or begins its turn within 10 feet is blinded for 1d4 rounds unless it succeeds at a DC 37 Fortitude save or averts or closes its eyes as for a gaze attack. Rays and magical ranged touch attacks have a 20% miss chance against the Argent Prince, and such missed attacks have a 20% chance of being redirected toward a random target within 60 feet; otherwise, they are deflected harmlessly. While possessed by Mammon, the Argent Prince increases both chances to 50%, and if the creator of an effect deflected by this ability is within 60 feet, Mammon can reflect it at that creature instead of choosing randomly. Gaze attacks and light-based effects (including *color spray* and *prismatic spray*) targeting Mammon have the same chance as rays of being reflected, while area effects of this nature simply do

not affect him. Mammon also has the same chance to move without harm through a prismatic wall or prismatic sphere. The save DC is Charisma-based.

Mammon's Mark (Su) Any coin, gemstone, piece of jewelry, or art object that Mammon touches bears his invisible image for 13 days. He can sense the location of marked items (as per *locate object*, even if such an object is in an extradimensional space), and can communicate through them as per *enter image*^{APG}. In both cases, this effect has 10 times the normal range (or unlimited range within Mammon's domain on Erebus). If a creature has a marked object in its possession for 24 hours, Mammon can locate that creature (as per *locate creature* with the same increase to range as above) at will as a free action, even if the marked object is discarded. Mammon gains a +10 bonus on caster level checks and to the save DC of scrying effects he uses against such creatures. If the creature is protected by an effect that protects against scrying and Mammon is in Erebus, the archdevil can expend one use of his mythic power to ignore that effect. This is a curse effect.

Plunderer (Su) Mammon can sense wealth within 300 feet as if using a *rod of metal and mineral detection*. He also gains a +10 bonus on Appraise checks and on Spellcraft checks to identify the magical properties of items, can attempt either check once per round as a free action to determine the value or properties of any item within his line of sight, and gains a +10 bonus until the end of his turn on combat maneuver checks to disarm a creature of or steal an item he has thus appraised or identified.

Mammon is the master of avarice, a fallen angel long in service to Asmodeus; though slain by his enemies long ago, his spirit lingered in his hellish sepulcher, unwilling to surrender to oblivion. His hunger for life infused his spirit into the obscene wealth heaped about him in death, until he became one with the wealth of ages. The Grasping One is now vault keeper for all of Hell, growing ever more resplendent as he discovers new treasures to incorporate into his form and reporting directly to Asmodeus on Hell's accounts.

Mammon can possess objects and creatures with ease, but most often possesses the Argent Prince, a peerlessly sculpted 8-foot-tall metallic likeness of his former angelic glory, tastefully tainted with accents of his diabolic nature.

MAMMON'S CULT

Mammon is the patron saint of greed, and is worshiped by unscrupulous merchants and rapacious robber barons.

His sacred places are often in mansions, museums, and palaces of obscene opulence. Some give offerings to him in secret, while others shamelessly praise his name and the power of greed to all who are willing to listen—and even some who are not.

Mammon's unholy symbol is a midnight blue coin with a horned devil's head and an infernal inscription of his name in pale silvery blue. His favored weapon is the shortspear. He grants access to the Artifice, Earth, Evil, and Law domains, and to the Construct^{APG}, Devil^{APG}, Metal^{APG}, and Toil^{APG} subdomains.



Illustration by William Liu

ARCHDEVIL, MEPHISTOPHELES

This red-skinned devil has three sets of curving horns atop his brow and three mismatched pairs of wings.

MEPHISTOPHELES

CR 30



XP 9,830,400

LE Large outsider (devil, evil, extraplanar, lawful)

Init +14; **Senses** darkvision 60 ft., *detect chaos*, *detect good*, *discern lies*, see in darkness, *true seeing*; Perception +50

Aura frightful presence (120 ft., DC 41), *shield of law* (DC 32)

DEFENSE

AC 48, touch 40, flat-footed 37 (+4 deflection, +10 Dex, +1 dodge, +8 natural, +16 profane, -1 size)

hp 752 (35d10+560); regeneration 30 (deific or mythic)

Fort +31, **Ref** +33, **Will** +37; +8 vs. mind-affecting effects

Defensive Abilities ashen essence, *freedom of movement*, infernal resurrection, *mind blank*; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, bleed, blindness, blood drain, charm, compulsion, critical hits, dazzled, deafness, death effects, energy drain, fire, petrification, poison, precision damage; **Resist** acid 30, cold 30; **SR** 41

OFFENSE

Speed 50 ft., fly 100 ft. (perfect)

Melee +5 *axiomatic flaming unholy trident* +55/+50/+45/+40 (2d6+29/19-20 plus 1d6 fire), gore +50 (2d8+8), 6 wings +48 (1d8+8/19-20)

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

Special Attacks infernal wings, profane gift

Spell-Like Abilities (CL 30th; concentration +44)

Constant—*detect chaos*, *detect good*, *discern lies* (DC 28), *freedom of movement*, *mind blank*, *shield of law* (DC 32), *true seeing*

At will—*astral projection*, *deeper darkness*, *desecrate*^m, *dictum*^m (DC 31), *dominate person*^m (DC 29), *greater dispel magic*, *greater scrying* (DC 31), *greater teleport*, *order's wrath*^m (DC 28), *secret page*, *unhallow*

3/day—quicken *dominate person*^m (DC 29), *fire storm*^m (DC 32), *globe of invulnerability*^m, *mass charm monster* (DC 32), *mislead*^m (DC 30), summon devils

1/day—*soul bind* (DC 33), *time stop*^m, *wish*^m

^m Mephistopheles can use this ability's mythic version in his realm.

STATISTICS

Str 42, **Dex** 30, **Con** 43, **Int** 35, **Wis** 34, **Cha** 39

Base Atk +35; **CMB** +52; **CMD** 93

Feats Combat Expertise, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Critical Focus, Deceitful, Dodge, Flyby Attack, Forge Ring, Improved Critical (trident, wing), Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*dominate person*), Staggering Critical

Skills Bluff +56, Diplomacy +52, Disguise +56, Fly +54,

Intimidate +52, Knowledge (arcana, history, local, nobility,

religion) +47, Knowledge (planes) +50, Linguistics +50, Perception +50, Sense Motive +50, Sleight of Hand +45, Spellcraft +47, Stealth +44, Use Magic Device +49

Languages all (language mastery); telepathy 300 ft.

SQ flattering inquisitor

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple (+5 *axiomatic flaming unholy trident*, *Visineir*, other treasure)

SPECIAL ABILITIES

Ashen Essence (Ex) Despite his appearance, Mephistopheles has a body formed of the ashes and brimstone of Hell rather than flesh and blood. He cannot be blinded, dazzled, or deafened, and he is immune to bleed damage, blood drain, critical hits, and precision-based damage. In addition, once per minute when he is hit by a melee or ranged attack, as an immediate action Mephistopheles can cause his body and all of his gear to collapse into ashes while he teleports to any point within 30 feet of his prior position and re-forms, taking no damage from the attack. Within his realm of Caina, he can trigger this power by expending one use of his mythic power and can teleport up to 300 feet, or up to 30 feet even when subject to effects that normally prevent teleportation.

Flattering Inquisitor (Su) Mephistopheles is unsurpassed at inveigling himself into a creature's good graces and ferreting out secrets. His *discern lies* spell-like ability automatically affects all creatures within 30 feet of him, and he does not need to concentrate to know whether a target is lying (although each time a creature tries to lie in this area it can attempt a Will save to negate the effect as normal). Anyone who attempts to lie when responding to a direct question posed by Mephistopheles must succeed at a DC 41 Will save or take 1d3 points of Wisdom drain and be unable to speak for 24 hours (Mephistopheles can end this enforced vow of silence at will as a free action). This is a mind-affecting effect. The save DC is Charisma-based.

Infernal Wings (Su) Mephistopheles has three pairs of wings, and while the damage caused by all six wings is identical, the additional effect caused by a strike from a wing depends on its nature. A hit from one of his burning wings deals 1d6 additional points of fire damage and the creature struck must succeed at a DC 43 Reflex save or catch fire. A hit from one of his draconic wings deals 2d6 points of bleed damage. A hit from one of his raven wings causes permanent blindness unless the creature struck succeeds at a DC 43 Fortitude save. The save DCs are Constitution-based.

Profane Gift (Su) As a full-round action, Mephistopheles can grant a willing non-devil a +4 profane bonus to one ability score; this also allows him to communicate telepathically with and use his mind-affecting spell-like abilities on the creature at any distance (even across planar boundaries). A creature can have only one such gift at a time. The profane

ARCHDEVIL, MEPHISTOPHELES

gift can be removed with *dispel evil* or *dispel law*, or Mephistopheles can remove it as a free action, dealing 3d6 points of Charisma drain to the target (no save). In addition, a creature that accepts a *wish* from Mephistopheles immediately becomes lawful evil (Will DC 41 negates) and gains the benefits of *good hope* for 1 week, followed by the effects of *crushing despair* for 1d6 months (CL 30th). The save DC is Charisma-based.

Mephistopheles was formed by Asmodeus from the ashes and hellfire of the plane of Hell itself. He is an artist of flattery and guile, a master of the infernal contract, and a warden of the chained prison plane of Caina. He is tireless in his hunt for new souls, and constantly seeks to lure mortals into signing theirs away in all manner of complex bargains and contracts.

Mephistopheles appears as a muscular, 12-foot-tall, red-skinned humanoid.

VISINEIR		MAJOR ARTIFACT
SLOT none	CL 30th	WEIGHT 1 lb.
AURA overwhelming all		

This adamantine quill pen is the greatest weapon Mephistopheles has in the corruption of souls. As a full-round action that does not provoke attacks of opportunity, he can use it to inscribe a *magic circle against good* (or *chaos*), place a *mark of justice*, or pen an infernal contract. These contracts can grant any number of boons, but typically do so in the form of a *wish* spell or the devilbound template (*Pathfinder RPG Bestiary* 4 56).

Visineir can be wielded as a +1 *adamantine keen wounding dagger*, but Mephistopheles rarely does so, preferring his trident in battle. The quill can store a sample of blood from every creature it strikes, storing up to 33 blood samples at a time. The quill gains the *bane* special ability against any creature whose blood it stores, and it marks the target as if Mephistopheles had used a witch's scar hex^{UM} on it, allowing him to use his spell-like abilities on that creature with a range of 1 mile (or with unlimited range, if the creature is in Caina). Mephistopheles can expend one stored blood sample as a full-round action to inscribe a symbol spell of any type he wishes, or to call the creature to him as if he had cast *greater planar binding* (regardless of the creature's actual type—this is not limited to calling outsiders).

DESTRUCTION

If *Visineir* is used to pen a contract that results in Asmodeus having to void the creation of Mephistopheles, the quill crumbles away to ashes, as does Mephistopheles himself.

MEPHISTOPHELES'S CULT

Mephistopheles is worshiped by dishonest merchants, crooked politicians, decadent nobles, and cruel tyrants. His sacred places are almost always within large cities,

often buried in hidden rooms beneath prisons, palaces, or courts of law, or in secret apartments of corrupt nobles.

His unholy symbol is a diagonal scarlet trident piercing a golden halo. His favored weapon is the trident. He grants access to the Evil, Knowledge, Law, and Rune domains, and to the Devil^{APG}, Language^{APG}, Memory^{APG}, and Thought^{APG} subdomains.



Illustration by Wayne Reynolds

ARCHDEVIL, MOLOCH

This immense figure appears to be a suit of blackened, diabolic armor filled with shrieking blasts of blistering fire.

MOLOCH

CR 29



XP 6,553,600

LE Huge outsider (devil, evil, extraplanar, lawful)

Init +11; **Senses** darkvision 60 ft., *detect chaos*, *detect good*, mistsight, see in darkness, *true seeing*; Perception +49

Aura fiendish furnace (10 ft.), frightful presence (120 ft., DC 38), *shield of law* (DC 29)

DEFENSE

AC 47, touch 34, flat-footed 40 (+4 deflection, +7 Dex, +13 natural, +15 profane, -2 size)

hp 731 (34d10+544); regeneration 30 (deific or mythic)

Fort +39, **Ref** +24, **Will** +35; +8 vs. mind-affecting effects

Defensive Abilities fortification (50%), infernal resurrection, *mind blank*; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, charm, compulsion, death effects, energy drain, fire, petrification, poison; **Resist** acid 30, cold 30; **SR** 40

OFFENSE

Speed 40 ft., *air walk*

Melee *Goreletch* +46/+41/+36/+31 (3d6+18/19-20/x4), *Ramithaine* +46/+41 (3d6+18/17-20/x3), bite +42 (2d6+7 plus grab and burn), gore +42 (2d6+7 plus burn)

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

Special Attacks barbed blademaster, burn (2d6 hellfire, DC 43), fast swallow, incinerate, spirit of hellfire, swallow whole (20d10 hellfire damage plus pain, AC 16, 73 hp)

Spell-Like Abilities (CL 29th; concentration +40)

Constant—*air walk*, *detect chaos*, *detect good*, *mind blank*, *shield of law* (DC 29), *true seeing*

At will—*astral projection*, *desecrate*^M, *dictum*^M (DC 28), *dominate person*^M (DC 26), *fireball*^M (DC 24), *greater dispel magic*, *greater teleport*, *order's wrath*^M (DC 25), *slow*^M (DC 24), *unhallow*, *wall of fire*^M

3/day—quicken *blade barrier*^M (DC 27), empowered *fire storm* (DC 29), *mass charm monster* (DC 29), *mass hold person* (DC 28), summon devils

1/day—*meteor swarm*^M (DC 30), *time stop*^M, *wish*^M

^M Moloch can use this ability's mythic version in his realm.

STATISTICS

Str 40, **Dex** 25, **Con** 42, **Int** 25, **Wis** 34, **Cha** 33

Base Atk +34; **CMB** +51 (+53 bull rush); **CMD** 87 (89 vs. bull rush)

Feats Combat Expertise, Craft Magic Arms and Armor, Critical Focus, Double Slice, Empower Spell-Like Ability (*fire storm*), Improved Bull Rush, Improved Critical (battleaxe, longsword), Improved Initiative, Improved Lightning Reflexes, Improved Two-Weapon Fighting, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*blade barrier*), Staggering Critical, Two-Weapon Fighting, Two-Weapon Rend

Skills Bluff +48, Intimidate +48, Knowledge (arcana, history, religion) +41, Knowledge (nobility, planes) +44, Linguistics +44, Perception +49, Sense Motive +49, Spellcraft +44, Survival +46, Use Magic Device +45

Languages all (language mastery); telepathy 300 ft.

SQ call weaponry, infernal fortress

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure triple (*Goreletch*, *Ramithaine*, other treasure)

SPECIAL ABILITIES

Barbed Blademaster (Ex) Moloch is proficient with all weapons. In addition, any piercing or slashing weapon he wields sprouts cruel, wicked barbs that increase the weapon's critical multiplier by 1 for as long as he wields it. Targets that have fortification gain only half their usual chance of ignoring Moloch's critical hits.

Call Weaponry (Su) Moloch can call his weapons *Goreletch* (a +3 *adamantine unholy vorpal battleaxe*) and *Ramithaine* (a +3 *axiomatic cruel^{NE} unholy wounding longsword*) to his hands at will as a free action from any distance (even across planar boundaries). If one of these weapons is destroyed, he can remake it and cause the rebuilt weapon to appear in his hand as a standard action; if needed, he can instead remake both weapons as a full-round action. Remaking a weapon in this way provokes attacks of opportunity, but calling a weapon does not.

Fiendish Furnace (Ex) Any creature that comes within 10 feet of Moloch or begins its turn within this area takes 2d8 points of hellfire damage (no save). In addition, creatures that strike Moloch in melee are affected by his burn ability unless they succeed at a DC 43 Reflex save. Whenever Moloch would take cold damage, he can choose to block all cold damage from that attack, but doing so causes his fiendish furnace ability to be negated until the start of his next turn. Choosing to do so is reflexive and does not require any action on Moloch's part. The save DC is Constitution-based.

Incinerate (Su) When a creature is reduced to 0 hit points by an attack or effect used by Moloch that deals hellfire damage, it is instantly killed and its body reduced to ash (Fortitude DC 38 negates). Creatures destroyed in this way can be restored to life only through *miracle*, *true resurrection*, *wish*, or divine intervention. The save DC is Charisma-based.

Infernal Fortress (Su) Once per day as a full-round action, Moloch can cause a towering fortress to erupt from the ground at a point within 30 feet. Treat this ability as if Moloch used an *instant fortress*, save that the fortress is 60 feet square and 90 feet tall, and sized for a Huge inhabitant. Once created, this fortress is permanent until Moloch uses the ability again, whereupon the previous fortress vanishes; any objects and creatures within the fortress fall to the ground at this time.

Spirit of Hellfire (Su) Whenever Moloch creates an effect that would normally deal fire damage, it instead deals hellfire damage. Half of the damage dealt by hellfire is fire damage, with the other half being unholy damage that is not reduced by fire resistance or fire immunity.

Swallow Whole (Su) Whenever a creature takes hellfire damage as a result of being swallowed whole by Moloch, it must succeed at a DC 43 Will save or be so overwhelmed with pain that it can do nothing but shriek and wail in agony, and can take no other action; this is a pain effect. Each round that such a victim shrieks in pain, Moloch's frightful presence is automatically activated and he gains a +4 profane bonus to the save DC to resist its effects. The save DC is Constitution-based.

Moloch is the dread general of Hell's armies, both his own hordes in the pits of Malebolge and the legions serving his lieutenants throughout the plane. He is fiercely loyal to Asmodeus and to Hell itself, and he marshals not only devils but also lost souls, other denizens of Hell, and interplanar mercenaries in brutal, endless campaigns. He can recount the dispositions and particulars of every military formation in Hell, and he brooks no insubordination or disobedience in martial matters, under threat of burning torments that are terrible even by Hell's standards. Moloch is surprisingly responsive to his mortal worshipers, and he is quite willing to exchange his favor for gifts of provisions, supplies, and soldiers for the infernal armies. Those sacrificed to him in the fires of the mortal world or ritually cremated in his honor after death face an eternity of soldierly slavery in his legions.

Moloch is a hulking giant of fire and steel, standing 24 feet tall and weighing 5 tons. What appears to be his armor is in fact his flesh, inside which lies nothing but flames, ash, and bits of scorched bone from previous victims. Despite his fiery appearance, he is a cool and professional tactician who has studied war for eons and has put every known tactical theory into practice in the endless war against the celestial hosts and the fiendish rivals of Hell.

MOLOCH'S CULT

Moloch is worshiped by warlords and tyrants alike. Unlike for many archdevils, his worship is often public, with monolithic temple complexes and pits of eternal flame where sacrifices to the Ashen Bull are made to pass

through the fire, or their hearts are cut out and burned to sear their courage into the immortal armies that the Lord of the Sixth marshals at the behest of the high lords of Hell. His sacred places are altars of blackened stone and twisted iron, replete with massive gongs and braziers to sound the knell of death that war will bring to all.

Moloch's unholy symbol is a shadowed red-and-black bull's head with a sickly yellow flame within. Although he can use any weapon (and favors the battleaxe *Goreleth* and the longsword *Ramithaine*), his favored weapon is the whip, as he prefers his worshipers to drive armies by the lash. He grants access to the Evil, Fire, Law, and War domains, and to the Ash^{APG}, Devil^{APG}, Smoke^{APG}, and Tactics^{APG} subdomains.



Illustration by William Liu

ATUIKAKURA

This enormous red wormlike creature has several rows of white spines and a circular mouth filled with hooked teeth.

ATUIKAKURA	CR 14	
XP 38,400		
N Gargantuan magical beast (aquatic)		
Init +11; Senses darkvision 60 ft., low-light vision, tremorsense 120 ft.; Perception +16		
DEFENSE		
AC 29, touch 13, flat-footed 22 (+7 Dex, +16 natural, -4 size)		
hp 207 (18d10+108); fast healing 20		
Fort +17, Ref +18, Will +12		
Defensive Abilities collapse		
OFFENSE		
Speed 10 ft., swim 120 ft.		
Melee bite +27 (3d6+13 plus poison), slam +27 (2d8+13/19-20 plus poison), tentacles +25 (2d6+6 plus grab and poison)		
Space 20 ft.; Reach 20 ft.		
Special Attacks capsize, self-evisceration, spiny slam, swallow whole (6d6+19 bludgeoning damage, AC 18, 20 hp), tentacle grip		
STATISTICS		
Str 36, Dex 25, Con 22, Int 3, Wis 18, Cha 13		
Base Atk +18; CMB +35 (+39 grapple); CMD 52 (can't be tripped)		
Feats Combat Reflexes, Critical Focus, Improved Critical (slam), Improved Initiative, Improved Iron Will, Iron Will, Multiattack, Power Attack, Staggering Critical		
Skills Perception +16, Stealth +15, Swim +21;		
Racial Modifiers +8 Stealth		
Languages Aquan		
ECOLOGY		
Environment any oceans		
Organization solitary		
Treasure incidental		
SPECIAL ABILITIES		
Collapse (Ex) An atuiakura can collapse the collagen that forms its body wall as an immediate action, essentially liquefying itself. If it does so, it ignores its size penalty on Stealth checks (-12 for a typical atuiakura) and gains the amorphous and compression abilities, and immunity to bludgeoning attacks. While collapsed, an atuiakura cannot use its natural attacks—often, an atuiakura will collapse after swallowing a victim whole so it can digest its meal. A collapsed atuiakura can reconstitute its body wall as a free action at the beginning of its turn.		
Poison (Su) Bite, slam, or tentacles—injury; <i>save</i> Fort DC 25; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d6 Con and assaulted by visions of the past and blinded for 1 round;		

cure 2 consecutive saves. The blindness side effect is a mind-affecting effect. The save DC is Constitution-based.

Self-Evisceration (Ex) When an atuiakura takes damage, it can reflexively expel extraneous respiratory organs from its body as an immediate action, poisoning and entangling a nearby foe. A creature up to 20 feet away (or up to 10 feet away if the atuiakura or the other creature is not underwater) becomes entangled for 1d4 rounds (Reflex DC 25 negates). Whether or not it becomes entangled, the creature is also exposed to the atuiakura's poison unless it has the evasion ability. The save DC is Constitution-based.

Spiny Slam (Ex) An atuiakura's slam attack deals bludgeoning and piercing damage.

Tentacle Grip (Ex) An atuiakura that grabs a Large or smaller creature with its tentacles does not gain the grappled condition, can maintain its grapple as a free action (though if it does, it can't attempt any additional checks to maintain the grapple that round), and can move itself and its target at full speed without attempting additional grapple checks.

Atuiakuras are typically content to dwell placidly at the bottom of deep bays or oceans. They are easily startled by large objects and creatures, and enjoy entwining themselves around driftwood and other solid objects and resting there beneath the waterline, which can lead to rare attacks on ships or other surface dwellers.



AZATA, UINUJA

This dark-skinned woman has diaphanous wings, four large eyes—one pair under the other—and a tangle of night-blue hair.

UINUJA

CR 15



XP 51,200

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

Init +9; **Senses** darkvision 60 ft., see *invisibility*; Perception +27

Aura emotion (DC 24)

DEFENSE

AC 30, touch 19, flat-footed 25 (+5 deflection, +5 Dex, +11 natural, –1 size)

hp 207 (18d10+108)

Fort +12, **Ref** +16, **Will** +19

DR 10/cold iron and evil; **Immune** electricity, petrification, sleep;

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

OFFENSE

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

Melee +3 *starknife* +27/+22/+17/+12 (1d6+10/19–20/×3)

Ranged +3 *starknife* +25 (1d6+10/19–20/×3)

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

Special Attacks psychic starknife

Psychic Magic (CL 18th; concentration +23)

24 PE—*cure serious wounds* (3 PE), *dancing lights* (0 PE), *detect mindscape*^{OA} (2 PE), *dream council*^{OA} (5 PE), *ethereal shards*^{OA} (5 PE, DC 20), *greater create mindscape*^{OA} (6 PE), *lesser restoration* (2 PE), *message* (0 PE), *mindscape door*^{OA} (3 PE), *mindwipe*^{OA} (4 PE, DC 19), *symbol of sleep* (5 PE, DC 20), *thought shield IV*^{OA} (5 PE)

Spell-Like Abilities (CL 18th; concentration +23)

Constant—see *invisibility*, *shield of faith*

At will—*deep slumber* (DC 18), *invisibility*

STATISTICS

Str 24, **Dex** 21, **Con** 22, **Int** 17, **Wis** 22, **Cha** 21

Base Atk +18; **CMB** +26; **CMD** 46

Feats Critical Focus, Deadly Aim, Flyby Attack, Improved Critical (*starknife*), Improved Initiative, Iron Will, Power Attack, Spell Penetration, Tiring Critical

Skills Bluff +26, Diplomacy +26, Fly +32, Knowledge (geography, planes, religion) +24, Perception +27, Sense Motive +27, Stealth +22

Languages Celestial, Draconic, Infernal; truespeech

SQ dreamwalker

ECOLOGY

Environment any (Elysium)

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

Treasure standard (+3 *starknife*, other treasure)

SPECIAL ABILITIES

Dreamwalker (Su) An uinuja can travel between Elysium and the Dimension of Dreams at will, as per *dream travel*^{OA}, except it cannot enter any other planes or take other creatures with it.

Psychic Starknife (Su) After being used in a ranged attack, a

uinuja's starknife turns into a spiritual weapon (as per the spell; caster level equal to the uinuja's Hit Dice) and immediately continues to attack the same target. An uinuja can teleport its starknife back to its hand as a move action, which ends this effect and negates the starknife's status as a spiritual weapon.

Born in Elysium from planar energies charged by pleasant dreams, these azatas watch over and study dreaming mortal minds. Uinujas live in collective mindscapes, which are often moonlit islands where rock spires rise to great heights, topped by large cocoons of dark blue silk.

Uinujas enjoy stories about the stars and planes, particularly the Material Plane, which they can usually see only through mortals' dreams. When uinujas are happy, their wings take on an iridescent glow, while at other times their wings take on a calmer blue or a sullen gray hue.

An uinuja stands 9 feet tall and weighs 500 pounds.



Illustration by Kim Sokol

AZATA, VERANALLIA

This beautiful, rosy-haired woman has a lower body composed of a column of autumnal leaves and gently swaying vines.

VERANALLIA

CR 20



XP 307,200

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

Init +12; **Senses** darkvision 60 ft., *detect animals or plants*, *detect evil*, low-light vision, tremorsense 60 ft., *true seeing*; Perception +35

Aura *holy aura* (DC 27)

DEFENSE

AC 36, touch 21, flat-footed 28 (+4 deflection, +8 Dex, +15 natural, -1 size)

hp 372 (24d10+240)

Fort +28, **Ref** +20, **Will** +26

DR 15/cold iron and evil; **Immune** electricity, petrification;

Resist cold 10, fire 10; **SR** 31

OFFENSE

Speed 50 ft., *air walk*

Melee +3 *icy burst sickle* +35/+30/+25/+20 (1d8+12/19-20 plus 1d6 cold), 4 vines +32 (1d8+9/19-20 plus grab)

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

Special Attacks autumnal embrace, constrict (1d8+9), winter sickle

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*air walk*, *detect animals or plants*, *detect evil*, *holy aura* (DC 27), *speak with plants*, *true seeing*

At will—*blight* (DC 24), *cure serious wounds*, *diminish plants*, *entangle* (DC 20), *plant growth*

3/day—*animate plants*, *awaken*, *control plants* (DC 27), *grove of respite*^{APG}, *repel metal or stone*, *quickened wall of thorns*

1/day—*regenerate*, *shambler*

Cleric Spells Prepared (CL 20th; concentration +28)

9th—*implosion* (DC 27), *mass heal*, *storm of vengeance* (DC 27), *true resurrection*

8th—*dimensional lock*, *earthquake*, *mass cure critical wounds*, *reverse gravity*, *sunburst* (DC 26)

7th—*destruction* (DC 25), *fire storm* (DC 25), *greater restoration*, *mass cure serious wounds*, *sunbeam* (DC 25)

6th—*antilife shell*, *banishment* (DC 24), *greater dispel magic*, *heal*, *word of recall*

5th—*breath of life*, *call lightning storm* (DC 23), *dispel evil* (DC 23), *greater command* (DC 23), *insect plague*

4th—*antiplant shell*, *chaos hammer* (DC 22), *freedom of movement*, *holy smite* (DC 22), *ice storm*, *neutralize poison*

3rd—*daylight*, *dispel magic*, *protection from energy*, *remove disease*, *searing light*, *water walk*

2nd—*align weapon*, *barkskin*, *calm emotions* (DC 20), *enthrall* (DC 20), *gentle repose*, *lesser restoration*

1st—*divine favor*, *endure elements*, *entropic shield*, *protection from evil*, *remove fear*, *sanctuary* (DC 19)

0—*create water*, *detect poison*, *light*, *purify food and drink*

STATISTICS

Str 28, **Dex** 26, **Con** 31, **Int** 18, **Wis** 27, **Cha** 29

Base Atk +24; **CMB** +34 (+38 disarm); **CMD** 56 (58 vs. disarm, can't be tripped)

Feats Combat Casting, Combat Expertise, Critical Focus, Eschew Materials, Greater Disarm, Improved Critical (sickle), Improved Critical (vine), Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*wall of thorns*), Sickening Critical

Skills Bluff +36, Climb +33, Diplomacy +36, Heal +35, Knowledge (nature, planes) +31, Perception +35, Sense Motive +35, Stealth +31, Use Magic Device +36

Languages Abyssal, Celestial, Draconic, Infernal; *speak with animals*; truespeech

SQ bounteous caster, rebirth

ECOLOGY

Environment any (Elysium)

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

Treasure double

SPECIAL ABILITIES

Autumnal Embrace (Su) At will, a veranallia can make any creature within 30 feet barren or sterile. The target must succeed at a DC 31 Fortitude save or lose any ability it has to reproduce or bear children. This effect can be removed only by a *heal*, *limited wish*, *miracle*, or *wish* spell. Creatures that reproduce magically are not affected by this ability. The save DC is Charisma-based.

Bounteous Caster (Su) Once per day, a veranallia can use the Eschew Materials feat to eschew any material component for a spell, regardless of the cost of the material component.

Rebirth (Su) Once per day, a veranallia can reincarnate a willing creature she deems worthy of the honor. The creature's original body decays and sinks into the ground, affecting the surrounding area in a half-mile radius as though with *plant growth* (enrichment). Over the course of 1d4 days, a white, flowery cocoon emerges from the affected ground and splits open, revealing the newly reincarnated creature inside. Creatures reincarnated by a veranallia always return to life as aasimars. This ability otherwise functions as per *reincarnate* (CL 20th).

Spells Veranallias cast divine spells as 20th-level clerics. They do not gain access to domains or other cleric abilities, and can choose their spells from either the cleric spell list or the druid spell list.

Winter Sickle (Ex) At will as a free action, a veranallia can create a jagged blade from her hoarfrost-covered vines that acts as a +3 *icy burst sickle*. One round after it leaves the veranallia's grasp, the weapon melts into a small puddle of water.

Veranallias are among the most powerful azatas known and embody the changing of the seasons, from blossoming spring to dormant winter. They command the growth and decay of plants, control various aspects of the weather, and

enrich soil with the remains of fallen foes. A veranallia stands 10 feet tall and weighs about 350 pounds.

Beautiful and majestic, the queenly veranallia has a form that combines aspects of a beautiful woman and the subtle power of nature. A veranallia appears humanoid from the waist up, but where her thighs and legs should be, she instead sprouts countless vines, leaves, and various kinds of plant matter. These flora represent the life of plants throughout all stages of the year, continually shifting from blooming, verdant colors and textures to crisp, withered specimens and back in a matter of seconds.

Veranallias hail from the wildest regions of Elysium, realms where few but the mightiest azatas dare tread. Veranallias are creatures of transition, preferring the unpredictable maelstroms of weather at Elysium's edges to the more temperate or consistent regions of that plane. They also have a particular appreciation for areas where one element transitions into another, such as coastlines, geysers, hot springs, and underground lakes. Many among their kind can be found in the lush fields or various heavily wooded forests throughout Elysium, particularly woodlands where the flora changes color almost at random. It is thought the annual tribunals of elder veranallias are actually the source of the eldritch woodland's transformative climate and shifting composition.

At first glance, a veranallia's body appears to be wrapped in foliage, but these vines are actually a part of the azata's strange physiology. She is not subject to *blight* or similar plant-affecting magic, but attempts to use such abilities to hinder her provoke a veranallia's ire like little else. A veranallia's vines can entwine and crush an enemy as easily as a python would crush a field mouse. These vines often change appearance based on the veranallia's environment, but not always in a predictable or sensible manner.

Veranallias often prefer the company of other azatas, and often have a following of faithful bralanis or ghaeles. Their volatile natures can make it quite difficult for many other creatures, even other azatas—to be involved with them. For example, lillends are not inspired

by the dangerous power of veranallias, and brijidines (*Pathfinder RPG Bestiary* 2 37) belief in the cleansing power of fire does not make friendship with the verdant veranallias easy. While most other celestials concede that veranallias have only the best intentions, most would still rather deal with more predictable members of the celestial planes. Archons in particular find it almost impossible to speak to veranallias, and the noble angels and agathions have trouble following a veranallia's leaps in logic and rapidly shifting moods.

VERANALLIA ELDER

The most powerful of the veranallias are ancient entities indeed, beings known as veranallia elders. These veranallias appear as aged but still beautiful specimens, their upper human bodies looking like elderly women and their lower bodies always featuring what seems to be vegetation in late autumnal colors of red, yellow, and brown. As a general rule, veranallia elders have additional Hit Dice and vary in power from CR 21 to CR 25—they rarely take class levels, but often have powerful unique abilities beyond the capability of the standard veranallia. Two example veranallia elder powers are presented below.

Mastery of Life (Su): As an immediate action, the veranallia elder can target any creature within 60 feet that has been killed within the last round by a *breath of life* effect (CL 20th). A creature restored to life by this effect gains fast healing 20 for 10 rounds.

Create Gate (Su): A veranallia elder is able to create a gate between Elysium and the Material Plane once per day, as per the spell *gate*, but can do so only to allow travel between the two worlds. On the Material Plane end, the gate must open up into a wilderness area of natural beauty. Once created, such a gate exists until the veranallia elder is slain or chooses to end the effect. A veranallia elder can maintain up to three such gates at once; if it makes a fourth gate, it chooses which of the three gates that it previously created is then ended as a result.



Illustration by Maichel Quinto

AZATA, YAMAH

This blue-skinned woman has blue-and-white butterfly wings. Her black hair sparkles like a starlit sky.

YAMAH

CR 5

XP 1,600

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

Init +5; **Senses** darkvision 60 ft., *detect evil*, *detect magic*; low-light vision, **Perception** +12

DEFENSE

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)

hp 52 (7d10+14)

Fort +4, **Ref** +10, **Will** +7

DR 5/cold iron or evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee +2 *returning starknife* +14/+9 (1d4+5/×3)

Ranged +2 *returning starknife* +14 (1d4+5/×3)

Special Attacks steal magic, sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +11)
Constant—*detect evil*, *detect magic*
3/day—*cure moderate wounds*, *invisibility*
1/day—*charm person* (DC 16), *remove paralysis*

STATISTICS

Str 17, **Dex** 20, **Con** 14, **Int** 13, **Wis** 15, **Cha** 20

Base Atk +7; **CMB** +10; **CMD** 25

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Acrobatics +15, Bluff +15, Fly +23, Knowledge (planes) +11, Perception +12, Sense Motive +12, Stealth +15

Languages Celestial, Draconic, Infernal; truespeech

SQ infused weapon

ECOLOGY

Environment any (Elysium)

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

Treasure standard (mwk starknife, other treasure)

SPECIAL ABILITIES

Infused Weapon (Su) Any throwing weapon wielded by a yamah is treated as a

+2 *returning weapon*. This special ability fades 1 minute after a yamah no longer wields the weapon.

Steal Magic (Su) As a standard action, a yamah can make a touch attack against a creature under the effects of a spell or spells and attempt to dispel the effects as per *dispel magic* (CL 6th). If successful, the yamah absorbs the magical energy and converts it into a bolt of force. A yamah can use a force bolt to make a ranged touch attack that deals 1d6

points of force damage for every spell level of the effect dispelled by the yamah (for example, if a yamah dispels a 2nd-level spell with its steal magic ability, the resulting force bolt deals 2d6 points of force damage; 0-level spells count as being 1st level for the purpose of this ability). These force bolts have a range of 100 feet. A yamah can only carry a number of force bolts equal to its Charisma bonus (5 for most yamahs), and any force bolts not used within 24 hours of being obtained disappear and are wasted.

Yamahs travel throughout the planes promoting the ideals of freedom and fairness, using their unique talents to rob evildoers of their magic and turn it into a weapon for good. Yamahs harbor ill will toward anyone who would use magic for cruel or evil purposes, especially necromancers and creatures that use magic to trap souls and pervert life.

Though yamahs often bear a stern countenance, they nonetheless enjoy lighthearted pranks and cheery jokes when appropriate. The white markings that cover their bodies may at first appear to be tattoos, but are actually natural sigils unique to each individual. The average yamah stands just over 6 feet tall and weighs 140 pounds.

Yamahs can often be encountered during lunar eclipses and other significant celestial events in regions where worship of any chaotic good deity or demigod is strong. Legends among such faiths claim that yamahs sometimes accompany good spellcasters on crusades against otherworldly fiends, though every story inevitably ends with the yamah mysteriously departing after the deed is done, abandoning its mortal partner without a word.



Illustration by Kate Maximovich

BANELIGHT

This creature has a dragonfly's body and a woman's head and arms. A glowing red vortex gathers between her hands.

BANELIGHT

CR 12



XP 19,200

NE Medium fey

Init +15; **Senses** blindsight 60 ft., low-light vision; Perception +25

Aura banelight (60 ft.)

DEFENSE

AC 27, touch 21, flat-footed 16 (+11 Dex, +6 natural)

hp 168 (16d6+112); fast healing 10

Fort +14, **Ref** +21, **Will** +16

DR 10/cold iron; **Immune** magic

Weaknesses susceptible to darkness

OFFENSE

Speed 20 ft., fly 100 ft. (perfect)

Melee 2 light vortices +19 touch (5d8)

Ranged 2 light vortices +19 touch (5d8)

Special Attacks create will-o'-wisp

Spell-Like Abilities (CL 12th; concentration +18)

Constant—*daylight* (centered on self)

At will—*wandering star motes*^{APG} (DC 20)

3/day—quicken *wandering star motes*^{APG} (DC 20)

STATISTICS

Str 12, **Dex** 32, **Con** 25, **Int** 21, **Wis** 22, **Cha** 23

Base Atk +8; **CMB** +9; **CMD** 38 (42 vs. trip)

Feats Combat Reflexes, Defensive Combat Training, Great Fortitude, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (*wandering star motes*), Vital Strike, Weapon Finesse

Skills Acrobatics +30, Bluff +25, Escape Artist +30, Fly +38, Intimidate +22, Knowledge (nature) +24, Perception +25, Sense Motive +25, Spellcraft +21, Stealth +30, Use Magic Device +25

Languages Aklo, Auran, Common, Draconic, Sylvan

ECOLOGY

Environment any

Organization solitary, pair, or witchlight (3–10 plus 4–6 will-o'-wisps or lurkers in light^{B2})

Treasure standard

SPECIAL ABILITIES

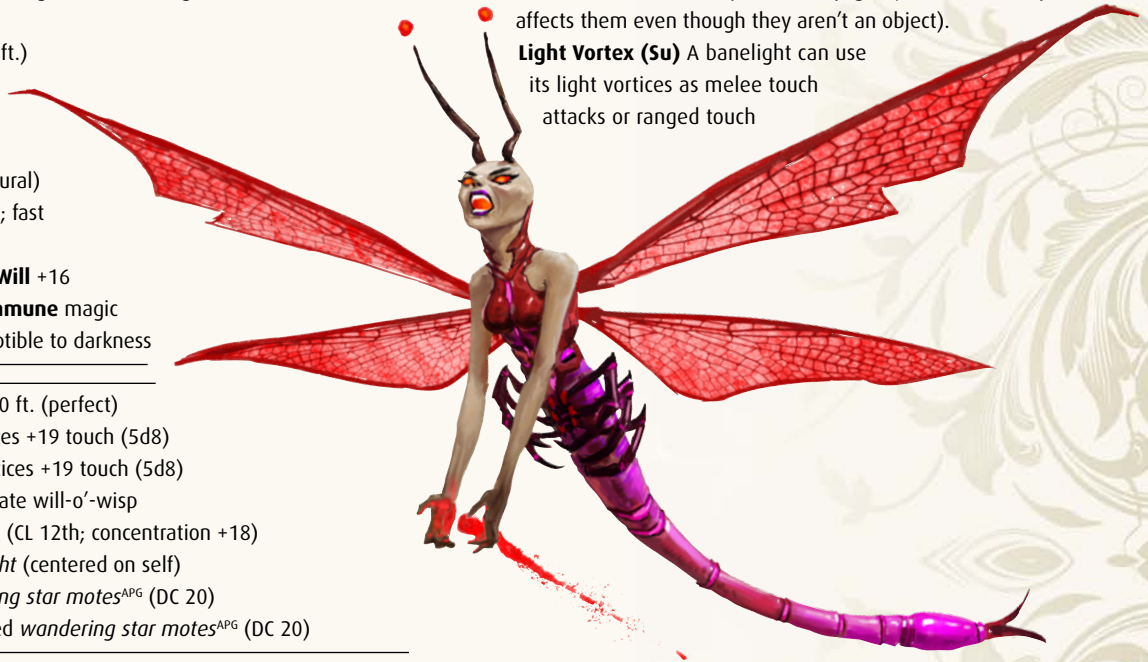
Banelight Aura (Su) Creatures within a banelight's aura and also in an area of bright light (generally the case because of the creature's constant *daylight*) are dazzled and affected as by the spell *bane*, with no saving throw. All magical light sources that come within a banelight's aura turn bright red except those from her own spell-like abilities.

Create Will-o'-Wisp (Su) Up to three times per day as a swift

action, a banelight can cause a single nonliving source of light (other than one she created) within the area of her banelight aura to spawn an advanced will-o'-wisp under her control. Will-o'-wisps created in this manner exist for up to 1 minute before vanishing. A single banelight can maintain up to three will-o'-wisps at a time in this manner.

Immune to Magic (Ex) Banelights are immune to all spells and spell-like abilities that allow spell resistance except *magic missile*, *maze*, and their personal *daylight* (which constantly affects them even though they aren't an object).

Light Vortex (Su) A banelight can use its light vortices as melee touch attacks or ranged touch



attacks with a 60-foot range. Each vortex deals 5d8 points of damage to most targets, but deals 5d6 points of damage to constructs and inanimate objects, 10d6 points of damage to undead, and 10d8 points of damage to creatures specifically vulnerable to sunlight or bright light. This damage bypasses all damage reduction and energy resistance.

Susceptible to Darkness (Ex) A banelight gains much of its power from light. It can reactivate its *daylight* on its turn if the effect is dispelled, but a banelight in an area of darkness does not have a banelight aura, loses its fast healing, and is staggered.

Banelights are cruel fey who stalk mortals in the darkness and loathe the increasing ubiquity of mortal-made light. Banelights are strangely social creatures, and they conduct bizarre courtship dances among themselves or with will-o'-wisps. In the absence of other fey to keep them company, banelights sometimes capture mortals to keep them entertained. While a good conversationalist can survive as a banelight's "guest" for years, banelights are quick to dispatch companions who bore them.

Illustration by Andrew Sonea

BLIGHT

Before human civilizations rose and modern history began, ancient races like aboleths, saurians, troglodytes, and lizardfolk bickered and fought for dominion over the primeval world. Among the most powerful of these pre-human races were the serpentfolk. Few other races could match their power in magic, be it arcane, divine, or psychic in nature. The serpentfolk were inventive and persistent in their application of magical research to bolster their war machines, and those among them who followed primordial druidic traditions were no exception.

These ancient serpentfolk druids worshiped only the raw savagery of nature, and they sought ways to infuse the terrain itself with malevolence and sentience, recruiting the land as yet another minion in their endless wars against their enemies. But when these druids sought to invest the land with raw energies of life they'd siphoned violently from the realm of the fey, something went horribly wrong. The druids, their allies, and the land itself liquefied and then animated into a malevolent form of life that viewed all civilization as the enemy. The protoplasmic monstrosity split apart into countless blots of slimy hatred and infested regions throughout the serpentfolk realm, forcing the ancients to fight a new war within their own homeland. In time, the serpentfolk managed to defeat these intelligent oozes, creatures they came to refer to as blights—yet these life forms proved unnaturally tenacious. They continued to reappear, retreating farther and farther into the wilds each time they were defeated, but always surviving. And when the time of the serpentfolk passed, the blights endured.

Today, blights remain rare, yet their hatred of civilization is stronger than ever, and when a wandering blight encounters the stain of society in the wilds, it takes the presence of such settlements as a personal affront. Patient as they are cruel, blights think nothing of slowly transforming the lands adjacent to a small town or even a city to slowly starve its inhabitants of resources until the monstrous ooze can finally begin the task of reclaiming the urbanized lands as its own.

Although long ago the blights were of one primal nature, the passage of countless eons has seen these creatures evolve and adapt, and now seven notable variants of blight are known to exist in various reaches of the world. While it's certain that other terrains have spawned unique blights of their own, these seven represent the most commonly encountered of these uncommon monsters. Blights have a universal hatred of all things civilized, a fury that extends even to druidic cults and fey. To a blight, any sign of intelligence (barring what might arise in certain plant monsters or magical beasts) represents a potential for civilization—something that cannot be allowed to endure.

A blight finds travel outside of its chosen domain to be physically painful, and when forced to leave its home, the monster avoids conflict and maintains a stealthy cover until it can find a new lair more appealing to its nature. Once a blight settles into an area with the type of terrain its particular variant prefers, it infuses that realm with its presence, creating a domain of evil that fills a large area with magical effects. Typically, a blight creates such a domain in a region adjacent to civilization, so that it can both reduce resources available to nearby settlements and have nearby terrain to prey upon. Capable of magically commanding creatures that dwell within its domain, the blight begins its war against neighboring settlements by sending magically controlled animals and plants to savage citizens and sow terror.

When a blight claims a territory, it often catches more than just animals, magical beasts, and plants in its domain. While it detests creatures with intellects, it still understands that such denizens of its domains can be useful agents in its campaign against civilization. Typically, a blight has little interest in or patience for less powerful creatures (as a general rule, this includes any creature with a CR equal to half the blight's CR or less), and these unfortunate denizens are usually the first to die after a blight claims a domain. It approaches more powerful denizens, however, with offers of alliance. Blights are both canny and sly; they understand that their innate spell-like abilities won't work on things like dragons, giants, powerful aberrations, undead, and the like, yet they also know that most such creatures can be bought—be it with promises of material wealth, opportunities to plunder a defeated enemy, or chances to gain power. Some blights even specialize in usurping a primitive tribe's religious center by convincing creatures that they are agents sent from their gods (such tactics work best on primitive tribes with few or no religious leaders, or tribes whose religious leaders have recently been slain in secret by the blight). Yet regardless of what a blight promises these creatures in return for their aid in attacking nearby pockets of civilization, in the end the blight always turns against its one-time allies. They are merely the last to fall to the hateful ooze's wrath, the final sacrifices to the creature's insatiable need to murder all thinking creatures it finds.

Although the individual powers of the various categories of blight vary, all blights share certain features in common, including a thick layer of malleable protoplasm that provides significant natural armor, a host of glaring red eyes, and a shared suite of blight abilities (see the Blight Subtype section on page 302). The blights presented on the following pages represent the most well-known of the species, but other, stranger variants may exist in remote regions.

BLIGHT, CAVE

Muscular tentacles ending in stalagmite-like stingers extend from this pale brown slime.

CAVE BLIGHT

CR 19



XP 204,800

CE Medium ooze (blight)

Init +16; **Senses** blindsight 120 ft.; Perception +30

DEFENSE

AC 34, touch 22, flat-footed 22 (+12 Dex, +12 natural)

hp 325 (21d8+231); fast healing 15

Fort +18, **Ref** +19, **Will** +18

Defensive Abilities rejuvenation; **Immune** acid, ooze traits

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft., earth glide

Melee 4 stings +30 (2d8+15/19–20 plus petrification)

Space 5 ft.; **Reach** 20 ft.

Special Attacks irradiate domain

Spell-Like Abilities (CL 19th; concentration +26)

1/day—*blight* (DC 22), *command plants* (DC 21), *dominate monster* (aberrations, animals, and magical beasts only, DC 26), *greater curse terrain*^{HA}, *hallucinatory terrain* (DC 21), *hungry pit*^{APG} (DC 22)

STATISTICS

Str 40, **Dex** 34, **Con** 32, **Int** 22, **Wis** 29, **Cha** 24

Base Atk +15; **CMB** +30 (+34 sunder); **CMD** 52 (54 vs. sunder, can't be tripped)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Greater Sunder, Improved Critical (sting), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Skill Focus (Stealth), Staggering Critical

Skills Bluff +28, Climb +44, Intimidate +28, Knowledge (dungeoneering, geography) +27, Perception +30, Sense Motive +30, Stealth +39 (+47 in caverns);

Racial Modifiers +8 Stealth in caverns

Languages Aklo, Undercommon; domain telepathy

SQ cursed domain, favored terrain (underground)

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Irradiate Domain (Su) The area of a cave blight's cursed domain becomes infused with radioactive rock formations that manifest as glowing green crystals shedding illumination as per a candle and faint warmth. This radiation interferes with teleportation effects—a creature attempting to cast *teleport* to travel into or out of a cave blight's domain must succeed at a DC 30 caster

level check or the spell fails. In addition, all creatures that enter the blight's domain must succeed at a DC 31 Fortitude save every 10 minutes to avoid taking 1 point of Constitution drain (this increases to 1d4 points of Constitution drain within 10 feet of a cave blight). This is a poison effect. The save DC is Constitution-based.

Petrification (Su) A creature stung by a cave blight must succeed at a DC 31 Fortitude save or take 1d6 points of Dexterity drain. A living non-ooze creature that is immune to poison loses its immunity to poison as long as it suffers any Dexterity drain from this sting. A creature whose Dexterity score is drained to 0 becomes petrified, as per *flesh to stone*. The save DC is Constitution-based.

Cave blights are radioactive oozes that dwell in immense networks of caverns deep below the surface of the world. There, they seek to ruin underground societies—especially svirfneblin settlements, for deep gnomes particularly enrage these oozes due to their ancient links to the primal realm of the fey. Cave blights alone among their kind are adept at magically compelling aberrations to aid them in their wars against other intelligent life.

A cave blight measures 7 feet across and weighs 600 pounds on average.



Illustration by Damien Mammoliti

BLIGHT, DESERT

A roiling mass of orange-brown sludge studded with gleaming red eyes brandishes its lashing tentacles.

DESERT BLIGHT

CR 13



XP 25,600

NE Medium ooze (blight)

Init +11; **Senses** blindsight 120 ft.; Perception +19

DEFENSE

AC 28, touch 18, flat-footed 20 (+7 Dex, +1 dodge, +10 natural)

hp 172 (15d8+105); fast healing 10

Fort +12, **Ref** +14, **Will** +11

Defensive Abilities rejuvenation; **Immune** acid, ooze traits;

Resist cold 20, fire 20

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 3 tentacles +21 (2d6+10/19–20 plus grab)

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

Special Attacks constrict (2d6+10), dehydration pulse, temperature extremes

Spell-Like Abilities (CL 13th; concentration +20)

1/day—*blight* (DC 22), *command plants* (DC 21), *dominate monster* (animals and magical beasts only, DC 26), *greater curse terrain*^{HA}, *hallucinatory terrain* (DC 21), *waves of fatigue*

STATISTICS

Str 30, **Dex** 25, **Con** 24, **Int** 15, **Wis** 18, **Cha** 25

Base Atk +11; **CMB** +21 (+25 grapple); **CMD** 39 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Critical (tentacle), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack

Skills Bluff +22, Knowledge (geography) +17, Perception +19, Stealth +22 (+30 in desert terrain); **Racial Modifiers** +8 Stealth in desert terrain

Languages Aklo, Ignan; domain telepathy

SQ cursed domain, favored terrain (desert)

ECOLOGY

Environment any deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

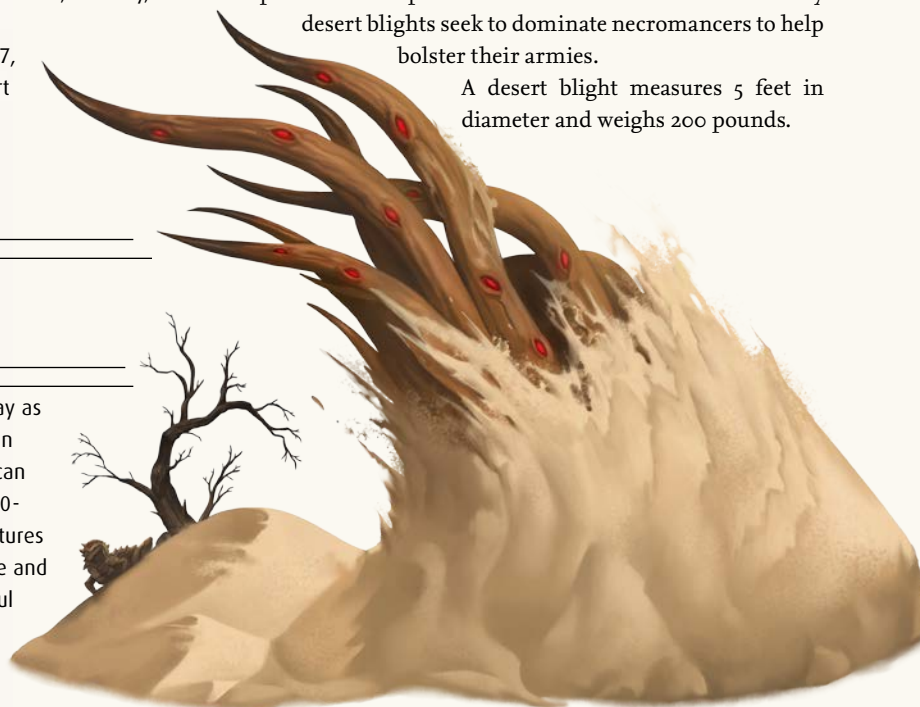
Dehydration Pulse (Su) Three times per day as a standard action (but no more often than once every 1d4 rounds), a desert blight can draw in the moisture from an area in a 20-foot radius surrounding itself. Living creatures within range take 12d6 points of damage and are staggered for 1d4 rounds (a successful DC 24 Fortitude save halves the damage and negates the staggered effect). Creatures with the aquatic or

water subtype take double damage from this effect. The save DC is Constitution-based.

Temperature Extremes (Su) Creatures in a desert blight's cursed domain endure extreme temperatures. In daylight hours, the temperature in a desert blight's cursed domain functions as if it were one category higher than it is (so if the desert's temperature is normally severe heat, the temperature rises to extreme heat conditions within the cursed domain). At night, the temperature swings to the other extreme, and is considered one category lower than the surrounding desert's temperature conditions. If this puts the temperature conditions beyond extreme heat or extreme cold, the conditions function the same as for normal extreme heat or extreme cold (as detailed on pages 442 and 444 of the *Pathfinder RPG Core Rulebook*), but all Fortitude saving throws against these temperature effects are attempted with a –5 penalty.

Desert blights are personifications of blistering heat, thirst, and the bleached bones of all creatures that have ever died among arid dunes. They are particularly fond of forging alliances of convenience with free-willed mummies and other desert undead to combine their power and scourge the living from their already harsh domain. Often, a desert blight sets itself up as the mastermind behind the scenes, urging its undead allies to march upon the living realms while it remains safe in the deeper reaches of the wasteland. Although desert blights have no inborn method of creating new undead minions and allies to replace those inevitably lost in such wars, they understand that in the great deserts of the world, there is no shortage of lost cities to recruit replacement troops from as the need arises. The most canny desert blights seek to dominate necromancers to help bolster their armies.

A desert blight measures 5 feet in diameter and weighs 200 pounds.



BLIGHT, DESERT- BLIGHT, FOREST

BLIGHT, FOREST

This mass of dark green protoplasm hangs thick and wet from the branches, and its long tentacles are tipped with thorny claws.

FOREST BLIGHT

CR 18



XP 153,600

CE Medium ooze (blight)

Init +15; **Senses** blindsight 120 ft.; Perception +26

DEFENSE

AC 33, touch 22, flat-footed 21 (+11 Dex, +1 dodge, +11 natural)

hp 290 (20d8+200); fast healing 15

Fort +18, **Ref** +19, **Will** +12

Defensive Abilities rejuvenation; **Immune** acid, ooze traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +29 (2d6+14/19–20 plus lignification), 4 tentacles +27 (1d8+7 plus grab)

Space 5 ft.; **Reach** 15 ft.

Special Attacks living forest

Spell-Like Abilities (CL 18th; concentration +25)

1/day—*blight* (DC 22), *command plants* (DC 21), *dominate monster* (animals and magical beasts only, DC 26), *greater curse terrain*^{HA}, *hallucinatory terrain* (DC 21), *wall of thorns*

STATISTICS

Str 38, **Dex** 33, **Con** 30, **Int** 19, **Wis** 23, **Cha** 24

Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 51 (can't be tripped)

Feats Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Multiattack

Skills Acrobatics +31, Climb +42, Intimidate +27, Knowledge (geography) +24, Perception +26, Stealth +31 (+39 in forests);

Racial Modifiers +8 Stealth in forests

Languages Aklo, Sylvan; telepathy domain

SQ cursed domain, favored terrain (forest)

ECOLOGY

Environment any forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Lignification (Su) A creature struck by a forest blight's claw must succeed at a DC 30 Fortitude save or take 1d6 points of Dexterity drain as its flesh transforms into increasingly immobile wood and plant matter. A creature whose Dexterity score is reduced to 0 by this ability is permanently turned into an ordinary tree. This effect ends (but does not restore drained Dexterity) if removed via a spell like *break enchantment* or *remove curse*, or if the forest blight is slain. This is a curse effect. The save DC is Constitution-based.

Living Forest (Su) Non-creature plants within a forest blight's

cursed domain twist to clutch at intruders. All creatures treat a forest blight's cursed domain as difficult terrain as a result. Any creature trying to manipulate, control, or interact with the plants of this domain (including those using spells like *command plants*, *entangle*, and *transport via plants*) must succeed at a DC 25 caster level check or the attempt fails. The forest blight ignores these penalties, and as a free action can designate other creatures that can also ignore these penalties. All plant creatures in a forest blight's cursed domain gain fast healing 5; plant creatures that already have fast healing increase their fast healing rate by 5.

Forest blights' constant urges to seek out and destroy civilization drive them toward isolated lumber camps, wilderness trade routes, and forest settlements. Forest blights are particularly fond of sending plant monsters to do their bidding, and their innate cruelty often compels them to allow one or two survivors to escape their clutches to act as a lure, drawing prospective heroes to attempt foolish acts of retribution against the powerful and egotistical oozes. Forest blights are always eager to add new would-be saviors to their collections of transformed trees, after all.

A forest blight is 7 feet across and weighs 350 pounds.

Illustration by Damien Mammoliti

BLIGHT, MOUNTAIN

This black mass of glistening, tar-like slime bubbles and oozes, its two long tentacles each tipped with a stony club.

MOUNTAIN BLIGHT

CR 14



XP 38,400

NE Medium ooze (blight)

Init +8; **Senses** blindsight 120 ft.; Perception +20

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural)

hp 200 (16d8+128); fast healing 10

Fort +15, **Ref** +9, **Will** +11

Defensive Abilities rejuvenation; **Immune** acid, electricity, ooze traits; **Resist** cold 10

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 2 slams +24 (2d10+18/19–20)

Space 5 ft.; **Reach** 15 ft.

Special Attacks hypoxic domain, tremors

Spell-Like Abilities (CL 14th; concentration +19)

1/day—*blight* (DC 20), *call lightning storm* (DC 20), *command plants* (DC 19), *dominate monster* (animals and magical beasts only, DC 24), *greater curse terrain*^{MA}, *hallucinatory terrain* (DC 19)

STATISTICS

Str 34, **Dex** 18, **Con** 27, **Int** 16, **Wis** 19, **Cha** 21

Base Atk +12; **CMB** +24 (+28 sunder); **CMD** 38 (40 vs. sunder, can't be tripped)

Feats Great Fortitude, Greater Sunder, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Vital Strike

Skills Climb +36, Intimidate +21, Knowledge (geography) +19, Perception +20, Stealth +20 (+28 in mountains); **Racial Modifiers** +8 Stealth in mountains

Languages Aklo, Terran; domain telepathy

SQ cursed domain, favored terrain (mountains), powerful slam

ECOLOGY

Environment any mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Hypoxic Domain (Su)

A mountain blight's cursed domain is always treated as being one altitude zone higher than its actual zone would

otherwise indicate, so areas that would normally function as a low pass zone (lower than 5,000 feet) function as low peak or high pass (5,000 to 15,000 feet), and areas that normally function as low peak or high pass instead function as high peak (higher than 15,000 feet). If the mountain blight's cursed domain is already located in an area counted as a high peak, the effects of altitude sickness manifest immediately rather than after a 6-hour period spent in the area. Furthermore, as soon as a creature fails a Fortitude save against this effect, it suffers the effects of slow suffocation, as detailed on page 445 of the *Pathfinder RPG Core Rulebook*. Characters in these zones must attempt regular Fortitude saves to avoid suffering from fatigue and other effects of altitude sickness, as detailed on page 430 of the *Core Rulebook*. A mountain blight is always considered to be acclimated to its domain and never suffers ill effects from this ability, and it can select creatures within this domain to be similarly protected as a free action.

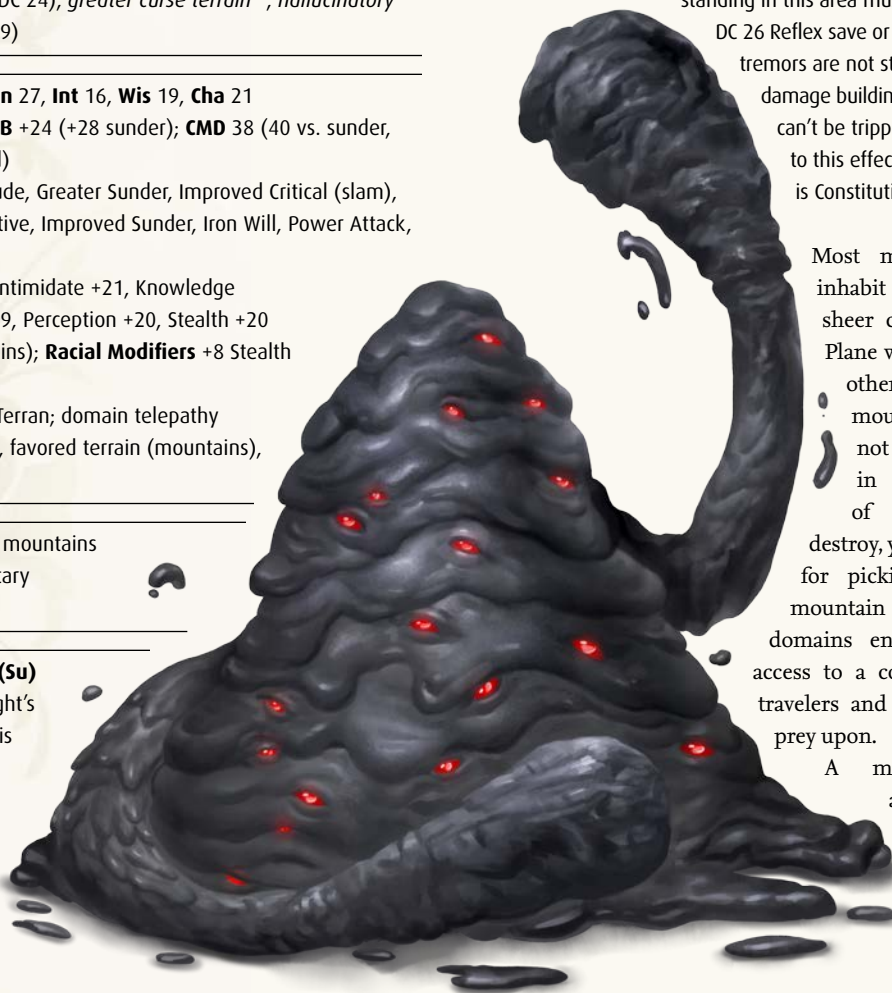
Powerful Slam (Ex) A mountain blight applies one and a half times its Strength modifier to slam damage.

Tremors (Su) As a swift action up to three times per day but no more often than once every 1d4 rounds, a mountain blight may cause the ground in a 60-foot radius around it to shake and shudder, as if from a localized *earthquake*. All creatures standing in this area must succeed at a

DC 26 Reflex save or fall prone. These tremors are not strong enough to damage buildings. Creatures that can't be tripped are immune to this effect. The save DC is Constitution-based.

Most mountain blights inhabit rocky peaks or sheer cliffs on Material Plane worlds. Unlike the others of their kind, mountain blights are not as aggressive in seeking bastions of civilization to destroy, yet their penchant for picking well-traveled mountain passes as their domains ensures they have access to a constant influx of travelers and other victims to prey upon.

A mountain blight averages 6 feet in diameter and weighs around 270 pounds.



BLIGHT, SEWER

What appears to be a grotesque mass of sewage betrays its true nature with dozens of red eyes and two long, slimy, claw-tipped tentacles.

SEWER BLIGHT

CR 15



XP 51,200

CE Medium ooze (blight)

Init +12; **Senses** blindsight 120 ft.; Perception +23

Aura stench (30 ft., DC 23)

DEFENSE

AC 30, touch 18, flat-footed 22 (+8 Dex, +12 natural)

hp 229 (17d8+153); fast healing 10

Fort +16, **Ref** +15, **Will** +13

Defensive Abilities acidic spray, rejuvenation; **Immune** acid, ooze traits

OFFENSE

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

Melee 2 claws +25 (2d8+13/19–20 plus 2d6 acid)

Space 5 ft.; **Reach** 15 ft.

Special Attacks plagued domain

Spell-Like Abilities (CL 15th; concentration +20)

1/day—*blight* (DC 20), *cloudkill* (DC 20), *command plants* (DC 19), *dominate monster* (animals, magical beasts, and mindless oozes only, DC 24), *greater curse terrain*^{HA}, *hallucinatory terrain* (DC 19)

STATISTICS

Str 36, **Dex** 26, **Con** 29, **Int** 16, **Wis** 23, **Cha** 21

Base Atk +12; **CMB** +25; **CMD** 43 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Great Fortitude, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +38, Intimidate +22, Knowledge (geography) +20, Perception +23, Stealth +25 (+33 in sewers), Swim +21; **Racial Modifiers** +8 Stealth in sewers

Languages Aklo, Undercommon; domain telepathy

SQ command ooze, cursed domain, favored terrain (underground)

ECOLOGY

Environment any underground (sewers)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Acidic Spray (Ex) As an immediate action, a sewer blight can spray a blast of acid on any creature that damages it with a melee attack. This spray of acid deals 8d6 points of acid damage, split evenly between the weapon and the weapon's wielder (if the weapon was a natural weapon or an unarmed strike, the full damage applies to the attacker). A successful DC 27 Reflex save halves the acid damage. The save DC is Constitution-based.

Command Ooze (Su) Unintelligent oozes never attack a sewer blight, and a sewer blight can target any mindless ooze with *dominate monster*, even though they are normally immune to this mind-affecting spell. When a sewer blight dominates an ooze in this way, it gains enough influence over the ooze for the ooze to carry out simple commands (such as “guard this room,” “flank this foe,” or “bring me that dead body”).

Plagued Domain (Su) The first time a creature enters a sewer blight's domain in a 24-hour period, it must succeed at a DC 27 Reflex save or contract filth fever. Within the domain, the save DCs for all disease-based effects inflicted by creatures under the sewer blight's control increase by 2 and onset times for all diseases contracted there are reduced to 0.

Sewer blights are unusual among their kind in that they thrive in artificial ecosystems rather than purely natural environs. These oozes prefer to lair in the sewers of large cities, and they see in the foul infestations, toxic fungi, and diseased creatures dwelling in such filthy warrens a sort of perverse rebuttal of civilization by the natural world. Those who dwell in the cities above are their preferred prey.

A sewer blight is 6 feet in diameter and weighs 300 pounds.



Illustration by Andrew Hou

BLIGHT, SWAMP

A cloud of mosquitoes churns around this quivering blob, its body studded with red eyes and its five tentacles tipped with stingers.

SWAMP BLIGHT

CR 17



XP 102,400

LE Medium ooze (aquatic, blight)

Init +14; **Senses** blindsight 120 ft.; Perception +25

Aura mosquitoes (10 ft., DC 26)

DEFENSE

AC 32, touch 20, flat-footed 22 (+10 Dex, +12 natural)

hp 275 (19d8+190); fast healing 15

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

Defensive Abilities rejuvenation; **Immune** acid, ooze traits

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 5 stings +26 (1d8+12/19–20 plus toxic acid)

Space 5 ft.; **Reach** 15 ft.

Special Attacks unquiet bog

Spell-Like Abilities (CL 17th; concentration +24)

1/day—*blight* (DC 22), *command plants* (DC 21), *dominate monster* (animals and magical beasts only, DC 26), *greater curse terrain*^{HA}, *hallucinatory terrain* (DC 21), *insect plague*

STATISTICS

Str 34, **Dex** 30, **Con** 31, **Int** 17, **Wis** 23, **Cha** 24

Base Atk +14; **CMB** +26 (+30 trip); **CMD** 46 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Great Fortitude, Greater Trip, Improved Critical (sting), Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Power Attack

Skills Intimidate +26, Knowledge (geography) +22,

Perception +25, Stealth +29 (+37 in swamps), Swim +42;

Racial Modifiers +8 Stealth in swamps

Languages Aklo, Aquan; domain telepathy

SQ amphibious, cursed domain, favored terrain (swamp)

ECOLOGY

Environment any swamps

Organization solitary

Treasure standard

SPECIAL ABILITIES

Mosquitoes Aura (Su) An infestation of mosquitoes with a radius of 10 feet constantly surrounds a swamp blight. Any creature within this area takes 2d6 points of damage at the end of each round it remains in the area. A creature that takes this damage also takes 1d6 points of bleed damage and must succeed at a DC 27 Fortitude save or be nauseated for 1 round. Any area effect attack that deals 20 or more points of damage to a swamp blight destroys the mosquitoes, removing the mosquito aura for 1 minute, after which a new batch of mosquitoes swarms out of the ooze's body to replenish the infestation. The save DC is Constitution-based.

Toxic Acid (Ex) Sting—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 2d6 acid plus 1 Str drain plus staggered for 1 round; *cure* 2 saves.

Unquiet Bog (Su) All humanoid creatures that die within a swamp blight's cursed domain rise from death as mummies. Creatures with 7 or fewer Hit Dice rise as swamp mummies (*Pathfinder RPG Bestiary* 5 178), while creatures with 8 or more Hit Dice rise as mummy lords (*Bestiary* 5 176). A swamp blight can control a number of Hit Dice of mummies equal to double its own Hit Dice (up to 38 Hit Dice of mummies for most swamp blights); additional mummies created beyond this limit are free-willed but still regard the swamp blight as an ally.

Swamp blights rule over large swaths of boggy land, populating their realms with the mummified forms of those they have slaughtered or who have fallen prey to their domains' denizens. These mummies are the swamp blights' preferred weapon against nearby settlements, and the mummies typically seek to drag the unconscious bodies of their victims back to be killed within their masters' cursed swamplands so the bodies rise as new mummies to bolster the sodden, undead army. Yet even these undead eventually fall prey to the blights' unwillingness to share their realms.

A swamp blight is 7 feet across and weighs 540 pounds.



BLIGHT, TUNDRA

This churning mound of snow-like material has several large red eyes and four tentacles tipped with icy stingers.

TUNDRA BLIGHT

CR 16

XP 76,800

NE Medium ooze (blight, cold)

Init +14; **Senses** blindsight 120 ft.; Perception +24

DEFENSE

AC 32, touch 21, flat-footed 21 (+10 Dex, +1 dodge, +11 natural)

hp 243 (18d8+162); fast healing 15

Fort +15, **Ref** +18, **Will** +14

Defensive Abilities rejuvenation; **Immune** acid, cold, ooze traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., burrow 30 ft. (snow and ice only), climb 30 ft.

Melee 4 stings +26 (1d8+13 plus 1d6 cold and curse)

Space 5 ft.; **Reach** 15 ft.

Special Attacks creeping cold, curse of winter, frozen domain

Spell-Like Abilities (CL 16th; concentration +23)

1/day—*blight* (DC 22), *command plants* (DC 21), *cone of cold* (DC 22), *dominate monster* (animals and magical beasts only, DC 26), *greater curse terrain*^{HA}, *hallucinatory terrain* (DC 21)

STATISTICS

Str 36, **Dex** 30, **Con** 29, **Int** 17, **Wis** 23, **Cha** 24

Base Atk +13; **CMB** +26; **CMD** 47 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack

Skills Climb +39, Intimidate +25, Knowledge (geography) +21, Perception +24, Stealth +28 (+36 in ice or snow); **Racial Modifiers** +8 Stealth in ice or snow

Languages Aklo, Auran; domain telepathy

SQ cursed domain, favored terrain (cold), icewalking

ECOLOGY

Environment cold plains or glaciers

Organization solitary

Treasure standard

SPECIAL ABILITIES

Creeping Cold (Su) A tundra blight's stings deal an additional 1d6 points of cold damage. In addition, this cold clings to the target and continues to deal an additional 1d6 points of cold damage each round at the start of the affected creature's turn. This creeping cold effect can be stopped by a successful DC 15 Heal check or through the application of any magical healing. This additional cold damage does not stack with multiple stings.

Curse of Winter (Su) A creature struck by a tundra blight's sting attack must succeed at a

DC 26 Will save or gain vulnerability to cold. Creatures immune to cold damage that fail this save do not become vulnerable, but are instead no longer immune to cold (they cannot then be made vulnerable to cold from this curse, as its effects do not stack in this manner). This curse persists until it is removed. This is a cold curse effect. The save DC is Charisma-based.

Frozen Domain (Su) A tundra blight's domain is always treated as being one category colder than the region would otherwise dictate (see page 442 of the *Pathfinder RPG Core Rulebook*). If a region is normally treated as extreme cold, it deals 1d6 points of lethal damage per round of exposure instead of per minute. Anyone attempting a saving throw against the effects of these cold temperatures or a saving throw against cold effects takes a –4 penalty on the save within a tundra blight's frozen domain. When a character attempts to cast any spell with the fire descriptor in this domain, she must succeed at a DC 30 caster level check or the spell is negated when it is cast.

Icwalking (Ex) A tundra blight can navigate icy surfaces as if under the effect of *spider climb*. It can move across icy surfaces without penalty and does not need to attempt Acrobatics checks to run or charge on ice.

Tundra blights dwell in the frozen reaches of the world, bringing their freezing domains to borderland settlements. Tundra blights are 7 feet across and weight 450 pounds.



Illustration by Damien Mammoliti

BLIGHTED FEY

Ropes of oily, foul-smelling fungus and patches of sickly mold cling to the flesh of this wan satyr.

BLIGHTED FEY SATYR

CR 6



XP 2,400

CE Medium fey

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 68 (8d6+40)

Fort +6, Ref +8, Will +8

Defensive Abilities fungal rejuvenation; **DR** 10/cold iron and good; **Immune** disease, paralysis, poison, polymorph; **Resist** cold 10, electricity 10; **SR** 17

OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+4/19–20), horns +1 (1d6+2)

Ranged shortbow +6 (1d6/×3) or

thorn throw +6 (1d4+4 plus parasitic bond)

Special Attacks pipes

Spell-Like Abilities (CL 8th; concentration +13)

At will—*charm person* (DC 16), *dancing lights*, *ghost sound* (DC 15), *sleep* (DC 16), *suggestion* (DC 17)

1/day—*fear* (DC 18), *summon nature's ally III*

STATISTICS

Str 18, **Dex** 15, **Con** 19, **Int** 12, **Wis** 14, **Cha** 21

Base Atk +4; **CMB** +8; **CMD** 21

Feats Dodge, Mobility, Skill Focus (Perception), Toughness®, Weapon Finesse

Skills Bluff +16, Diplomacy +16, Disguise +10, Intimidate +10, Knowledge (nature) +12, Perception +20, Perform (wind) +20, Stealth +19, Survival +7; **Racial Modifiers** +2 Knowledge (nature), +6 Perception, +4 Perform (wind), +6 Stealth

Languages Common, Sylvan

SQ blighted unity, tainted blood

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (3–6), or orgy (7–11)

Treasure standard (dagger, shortbow plus 20 arrows, masterwork panpipes, other treasure)

In certain wilderness regions, strange corruptions of nature fester and grow where the boundaries between this world and the Abyss grow thin. Dangerous and evil fungal creatures rise to power in these blighted reaches, such as sinister fungus queens (page 130) or legions of undead spore zombies (page 287), but when fey creatures become infused with this corruption and are themselves blighted, the resulting monstrosities are particularly vile.

The typical Abyssal blight manifests as a black and greasy fungal rot that sways tree branches and limbs where

no wind propels them, and a mystic network of fell power extends an unnatural awareness between nearby blighted fey. Dryads are often the most insidious of these corrupted fey; they lure humanoids to literally and spiritually dark places to beget more daughters from their dark embrace—and further spread the disease. The dryads connect through a unified but tainted mystic field that transcends their ordinary limitations and permits them to treat all infected trees as their own bonded trees.

Only magic such as *miracle*, *limited wish*, or *wish* can sever the connection to the Abyss and cure a blighted fey, restoring the creature to its uncorrupted state if it fails to resist the transformation with a successful Will saving throw against the spell in question. Of course, once the blight takes hold, a fey creature is corrupted not only in body but in mind as well, and any attempts to cure such a fey creature are bound to be met with violence.

The process of creating a blighted fey can vary. In some cases, the transformation requires a new fey creature to be bound in blighted fungal tendrils and to languish within the corrupted region for 24 hours, but in other cases the blight might affect a creature almost instantaneously. The potential to resist such corruption with a successful saving throw varies, as does the DC to resist such an effect. A *wish*, *limited wish*, or *miracle* can transform a fey creature into a blighted fey in much the same way this magic can be used to rescue a blighted creature from its corruption.

Although the ooze creatures known as blights share a name with the planar corruption that creates blighted fey, these two types of creatures do not get along. In fact, blights often see the advance of an Abyssal incursion into their natural territory as much of an affront as the encroachment of mortal civilization, and in such cases those who oppose either group can sometimes find allies in the enemies of their enemy. Blights are usually the more difficult of the two to reach an accord with, but one should always tread with caution when dealing with the blighted fey.

CREATING A BLIGHTED FEY

“Blighted fey” is an acquired template that can be added to any fey creature with 2 or more Hit Dice, referred to hereafter as the base creature. A blighted fey uses the base creature’s statistics and abilities except as noted here.

CR: Base creature’s CR + 2.

Alignment: Chaotic evil.

Senses: A blighted fey gains darkvision to a range of 60 feet if the base creature did not already have it. If the base creature already has darkvision, the ability is extended by an additional 30 feet.

Armor Class: Natural armor improves by 2.

Defensive Abilities: A blighted fey gains DR 10/cold iron and good; immunity to disease, paralysis, poison, and polymorph; and resistance to cold 10 and electricity 10.

A blighted fey also gains spell resistance equal to 11 + its newly adjusted CR.

Additionally, a blighted fey gains the following ability.

Fungal Rejuvenation (Su): So long as it remains within 300 yards of any blighted plant of significant size (such as a tree) and remains standing on moist earth, the blighted fey gains fast healing 5. The infected tree does not need to be specifically bonded to the blighted fey for this ability to function.

Special Attacks: A blighted fey gains the following special attacks. Unless otherwise noted, save DCs are equal to 10 + half the blighted fey's Hit Dice + the blighted fey's Constitution modifier.

Parasitic Bond (Su): Once per day with a successful thorn throw attack (see below), the blighted fey can transform the thorns into a single burrowing, wriggling maggot that infests and infuses the target with a short-term curse from within unless the target succeeds at a Fortitude save. This parasite creates an unholy link to the target, binding it to the blighted fey. This binding persists for 5 rounds, during which half of any hit point damage taken by the blighted fey is dealt to the linked target instead. The type of damage remains consistent with the damage dealt to the blighted fey. Only one parasitic bond can be maintained with one creature at a time. This bond is a curse and a disease effect.

Thorn Throw (Ex): A blighted fey can shoot a fistful of needle-sharp thorns at a single target within 20 feet as a standard action. The thorn attack deals an amount of damage equal to a sting natural attack, with damage based on the blighted fey's size (1d4 for a Medium fey), except the attack is resolved as a thrown ranged attack instead of a melee attack. Thorn throw is always a primary attack.

Special Qualities: A blighted fey gains the following special qualities.

Blighted Unity (Su): Blighted fey within 100 feet of one other can communicate through a shared fungal mind. This does not permit blighted fey to see and hear through each other's senses, but they can share specific situational information and tactics through telepathy. If one blighted fey within range is aware of danger, they are all aware of danger and cannot be surprised.

Daughter of the Blight (Su): Fey creatures who normally have close ties to a specific plant gain this specific quality. For example, blighted fey dryads are no longer dependent upon a specific tree. A dryad's tree dependent special ability

is modified (but not replaced) so blighted fey dryads are required only to remain within 300 yards of any blighted tree. This ability applies only to dryads and other fey who bond with plants in a similar manner.

Tainted Blood (Ex): A blighted fey's blood and flesh are rife with disease. Any creature that deals damage with a bite attack against a blighted fey, swallows one whole, or otherwise ingests part of one must succeed at a Fortitude save (as per Special Attacks above) or take 1 point of Strength damage and 1 point of Dexterity damage. One minute later, the affected creature must succeed at a second save at the same DC or be nauseated for 1 minute and take 1d6 points of Strength damage and 1d6 points of Dexterity damage. This is a disease effect.

Ability Scores: Str +4, Con +4, Cha +2.

Feats: Blighted fey gain Toughness as a bonus feat.

Skills: A blighted fey gains a +2 racial bonus on Knowledge (nature), Perception, and Stealth checks.



Illustration by Filip Burban

BLOOD BRAMBLE

A tremendous bramble of intertwined bushes rises from a sizable pile of bones heaped at its roots, and its thorny flowers drip blood.

BLOOD BRAMBLE

CR 10



XP 9,600

N Large plant

Init +13; **Senses** low-light vision, tremorsense 30 ft.; Perception +14

DEFENSE

AC 24, touch 18, flat-footed 15 (+9 Dex, +6 natural, -1 size)

hp 126 (12d8+72)

Fort +14, **Ref** +13, **Will** +8

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

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 4 vines +17 (1d8+6/19-20 plus bleed)

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

Special Attacks bleed (1d6), bramble incursion, swift trip

STATISTICS

Str 22, **Dex** 28, **Con** 22, **Int** 3, **Wis** 15, **Cha** 9

Base Atk +9; **CMB** +16; **CMD** 35 (can't be tripped)

Feats Improved Critical (vine), Improved Initiative, Iron Will, Skill

Focus (Perception), Skill Focus (Stealth), Weapon Finesse

Skills Climb +14, Perception +14, Stealth +17

Languages Aklo (cannot speak)

SQ freeze (as berry bush)

ECOLOGY

Environment temperate forests

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

Treasure incidental

SPECIAL ABILITIES

Bramble Incursion (Ex) Like a swarm,

a blood bramble can move into areas occupied by other creatures. Its brambles weave quickly across the ground, wounding and tripping creatures sharing the same space. Moving into another creature's space is a move action that provokes attacks of opportunity. Creatures sharing a space with a blood bramble are considered to be moving in difficult terrain. Each time a creature takes a move or standard action within the blood bramble's space, it must first succeed at a DC 25 Reflex save or take 1d8 points of piercing damage from the sharp thorns. The save DC is Dexterity-based.

Swift Trip (Ex) Whenever a blood bramble occupies the same space as another creature, it can attempt

a special trip combat maneuver check as a swift action. The check affects all creatures that share the blood bramble's space and does not provoke attacks of opportunity. Any targets knocked prone by the trip combat maneuver take 1d8 points of piercing damage from falling into the sharp thorns.

Vines (Ex) A blood bramble's vines constitute a primary natural attack that deals piercing damage.

These aggressive, ambulatory brambles closely resemble large patches of normal bushes, a similarity they take advantage of with deadly efficacy. Although they are autotrophic, blood brambles also gain water and nutrients by consuming the blood of living creatures. They are avid hunters, though they are not known to be territorial. On rare occasions, they may take up permanent residence, but only in regions where both sunlight and prey remain plentiful, such as along trade routes.

Blood brambles attack by rushing into their opponent's space and weakening individuals by mercilessly thrashing them with thick, spiny vines.

A typical blood bramble is 12 feet wide and has a height of 7 feet. Its thorny flowers are most often a deep red, though a variety of different colors have been reported.



BLOODY BONES

This blood-drenched humanoid skeleton stares with hate-filled eyes as its bones drip with streams of fresh gore.

BLOODY BONES

CR 10



XP 9,600

NE Medium undead

Init +8; **Senses** darkvision 60 ft., lifesense; Perception +20

DEFENSE

AC 24, touch 19, flat-footed 20 (+4 Dex, +5 natural, +5 profane)

hp 133 (14d8+70)

Fort +9, **Ref** +13, **Will** +12

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

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +18 (1d8+8 plus bleed), 2 claws +18 (1d8+8/19–20 plus bleed)

Special Attacks bleed (1d6), mirror jump, rend (2 claws, 1d8+8+12)

Spell-Like Abilities (CL 10th; concentration +15)

At will—*dimension door* (via reflective surfaces only)

3/day—*mass inflict moderate wounds* (DC 21)

STATISTICS

Str 27, **Dex** 19, **Con** —, **Int** 14, **Wis** 16, **Cha** 21

Base Atk +10; **CMB** +18; **CMD** 37

Feats Improved Critical (claw), Improved

Initiative, Intimidating Prowess, Lunge, Power Attack, Skill Focus (Intimidate), Stealthy

Skills Acrobatics +18, Climb +25,

Escape Artist +22, Intimidate

+36, Perception +20,

Stealth +25

Languages Common

SQ hide in plain sight, unholy grace

ECOLOGY

Environment any land

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

Treasure standard

SPECIAL ABILITIES

Hide in Plain Sight (Su) A bloody bones can use Stealth even while being observed; as long as it is within 10 feet of a reflective surface like a mirror or calm body of water, a bloody bones can hide itself from view in the open without having anything to hide behind.

Mirror Jump (Su) A bloody bones can use its *dimension door* spell-like ability to leap between reflective surfaces within range of each other (such as mirrors, darkened windows, or calm water), but can also opt to remain in hiding within such a reflection. The reflective surface must be large enough for the bloody bones to pass through with ease (at least 2 feet wide and 2 feet tall). While hidden this way, the bloody bones can use its lifesense to detect prey near the reflective surface. When an adjacent victim looks into the surface, the bloody bones can leap out as a swift action (often appearing as though the target's own skeleton were ripping free to attack) and manifest in any square adjacent to the viewer. When a bloody bones uses this action, all creatures within 30 feet must succeed at a DC 22 Will save or be staggered for 1d4 rounds, and the triggering viewer takes a –4 penalty on this saving throw. The staggering effect is a mind-affecting fear effect. The save DC is Charisma-based.

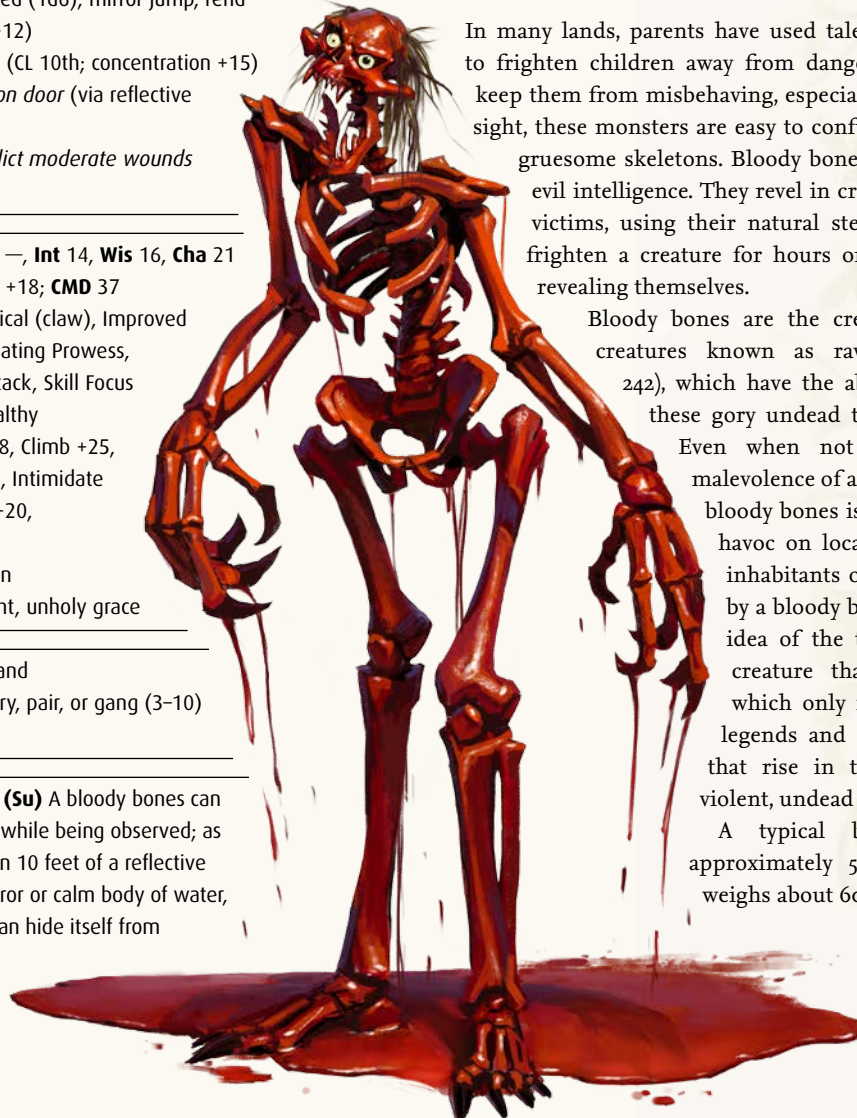
Unholy Grace (Ex) A bloody bones applies its Charisma modifier to its AC and on Reflex saves as a profane bonus.

In many lands, parents have used tales of bloody bones to frighten children away from dangerous ponds or to keep them from misbehaving, especially at night. At first sight, these monsters are easy to confuse for particularly gruesome skeletons. Bloody bones, however, have an evil intelligence. They revel in creating fear in their victims, using their natural stealth to haunt and frighten a creature for hours or even days before revealing themselves.

Bloody bones are the creations of horrific creatures known as rawheads (see page 242), which have the ability to command these gory undead to do their whims.

Even when not directed by the malevolence of a rawhead, though, a bloody bones is adept at wreaking havoc on local settlements. The inhabitants of a region plagued by a bloody bones often have no idea of the true nature of the creature that menaces them, which only furthers the urban legends and frightening stories that rise in the wake of these violent, undead monstrosities.

A typical bloody bones is approximately 5-1/2 feet tall and weighs about 60 pounds.



BOGGART

This gangly, long-armed creature has a face like a calf's, but with large, forward-facing eyes and a mane of lank hair.

BOGGART

CR 4



XP 1,200

CE Small fey

Init +5; **Senses** low-light vision; Perception +12

DEFENSE

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

hp 31 (7d6+7)

Fort +3, **Ref** +10, **Will** +5

DR 5/cold iron

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +9 (1d3+2)

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

Special Attacks abduct, sneak attack +1d6

Psychic Magic (CL 8th; concentration +12)

10 PE—*aversion*^{OA} (2 PE, DC 16), *hallucinatory terrain* (4 PE, DC 18), *hold person* (2 PE, DC 16), *invisibility* (2 PE, DC 16), *telekinetic maneuver*^{OA} (0 PE)

STATISTICS

Str 15, **Dex** 20, **Con** 13, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +3; **CMB** +7 (+9 drag); **CMD** 19

(21 vs. drag)

Feats Agile Maneuvers, Combat Expertise,

Improved Drag^{APG}, Weapon Finesse

Skills Acrobatics +13, Bluff +10, Climb +12,

Craft (traps) +10, Handle Animal +8,

Intimidate +11, Knowledge

(geography) +8, Knowledge (nature) +9,

Perception +12, Sense Motive +4,

Stealth +23, Swim +16; **Racial**

Modifiers +2 Perception,

+4 Stealth

Languages Common, Sylvan

ECOLOGY

Environment temperate

forests or swamps

Organization solitary,

gang (2–5), or band

(6–12)

Treasure standard

SPECIAL ABILITIES

Abduct (Ex) When a boggart

hits a single target with

both of its claw attacks as

part of a full attack, it can

attempt a drag^{APG} combat

maneuver as a free action.

The boggart can move more

than 5 feet as part of this combat maneuver even if it doesn't have any movement remaining for the round.

Malicious and furtive, boggarts are believed to be brownies (*Pathfinder RPG Bestiary* 2 49) that were mistreated or somehow corrupted. Unlike brownies, who sometimes form mutually beneficial relationships with particular families and take up residence within those families' houses, boggarts rarely occupy homes. Instead, they lurk in swamps, in marshes, and on riverbanks, favoring areas where people have vanished or drowned. A boggart's relationship with nearby households and homesteads is almost always disruptive. It frightens livestock and breaks valuable objects, and even goes so far as to follow victims who move their households in an attempt to escape their tormentor. Despite these habits, boggarts rarely cause serious harm to their chosen families, preferring simply to sow fear and misery. Even though these relationships are characterized by animosity, they seem to stabilize the boggarts somewhat. Boggarts that lack households to terrorize are far less benign.

A boggart is rarely spotted unless it wishes to be seen, and it has little interest in fighting fair. When preying on its victims, a boggart uses its familiarity with its home terrain to its advantage, preferring to induce foes to struggle against

the natural environment rather than against the boggart. A boggart has very long arms, which it uses to pull creatures into water or onto marshy ground; it then psychically paralyzes its victims and allows the creatures to drown. A boggart is also quite skilled at setting traps and dragging its opponents into them. It sometimes uses *aversion* to keep people away from its home, but more often uses this power to prevent anyone from helping its chosen prey.

A boggart's magic is drawn from the excess psychic energy in an area. Boggarts cause mischief in order to heighten negative emotions near their homes and thus fuel their powers. It has been theorized that if a boggart were isolated from such energy for long enough, it could eventually revert into a brownie.

A typical boggart stands 3 feet tall and weighs 70 pounds.



BOGGLE

This small, goatlike man has curved horns, hooved feet, and a ratlike tail.

BOGGLE

CR 8



XP 4,800

CN Small fey (shapechanger)

Init +6; **Senses** low-light vision; Perception +14

Aura mindboggle (30 ft., DC 19)

DEFENSE

AC 21, touch 18, flat-footed 14 (+6 Dex, +1 dodge, +3 natural, +1 size)

hp 102 (12d6+60)

Fort +9, **Ref** +14, **Will** +9

DR 10/cold iron; **SR** 19

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +15 (1d4+5), gore +15 (1d6+5), 2 claws +15 (1d4+5)

Ranged thrown object +13 (1d3+3)

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*greater magic fang* (self only)

At will—*dancing lights*, *ghost sound* (DC 13), *lesser confusion* (DC 14), *scarecrow form*

3/day—*charm person* (DC 14), *confusion* (DC 17), *dimension door*, *hideous laughter* (DC 15), *invisibility*

1/day—*baleful polymorph* (DC 18), *fear* (DC 17)

STATISTICS

Str 16, **Dex** 23, **Con** 21, **Int** 12, **Wis** 8, **Cha** 17

Base Atk +6; **CMB** +8; **CMD** 25

Feats Combat Casting, Dodge, Iron Will, Mobility, Throw Anything, Weapon Finesse

Skills Acrobatics +21, Bluff +18, Climb +20, Escape Artist +15, Perception +14, Perform (comedy) +18, Sense Motive +14, Sleight of Hand +21

Languages Common, Gnome, Sylvan

SQ change shape (calf, goat, and goose; *beast shape II*)

ECOLOGY

Environment any land

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

Treasure standard

SPECIAL ABILITIES

Mindboggle Aura (Su) A boggle is swathed in a 30-foot aura of supernatural mirth. The first time a creature ends its turn within this area, it must succeed at a DC 19 Will save or be overcome by a sense of absurdity, taking a –10 penalty on Sense Motive and Perception checks and a –2 penalty on initiative checks. Spellcasters must succeed at a concentration check (DC = 15 + spell level) to cast spells while affected due to the extreme distraction. This effect persists for

13 minutes, even if a creature leaves the aura. A creature that successfully saves against the aura can't be affected by the same boggle's mindboggle aura for 24 hours. This is an emotion-based, mind-affecting effect. The save DC is Charisma-based.

Scarecrow Form (Sp) This spell-like ability functions as per *tree shape*, except the form assumed is that of a Medium humanoid scarecrow instead of a tree.

Boggles are frenetic and capricious fey who love to run and cavort through the woods, pulling pranks on animals, people, monsters, and their fellow fey. What these country cousins to bogeymen love more than anything, though, is the humor and laughter of mortals. When bored, a boggle randomly selects a person or family to befriend and begins a campaign of pranks and teasing; the boggle usually neglects to introduce itself to these new friends, remaining hidden to heighten the growing panic and make the game more hilarious. Its innate magic creates strange lights and sounds and causes erratic behavior, adding to the mortals' dread.

A boggle stands 3 feet tall and weighs 55 pounds.



Illustration by Mary Jane Pajaron

BONETHORN

Ligaments of stringy black fungus connect the bones of this filthy skeleton. In numerous places, the fungus has formed thorny growths.

BONETHORN

CR 12



XP 19,200

N Medium plant

Init +10; **Senses** lifesense, low-light vision; Perception +22

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 150 (20d8+60)

Fort +15, **Ref** +14, **Will** +11

Defensive Abilities positive energy absorption; **DR** 10/bludgeoning; **Immune** plant traits

OFFENSE

Speed 30 ft.

Melee gore +24 (2d6+9 plus spores), 2 claws +24 (2d6+9/19–20 plus spores)

Special Attacks critical implantation

STATISTICS

Str 28, **Dex** 23, **Con** 17, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +15; **CMB** +24; **CMD** 41

Feats Combat Reflexes, Critical Focus, Dodge, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Sickening Critical, Skill Focus (Perception)

Skills Perception +22, Stealth +19

ECOLOGY

Environment any

Organization solitary, gang (2–6), or pack (7–12)

Treasure incidental

SPECIAL ABILITIES

Critical Implantation (Ex) If a bonethorn scores a critical hit with any of its natural weapons, the victim takes a –4 penalty on its Fortitude save to resist the spore effect.

Positive Energy Absorption

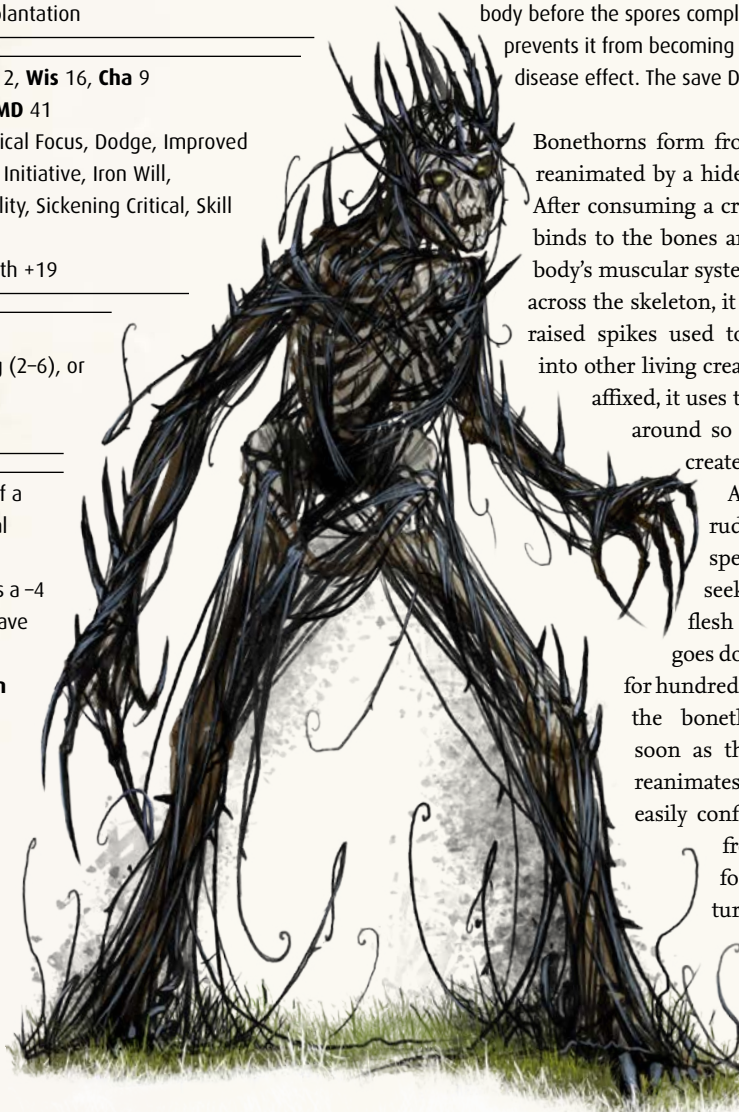
(**Sp**) Those attempting to affect a bonethorn with positive energy quickly discover their mistake. Not only does positive energy heal the bonethorn (as it is a living creature, not undead), but it also absorbs the positive energy, boosting its metabolism. Whenever

a bonethorn is affected by positive energy, it gains the benefits of *haste* and fast healing 5 for 1 round. This duration increases to 2 rounds if the bonethorn is not wounded at the time it is affected by positive energy. The durations from multiple exposures to positive energy effects stack.

Spores (Su) Each time a bonethorn deals damage with its spore-laden natural attacks, its victim must attempt a DC 23 Fortitude save to avoid becoming infested by the fungus. If the victim fails, the fungus swiftly propagates through its body, erupting from wounds and ripping through undamaged flesh, dealing 2d6 points of slashing damage per round at the start of the infected creature's turn. A creature that has a skeleton and that dies while infested with bonethorn spores is consumed over the course of 2d6 rounds, after which a new bonethorn rises from the remains. A new bonethorn created in this manner from a large or larger body can animate only a Medium-sized portion of the skeleton, resulting in strange, partially skeletal hosts that have similar statistics to a bonethorn grown from a humanoid host. Burning or otherwise completely destroying the victim's body before the spores complete their consumption prevents it from becoming a new bonethorn. This is a disease effect. The save DC is Constitution-based.

Bonethorns form from bodies devoured and reanimated by a hideous, flesh-eating fungus. After consuming a creature's flesh, the fungus binds to the bones and takes the place of the body's muscular system. As the fungus spreads across the skeleton, it solidifies into numerous raised spikes used to implant fungal spores into other living creatures. Once permanently affixed, it uses the host skeleton to move around so as to spread spores and create more bonethorns.

A bonethorn has a rudimentary intellect, but spends most of its time seeking new hosts. When flesh isn't available, the fungus goes dormant and can remain so for hundreds of years. While dormant, the bonethorn is inanimate. As soon as the fungus senses life, it reanimates the skeleton—an action easily confused for a corpse rising from the dead. This can fool clerics into trying to turn the creatures, which absorb the positive energy to their benefit. A typical bonethorn is 6 feet tall and weighs 60 pounds.



CALPINA

Membranous wings hold this insectile woman aloft. She has bright red eyes, and her sharp tongue resembles a proboscis.

CALPINA

CR 3



XP 800

CN Small fey

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 27 (5d6+10)

Fort +3, **Ref** +7, **Will** +5

DR 5/cold iron

OFFENSE

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

Melee bite +6 (1d4 plus grab)

Special Attacks ego drain (1d4 Cha), fragrant haze, grab (Medium)

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4 (+6 grapple); **CMD** 14 (16 vs. grapple)

Feats Agile Maneuvers, Improved Grapple^B, Improved Initiative, Weapon Finesse

Skills Bluff +10, Fly +17, Knowledge (nature) +8, Perception +9, Perform (dance) +10, Stealth +15

Languages Common, Sylvan

ECOLOGY

Environment temperate forests or mountains

Organization solitary, pair, eclipse (3-6), or colony (7-12 plus 8-24 calpina larvae)

Treasure incidental

SPECIAL ABILITIES

Ego Drain (Su) A calpina grappling a foe feeds on her target's ego at the end of its turn, dealing 1d4 points of Charisma damage. Once a calpina has dealt an amount of Charisma damage equal to her Constitution score, she is fully sated and cannot use this ability again for 24 hours.

Fragrant Haze (Su) As a standard action, a calpina can release magical vapors that cause stupor and vertigo in creatures other than calpinas or their larvae. Each living creature within 20 feet must succeed at a DC 14 Will save or be exhausted for 1d4 rounds. A creature that succeeds at its save is immune to that calpina's fragrant haze for 24 hours. The save DC is Charisma-based.

Calpinas are strange fey whose bodies have a combination of insectile and humanoid features. They view their victims as little more than sources of nutrition, but remain intensely curious creatures and may sometimes, albeit rarely, interact with other creatures without harmful intentions.

Calpinas make simple nests in hollow, rotting trees or shallow caves in cliff sides at the lower altitudes

of mountains. Their social and territorial tendencies change with the seasons. In early spring, calpinas become largely solitary and nomadic, wandering in search of appetizing prey. A few months later, when they lay their eggs, calpinas band together into colonies of their own kind for mutual protection of their young. Once the eggs have hatched, though, calpinas welcome visitors, as their larvae require substantial quantities of food to grow. Small groups of calpinas called eclipses often work together to lure victims into ambushes, draining their egos to the last drop before leaving the comatose victims for the fey's mindless offspring to eat.

Calpinas are usually just over 3 feet tall, and most weigh only 25 pounds.

CALPINA LARVA

Two weeks after being laid, calpina eggs hatch into caterpillar-like larvae. They grow rapidly, and within a month of incubation, the surviving larvae each weave a cocoon. A few weeks after they enter their cocoons, they emerge as adult calpinas.

The mindless larvae bear little resemblance to the adults of the species except for their eyes and coloration. Unlike adult calpinas, the larvae are carnivorous and need to consume animal tissue before they can pupate and complete their metamorphosis. Adult calpinas take care to ensure these larvae are well protected.

A calpina larva has the statistics of a house centipede (*Pathfinder RPG Ultimate Magic* 119), except that its type is fey instead of vermin, and it has DR 2/cold iron.

CHARNEL GOD

This porphyry statue depicts a three-headed goddess with draconic wings, a long tail, and a deadly looking longbow in her hands.

CHARNEL GOD

CR 23



XP 819,200

CE Large construct

Init +11; **Senses** darkvision 60 ft., divine sense, low-light vision, true seeing; Perception +36

Aura divine antithesis (60 ft., DC 35)

DEFENSE

AC 42, touch 32, flat-footed 31 (+11 Dex, +10 natural, +12 profane, -1 size)

hp 485 (26d10+342); fast healing 10

Fort +20, **Ref** +19, **Will** +20

Defensive Abilities divine antithesis; **DR** 15/—; **Immune** construct traits; **Resist** acid 30, cold 30, electricity 30, fire 30; **SR** 34

OFFENSE

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

Melee 2 bites +37 (2d6+12), gore +37 (1d8+6), 2 slams +37 (1d6+12)

Ranged +5 unholy composite longbow +42/+37/+32/+27 (2d6+17/19–20/x3)

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

Special Attacks severance

Spell-Like Abilities (CL 23rd; concentration +35)

Constant—true seeing

At will—align weapon (chaos only), animate dead, cause fear (DC 23), chaos hammer (DC 26), death knell, death ward, dispel law, magic circle against law, protection from law, slay living (DC 27)

3/day—animate objects, cloak of chaos (DC 30), create greater undead, create undead, destruction (DC 29), word of chaos (DC 29)

1/day—summon monster IX (chaotic creatures only), wail of the banshee (DC 31)

STATISTICS

Str 34, **Dex** 33, **Con** —, **Int** 27, **Wis** 30, **Cha** 35

Base Atk +26; **CMB** +39; **CMD** 72

Feats Clustered Shots^{uc}, Combat Reflexes, Deadly Aim, Far Shot, Improved Critical (composite longbow), Improved Precise Shot, Improved Snap Shot^{uc}, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Snap Shot^{uc}, Weapon Focus (composite longbow)

Skills Fly +42, Intimidate +38, Knowledge (arcana, planes, religion) +34, Perception +36, Sleight of Hand +37, Spellcraft +34, Stealth +33, Survival +36

Languages Abyssal, Common; telepathy 300 ft.

SQ divinity lost, favored weapon, hideous will

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Divine Antithesis (Ex) A charnel god is immune to any divine spell that allows spell resistance. Additionally, creatures within 60 feet of a charnel god gain spell resistance against divine spells equal to 11 + the charnel god's CR (34 for most charnel gods). Creatures cannot voluntarily lower this spell resistance.

Divine Sense (Su) A charnel god can identify servants of the gods on sight, can immediately determine whether a creature it sees is capable of casting divine spells, and knows the highest level of spell that creature is capable of casting. It gains a +8 insight bonus on all Perception and Sense Motive checks attempted against such targets.

Divinity Lost (Su) A charnel god gains, as spell-like abilities, the domain spells of two domains granted by the deity from which it formed. It can use domain spells of 5th level or lower as at-will spell-like abilities, spells of 6th to 8th level three times per day as spell-like abilities, and 9th level spells once per day as spell-like abilities. The caster level for these abilities equals the charnel god's CR (23 for most charnel gods), and the save DCs are Charisma-based. The charnel god does not gain any of these domains' granted powers. The charnel god presented above has the Death and Chaos domains, and these spell-like abilities are included in its stat block.

Favored Weapon (Su) As a free action, a charnel god can conjure a weapon from the fragments of its former divine power. This weapon is always a +5 unholy weapon of the type favored by the deceased deity. The weapon functions only for the charnel god and vanishes if it leaves the charnel god's possession. Melee weapons created in this way are treated as if they were made of adamantite for the purposes of determining their resistance to damage and their ability to bypass hardness. Ranged weapons created in this way do not provoke attacks of opportunity when the charnel god uses them.

Hideous Will (Ex) A charnel god is suffused with profane divine energy. It gains a profane bonus to its AC and Fortitude saving throws equal to its Charisma modifier. Additionally, it uses its Charisma modifier in place of its Constitution modifier when calculating its hit points.

Severance (Su) As a swift action that doesn't provoke attacks of opportunity, a charnel god can attempt to sever the connection between a creature and its divine patron. The target must be within 60 feet of the charnel god, and it must attempt a DC 35 Will save to avoid being cut off from the divine. If successful, the target cannot be targeted by this ability again for 24 hours. If the target fails, it becomes stunned for 1 round and then permanently staggered thereafter. This ability has no effect on characters who don't have levels in any class that grants divine spellcasting, but it does affect characters who have minimal divine spellcasting abilities, such as paladins or rangers. This is a curse effect. *Atonement* can remove this effect, but only if the caster succeeds at a DC 35 caster level check. The save DC is Charisma-based.

The gods are no less strange and terrifying in death than in life. Though the death of any god is staggeringly rare, some do meet violent ends, often at the hands of other deities. When this happens, the deity's death casts fragments of the god's power out among the planes. These fragments are sometimes drawn to places where the god was worshiped in its life, where they can produce miraculous effects, such as striking the god's devout followers deaf or blind, or granting visions of the god's demise. Sometimes these shards of power go unnoticed and boil away into nothing over time. But sometimes, something far more terrible occurs—such fragments can find a new home within a graven image of the former deity, forming a new creature: a charnel god.

Regardless of the deceased god's alignment or nature, all charnel gods are beings of sublime wickedness fueled by bitter anger. The memory of being killed and cast into the void leaves charnel gods utterly and cruelly insane. Further, they feel the pain of being incomplete, of being only a small portion of what they once were, and this torments them. Charnel gods have some memories of their time as gods, but any recollections are fragmented and muddled. A charnel god might be able to share a hidden secret it knew in its former life, but it could just as easily confuse the details or call forth a false memory, making it an unreliable source of wisdom. Charnel gods resent such questions anyway, as remembering their former lives only reminds them of their pitiful current state.

Those who believe encountering a charnel god will be a chance to reconnect with a deceased divine patron are in for a rude awakening. Without exception, charnel gods detest any who once worshiped them. Unable to come to terms with the fact that they were defeated, they blame the incompetence or faithlessness of their former worshipers for their deaths. Charnel gods also hate the servants of other deities, though with less fervor than they feel toward their own former followers. To a charnel god, all worshipers are false and deserve to be punished for their lack of loyalty and devotion.

At the same time, charnel gods long for mortals' worship. Truly, that is a charnel god's greatest wish—to once again be venerated, offered sacrifices, and loved and feared above all else in the world. Charnel gods cannot grant spells like a true deity, and so must rely on their own terrible powers and fearsome demeanor to cow and bully others into worshipping them. Their cults

rarely last long, for the charnel god is an easily angered and fickle deity.

The example charnel god presented here was once a demon lord of the hunt who was slain by a vengeful goddess. When creating a charnel god of a different deity, GMs should replace some or all of the charnel god's feats and skills to better support that deity's favored weapon and fighting style. Likewise, the charnel god's melee attacks should be altered as needed, but the end result should approximate the average damage a CR 23 creature might deal in a round. Note that charnel gods like the one detailed above can attack with their natural attacks as secondary attacks when attacking with ranged weapons.

A charnel god stands 15 feet tall and weighs 12 tons.



Illustration by David Melvin

CIPACTLI

This creature is covered in snapping jaws, from its massive, toothy head to the various mouths that open in its body and tail.

CIPACTLI

CR 21



XP 409,600

CN Gargantuan magical beast (aquatic)

Init +10; **Senses** darkvision 180 ft., low-light vision, scent, tremorsense 60 ft., *true seeing*; Perception +35

DEFENSE

AC 37, touch 13, flat-footed 30 (+6 Dex, +1 dodge, +24 natural, -4 size)

hp 402 (23d10+276); regeneration 20 (special)

Fort +25, **Ref** +19, **Will** +18; +8 vs. mind-affecting effects

DR 15/cold iron and lawful; **Immune** disease, nonlethal damage, poison; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 32

OFFENSE

Speed 60 ft., swim 60 ft.; *air walk*

Melee ravenous bite +30 (3d6+16/19–20 plus grab), 4 bites +30 (2d6+11/19–20 plus grab), 2 claws +30 (2d6+11)

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

Special Attacks devour, fast swallow, frightening roar, grab (Colossal), pounce, ravenous bite, swallow whole (see below, AC 22, 40 hp), trample (2d8+16 plus grab, DC 32)

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

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

At will—*control water*, *control weather*, *transmute rock to mud*

3/day—*horrid wilting* (DC 26), *incendiary cloud* (DC 26),

meteor swarm (DC 27), *polar ray*, *vision*

STATISTICS

Str 32, **Dex** 23, **Con** 34, **Int** 19, **Wis** 28, **Cha** 27

Base Atk +23; **CMB** +38; **CMD** 55

Feats Combat Reflexes, Critical Focus, Dodge, Greater Vital Strike, Improved Critical (bite, ravenous bite), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike

Skills Climb +37, Intimidate +31, Knowledge (nature) +27, Perception +35, Stealth +20 (+28 underwater), Swim +45;

Racial Modifiers +8 Stealth underwater

Languages Aquan, Common, Draconic, Terran

SQ amphibious, destructive, hibernation

ECOLOGY

Environment any water

Organization solitary

Treasure standard

SPECIAL ABILITIES

Devour (Su) Any time a cipactli kills or destroys a creature with its swallow whole ability, it gains a number of temporary hit points equal to 5 × the slain creature's Hit Dice.

Destructive (Ex) A cipactli's natural attacks are treated as adamantine for the purpose of damaging objects.

Frightening Roar (Su) As a standard action, a cipactli can bellow out a terrible, deafening roar. All creatures within 300 feet must succeed at a DC 33 Fortitude save or be permanently deafened and panicked for 1d4+4 rounds. Creatures that successfully save against this effect are instead shaken for 1d4+4 rounds. This is a sonic effect; the panicked and shaken effects are sonic mind-affecting fear effects. The save DC is Constitution-based.

Hibernation (Ex) A cipactli can enter a state of hibernation at will as long as it is submerged underwater. Doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. It can remain in hibernation for as long as it wishes. While in this state, it does not need to eat or drink, nor does it age. If it is damaged while hibernating, it awakens immediately but must succeed at a DC 25 Will save to avoid being staggered for 1d6 rounds.

Ravenous Bite (Ex) A cipactli adds 1-1/2 times its Strength bonus to the damage from its primary bite attack.

Regeneration (Ex) A cipactli's regeneration can be suppressed by damage from mythic sources or by a critical hit from an effect that deals negative energy damage. Alternately, any amount of negative energy damage dealt to the cipactli's stomach from a swallowed creature suppresses its regeneration. A cipactli can regurgitate any number of creatures from its stomach as a move action.

Swallow Whole (Su) A creature swallowed by a cipactli not only takes 20d6 points of bludgeoning, slashing, and piercing damage as the creature's mouth-lined gullet consumes its body, but also suffers an additional effect depending on the cipactli's dedicated focus (as listed below) each round. The save DCs for the following abilities are Constitution-based.

Consume Artistry: A cipactli created for the purpose of devouring the creations of mortals damages its victims' armor and weapons and any items it swallows. A cipactli can attempt a sunder combat maneuver check against one piece of equipment that each swallowed creature has as a free action that deals 3d6+12 points of damage. A construct swallowed by this type of cipactli takes 6d6 points of damage in addition to the 20d6 points of damage normally caused by the swallow whole ability.

Consume Clarity: A cipactli created for the purpose of consuming clarity causes its victims to experience distracting and confusing thoughts while imprisoned in its stomach. A swallowed creature must succeed at a DC 33 Will save or be confused for 1d4 rounds. A creature affected by this confusion effect adds 10 to its roll when determining the effects of the confusion effect. This is a mind-affecting effect.

Consume Grace: A cipactli created for the purpose of devouring grace causes its victims to become clumsy and careless. A swallowed creature must succeed at a DC 33 Fortitude save or take 1d6 points of Dexterity drain. Affected creatures also take a -4 penalty on Reflex saves for 1d3 days. This penalty on Reflex saves is a curse effect.

Consume Lore: A cipactli created for the purpose of devouring lore strips knowledge from its victims. A swallowed creature must succeed at a DC 33 Will save or take 1d6 points of Intelligence drain. In addition, each round the creature is swallowed, it forgets up to 30 minutes of its memories as per *modify memory*. This experience typically results in erasing the strongest memories first, such as recently considered facts about the victim's current goals or precious formative memories.

Consume Rule: A cipactli created for the purpose of consuming the organizing principle of rule causes its victims to suffer feelings of worthlessness and incompetence. A swallowed creature must succeed at a DC 33 Will save or take 1d4 points of Wisdom drain and 1d4 points of Charisma drain.

Consume Valor: A cipactli created for devouring bravery causes its victims to suffer paralyzing fear. A swallowed creature must succeed at a DC 33 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect.

Consume Vitality: A cipactli created for the purpose of consuming vitality saps its victims of their strength and vigor. A swallowed creature must succeed at a DC 33 Fortitude save or take 1d4 points of Strength drain and 1d4 points of Constitution drain.

Trample (Ex) When a cipactli deals damage to a foe with its trample special attack, it can immediately attempt to grapple the trampled foe with a –20 penalty on its combat maneuver check. If it succeeds at this check, it can immediately swallow the trampled creature whole.

Ravenous forces of destruction, cipactlis are created by the gods to scour worlds of specific mortal qualities. It is believed that primal and destructive forces of nature spawned the first cipactli, and that it was wrought upon the world as an insatiable agent of annihilation. Stories claim that the gods saw fault in this creation and set a trap to destroy the first and most powerful cipactli, but such legends suggest that this destruction wasn't complete. Either the gods' methods were flawed or other divinities learned how to create new cipactlis, for now these beasts have spread throughout multiple worlds.

These monsters are individual creations of the gods and voracious devourers of particular elements of the universe. All cipactlis are attuned to certain aspects of their worlds, and when not slumbering in wait, they tear through mortal civilizations in a swath of destructive feasting. Thankfully, these creatures are extremely rare.

Essentially ageless, many a cipactli has been defeated by great heroes, only to have a portion of its body sink below the waters and regenerate. After such a defeat, a cipactli often goes into a state of hibernation that can last for centuries.

Though they are destructive creatures, they have immense knowledge of the world. Those who can calm them may learn secrets about the universe to which most mortals are not normally privy.

A cipactli is 50 feet long and weighs 18,000 pounds.



Illustration by Ben Wootten

CLOCKWORK ANGEL

Brass, bronze, and silver components adorn this angelic figure. Moving gears are visible within the gaps of its metallic body.

CLOCKWORK ANGEL

CR 15



XP 51,200

N Medium construct (clockwork)

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 29, touch 21, flat-footed 18
(+9 Dex, +2 dodge, +8 natural)

hp 210 (20d10+100)

Fort +6, **Ref** +17, **Will** +6

Defensive Abilities infused heart;

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

Weaknesses vulnerable to electricity

OFFENSE

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

Melee +1 *flaming keen greatsword*
+28/+23/+18/+13 (2d6+11/19–20
plus 1d6 fire)

Special Attacks enhance weapon

STATISTICS

Str 24, **Dex** 28, **Con** —, **Int** —, **Wis** 11,
Cha 18

Base Atk +20; **CMB** +27; **CMD** 48

Feats Improved Initiative[®], Lightning Reflexes[®],
Martial Weapon Proficiency[®] (greatsword)

Skills Acrobatics +15, Fly +19, Perception +6;

Racial Modifiers +6 Acrobatics, +6 Fly,
+6 Perception

SQ difficult to create, programmed sentinel, swift
reactions, winding

ECOLOGY

Environment any

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

Treasure incidental (mwk greatsword)

SPECIAL ABILITIES

Enhance Weapon (Su) When initially created, a clockwork angel is granted the ability to infuse a single wielded masterwork melee weapon with magical power. The creator determines what sort of effects each clockwork angel can grant to its weapon, as long as the enhancements are equivalent to a +3 *enhancement bonus*. Most clockwork angels are granted the ability to transform a wielded weapon into a +1 *flaming keen weapon*. A clockwork angel can infuse a melee weapon it wields in this manner at will as a free action; it can have only one such

weapon at a time, and the weapon loses its magical infusion and reverts to a masterwork weapon as soon as the clockwork angel drops it or is destroyed.

Infused Heart (Su) A clockwork angel's mechanical heart is infused with a tiny mote of power siphoned from the Positive Energy Plane. This heart provides the clockwork

angel a tiny spark of life, allowing it to apply its Charisma modifier as a bonus to its hit points per Hit Die (+80 hp total for the typical clockwork angel). A clockwork angel is healed by positive energy and harmed by negative energy as if it were a living creature.

Programmed Sentinel (Ex) Although unintelligent, a clockwork angel is programmed upon creation with a wide range of weaponry skills. The clockwork angel gains proficiency with all martial weapons as a result.

Clockwork angels are usually built in accord with divine agencies to serve as defenders of holy sites, but are themselves not intrinsically agents of goodness. Indeed, certain evil sects enjoy the irony of constructing beatific “faux-angels” to guard their profane temples. In such cases, a clockwork angel's appearance is often augmented with grisly additions meant to blaspheme against enemy faiths, yet such changes are largely cosmetic and have no effect on the creature's statistics.

Clockwork angels are constructed around a spark of life harnessed from the Positive Energy Plane, which imbues them with a sort of artificial life and further bolsters their potency. A clockwork angel stands 7 feet tall and weighs 450 pounds.

CONSTRUCTION

The creator of a clockwork angel must start with specially prepared clockwork pieces worth 15,000 gp.

CLOCKWORK ANGEL

CL 16th; Price 200,000 gp

CONSTRUCTION

Requirements Craft Construct, *fly*, *geas/quest*, and *greater magic weapon*, creator must be at least caster level 16th; **Skill** Craft (clockwork)

DC 25; **Cost** 107,500 gp plus the items listed separately above



CLOCKWORK ANGEL-CLOCKWORK ASSASSIN

CLOCKWORK ASSASSIN

This sleek, one-eyed construct crouches, ready for battle. Its arms end in weapons—a rapier and a compact crossbow bolt launcher.

CLOCKWORK ASSASSIN

CR 13



XP 25,600

N Medium construct (clockwork)

Init +12; **Senses** darkvision 120 ft., low-light vision, mistsight; Perception +0 (+20 in sentinel mode)

DEFENSE

AC 27, touch 20, flat-footed 17 (+8 Dex, +2 dodge, +7 natural)
hp 119 (18d10+20); fast healing 10

Fort +6, **Ref** +16, **Will** +6

Defensive Abilities evasion, rapid repair; **DR** 10/adamantine;

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft., climb 30 ft.

Melee +1 rapier +25/+20/+15/+10 (1d6+7/15-20)

Ranged 4 projectiles +26 (1d4+6/19-20 or smoke)

Special Attacks projectile launcher, sneak attack +2d6

STATISTICS

Str 22, **Dex** 26, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +24; **CMD** 44

Feats Improved Critical[®] (rapier), Improved Initiative[®], Lightning Reflexes[®]

Skills Climb +14, Perception +0 (+20 in sentinel mode); **Racial**

Modifiers +20 Perception in sentinel mode

SQ difficult to create, integrated rapier, standby, swift reactions, winding

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Integrated Rapier (Ex) One of a clockwork assassin's arms ends in an integrated +1 rapier. This weapon cannot be disarmed, sundered, or removed, and becomes nonmagical if the clockwork is destroyed. A clockwork assassin's programming allows it to wield its +1 rapier as if it were proficient in its use.

Projectile Launcher (Ex)

A clockwork can fire up to four projectiles from its hand mechanism.

For each projectile, it chooses between a dagger-like metal blade or a smoke bomb, in any combination it wishes. Each attack resolves separately. Blades resolve as thrown daggers. Smoke bombs function as smokesticks centered on the area targeted. When created, a clockwork assassin's projectile launcher contains 40 blades and 10 smoke bombs.

Rapid Repair (Su) A clockwork assassin repairs damage dealt to itself swiftly, gaining fast healing 10. Once per day, as a full-round action that provokes attacks of opportunity, a clockwork assassin can bolster its rapid repair to heal 40 hp and refill its projectile launcher with eight blades and two smoke bombs.

Standby (Ex) A clockwork assassin can place itself on standby as a standard action. While on standby, it cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on Perception checks. Time spent on standby does not count against its wind-down duration. A clockwork assassin can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

Clockwork assassins are efficient killers, ready to leap into murderous action as soon as intruders are detected. A clockwork assassin stands 6 feet tall and weighs 400 pounds.

CONSTRUCTION

The creator of a clockwork assassin must start with crafted clockwork pieces worth 12,000 gp.

CLOCKWORK ASSASSIN

CL 16th; **Price** 150,000 gp

CONSTRUCTION

Requirements Craft Construct, gaseous form, geas/quest, keen edge, and major creation, creator must be at least caster level 16th; **Skill** Craft (clockwork) DC 20; **Cost** 81,000 gp



Illustration by Maichel Quinto

CLOCKWORK FIEND

Resembling a metallic horned devil, this apparatus whirs with the sound of internal mechanisms.

CLOCKWORK FIEND

CR 17



XP 102,400

N Medium construct (clockwork)

Init +12; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception +0

DEFENSE

AC 32, touch 20, flat-footed 22 (+8 Dex, +2 dodge, +12 natural)

hp 146 (23d10+20)

Fort +7, **Ref** +17, **Will** +7

DR 15/adamantine; **Immune** construct traits, fire

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee bite +34 (2d8+11/18-20/x3), 2 claws +34 (2d6+11 plus bleed), 2 wings +29 (1d8+5)

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

Special Attacks bleed (2d8), explosive rend, overdrive

STATISTICS

Str 32, **Dex** 26, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +23; **CMB** +34; **CMD** 54

Feats Improved Initiative^B, Lightning Reflexes^B

SQ difficult to create, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, or blasphemy (2 clockwork fiends plus 4-8 clockwork angels)

Treasure none

SPECIAL ABILITIES

Explosive Rend (Su) When a clockwork fiend makes two successful claw attacks against the same target in 1 round, its claws ignite into an explosive blast of fire. The target of the attack and all creatures within a 5-foot radius of the clockwork fiend take 10d6 points of fire damage. A successful DC 21 Reflex save halves this damage. The save DC is Constitution-based.

Overdrive (Su) Once per day when a clockwork fiend is reduced below 100 hit points, its internal systems significantly augment the construct. Entering overdrive drastically reduces the clockwork fiend's remaining winding time, and as a result, the clockwork fiend can operate for only 2d4+10 rounds before it ceases to function and requires further winding. Once overdrive is triggered, the clockwork fiend immediately gains the following effects for as long as it remains functional.

- Gains 100 temporary hit points. These hit points last until the clockwork fiend ceases functioning or is rewound.
- Gains an aura of fire. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the clockwork fiend's turn.
- Makes all attacks as if using Power Attack (–6 on attack rolls, +12 points of damage on all natural attacks).

Savage Bite (Ex) A clockwork fiend's bite threatens a critical hit on a roll of 18–20 and deals triple damage on a successful critical hit.

Clockwork fiends often guard religious sites, but their tactics focus on an overwhelmingly strong offensive.

CONSTRUCTION

The creator of a clockwork fiend must start with crafted clockwork pieces worth 20,000 gp.

CLOCKWORK FIEND

CL 18th; **Price** 280,000 gp

CONSTRUCTION

Requirements Craft Construct, *delayed blast fireball*, *fire shield*, *geas/quest*, and *rage*, creator must be at least caster level 18th; **Skill** Craft (clockwork) DC 25; **Cost** 150,000 gp

Illustration by Maichol Quinto



CLOCKWORK FIEND-CLOCKWORK GUARDIAN

CLOCKWORK GUARDIAN

This human-shaped construct has a helm-like head with a single crystalline eye. One arm ends in a large shield-like sheet of metal.

CLOCKWORK GUARDIAN

CR 8



XP 4,800

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22, touch 14, flat-footed 18 (+2 Dex, +2 dodge, +6 natural, +2 shield)

hp 85 (10d10+30)

Fort +3, **Ref** +7, **Will** +3

Defensive Abilities barrier; **DR** 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee shield bash +19/+14 (1d6+9), slam +14 (1d4+4) or 2 slams +19 (1d4+9)

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +19; **CMD** 33

Feats Improved Initiative^B, Improved Shield Bash^B, Lightning Reflexes^B, Toughness^B

SQ difficult to create, shield expert, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, or blockade (3–8)

Treasure none

SPECIAL ABILITIES

Barrier (Su) Once per day as a swift action, a clockwork guardian can unfold its shield to form a metal barrier up to 5 feet wide and 10 feet tall. This duplicates the effects of a *wall of iron* spell, save for the smaller size of the created wall. After using this ability, the clockwork guardian loses its shield bonus and shield bash attack, but it gains two slam attacks as primary attacks. The clockwork guardian's shield rebuilds itself automatically 24 hours after it uses this ability. Multiple clockwork guardians can work together to create a larger barrier, each new metal barrier merging seamlessly with an existing one. Once created, a clockwork guardian's barrier lasts for 24 hours before crumbling.

Shield Expert (Su) A clockwork guardian carries a heavy shield that cannot be disarmed or sundered. Its programming grants it proficiency in the shield's use and Improved Shield Bash as a bonus feat. The clockwork guardian's shield bash deals damage as if it were one size category larger than normal (1d6 points for a Medium clockwork guardian).

Clockwork guardians are dedicated to the art of defense. They work best when they operate in small groups, under orders to defend specific locations from intruders. Their standard operating procedure is to force foes out of their respective holdings by use of overwhelming force.

A clockwork guardian is 7 feet tall and weighs 750 pounds.

CONSTRUCTION

The creator of a clockwork guardian must start with crafted clockwork pieces worth 2,000 gp.

CLOCKWORK GUARDIAN

CL 12th; **Price** 50,000 gp

CONSTRUCTION

Requirements Craft Construct, Shield Proficiency, *geas/quest*, *fabricate*, and *wall of iron*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 26,000 gp



Illustration by Machol Quinto

CLOCKWORK HOUND

Two emerald crystal eyes stare out from this artificial hound's brass-, bronze-, and iron-forged body.

CLOCKWORK HOUND

CR 5



XP 1,600

N Small construct (clockwork)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +3

DEFENSE

AC 18, touch 17, flat-footed 12 (+4 Dex, +2 dodge, +1 natural, +1 size)

hp 43 (6d10+10)

Fort +2, **Ref** +8, **Will** +5

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 50 ft.

Melee 2 bites +13 (1d6+6 plus trip)

Special Attacks swift bite

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** —, **Wis** 16, **Cha** 1

Base Atk +6; **CMB** +11; **CMD** 27

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Survival +11 (+19 when tracking by scent); **Racial**

Modifiers +8 Survival (+16 when tracking by scent)

SQ chest container, difficult to create, efficient winding, expert tracker, swift reactions

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Chest Container (Su) The chest cavity of a clockwork hound can be opened to expose a 6-inch-cube storage area that can hold up to 10 pounds of items. If a contained item is a magical necklace, ring, or *ioun stone*, then the hound gains the benefits of the item as though it were worn, but the hound can benefit from the effects of only one such item at a time (chosen by the person who placed the items inside). A clockwork hound can open or close its chest cavity as a swift action, depositing any items within onto the ground under it.

Efficient Winding (Ex) A clockwork hound can function for 2 days per Hit Die every time it is wound (12 days for the typical clockwork hound).

Expert Tracker (Ex) The hound gains a +8 racial bonus on Survival checks, and an additional +8 bonus when tracking by scent.

Swift Bite (Ex) When a clockwork hound makes a full attack, it can make two bite attacks.

Clockwork hounds are artificial approximations of canine companions that operate much like their living counterparts but never die of natural causes. They can work in packs or alone, in accordance with the instructions imparted by their operators. Whether their operators are alive or dead is of little consequence to these constructs, which proceed based on the last instructions provided.

Like clockwork soldiers (*Pathfinder RPG Bestiary* 3 57), clockwork hounds have long activity cycles due to the lessened winding requirements of their lighter frames. Their chest cavities are used to storage goods instead of for reinforcement. They are used primarily for delivery missions, but work equally well as retrievers. They're occasionally used for sentry duty, or more rarely, defense, and are most often seen in the company of similarly tasked constructs such as clockwork soldiers and guardians. A clockwork hound stands 2-1/2 feet tall at its shoulders and weighs 300 pounds.

CONSTRUCTION

The creation of a clockwork hound is a delicate process, requiring fine work in order to provide the necessary space for the hound's storage bay. The creator of a clockwork hound must start the process with crafted clockwork pieces worth 750 gp.

CLOCKWORK HOUND

CL 12th; **Price** 30,000 gp

CONSTRUCTION

Requirements Craft Construct, *expeditious retreat*, *geas/quest*, and *secret chest*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 15,375 gp



COMBUSTED

This creature's vestments are charred black and fused together, and its flesh is a raging inferno surrounded by greasy black smoke.

COMBUSTED

CR 3



XP 800

NE Medium undead (fire)

Init +5; **Senses** darkvision 60 ft.; Perception +9

Aura howl of agony (10 ft., DC 13), stench (DC 13, 10 rounds)

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 32 (5d8+10)

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

Immune fire, undead traits

Weaknesses susceptible to water, vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 2 slams +6 (1d6+3 plus 1d6 fire and combustion)

Ranged fire blast +4 touch (3d6 fire)

Special Attacks combustion, fire blast

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 1, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 17

Feats Improved Initiative, Lightning Reflexes, Toughness

Skills Perception +9

ECOLOGY

Environment any

Organization solitary or effigy (2–6)

Treasure none

SPECIAL ABILITIES

Combustion (Su) Curse—slam; *save* Fort DC 13; *onset* immediate; *frequency* 1/round; *effect* 2d6 fire damage that ignores fire resistance; *cure* 1 save. A creature that falls below 0 hit points from this curse spontaneously combusts, dying instantly. The save DC is Charisma-based.

Fire Blast (Sp) This ability has a 30 foot range and can be used at will as a standard action.

Howl of Agony (Ex) A combusted perpetually screams in agony, forcing each creature within 10 feet to succeed at a DC 13 Will save or be stunned with fear for 1d4 rounds. A creature

cannot be affected by the same combusted's howl of agony ability more than once every 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Susceptible to Water (Ex) A vial of water can be used as a splash weapon against a combusted, dealing 1d4 points of damage on a hit or 1 point of damage on a splash. Holy water deals double damage to a combusted. Rainfall deals 1d6 points of damage per round to a combusted, and full immersion in water deals 6d6 points of damage per round. Despite this, the supernatural fires that burn in a combusted cannot be extinguished by mere water, and a combusted cannot be reduced to fewer hit points than it has Hit Dice (5 hp for most combusted) by water alone.

Most scholars of the strange consider accounts of spontaneous combustion to be nothing more than superstitious folktales. But those with a deep understanding of the occult know it is indeed possible for a person to feel a sudden fever come on, only to find the heat within her body rising to incredible levels until she bursts into flames and perishes, leaving behind only a charred corpse. The sudden and violent deaths of such individuals make it easier for dark powers to reanimate their bodies, and sometimes for the victims to return from the dead on their own.

However they return, the undead creatures known as combusted all suffer the telltale signs of their demise: their corpses constantly burn and their desiccated flesh is never fully consumed by the flames. Roiling clouds of smoke, thick with the stench of burning skin and hair, surround them at all times, and may reveal their presence from over a mile away. These shambling horrors can arise at any location that has a particular affinity for undead, but they have been known to wander into nearby bodies of water in an attempt to extinguish the flames that took their lives, though they never attempt such self-destructive acts when affronted by the presence of the living.

A typical combusted stands the same height as the creature it was in life, but weighs less than half as much, since so much of its body and musculature has burned away to ashes.

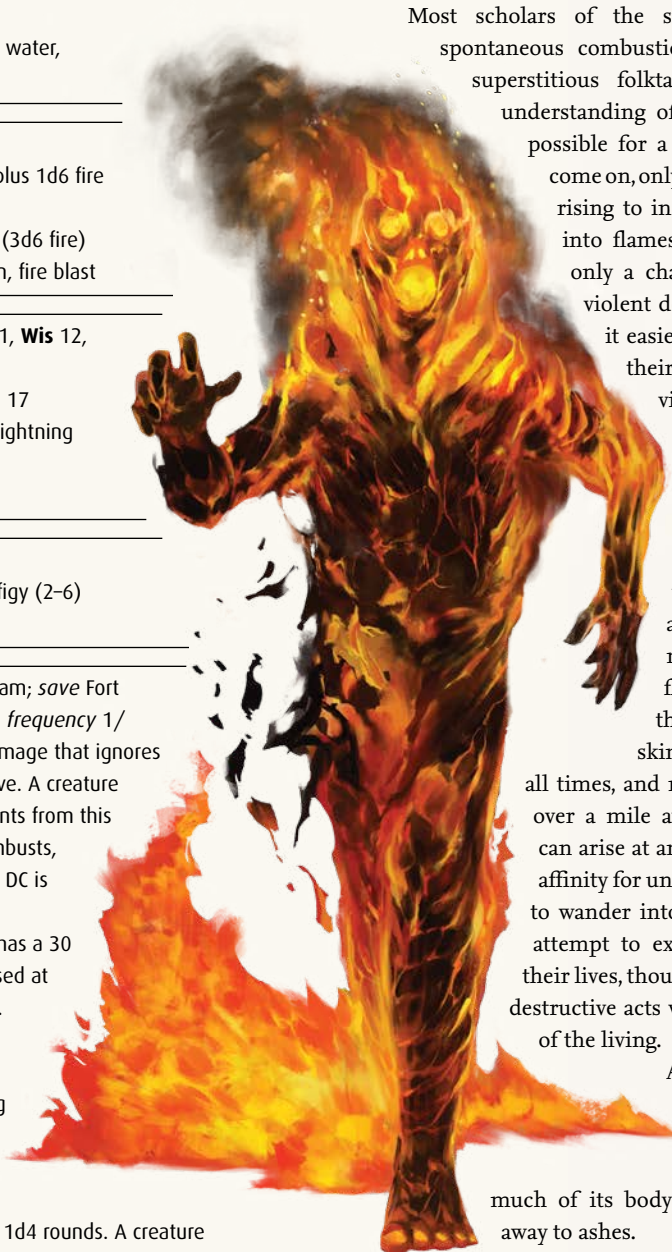


Illustration by Toma Feizo Gas

CONQUEROR WORM

This immense worm resembles a gigantic maggot with pale flesh. Its mouth is peeled back to reveal four long, hooklike jaws.

CONQUEROR WORM

CR 21



XP 409,600

NE Colossal aberration

Init +11; **Senses** darkvision 60 ft., tremorsense 120 ft., true seeing; Perception +37

DEFENSE

AC 37, touch 9, flat-footed 30 (+7 Dex, +28 natural, -8 size)

hp 406 (28d8+280)

Fort +21, **Ref** +18, **Will** +24

Defensive Abilities telepathic escape; **DR** 15/good and piercing;

Immune acid, cold, disease, mind-affecting effects, poison; **SR** 32

OFFENSE

Speed 60 ft., burrow 30 ft.; *air walk*

Melee bite +31 (6d8+18/19-20 plus 8d6 acid), slam +31 (4d10+18/19-20)

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

Special Attacks breath weapon (100-ft. line, 20d8 acid, Reflex DC 34 half, usable every 1d4 rounds), fast swallow, mental invader, swallow whole (8d6 bludgeoning and 8d6 acid damage, AC 24, 40 hp)

Spell-Like Abilities (CL 19th; concentration +28)

Constant—*air walk*, *true seeing*

At will—*detect thoughts* (DC 21)

Psychic Spells Known (CL 19th; concentration +29)

9th (5)—*dominate monster* (DC 29), *implosion* (DC 29), *time stop*

8th (7)—*demand* (DC 28), *mass charm monster* (DC 28), *psychic crush* IV^{OA} (DC 27)

7th (8)—*ego whip* V^{OA} (DC 26), *insanity* (DC 27), *project image* (DC 27)

6th (8)—*mass inflict pain*^{OA} (DC 25), *mind thrust* VI^{OA} (DC 25), *veil* (DC 26)

5th (8)—*greater command* (DC 25), *greater synaptic pulse*^{OA} (DC 24), *mind fog* (DC 25), *possession*^{OA} (DC 24)

4th (8)—*dream*, *hallucinatory terrain* (DC 24), *mind probe*^{OA} (DC 23), *scrying* (DC 24)

3rd (9)—*clairaudience/clairvoyance*, *dispel magic*, *illusory script* (DC 23), *telekinetic maneuver*^{OA}

2nd (9)—*enthrall* (DC 22), *share memory*^{UM} (DC 22), *status*, *suggestion* (DC 22), *undetectable alignment*

1st (9)—*alarm*, *entropic shield*, *mage armor*, *psychic reading*^{OA}, *unseen servant*

0 (at will)—*arcane mark*, *daze* (DC 20), *detect magic*, *detect psychic significance*^{OA}, *mage hand*, *message*, *open/close*, *read magic*, *telekinetic projectile*^{OA}

STATISTICS

Str 47, **Dex** 24, **Con** 30, **Int** 31, **Wis** 22, **Cha** 29

Base Atk +21; **CMB** +47; **CMD** 64 (can't be tripped)

Feats Combat Casting, Great Fortitude, Hidden Presence^{OA},

Improved Critical (bite, slam), Improved Great Fortitude, Improved Initiative, Intrusive Presence^{OA}, Iron Will, Lightning Reflexes, Logical Spell^{OA}, Manipulative Presence^{OA}, Quicken Spell, Vital Strike

Skills Bluff +37, Diplomacy +37, Intimidate +40, Knowledge (arcana, engineering, geography, history, local, nobility, religion) +38, Perception +37, Sense Motive +34, Spellcraft +41, Use Magic Device +37

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal, Terran, Undercommon; telepathy 200 ft.

SQ deific

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Deific Conqueror worms can grant divine spells to their worshipers. Granting spells does not require any specific action on a conqueror worm's behalf. Conqueror worms grant access to the domains of Charm, Evil, Nobility, and Trickery, and their favored weapon varies but is always a simple weapon (daggers and sickles being the most common choices). Each conqueror worm has its own unique holy symbol, although typically it resembles a ring of eyes.

Mental Invader (Su) A conqueror worm infects the minds of others from afar, allowing it to control its puppets without leaving the safety of the earth's depths. When a conqueror worm communicates with a creature mentally, such as by using telepathy or spells such as *dream*, it can attempt to form a lasting mental connection with that creature. The target can resist this connection with a successful DC 33 Will save. A target that succeeds at this save is immune to that conqueror worm's mental invader ability forever. Once a connection is formed, the worm can communicate with the bonded creature using telepathy over any distance, and can target the bonded creature with mind-affecting spells and effects regardless of range. A worm can form bonds with a number of creatures equal to its Intelligence modifier (10 for the typical conqueror worm). If a new bond would exceed this limit, the worm must choose to break one of its previous connections. The effects of a bond are suppressed while the worm and the bonded creature are on different planes. A bond can otherwise be broken only via a *break enchantment*, *miracle*, or *wish* spell cast on the bonded creature, or by the worm's death. This is a mind-affecting effect. The save DC is Charisma-based.

Telepathic Escape (Su) A conqueror worm can escape death by casting its mind out of its body at the moment of death. Up to once per day, when an attack, spell, or effect would reduce a conqueror worm to 0 or fewer hit points or otherwise kill it instantly, it can transfer its mind to one of the creatures it has formed a connection with using its mental invader ability. The target can attempt a DC 33 Will

CONQUEROR WORM

save to resist being overtaken. If the target succeeds, the conqueror worm can be killed normally. If the target fails, the conqueror worm transfers its soul into the bonded creature's body. This functions as the spell *possession* (CL 21st) except the possession is permanent. A host body possessed by a conqueror worm in this way undergoes terrible changes to its physiology. Every day, the host must succeed at a DC 33 Fortitude save or take 1d6 points of Charisma drain. Over time, the host slowly grows more wormlike in appearance, losing body hair, growing obese, and taking on a pale yellow-white coloration. When the host's Charisma score is drained to 0, an ectoplasmic cocoon forms around the creature. Over the course of the next 24 hours, the host grows to an enormous size, and at the end of this time emerges in a brand new body as a new conqueror worm that retains the memories of its previous incarnation, at which point the host creature is effectively dead (and can be resurrected normally). If the host is slain before this transformation completes, the conqueror worm dies as well. The effect can also be ended by any effect that successfully expels the conqueror worm's possessing spirit from the host. This is a mind-affecting effect. The save DCs are Charisma-based.

Though conqueror worms resemble immense vermin, those who mistake them for mindless creatures suffer terribly for their mistake. In truth, conqueror worms are creatures of vast intellect and equal depravity. These monstrous beings exist only to rule "lesser civilizations" from the shadows, and revel in the complete control of an unknowing society through the remote manipulation of its supposed leaders.

A conqueror worm prefers to play with its toys before breaking them. To do so, it burrows its way below a target nation's capital. From there, the conqueror worm makes mental contact with the city's leaders, forming sinister psychic connections with those in power. The worm beguiles some of these leaders with promises of wealth or power. Others, the worm controls outright using the considerable psychic magic at its disposal. Regardless, the end result is the same; without intervention, all end up as puppets dancing to the conqueror worm's whims.

Once a conqueror worm seizes control of a city or nation, that region's downfall can take years, if not decades—for conqueror worms are surprisingly theatrical. A conqueror worm may direct a kingdom's leader to enact cruel or tyrannical laws, only to then use a second puppet to inflame the populace into revolt. Once the fires of revolution die down, the worm might then expose the rebel leader as a traitor or depraved criminal, causing the rebellion to turn on itself and descend again into violence. All the while, the conqueror worm watches in delight at the madness, sin, and horror it inspires in others.

Eventually a conqueror worm tires of its games, and plots to destroy its subjects. Often it does this by sending its puppets to war against a nearby nation. The horrors of war devastate not only the worm's own populace, but also those of its neighbors, bringing perverse joy to the worm's many hearts. However, a special fate awaits the worm's favorite servants, who are brought down into its subterranean realm so they can glimpse their master's true form before being impaled on the conqueror worm's gore-slick jaws. Its work finally finished, the conqueror worm then seeks out a new realm to subjugate.

Perhaps the most terrifying and peculiar aspect of the conqueror worm is its ability to form cults. Whether through accumulation of psychic power or some hidden divine spark, conqueror worms are capable of granting spells to creatures that worship them. A conqueror worm exploits this ability to attract cultists, which it uses to further its goals in the civilized world above. Although such cults are absolutely loyal to the conqueror worm, which they worship as an all-knowing and all-powerful god, the conqueror worm usually considers its mortal followers expendable.

A conqueror worm is 80 feet long and weighs 70 tons.



Illustration by Nikolai Ostertag

CORAL CAPUCHIN

This strange creature can only be described as a light pink, hairless monkey with the head of a fish and large, finlike wings.

CORAL CAPUCHIN

CR 1



XP 400

N Tiny magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

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

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +1

Weaknesses moisture dependency

OFFENSE

Speed 30 ft., climb 30 ft., fly 40 ft. (good), swim 30 ft.

Melee bite +7 (1d3+2 plus cursed bite)

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

Special Attacks cursed bite

STATISTICS

Str 6, **Dex** 17, **Con** 12, **Int** 6, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +3; **CMD** 11

Feats Weapon Finesse

Skills Climb +6, Fly +11, Sleight of Hand +8, Stealth +15 (+19 in coral reefs), Swim +6; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth in coral reefs

Languages Common (generally knows only a dozen or so words)

SQ amphibious

ECOLOGY

Environment warm coasts or oceans

Organization solitary, pair, or tribe (3–24 plus one matriarch)

Treasure none

SPECIAL ABILITIES

Cursed Bite (Su) A coral capuchin's bite bestows some of the creature's benefits and weaknesses upon the victim unless the victim succeeds at a DC 12 Constitution check. The curse delivered by this bite persists for 1d6 hours, and cannot affect the same creature more than once in a 24-hour period. Affected creatures can hold their breath for double the normal amount of time, but begin drying out when exposed to air. Victims take 1d6 points of damage for every 10 minutes they are out of water, though spending a full-round action to bathe the victim in any sort of water halts this damage. The save DC is Constitution-based.

Moisture Dependency (Ex) A coral capuchin can breathe both air and water and survive indefinitely on land, but the creature must regularly be either submerged in water or thoroughly wetted down, or else it dries out. A coral capuchin can remain out of water for a number of hours of equal to its Constitution score before it suffers any negative effects. After this time, the creature takes 1d6 points of damage for every hour it remains dry. Bathing the creature in water of any sort resets this time frame.



Coral capuchins live in tropical coastal areas, generally in small familial groups of fewer than 30 adults led by an older matriarch (see below). Wholly unafraid of most humanoid species, coral capuchins are often befriended by sailors and fishers willing to put up with the creatures' incurable curiosity and penchant for petty larceny. They can be trained to fish for their allies and are particularly sought after by those who make their living bringing up treasures from the ocean floor. Their voracious, omnivorous appetites also make them popular on long ocean voyages, as they are happy to reduce ships' endemic rat populations. Perhaps because of this, many sailors see them as good-luck mascots, although they are most popular with pirates, smugglers, and other seafaring folk who more willingly accept their thieving nature.

Despite their mercurial temperaments and propensity for theft, coral capuchins are prized by wizards because of the creatures' exceptional mobility and their strange cursed bite. Spellcasters of 3rd level or higher with an alignment within one step of neutral can gain a coral capuchin as a familiar by taking the Improved Familiar feat.

An adult coral capuchin is typically 1-1/2 feet in length with a 1-foot-long tail, a 4-foot wingspan, and a weight of 25 pounds.

CORAL CAPUCHIN MATRIARCH

A tribe of coral capuchins is typically led by a particularly wise matriarch. These leaders can be identified by their especially colorful wing membranes and eyes, which shimmer with a prismatic sheen like the flickering of a rainbow. A coral capuchin matriarch has a Charisma score of 15, and most are 2nd- to 5th-level oracles. These matriarchs can never serve as familiars.

CRYPT FLOWER

A lone petal hangs over the opening of this bulbous, pitcher-shaped flower, which is flanked by a pair of serpentine vines.

CRYPT FLOWER

CR 7



XP 3,200

N Large plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; Perception +1

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 78 (12d8+24)

Fort +10, **Ref** +5, **Will** +5

Immune plant traits; **Resist** acid 10

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+5 plus grab), 2 vines +13 (1d8+5 plus grab)

Ranged toxin splash +9 (poison)

Space 10 ft.; **Reach** 10 ft. (20 ft. with vine)

Special Attacks poison, swallow whole (1d6 acid plus poison, AC 15, 7 hp)

STATISTICS

Str 20, **Dex** 12, **Con** 14, **Int** —, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

SQ excavate, gushing wound

ECOLOGY

Environment any land

Organization solitary, pair, or copse (3–8)

Treasure incidental

SPECIAL ABILITIES

Excavate (Ex) A crypt flower can use its shoots to dig rapidly through soil, dirt, sand, or other loose ground. As a result of this constant excavation activity, the ground in a 20-foot radius around a crypt flower is treated as difficult terrain for all creatures except crypt flowers.

Gushing Wound (Ex) Whenever an opponent scores a critical hit on a crypt flower with a slashing or piercing weapon, the flower's toxic fluids squirt out. The attacker and all creatures adjacent to the attacker must attempt a DC 18 Reflex save or be doused in toxic fluids and thus exposed to the crypt flower's poison. The save DC is Constitution-based.

Poison (Ex) Contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 2 consecutive saves.

Toxin Splash (Ex) As a standard action, a crypt flower can dip its vines into the toxic fluids within its pitcher and fling the liquid as a splash weapon with a range increment of 20 feet. A target struck, as well as all targets in the splash radius, are exposed to the crypt flower's poison (although creatures in the splash radius gain a +4 bonus on Fortitude saves to resist the poison). A crypt flower can use its toxin splash once every 1d4 rounds. The save DC is Dexterity-based.

Vines (Ex) A crypt flower's vines are primary natural attacks that deal bludgeoning damage.

Driven by pure instinct, this monstrosously sized pitcher plant is much more aggressive than its more common and harmless insect-eating kin. Though a capable hunter, the crypt flower has no qualms about scavenging for its sustenance and eagerly devours living or rotting flesh. It maintains a proclivity for growing in graveyards and cemeteries, nursing itself on a diet of carrion, corpses, and vermin. Because the crypt flower gains its nutrients from decomposing organisms, the plant is nearly rootless and moves about by extending and retracting four thick clusters of rootlike shoots.

The crypt flower's central, pitcher-shaped bulb is larger than an average adult human. A single petal hovers above the opening, acting as a sort of lid above rows of jagged spines that fold inward, overlapping each other almost like shark's teeth. As soon as a victim comes near this maw, the overhanging petal slams down and the flower rapidly constricts. Its spines gnaw upon the captured prey, drawing it into the large, hollow pitcher to be dissolved in sweet-scented but acidic and toxic nectar.

In certain areas, bandit gangs or criminal organizations based in rural regions have taken the somewhat dangerous tradition of using crypt flowers to dispose of unwanted bodies.

Since it makes no difference to a crypt flower whether it consumes an unwanted body and otherwise, complex pens or troughs are built to contain the flowers and limit their movements so that they can be "fed" with relative safety.

Crypt flowers typically grow between 8 to 10 feet tall and weigh 320 pounds.



Illustration by Ben Wooten

CRYPTGUARD

This elegantly sculpted marble statue depicts a winged woman dressed in flowing robes, but with a raven's skull for a head.

CRYPTGUARD

CR 9



XP 6,400

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

Aura consecration (30 ft., DC 12)

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 111 (14d10+34)

Fort +4, **Ref** +7, **Will** +5

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

OFFENSE

Speed 30 ft.

Melee 2 slams +21 (2d6+10)

Special Attacks sanctification

STATISTICS

Str 25, **Dex** 17, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +14; **CMB** +21; **CMD** 34

Feats Toughness⁸

Skills Perception +1, Stealth +0 (+8 when freezing); **Racial**

Modifiers +8 Stealth when freezing

SQ freeze (statue), powerful blows (slam), spirit touch

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Consecration Aura (Su) Cryptguards emit a 30-foot aura of consecration. Undead cannot be summoned or created within this area, and existing undead take a –2 penalty on attack rolls, damage rolls, and saving throws within this area. Additionally, the DC to resist positive channeled energy in the area increases by 2, which stacks with the effects from the consecration auras of other cryptguards to a maximum increase of 6.

Sanctification (Su) A corporeal creature slain by a cryptguard cannot be transformed into an undead creature unless the body is allowed to lie in state for a minimum of 24 hours in an area under the effects of a *desecrate* or an *unhallow* spell. If an undead creature destroyed by a cryptguard has an ability that allows it to reform (such as a ghost's rejuvenation or a vampire's incapacitation), this reformation is delayed by a number of days equal to the cryptguard's Hit Dice (14 days for the typical cryptguard).

Spirit Touch (Su) A cryptguard's slam attacks have the *ghost touch* weapon special ability.

Cryptguards act as a first line of defense against the menace of the dead rising from their graves. Cryptguards stand ever-vigilant in tombs, graveyards, and sepulchers, ensuring that the bodies and souls of the departed do not return to unlife to menace the living.

Cryptguards stand over 7 feet tall and weigh approximately 1,000 pounds.

CONSTRUCTION

A cryptguard is carved from 1,200 pounds of consecrated marble that costs 3,500 gp.

CRYPTGUARD

CL 12th; **Price** 46,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *consecrate*, *disrupting weapon*, *geas/quest*, and *planar ally*, creator must be caster level 12th; **Skill** Craft (sculpture) DC 20; **Cost** 25,000 gp

Illustration by Will O'Brien

CUTLASS SPIDER

This spiderlike creature seems to be made entirely out of weapons and splintered planks, its legs ending in curved blades.

CUTLASS SPIDER

CR 6



XP 2,400

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 74 (8d10+30)

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

Defensive Abilities all-around vision **DR** 5/adamantine;

Immune construct traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +12 (1d8+5), 2 claws +12 (1d8+5)

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

Special Attacks collapse, weapon thief

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +14 (+16 disarm); **CMD** 27 (29 vs. disarm)

Feats Improved Disarm^B, Power Attack^B

Skills Climb +13, Stealth -1 (+7 when collapsed); **Racial**

Modifiers +8 Stealth when collapsed

SQ shared enhancement

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Collapse (Su) As a standard action, a cutlass spider can fall into a heap of blades and parts. Any creature occupying a square adjacent to a cutlass spider when it collapses must succeed at a DC 17 Reflex save or take 2d6+5 points of slashing and piercing damage. While collapsed, a cutlass spider is considered prone and can take no action other than to reform itself as a standard action. The save DC is Dexterity-based.

Shared Enhancement (Su) Should a cutlass spider have a magical weapon incorporated into its body (either given to it by its creator or stolen via its weapon thief ability), it applies the weapon's enhancement bonus and special abilities to all of its natural attacks. The construct benefits from the

abilities of only the highest-value magical weapon incorporated into its body. For example, a cutlass spider that incorporates a +1 *flaming short sword* gains a +1 enhancement bonus and the effects of the *flaming* special ability on its claw and bite attacks. Should it later acquire a +3 *holy quarterstaff*, the effects of the short sword are replaced, and its claws and bite gain a +3 enhancement bonus and the *holy* special ability.

Weapon Thief (Ex) A cutlass spider that disarms an opponent incorporates the disarmed weapon into its body. The weapon cannot be retrieved until the cutlass spider is destroyed.

Named for their association with mages in the service of privateer crews and pirate lords, cutlass spiders serve their creators as enforcers, bodyguards, and occasionally assassins. They are 8 feet long and weigh 1,500 pounds.

CONSTRUCTION

A cutlass spider is an amalgam of weapons worked into a cage-like frame of wood or metal. These materials cost a total of 400 gp.

CUTLASS SPIDER

CL 9th; **Price** 18,400 gp

CONSTRUCTION

Requirements Craft Construct, *keen edge*, *lesser geas*, and *telekinesis*; **Skill** Craft (weapons) DC 15; **Cost** 9,400 gp

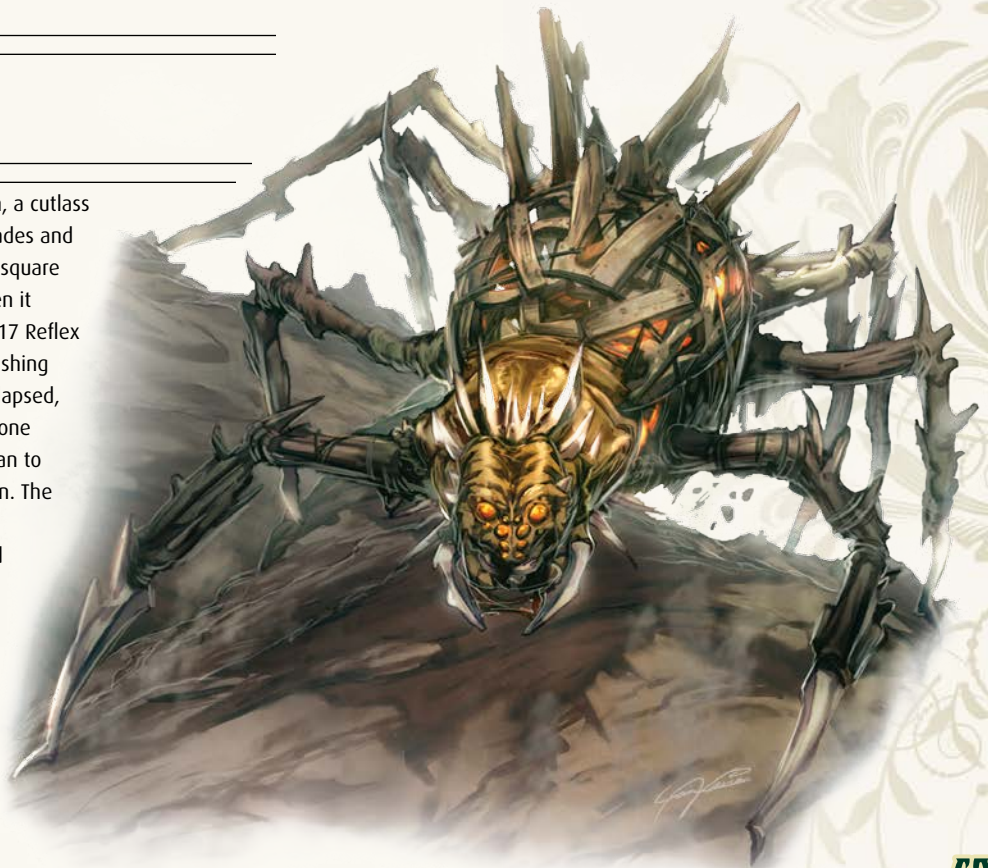


Illustration by Kevin Yan

DAEMON, ERODAEMON

This blue-skinned woman has ram's horns, a third eye in her forehead, and a long, scaled tail that ends in a hissing viper's head.

ERODAEMON

CR 11

XP 12,800

NE Medium outsider (daemon, evil, extraplanar, shapechanger)

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

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 147 (14d10+70)

Fort +9, **Ref** +14, **Will** +12

DR 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee bite +19 (1d8+5 plus 1d4 Cha drain), 2 claws +19 (1d6+5)

Special Attacks object of desire, wilting kiss, sneak attack +2d6

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

Constant—*detect good*, *tongues*

At will—*death knell* (DC 18), *detect thoughts* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unnatural lust*^{UM} (DC 18)

3/day—*desecrate*, *crushing despair* (DC 20), *enervation*, *quicken suggestion* (DC 19)

1/day—*modify memory* (DC 20), *summon* (level 4, 1d3 ceustodaemons^{B2} 35%), *utter contempt*^{UM} (DC 20)

STATISTICS

Str 20, **Dex** 21, **Con** 21, **Int** 19, **Wis** 16, **Cha** 22

Base Atk +14; **CMB** +19; **CMD** 35

Feats Agile Maneuvers, Combat

Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*suggestion*), Skill Focus (Bluff)

Skills Bluff +33, Diplomacy +23, Disguise +24, Intimidate +23, Knowledge (local, planes) +21, Perception +20, Sense Motive +20, Sleight of Hand +22, Stealth +22

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.; *tongues*

ECOLOGY

Environment any (Abaddon)

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

Treasure standard

SPECIAL ABILITIES

Charisma Drain (Su) A bite from an erodaemon's tail deals 1d4 points of Charisma drain to the victim. This can be reduced

to 1d2 points of Charisma damage with a successful DC 22 Fortitude save. The save DC is Constitution-based.

Object of Desire (Su) While using *detect thoughts* on a humanoid, an erodaemon can identify the person the target most desires, whether it is a loved one or an object of lust. As a full-round action, the erodaemon can change into the form of this desired person as long as the desired person is a Small, Medium, or Large humanoid. The erodaemon gains a +20 bonus on its Disguise and Bluff checks to impersonate that person and avoid being detected as a fraud. This effect ends if the erodaemon attacks any creature.

Wilting Kiss (Su) As a free action, an erodaemon can draw a willing, helpless, or grappled mortal into a state of obsession with its kiss. The kissed creature must succeed at a DC 23 Will save or become supernaturally obsessed with the erodaemon.

Each round the victim is more than 30 feet away from the erodaemon, the victim must attempt an additional DC 23 Will save. Failure means that the sheer pain of the erodaemon's absence deals 1 point of Charisma damage to the subject that round. Succeeding at this Will save two consecutive times ends the effects of this ability. This is a mind-affecting curse effect. The save DCs are Charisma-based.

Erodaemons are the personification of death by heartbreak. Occasionally, erodaemons will work together, but only if doing so results in a greater harvest of crushed mortal souls. In her true form, an erodaemon is 6 feet tall and weighs 150 pounds.



DAEMON, ERODAEMON-DAEMON, LACRIDAEMON

DAEMON, LACRIDAEMON

The face of this gray-skinned humanoid stretches in a manic grin, even though it weeps steaming tears. Frost crusts its flesh.

LACRIDAEMON

CR 3



XP 800

NE Medium outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., detect good, detect magic; Perception +8

Aura weeping (100 ft.)

DEFENSE

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

hp 30 (4d10+8)

Fort +6, **Ref** +4, **Will** +5

DR 5/good or silver; **Immune** acid, cold, death effects, disease, poison; **Resist** electricity 10, fire 10; **SR** 14

OFFENSE

Speed 40 ft.

Melee bite +5 (1d4+1 plus 1d4 cold and poison), 2 claws +6 (1d4+1 plus 1d4 cold)

Special Attacks poisonous tears

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

Constant—detect good, detect magic, pass without trace

3/day—overwhelming grief^{UM} (DC 15), teleport (self plus 50 lbs. of objects only)

1/day—hold person (DC 14), invisibility, snare, summon (level 3, 1 lacridaemon 50%)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 11,

Wis 13, **Cha** 12

Base Atk +4; **CMB** +5; **CMD** 18

Feats Improved Initiative,

Weapon Focus (claw)

Skills Acrobatics +10, Bluff +8,

Climb +8, Perception +8, Sense Motive +8, Stealth +10

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

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

Treasure standard

SPECIAL ABILITIES

Poisonous Tears (Su) A lacridaemon's tears are poisonous to other creatures. As a swift action that provokes attacks of opportunity, a lacridaemon can coat both of its claws

with its tears, giving its next attack the possibility of poisoning its victim. In order to use this ability, a lacridaemon must attack with its claws on the same round it applies its tears; after that time, the tears lose their potency. A lacridaemon's bite attack is always treated as having its poisonous tears applied to it. The save DC is Constitution-based.

Lacridaemon Poison: Bite—injury; save Fortitude DC 14; frequency 1/round for 6 rounds; effect 1 Wis damage plus staggered for 1 round; cure 2 consecutive saves.

Weeping Aura (Su) A lacridaemon is surrounded by the muffled sounds of a crying child. These whimpers sound as if they're coming from all directions at once, disorienting those within 100 feet of the lacridaemon. Any creature that enters this area must succeed at a DC 13 Will saving throw or take a –5 penalty on Survival checks to avoid becoming lost for 24 hours. A lacridaemon can suppress or reactivate its aura as a free action, and the effects from multiple lacridaemon auras stack (up to a maximum penalty of –20). This aura is a sonic mind-affecting effect. The save DC is Charisma-based.

Among the least powerful of all daemons, lacridaemons personify death by neglect or exposure to the elements, such as that suffered by those who become lost in the wilderness and die far from help, or unfortunates who become trapped in an enclosed space (like a collapsed mine) and are left alone to slowly expire. Lacridaemons' despair is in stark contrast to their savage nature. If they're given any opportunity, they viciously lash out, furiously attacking their mortal victims.

In death, lacridaemons continue to suffer just as their mortal incarnations did in their last days of life, consumed by feelings of abandonment, self-pity, and a gnawing sense of loneliness. They often spawn from the souls of evil mortals who died alone and abandoned—exiled criminals, reclusive and corrupt nobles, or those who died from intense exposure to the natural elements (whether the blistering heat of the desert or the ravaging cold of the arctic), such as by freezing to death or dying of thirst.

A lacridaemon stands just under 6 feet tall but weighs only 90 pounds.



Illustration by Fabio Goria

DAEMON, OBCISIDAEMON

This massive fiend has eagle wings, a tusked canine face, and a muscular frame. It wields an immense, cruel-looking halberd.

OBCISIDAEMON

CR 19



XP 204,800

NE Gargantuan outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +30

Aura scorched earth (60 ft., DC 28), *unholy aura* (DC 25)

DEFENSE

AC 34, touch 14, flat-footed 30 (+4 deflection, +4 Dex, +20 natural, -4 size)

hp 319 (22d10+198)

Fort +26, **Ref** +15, **Will** +22

DR 15/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 30, electricity 30, fire 30; **SR** 30

OFFENSE

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

Melee +1 *unholy halberd* +28/+23/+18/+13 (4d8+13/19-20/*3 plus inherit soul), bite +21 (2d8+4)

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

Special Attacks cloak of souls

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

Constant—*deathwatch*, *true seeing*, *unholy aura* (DC 25)

At will—*cloudkill* (DC 22), *greater teleport* (self plus 50 lbs. of objects only)

3/day—quicken *cloudkill* (DC 22), *destruction* (DC 24), *fire storm* (DC 25), *incendiary cloud* (DC 25), *spell turning*

1/day—*mass hold person* (DC 24), *meteor swarm* (DC 26), summon (level 9, 1 purrodaemon^{B2} 50%)

STATISTICS

Str 26, **Dex** 19, **Con** 28, **Int** 13, **Wis** 21, **Cha** 24

Base Atk +22; **CMB** +34 (+38 sunder); **CMD** 52 (54 vs. sunder)

Feats Bleeding Critical, Critical Focus, Greater Sunder, Greater Vital Strike, Improved Critical (halberd), Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*cloudkill*), Vital Strike, Weapon Focus (halberd)

Skills Bluff +32, Fly +23, Intimidate +32, Knowledge (history, planes) +15, Perception +30, Sense Motive +30, Spellcraft +26

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ warfare mastery

ECOLOGY

Environment any (Abaddon)

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

Treasure standard (+1 *unholy halberd*, other treasure)

SPECIAL ABILITIES

Cloak of Souls (Su) An obcisisaemon is attended by the souls it has captured—a mass often resembling a tattered, ethereal cloak or a roiling cloud of dust at its feet. When an obcisisaemon successfully captures a soul with its inherit soul ability, the soul becomes a part of its cloak of souls,

taking up one soul slot. An obcisisaemon has a number of soul slots equal to its Charisma modifier (7 for the typical obcisisaemon). Destroying the daemon frees any souls in its cloak, though this does not return the deceased creatures to life. Any attempt to resurrect a creature whose soul is trapped in a cloak of souls requires a DC 28 caster level check. Failure results in the spell having no effect, while success tears the victim's soul free from the cloak and returns the creature to life as normal. If the daemon is in an unholy location, such as that created by an *unhallow* spell or on Abaddon, the DC of this caster level check increases by 2. Once a soul is consumed, only *miracle* or *wish* can restore the creature to life. As a swift action, an obcisisaemon can consume a soul from its cloak to achieve one of the following effects.

- Increase the save DC of the next spell-like ability the obcisisaemon uses that round by 2.
- Gain the benefit of a *heal* spell.
- Grant a single weapon wielded by the obcisisaemon one of the following weapon abilities for 1 round: *flaming burst*, *icy burst*, *shocking burst*, or *wounding*.

Inherit Soul (Su) Whenever an obcisisaemon kills a creature with a weapon it wields, that creature must immediately succeed at a DC 30 Fortitude save or be consumed by the daemon's cloak of souls. This is a death effect. If the cloak cannot consume this soul without exceeding its number of soul slots, the daemon can release a soul as a free action in order to make room for the new soul; otherwise, the killed creature automatically succeeds at its save and its soul is not absorbed. The save DC is Constitution-based.

Scorched Earth (Su) A creature that dies within 60 feet of an obcisisaemon and is not drawn into the daemon's cloak of souls via its inherit soul ability must immediately succeed at a DC 28 Fortitude save or its body is utterly consumed in unholy fire equivalent to the effect of a *destruction* spell. The save DC is Charisma-based.

Warfare Mastery (Ex) Although the typical obcisisaemon fights with a halberd, these daemons are proficient with all weapons. An obcisisaemon will sometimes eschew the typical +1 *unholy halberd* its kind favors for the favored weapon of the specific Horseman it serves.

The towering and devastating obcisisaemon personifies the darkest elements of war. Obcisisaemons strip away the veneer of honor and battlefield glory and the complexity of wartime tactics, leaving behind only the brutal and violent truth of conflict at its core, and then divest it of any humanity to reveal naught but scorched earth and genocide. Reflecting the disgraceful values of ethnic cleansing, depopulation, and all other forms of the clinical, systematic obliteration of civilian populations, obcisisaemons are among the most powerful members of daemonkind. These paragons of inhumanity arrive in the heart of great cities and leave wastelands of rubble and ashes in their wakes. Where an

obcsidaemon walks, not even the ghosts of the dead remain to lament the destruction, for the daemon wipes out not only innocent individuals, but also their entire histories and bloodlines, ensuring that no future exists for its victims in any sense of the word.

When a mortal commits an act of genocide in life and goes to Abaddon in death, it has a chance of forming into an obcsidaemon if it survives long enough as a member of the hunted. Such individuals rarely have trouble managing the unforgiving wastes, as they have already proven willing to destroy any and all possible allies in order to ensure their own survival, making betrayal an impossibility and solitude an inevitability. A vicious soul that eventually develops into an obcsidaemon becomes a lone, wandering mass of slaughter that acts as a harbinger of indiscriminating and unforgiving death to all who dare stand in its path. In life, the soul perhaps desired to kill only a particular chosen population; as an obcsidaemon, however, the being seeks the obliteration of all mortals.

Peculiar to an obcsidaemon is the cloak of souls that seems to seep from its enormous body, a symbol of its destructive abilities providing onlookers a hint of the sheer scope of its murderous capabilities. When an obcsidaemon lays slaughter to entire populations, it does not feast on all of the souls at once, but captures victims for later use. When the fiend needs to unleash a particularly potent rampage upon a resistant population, it consumes these reserved souls in order to strengthen its powers and ensure its success in total annihilation. Some obcsidaemons have developed eldritch methods to craft and shape these soul fragments, and use them to drape themselves in the material.

Devoted to the wanton, systematic slaughter of all mortal life, most obcsidaemons serve Szuriel, the Horseman of War, who shares similar ideals. In her service, obcsidaemons act as high-ranking officers at the head of armies of purrodaemons, to take advantage of their skill at the pragmatic art of organized massacres. Occasionally, an obcsidaemon instead serves Apollyon, occupying a similar role at the head of a titanic flight of leukodaemons sowing clouds of poison across miles of terrain in its passing. Sometimes, an amassed group of obcsidaemons might trail behind an invading daemonic army, guaranteeing that no trace of the butchered mortals remains among the ashes and salted earth. These obcsidaemons not only ensure that all life perishes, but that the land is thereafter uninhabitable by any living creatures.

Some obcsidaemons serve no particular member of the Four Horsemen, instead choosing to function as independent agents of genocide and endless eons of wartime slaughter. These nomadic, self-serving beings wander from plane to plane, laying waste to one civilization after another. Some obcsidaemons intentionally spread their true names to the Material Plane, hoping for a foolish evil summoner to call upon them, knowing that no mere mortal could control their awesome power. Such summoners often end up among the first souls to be devoured and woven into the cloud of tormented spirits that cloaks the rampaging obcsidaemon.

Obcsidaemons stand 25 feet tall, have wingspans of 30 feet, and weigh over 15,000 pounds, but rumors whisper of specimens that are nearly three times this size.



Illustration by Fabio Goria

DAEMON, PHASMADAEMON

This serpentine monstrosity has the long snout of a crocodile, ram's horns, and mantis claws projecting from its sinuous body.

PHASMADAEMON

CR 17

XP 102,400

NE Large outsider (daemon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +30

Aura frightful presence (60 ft., DC 27)

DEFENSE

AC 32, touch 17, flat-footed 24 (+7 Dex, +1 dodge, +15 natural, -1 size)

hp 264 (23d10+138)

Fort +19, **Ref** +14, **Will** +19

Immune acid, death effects, disease, fear, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 28

OFFENSE

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

Melee bite +30 (3d8+8/19-20 plus grab), 2 claws +30 (2d6+8), tail slap +25 (2d6+4)

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

Special Attacks consume fear, constrict (2d6+8), rend (2 claws, 2d6+12)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*deathwatch*, *true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 21)

3/day—*greater shadow conjuration* (DC 23), *greater shadow evocation* (DC 24), *mirage arcana* (DC 21), *nightmare* (DC 21), *permanent image* (DC 22), *quicken phantasmal killer* (DC 20)

1/day—*mislead* (DC 22), *summon* (level 8, 1 temerdaemon [see page 77] or 1d3 suspiridaemons [see page 76] 50%), *symbol of fear* (DC 22), *weird* (DC 25)

STATISTICS

Str 26, **Dex** 25, **Con** 23, **Int** 17, **Wis** 18, **Cha** 22

Base Atk +23; **CMB** +32 (+36 grapple);

CMD 50 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Dodge, Greater Spell Penetration, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Quicken Spell-Like Ability (*phantasmal killer*), Spell Penetration, Vital Strike

Skills Bluff +32, Fly +35, Intimidate +32, Knowledge (arcana, planes) +29, Perception +30, Sense Motive +30, Spellcraft +29, Stealth +29

Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ compression, tangible horror

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or cabal (3-4)

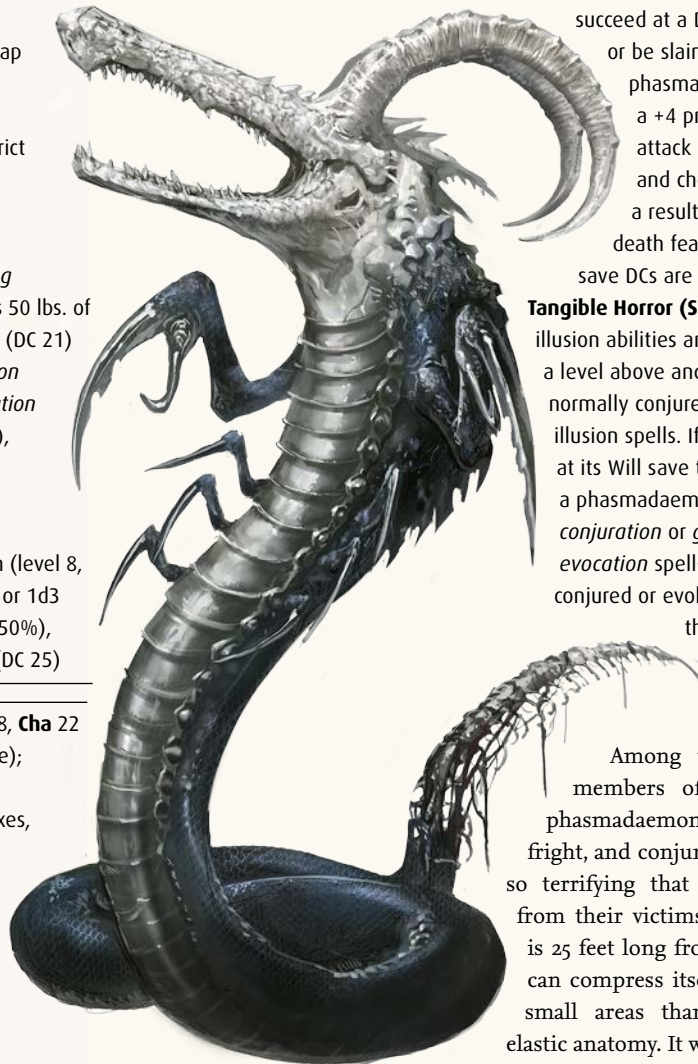
Treasure standard

SPECIAL ABILITIES

Consume Fear (Su) As a standard action, a phasmadaemon that begins its turn grappling an opponent can attempt to feed on the creature's mortality and innate terror. Any creature that does not succeed at a DC 27 Will save takes 1d6 points of Charisma drain and becomes shaken for 2d4 rounds; in addition, the phasmadaemon gains 5 temporary hit points for every point of Charisma drain dealt this way. If the creature being grappled is already panicked at the beginning of the phasmadaemon's turn, it must instead succeed at a DC 27 Fortitude save or be slain instantly by the phasmadaemon, which gains a +4 profane bonus on attack rolls, saving throws, and checks for 24 hours as a result of feeding on the death fears of its victim. The save DCs are Charisma-based.

Tangible Horror (Su) A phasmadaemon's illusion abilities are partially real at a level above and beyond those normally conjured forth by similar illusion spells. If a creature succeeds at its Will save to disbelieve either a phasmadaemon's *greater shadow conjuration* or *greater shadow evocation* spell-like ability, the conjured or evoked spell has 80% of the normal effect or is 80% likely to occur, rather than 60%.

Among the most powerful members of daemonkind, the phasmadaemons personify death by fright, and conjure powers of illusion so terrifying that they steal the life from their victims. A phasmadaemon is 25 feet long from snout to tail, but can compress itself into surprisingly small areas thanks to its strange, elastic anatomy. It weighs half a ton.



DAEMON, PHASMADAEMON-DAEMON, SANGUDAEMON

DAEMON, SANGUDAEMON

This human-sized, serpent-headed spider seems to be made of clotted blood, its dragonfly-like wings dripping crimson streamers.

SANGUDAEMON

CR 9



XP 6,400

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., scent; Perception +18

Aura bleeding aura (30 ft.)

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 Dex, +1 dodge, +7 natural)

hp 114 (12d10+48)

Fort +12, **Ref** +13, **Will** +7

DR 10/good or silver; **Immune** acid, bleed, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 20

OFFENSE

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

Melee bite +19 (1d8+7/18–20/×3 plus bleed), 2 claws +19 (1d6+7/19–20)

Special Attacks bleed (2d4+2), blood drain (1d2 Con), drain soul

Spell-Like Abilities (CL 12th; concentration +14)

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

3/day—*quicken death knell* (DC 14), *invisibility*, *summon swarm*

1/day—*hold monster* (DC 17), *summon* (level 6, 1 sangudaemon 40%)

STATISTICS

Str 24, **Dex** 21, **Con** 19, **Int** 10, **Wis** 16, **Cha** 15

Base Atk +12; **CMB** +19; **CMD** 35 (47 vs. trip)

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*death knell*)

Skills Fly +24, Intimidate +17, Knowledge

(arcana) +15, Perception +18, Sense Motive +18, Spellcraft +15

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ augmented critical, contagious gore

ECOLOGY

Environment any (Abaddon)

Organization solitary, cluster (2–5), or hunt (6–10)

Treasure standard

SPECIAL ABILITIES

Augmented Critical (Ex) A sangudaemon's bite threatens a critical hit on a roll of 18–20 and deals ×3 damage on a confirmed critical hit.

Bleeding Aura (Su) Blood gushes from wounds at an increased rate when within 30 feet of a sangudaemon. All bleed effects deal 2 additional points of damage (this bonus

is included in the daemon's bleed damage). Heal checks to stop bleeding or stabilize a dying creature, Constitution checks to become stable, and saving throws against effects that deal bleed damage take a –4 penalty.

Contagious Gore (Su) Any creature that stops a bleed effect created by a sangudaemon must succeed at a DC 20 Fortitude save or gain a bleed effect identical to what the creature just stopped (this has no effect if the creature was stopping a bleed effect on itself). A creature that succeeds at this save is immune to this ability for 24 hours. The save DC is Constitution-based.

Drain Soul (Su) A sangudaemon can revitalize itself by draining souls. The target must be a dead creature the daemon dealt bleed damage to or used its blood drain ability on within the last hour, and can have been dead for no longer than 1 minute. As a full-round action, the daemon can drink the creature's soul dry, condemning it to Abaddon as one of the hunted (though the dead creature can be returned to life as normal). The daemon gains fast healing 2 for a number of rounds equal to the Hit Dice of the creature whose soul was drained.

Sangudaemons personify death by blood loss. Perhaps more so than any other caste of daemon, the sangudaemon enjoys the hunt for prey, whether that prey is petitioner, mortal, or anything else that bleeds. That the souls of those who perish to a sangudaemon's wrath are consigned to Abaddon makes these daemons particularly hated by those who hold the supernatural cycle of the soul's journey sacred. A sangudaemon is about 5 feet long and weighs 200 pounds.



Illustration by Fares Mese

DAEMON, SUSPIRIDAEMON

This tall, three-legged, vulture-headed fiend has a grotesquely long, suckered tongue and gangly arms that end in claws.

SUSPIRIDAEMON

CR 7



XP 3,200

NE Medium outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +14

Aura thin air (30 ft.)

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 85 (9d10+36)

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

DR 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10, sonic 30;

SR 18

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d6+5), tongue +14 (1d6+7/19–20 plus grab)

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

Special Attacks concussive gasp, constrict (1d6+7), strangle, suffocate, tongue

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

At will—*death knell* (DC 15), *ghoul touch* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *ray of enfeeblement* (DC 14)

3/day—*stinking cloud* (DC 16), *vampiric touch*

1/day—*cloudkill* (DC 18), *summon* (level 4, 1d3 lacridaemons [see page 71] 35%)

STATISTICS

Str 21, **Dex** 17, **Con** 18,

Int 14, **Wis** 15, **Cha** 16

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 28 (30 vs. trip)

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Critical (tongue), Improved Initiative

Skills Climb +17, Diplomacy +15, Intimidate +15, Knowledge (nature, planes) +14, Perception +14, Sense Motive +14, Stealth +15

Languages Abyssal, Draconic, Infernal (cannot speak); telepathy 100 ft.

SQ no breath

ECOLOGY

Environment any (Abaddon)

Organization solitary, gang (2–4), or mob (5–9)

Treasure standard

SPECIAL ABILITIES

Concussive Gasp (Su) Once per day as a standard action, a suspiridaemon can inhale with such sudden force as to evacuate the air in its proximity, causing a sudden wave of air pressure from the implosion. Every creature within 30 feet must succeed at a DC 18 Fortitude save or take 5d6 points of sonic damage and become sickened for 1d4 rounds. Any creature that succeeds at this save takes half damage and is not sickened. A suspiridaemon cannot perform this ability if it is currently grappling a creature with its tongue. The save DC is Constitution-based.

Suffocate (Ex) A creature affected by the daemon's strangle ability cannot breathe and must hold its breath. Because of the daemon's thin air aura, this can quickly render an opponent unconscious.

Thin Air (Su) A suspiridaemon's aura makes the air within 30 feet of it difficult to breathe. Creatures that need to breathe can hold their breath only half as long as normal while within this aura, and suffer from altitude effects as if on a low peak or in a high pass (see Altitude Zones on page 430 of the *Pathfinder RPG Core Rulebook*).

Tongue (Ex) The tongue of a suspiridaemon is a primary attack and always applies 1-1/2 times its Strength bonus on damage rolls.

Horrid, vulture-headed fiends whose very presence makes the air difficult to breathe, suspiridaemons personify death by suffocation and strangulation. Their flesh is discolored and blotched like the stagnant blood under a suffocated corpse's skin, they don't breathe, and their bodies convulse and twitch like those of hanging victims. A suspiridaemon enjoys nothing more than the last choked gasp of a victim as it wraps its tongue around the creature's throat. Thanks to its utterly silent demeanor, it excels at committing slow, gruesome murders while hiding in the shadows. The only time a suspiridaemon makes a noticeable noise is when it loosens the tissues around its neck and inhales a booming breath—the sudden loss of air that results is enough to make foes fall ill.

A suspiridaemon is 6 feet tall and weighs 250 pounds.



DAEMON, SUSPIRIDAEMON-DAEMON, TEMERDAEMON

DAEMON, TEMERDAEMON

This humanoid creature's limbs—four arms and four legs—bend in awkward configurations. It wields a scythe in its largest arms.

TEMERDAEMON	CR 14
XP 38,400	
NE Large outsider (daemon, evil, extraplanar)	
Init +10; Senses darkvision 60 ft.; Perception +27	
Aura reaper's curse (30 ft., DC 23, 10 rounds)	
DEFENSE	
AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, -1 size)	
hp 195 (17d10+102)	
Fort +16, Ref +13, Will +17	
DR 10/good and silver; Immune acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10; SR 25	
OFFENSE	
Speed 30 ft.; <i>air walk</i>	
Melee +1 <i>scythe</i> +23/+18/+13/+8 (2d4+8/19-20/x4 plus confusion), 2 claws +16 (1d4+2 plus confusion)	
Space 10 ft.; Reach 10 ft.	
Special Attacks confusion	
Spell-Like Abilities (CL 15th; concentration +20)	
Constant— <i>air walk</i>	
At will— <i>bestow curse</i> (DC 19), <i>death knell</i> (DC 17), <i>gaseous form</i> , <i>passwall</i> , <i>stone shape</i> , <i>telekinesis</i> (DC 20)	
3/day— <i>disintegrate</i> (DC 21), <i>greater dispel magic</i> , <i>illusory wall</i> (DC 19), <i>suggestion</i> (DC 18)	
1/day— <i>summon</i> (level 5, 1 temerdaemon 30%)	
STATISTICS	
Str 21, Dex 22, Con 23, Int 13, Wis 24, Cha 20	
Base Atk +17; CMB +23 (+25 trip); CMD 39 (45 vs. trip)	
Feats Blinding Critical, Combat Expertise, Critical Focus, Improved Critical (scythe), Improved Initiative, Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (scythe)	
Skills Bluff +25, Intimidate +25, Knowledge (planes, religion) +21, Perception +27, Sense Motive +27, Stealth +22	
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.	
SQ undersized weapons	
ECOLOGY	
Environment any (Abaddon)	

Organization solitary, pair, or trapper gang (3 temerdaemons and 10–16 cacodaemons^{B2})

Treasure standard (+1 *scythe*, other treasure)

SPECIAL ABILITIES

Confusion (Su) A creature struck in combat by a temerdaemon's melee attacks must succeed at a DC 23 Will save or be confused for 1 round. The durations from multiple strikes and failed saving throws stack. This is a mind-affecting effect. The save DC is Charisma-based.

Reaper's Curse (Su) Creatures within 30 feet of a temerdaemon are afflicted by a profound increase in self-inflicted and ally-inflicted wounds, failures in magic, and similar accidental damage. Arcane spell failure chances from armor are doubled. A creature that rolls a natural 1 on its attack roll automatically rerolls the attack against itself or an ally (50% chance of either). A creature that rolls a natural 1 on its roll to cast defensively suffers a mishap (see *Scroll Mishaps* on page 491 of the *Pathfinder RPG Core Rulebook*). Skill checks that have consequences if failed by 5 or more (such as Climb, Disable Device, and Swim) have these consequences on all failed checks.

Temerdaemons exist to personify accidental death. A knight falls onto her sword; a peasant trips and breaks his neck; a structure fails in ways its builders never foresaw and buries dozens of innocents—and a temerdaemon cackles knowingly in the distance. While true accidents please the fiend, it also delights in engineering incomprehensibly complex plots that lead to the slaughter of as many mortals as possible. A temerdaemon often wades into the aftermath of such catastrophes, carving apart survivors and sowing mass confusion and hysteria.

Temerdaemons only rarely cooperate among themselves, but a trio of them sometimes forms a “trapper gang” to pursue common goals.

A gangly mass consisting of a rotund torso, four arms, and four legs, a temerdaemon is 10 feet long and weighs 1,200 pounds, not counting its often bizarre collection of odd mechanical fetishes and other tinkering equipment.



Illustration by Fares Maese

DAEMON, VENEDAEMON

Tentacles protrude from the robes of this floating hooded figure in place of arms and legs. Its face is a disturbing, toothless maw.

VENEDAEMON

CR 5



XP 1,600

NE Medium outsider (daemon, evil, extraplanar)

Init +2; **Senses** *arcane sight*, darkvision 60 ft.; Perception +12

DEFENSE

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

hp 51 (6d10+18)

Fort +5, **Ref** +7, **Will** +8

DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 16

OFFENSE

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

Melee 4 tentacles +8 (1d6+1)

Special Attacks swallow soul

Spell-Like Abilities (CL 6th; concentration +9)

Constant—*arcane sight*

At will—command

cacodaemon^{B2} (DC 18)

3/day—*dimension door*, *dispel magic*, *slow* (DC 16)

1/day—*summon* (level 3,
1 venedaemon 50% or
2d4 cacodaemons^{B2} 70%)

Sorcerer Spells Known (CL 6th;

concentration +9)

3rd (4)—*hold person* (DC 16)

2nd (6)—*invisibility*, *scorching ray*

1st (7)—*charm person* (DC 14), *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 13),
mage hand, *prestidigitation*, *ray of frost*,
read magic

STATISTICS

Str 13, **Dex** 15, **Con** 16, **Int** 22, **Wis** 16, **Cha** 17

Base Atk +6; **CMB** +7; **CMD** 19

Feats Arcane Strike, Combat Casting, Eschew Materials^B, Weapon Finesse

Skills Bluff +12, Disguise +12, Fly +11, Intimidate +9, Knowledge (arcana, planes) +15, Knowledge (religion) +12, Perception +12, Sense Motive +12, Spellcraft +15, Stealth +11, Use Magic Device +12

Languages Abyssal, Aklo, Aquan, Auran, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or cabal (3–6 plus 2–12 cacodaemons^{B2})

Treasure standard

SPECIAL ABILITIES

Command Cacodaemon (Sp) As a swift action, a venedaemon can issue a suggestion (as per the spell) to a cacodaemon (*Pathfinder RPG Bestiary* 2 64). The venedaemon adds a +2 racial bonus to the save DC of this spell-like ability. It can command a cacodaemon to feed it a soul gem via this effect.

Swallow Soul (Su) A venedaemon can consume a held soul gem created by a cacodaemon as a swift action, allowing it to cast any of its spells known without using a spell slot. For the daemon to use this ability, the consumed gem must contain the soul of a creature with Hit Dice equal to or greater than the spell level of the desired spell.

Spells A venedaemon casts spells as a 6th-level sorcerer.

The venedaemon personifies death by magic, and so has an inborn talent for all manner of sorcery. Though as hungry for souls as any other member of its daemonic kin, the venedaemon thirsts equally for intangible wealth through the acquisition of knowledge.

Venedaemons are gaunt, and despite standing close to 7 feet tall, they rarely weigh more than 150 pounds.



DAITENGU

This winged, humanoid ascetic's face is bright red and boasts a prodigiously long nose.

DAITENGU

CR 10



XP 9,600

N Medium outsider (native, shapeshifter)

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

DEFENSE

AC 26, touch 24, flat-footed 21 (+5 Dex, +3 monk, +2 natural, +6 Wis)

hp 126 (12d10+60)

Fort +9, **Ref** +13, **Will** +14

Defensive Abilities evasion; **Immune** disease, mind-affecting effects; **SR** 21

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee unarmed strike +17/+12/+7 (2d6+3) or
unarmed strike flurry of blows +17/+17/+12/+12/+7 (2d6+3)

Ranged +2 *flaming dart* +19/+14/+9 (1d4+5 plus 1d6 fire)

Special Attacks stunning fist (12/day, DC 16)

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*speak with animals* (birds only), *true seeing*

3/day—*bestow curse* (DC 18), *gust of wind*, *remove curse*,
stone shape

1/day—*wind walk*

STATISTICS

Str 17, **Dex** 20, **Con** 21, **Int** 23, **Wis** 22, **Cha** 18

Base Atk +12; **CMB** +15 (+17 disarm); **CMD** 39

(41 vs. disarm)

Feats Combat Expertise, Combat

Reflexes, Improved Disarm,
Improved Unarmed Strike®, Quick
Draw, Snatch Arrows, Stunning Fist®,
Weapon Finesse

Skills Acrobatics +20, Bluff +19, Diplomacy +19, Disguise +22,
Fly +24, Intimidate +19, Knowledge (history, local, nobility,
religion) +9, Perception +21, Sense Motive +21, Sleight of Hand
+20, Stealth +20, Survival +18; **Racial Modifiers** +6 Disguise

Languages Common, Tengü; *speak with animals* (birds only)

SQ ascetic master, change self (any humanoid, *alter self*),
daitengu's blessing

ECOLOGY

Environment any mountains

Organization solitary

Treasure NPC gear (12 +2 *flaming darts*, other treasure)

SPECIAL ABILITIES

Ascetic Master (Ex) A daitengu can use unarmed strikes, flurry of blows, and Stunning Fist as a 12th-level monk. He adds his Wisdom bonus to his AC and CMD, and gains an additional +1 bonus to AC and CMD for every four Hit Dice he has. He can treat unarmed attacks as cold iron, magic, silver, or any alignment for overcoming damage reduction.

Daitengu's Blessing (Su) Once per week as a standard action, a daitengu can bestow its mastery of greater fighting arts upon a creature it touches. The daitengu selects any combat feat that it knows and that its target meets the prerequisites for. Upon being touched, the target gains that feat as a bonus feat for a number of days equal to the daitengu's Hit Dice. A daitengu with 15 or more Hit Dice can grant two feats with this ability, while a daitengu with 20 or more Hit Dice can grant three.

Legendary tricksters and teachers, fonts of serenity and masters of destruction, daitengus live far from civilization, where they spend most of their time in meditation. Some say the first daitengus arose from the spirits of tengus who didn't deserve punishment in the afterlife, but who also saw no appeal in the afterlife's rewards.

A daitengu stands 6 feet tall and weighs 150 pounds. Daitengus' most prominent features include bright red skin, crow-like wings, and prodigious noses.



Illustration by Kez Laczin

DANTHIENNE

This bright-eyed, doll-sized woman wears jewels and silks. She has pointed ears, four-fingered hands, and a mischievous grin.

DANTHIENNE

CR 5



XP 1,600

CN Tiny fey

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

DEFENSE

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)

hp 59 (7d6+35)

Fort +7, **Ref** +9, **Will** +6

DR 5/cold iron; **SR** 16

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d2-2/19-20)

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

Spell-Like Abilities (CL 8th; concentration +13)

At will—*auditory hallucination*^{III} (DC 16), *detect desires*^{III} (DC 17), *invisibility*, *prestidigitation*, *remove fear*, *shocking grasp*

3/day—*charm person* (DC 16), *deflect blame*^{III} (DC 17), *rumormonger*^{III} (DC 18), *suggestion* (DC 18)

1/day—*glibness*, *heroism*, *shout* (DC 19)

STATISTICS

Str 6, **Dex** 18, **Con** 21, **Int** 13, **Wis** 8, **Cha** 21

Base Atk +3; **CMB** +5; **CMD** 14

Feats Deceitful, Dodge, Iron Will, Mobility

Skills Bluff +17, Diplomacy +15, Disguise +17, Escape Artist +14, Knowledge (nobility) +8, Perform (any one) +15, Sleight of Hand +14

Languages Common, Dwarven, Elven, Gnome, Halfling, Sylvan

ECOLOGY

Environment any urban

Organization solitary or clique (2-4 danthiennes)

Treasure double (jewelry and magic items only)

SPECIAL ABILITIES

Fool's Inspiration (Su) Once per day as a full-round action, a danthienne can designate a single humanoid or monstrous humanoid as her companion. An unwilling or unaware target can resist being made a companion by

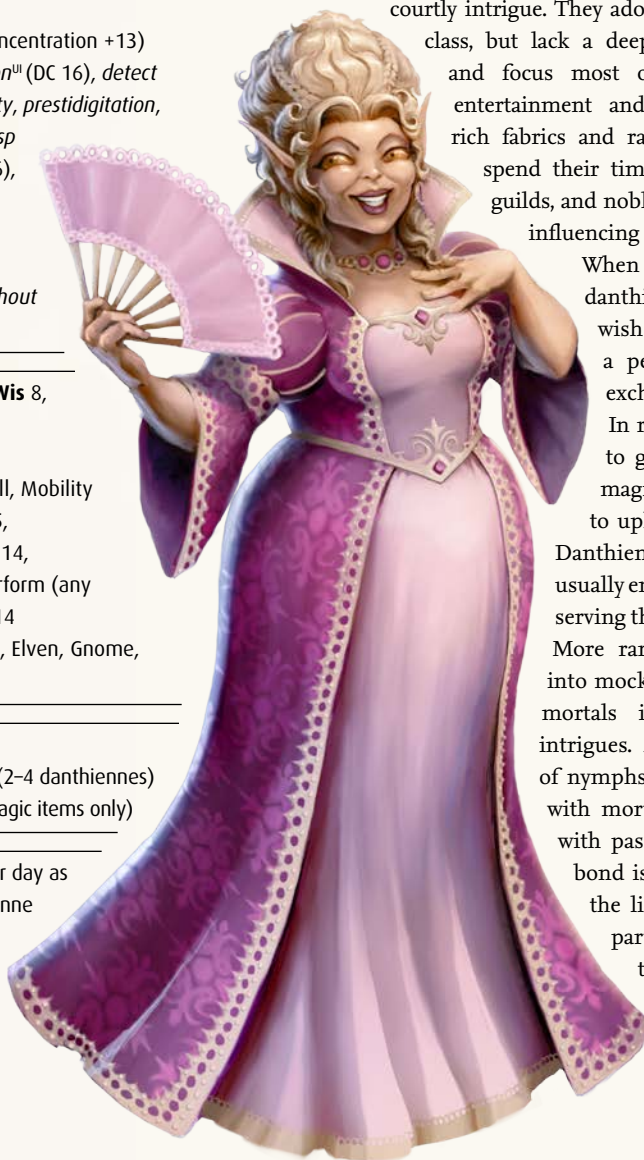
succeeding at a DC 18 Will save, but it is not aware that it was targeted by an effect. The danthienne is constantly aware of her companion's health, location, and general mood, as if she had cast *status* on the target. So long as she remains within 5 feet, the danthienne can also share spells with her companion, as if it were her animal companion or familiar, and the companion can use the danthienne's Charisma modifier instead of its own on Charisma checks and Bluff, Diplomacy, and Intimidate checks. So long as a creature remains a danthienne's companion, it automatically takes 1 point of Charisma drain every 24 hours. A danthienne can dismiss a companion at will, and must do so if she wants to select a new companion. A companion who wishes to break the bond can attempt a DC 18 Will save once per day to do so. A *break enchantment* spell automatically severs this link. The save DC is Charisma-based.

Rejected from the courts of the fey realms, danthiennes—sometimes called gossip pixies—nevertheless delight in courtly intrigue. They adore the trappings of wealth and class, but lack a deeper understanding of politics, and focus most of their energy on personal entertainment and accumulating wardrobes of rich fabrics and random jewelry. These tiny fey spend their time skulking around academies, guilds, and noble courts, stealing valuables and influencing mortal minds to create drama.

When they do reveal their presence, danthiennes portray themselves as wish granters, offering to make a person's dreams come true in exchange for services and treasures. In reality, they have no special gift to grant wishes and rely on their magic, bluffs, and mundane theft to uphold their end of any bargain.

Danthiennes rarely operate alone, usually enticing a desperate courtier into serving them in exchange for popularity. More rarely, they assemble lesser fey into mock courts, drafting unsuspecting mortals into their sometimes-deadly intrigues. As degenerate, urban cousins of nymphs, they have the ability to bond with mortal creatures and invest them with passion and confidence—but the bond is a deadly one, slowly draining the life force from their temporary partners and ultimately leaving them catatonic.

Danthiennes stand just 10 inches tall and weigh only a few pounds, despite their plump forms.



DEATHSNATCHER

This bipedal jackal has vulture wings and a rat tail ending in a scorpion's stinger. Each of its four arms ends in a clawed hand.

DEATHSNATCHER
CR 18


XP 153,600

CE Medium monstrous humanoid

Init +9; **Senses** *deathwatch*, scent, see in darkness; Perception +27

DEFENSE

AC 33, touch 21, flat-footed 27 (+5 deflection, +5 Dex, +1 dodge, +12 natural)

hp 313 (19d10+209); regeneration 10 (positive energy)

Fort +19, **Ref** +16, **Will** +18

Defensive Abilities negative energy affinity; **Immune** death effects; **Resist** cold 30, fire 30; **SR** 29

OFFENSE

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

Melee bite +29 (2d6+10), 4 claws +29 (1d8+10/19-20), sting +29 (1d6+10 plus poison)

Special Attacks pounce, soul rend, swift spawning

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*deathwatch*, *greater magic weapon*, *shield of faith*

At will—*animate dead*, *command undead* (DC 19), *death knell* (DC 19), *deeper darkness*

3/day—*control undead* (DC 24), *quicken death knell* (DC 19)

1/day—*create greater undead*, *create undead*, *finger of death* (DC 24)

STATISTICS

Str 23, **Dex** 21,

Con 32, **Int** 16,

Wis 21, **Cha** 24

Base Atk +19;

CMB +25; **CMD** 46

Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (claw), Improved Initiative, Iron Will, Mobility, Power Attack, Quicken Spell-Like Ability (death knell)

Skills Fly +27, Intimidate +29, Knowledge (planes, religion) +22, Perception +27, Stealth +27, Survival +27

Languages Abyssal, Common

ECOLOGY

Environment warm deserts or mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison (Su) Sting—injury; save Fort DC 28, frequency 1/round for 6 rounds, effect 1d4 Con drain, cure 2 consecutive saves.

Soul Rend (Su) If a deathsnatcher hits a single creature with two or more claw attacks in 1 round, it deals an additional 1d8+13 points of damage to the creature. For every claw attack that hits beyond the first, the soul rend inflicts 1 negative level. The deathsnatcher regains 5 hit points per negative level inflicted. After 24 hours have passed, a negative level can be removed with a successful DC 26 Fortitude save.

Swift Spawning (Su) When a deathsnatcher kills via negative levels, negative energy damage, or a death effect, the body immediately rises as an advanced bodak (*Pathfinder RPG Bestiary* 2 292, 48) under the deathsnatcher's control.

Deathsnatchers dwell amid the ruins of fallen civilizations, where they play at being godlings worshiped by undead slaves. Though self-aggrandizing, deathsnatchers are known to give homage to (and claim descent from) the various demon lords of darkness, the desert, and undeath.

A deathsnatcher is 6 feet tall and weighs 280 pounds.

Illustration by Mary Jane Pajaron



DEEP WALKER

This armor-plated creature has four crab-like legs and four arms with razor-sharp pincers.

DEEP WALKER

CR 14

XP 38,400

LE Gargantuan aberration (aquatic)

Init +7; **Senses** darkvision 60 ft., tremorsense 120 ft.; **Perception** +27

DEFENSE

AC 30, touch 15, flat-footed 26 (+5 deflection, +3 Dex, +1 dodge, +15 natural, -4 size)

hp 210 (20d8+120)

Fort +17, **Ref** +11, **Will** +18

Defensive Abilities psychic protection; **Immune** cold; **Resist** acid 20, fire 20

OFFENSE

Speed 40 ft., swim 20 ft.

Melee 4 claws +21 (2d6+9/19–20 plus grab)

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

Special Attacks consume prey

Psychic Magic (CL 14th; concentration +20)

14 PE—*mass inflict pain*^{OA} (6 PE, DC 22), *mind thrust* ^{VOA} (4 PE, DC 20), *oneiric horror*^{OA} (2 PE, DC 18)

STATISTICS

Str 29, **Dex** 16, **Con** 23, **Int** 10, **Wis** 19, **Cha** 20

Base Atk +15; **CMB** +28 (+32 grapple); **CMD** 47

Feats Combat Reflexes, Dodge, Improved Critical (claw), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Skill Focus (Stealth), Vital Strike, Weapon Focus (claw)

Skills Intimidate +29, Perception +27, Sense Motive +24, Stealth +20, Swim +17

Languages Aboleth, Aquan

SQ amphibious, crab walk

ECOLOGY

Environment any oceans

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

Treasure standard

SPECIAL ABILITIES

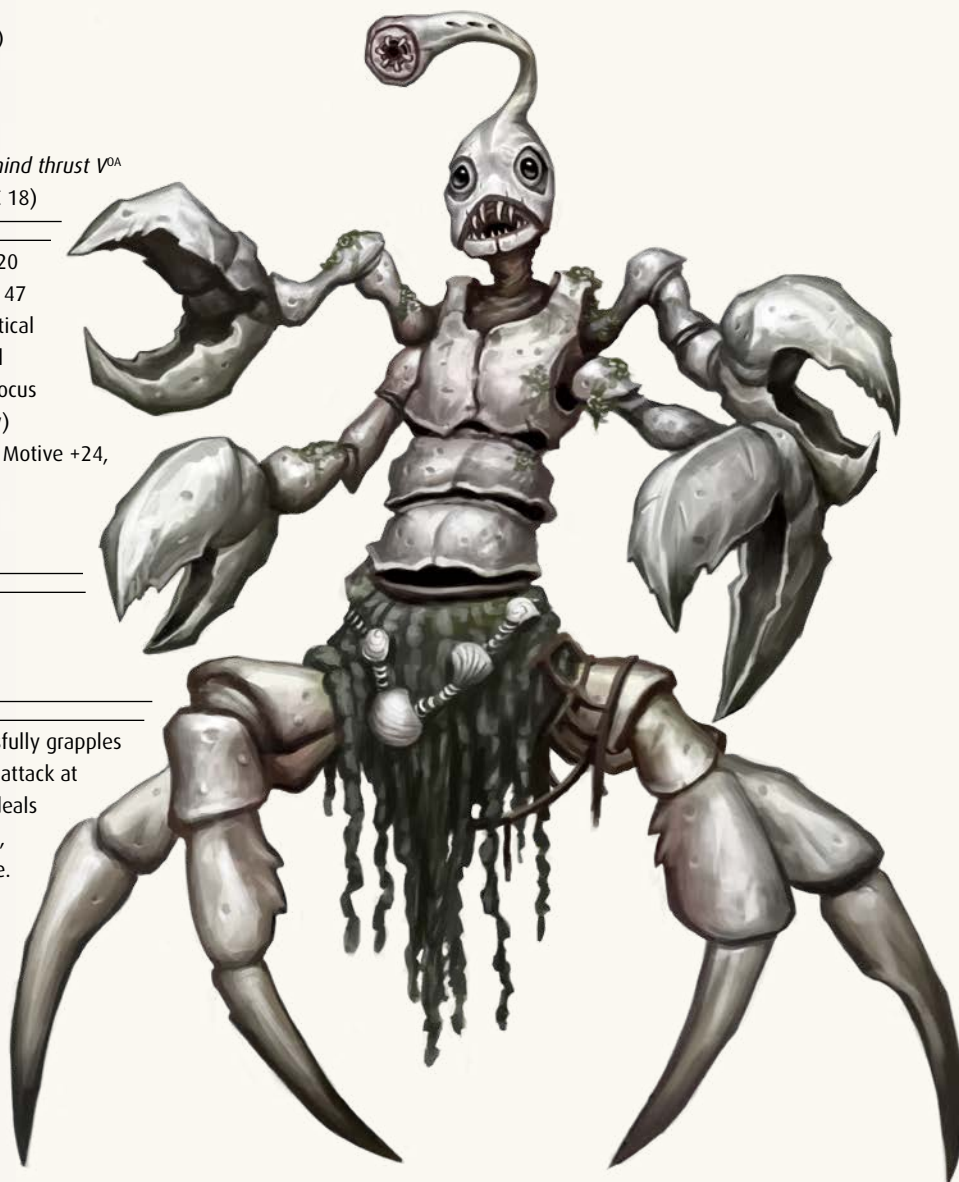
Consume Prey (Ex) If a deep walker successfully grapples a foe, as a swift action it can make a bite attack at a +21 bonus against that foe. If it hits, it deals 2d6+9 points of damage and drains blood, dealing 1d4 points of Constitution damage. The deep walker regains 1 PE for each point of Constitution damage it deals in this way (up to its maximum PE).

Crab Walk (Ex) A deep walker ignores difficult terrain. In addition, when a deep walker takes a charge or run action, it can make one turn of up to 90 degrees during its movement.

Psychic Protection (Su) A deep walker adds its Charisma modifier (+5 for most deep walkers) to its Armor Class as a deflection bonus and to its Fortitude saves as a resistance bonus.

Deep walkers are among the largest creatures bred by the aboleths. A deepwalker weighs around 10 tons, and when reared up to its full height, it's 35 feet tall.

Deep walkers prefer to feed on blood, especially that of intelligent creatures. While they can at times be encountered alone in the ocean wilds, they are most common in realms controlled by aboleths, where they serve as guardians for these mysterious underwater enclaves or as devastating amphibious assault forces against coastal targets. Those few that have managed to escape direct aboleth control remain vile and cruel sadists, and they often rule over their own petty kingdoms of lesser creatures that they can torment and consume.



DEMON, BRIMORAK

This muscular, red-eyed, goat-headed demon wields a burning sword. Fire licks up from its flaming hooves.

BRIMORAK

CR 5



XP 1,600

CE Small outsider (chaotic, demon, evil, extraplanar)

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

Aura smoke breath (5 ft., DC 17)

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +8, **Will** +3

Defensive Abilities boiling blood; **DR** 5/cold iron or good; **Immune** electricity, fire; **Resist** acid 10, cold 10; **SR** 16

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee longsword +11/+6 (1d6+3/19–20 plus 1d6 fire), hoof +5 (1d3+1 plus 1d6 fire)

Special Attacks burning hooves, breath weapon (20-ft. line of boiling blood, 5d6 fire damage, Ref DC 17 half, once every 1d4 rounds)

Spell-Like Abilities (CL 6th; concentration +8)

3/day—*dispel magic*, *heat metal* (DC 14), *produce flame*

1/day—*air walk*, *fireball* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *summon* (level 3, 1 brimorak 50%)

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 12, **Wis** 12, **Cha** 15

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

Feats Combat Casting, Improved Initiative, Weapon Focus (longsword)

Skills Acrobatics +12, Bluff +11, Knowledge (engineering, planes) +10, Perception +18, Sense Motive +10, Stealth +16;

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft.

SQ flaming weapon

ECOLOGY

Environment any (Abyss)

Organization solitary, band (2–6), or platoon (7–16)

Treasure standard (longsword, other treasure)

SPECIAL ABILITIES

Boiling Blood (Su) Any creature that damages a brimorak with a non-reach slashing or piercing melee weapon is sprayed with its blood, taking 1d4 points of fire damage on each successful hit with such a weapon.

Burning Hooves (Su) A brimorak's burning hooves leave scorched prints. Survival checks to track a brimorak are attempted with a +8 circumstance bonus. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Flaming Weapon (Su) As a free action, a brimorak can cause a single wielded melee weapon to deal 1d6 additional points

of fire damage on a successful hit. This fire damage stacks with any fire damage that the weapon might also deal. The weapon loses this ability if it leaves the demon's grasp.

Smoke Breath (Su) A brimorak's breath surrounds it to a radius of 5 feet. A creature who begins its turn in this area must make a successful DC 17 Fortitude save or become sickened for 1 round. A creature gains immunity to a particular brimorak's breath for 24 hours with a successful save. This is a poison effect. The save DC is Constitution-based.

Brimoraks are demons born from the souls of arsonists, and in their fiendish lives, they love nothing more than setting fires. A brimorak stands 3 feet tall and weighs 80 pounds.

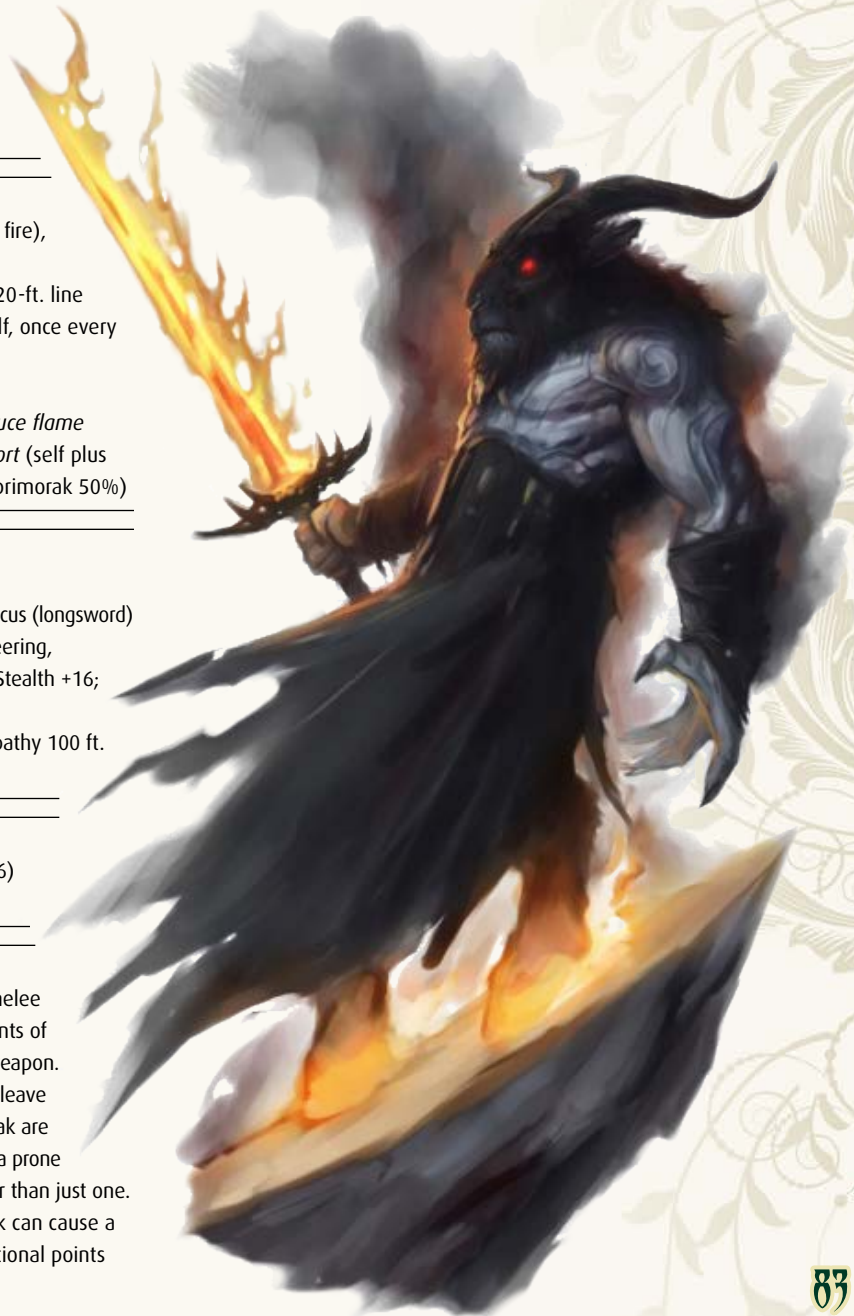


Illustration by Tyler Walpole

DEMON, LILITU

While this seductive woman has goat horns, goat hooves, and a serpentine tail, her eyeless face is her most disturbing feature.

LILITU

CR 17



XP 102,400

CE Medium outsider (chaotic, demon, evil, extraplanar, shapechanger)

Init +9; **Senses** darkvision 60 ft., true seeing; Perception +34

Aura unholy aura (DC 26)

DEFENSE

AC 34, touch 24, flat-footed 28 (+4 deflection, +5 Dex, +1 dodge, +10 natural, +4 profane)

hp 263 (17d10+170)

Fort +19, **Ref** +23, **Will** +20

Defensive Abilities evasion, profane grace; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

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

Melee 4 claws +25 (2d8+8/19–20), tail slap +20 touch (1d6+4 plus branding)

Special Attacks create husk, husk link, profane pact, swift claws

Spell-Like Abilities (CL 17th; concentration +25)

Constant—fly, tongues, true seeing, unholy aura (DC 26)

At will—charm monster (DC 22), detect thoughts (DC 20),

greater teleport (self plus 50 lbs. of objects only),

suggestion (DC 21), telekinesis (DC 23)

3/day—quicken charm monster (DC 22), persistent image (DC 23), seeming (DC 23)

1/day—demand (DC 26), dominate monster (DC 27), project image (DC 25), summon (level 5, 1 lilitu 20%, 1d2 glabrezus 40%, or 1d6 vrocks 50%)

1/week—binding (DC 26), wish (granted to a mortal humanoid only)

STATISTICS

Str 27, **Dex** 20, **Con** 30, **Int** 21, **Wis** 23, **Cha** 26

Base Atk +17; **CMB** +25; **CMD** 49

Feats Critical Focus, Deceitful, Dodge, Improved Critical (claw), Mobility, Power Attack, Quicken Spell-Like Ability (charm monster), Spring Attack, Staggering Critical

Skills Acrobatics +25, Bluff +40, Diplomacy +28, Disguise +29, Fly +37, Intimidate +25, Knowledge (local, nobility) +25, Knowledge (religion) +22, Perception +34, Sense Motive +26;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.; tongues

SQ change shape (Small or Medium humanoid; alter self), profane wishcraft

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gathering (3–5), or cult (1 lilitu and 6–12 succubi)

Treasure double

SPECIAL ABILITIES

Branding (Su) Each time a lilitu damages a living creature with her tail slap, the wound leaves an angry and permanent red brand. The creature struck becomes staggered for 1 round from the pain. A successful DC 26 Will save negates the staggered condition and reduces the duration of the brand from permanent to 1 hour. The save DC is Charisma-based. Removing brands is difficult—each casting of *restoration*, *dispel chaos*, or *dispel evil* removes one brand. *Heal* removes 1d4+4 brands. *Greater restoration* removes a number of brands equal to the spell's caster level. *Miracle* and *wish* can each remove all brands at once. The number of brands a creature gains in this manner has a cumulative series of effects, as listed below.

1–3 Brands: The lilitu can affect the branded creature with its create husk, husk link, and profane pact abilities.

4–6 Brands: The branded creature takes a –2 penalty on all Will saves made against a lilitu's spells, spell-like abilities, and supernatural abilities. The branded creature's aura now radiates chaos and evil.

7–9 Brands: The branded creature's Wisdom score is reduced by 4. A chaotic evil creature is immune to this effect.

10 or More Brands: The penalties to the creature's Will saves and Wisdom score that are listed above double. In addition, the branded creature automatically fails all Will saves made against a lilitu's spells, spell-like abilities, and supernatural abilities. A chaotic evil creature is immune to this effect.

Create Husk (Su) Once per day as a swift action, when a lilitu deals enough damage with a weapon, spell, or spell-like ability to kill a branded Small or Medium humanoid within 30 feet, she can instead opt to transform that slain humanoid into a husk. The targeted creature can attempt a DC 26 Fortitude save to negate this effect, allowing it to die normally. A humanoid transformed into a husk withers away into an immobile and desiccated corpse, but does not actually die—in this state, the creature remains aware of its surroundings but can take no actions at all. A husk is essentially treated as an object with hardness 15 and 60 hit points; it weighs 10% of the original creature's weight. If a husk is destroyed, the effect ends and the body dies. This is a curse effect—removing this curse restores the victim to life at a number of negative hit points equal to the creature's Constitution – 1; a husk restored to life in this way has 1 round to stabilize or be healed before it dies. A lilitu can maintain a number of husks simultaneously equal to her Charisma bonus (8 husks for the typical lilitu); if she creates more husks than she can maintain, a previously created husk (chosen by the lilitu) is released and immediately dies. Lilitus hide their husk collections in very safe places. The save DC is Charisma-based.

Husk Link (Su) By spending a minute in blasphemous contact with a husk she created, a lilitu can establish a supernatural link to that husk. As long as she and that husk remain on

the same plane, divination spells reveal the linked husk's alignment to be the same as the lilitu's alignment (chaotic evil). The link allows a lilitu to use her change shape ability to assume a husk's original form, gaining a +20 bonus on Disguise checks to impersonate that person. If a lilitu with an active husk link takes enough damage to be slain, the husk takes the killing blow's damage instead and is destroyed, instantly severing the active husk link; if the lilitu is disguised in the husk's original form, she instantly reverts to her true form.

Profane Grace (Su) A lilitu gains a +4 profane bonus to AC and on Initiative checks and Reflex saves.

Profane Pact (Su) Once per day as a full-round action, a lilitu can forge a profane pact with a willing humanoid creature bearing at least one lilitu brand by touching the creature for 1 full round. A single creature can have no more than one profane pact with a lilitu at any time. This functions identically to a succubus's profane gift ability (*Pathfinder RPG Bestiary* 68), save that it grants a +4 profane bonus to an ability score of the humanoid's choice and it does not grant a telepathic link to the target.

Profane Wishcraft (Su) A creature that accepts a *wish* from a lilitu immediately becomes chaotic evil unless it succeeds at a DC 26 Will save. A creature that becomes chaotic evil in this way gains the benefits of a *good hope* spell for 24 hours, followed by the effects of *crushing despair* for 1d6 days (these spell effects function at CL 17th). The save DC is Charisma-based.

Swift Claws (Ex) When a lilitu makes a full attack, she can attack twice with each of her claws, for a total of four attacks in that round.

Lilitus are subversive and hidden horrors, demons who work subtly in their constant quest to destroy and devastate. Whereas most demons prefer to rend and destroy, the lilitu is more akin to the succubus—she prefers to do her work in humanoid form to infect society with sin from within. Lilitus enjoy few things more than leading mortals into all manner of sinful acts, in the hope that when the mortal perishes, its soul will fuel the Abyss. Despite some superficial similarities to succubi, lilitus are not solely concerned with the sin of lust. The exact nature of sin that a lilitu tempts a mortal into committing varies, for these demons are adept at reading mortal desires and secrets, quickly discerning which sins a specific target can be convinced to perform.

Lilitus have numerous tools at their disposal for the encouragement of sin, but they much prefer their humanoid victims to commit sins of their own free will. As such, lilitus generally use their abilities to deceive and beguile mortals rather than forcing them to execute heinous acts. A son convinced to kill for his mother (the disguised lilitu) to rectify a grave injustice elicits far more delight than compelling a mind-controlled humanoid to do such a deed.

In her true form, a lilitu appears as an eyeless, horned, snake-tailed—but otherwise beautiful—human woman. Despite her lack of eyes, a lilitu can see with ease. A lilitu forms from the soul of a mortal who lured others of its kind to commit sins.

Lilitus are more likely than other demons to devote their work to a specific demon lord, yet they do not generally view such devotion as true servitude. It's simply convenient to have a specific demigod in mind when seeking to corrupt a mortal's faith and to convince such fallen souls to shift their own allegiance from a prior deity to the lilitu's chosen demon lord. When a lilitu chooses to ally herself with a demon lord, she takes on certain physical characteristics that reflect that demon lord's personality or appearance. For example, a lilitu that serves Dagon, the demon lord of deformity, sea monsters, and the sea might bear scaly skin like that of a fish, webbed fingers and toes, and finlike ridges on her head instead of the more typical goat's horns.

A lilitu that serves Pazuzu, on the other hand, might have vestigial feathery wings on her back and bird's talons instead of hooves for feet. These appearance changes are cosmetic only and never impact the lilitu's options for natural attacks. Of course, the demon's ability to change shape or assume the form of a captured husk allows the demon to disguise her true form at will. Lilitus who serve specific demon lords in this manner often have class levels. A lilitu typically focuses on class roles such as bards, rogues, swashbucklers, or any other agility- and deception-based classes.

Lilitus typically stand 6 to 6-1/2 feet tall and weigh 130 to 150 pounds.



Illustration by Andrew Sonea

DEMON, OOLIODDROO

This skeletally thin woman has a mothlike face, flies upon dragonfly wings, and is wrapped in shadows.

OOLIODDROO

CR 13



XP 25,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., see thoughts; Perception +32

DEFENSE

AC 28, touch 22, flat-footed 20 (+4 deflection, +7 Dex, +1 dodge, +6 natural)

hp 175 (14d10+98)

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

Defensive Abilities shadow mantle; **DR** 10/good; **Immune** electricity, mind-affecting effects, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

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

Melee 2 claws +21 (1d4+2), tongue +21 (1d6+2 plus thought siphon)

Special Attacks oviposition, sneak attack +3d6

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

At will—*calm emotions* (DC 18), *charm person* (DC 17), *detect thoughts* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *modify memory* (DC 19), *sending* 3/day—*hold person* (DC 19), quickened *invisibility*, *suggestion* (DC 19)

1/day—*dream*, *feeblemind* (DC 21), *nightmare* (DC 21), summon (level 4, 1 oolioddroo 35% or 1d4 shadow demons 35%)

STATISTICS

Str 14, **Dex** 25, **Con** 24, **Int** 21, **Wis** 24, **Cha** 23

Base Atk +14; **CMB** +16; **CMD** 38

Feats Dodge, Lightning Stance, Mobility, Quicken Spell-Like Ability (*invisibility*), Spring Attack, Weapon Finesse, Wind Stance

Skills Acrobatics +21, Bluff +23, Diplomacy +23, Fly +32, Knowledge (arcana, planes) +22, Perception +32, Sense Motive +32, Spellcraft +22, Stealth +28, Use Magic Device +23;

Racial Modifiers +8 Perception, +4 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 300 ft.

ECOLOGY

Environment any (Abyss)

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

Treasure standard

SPECIAL ABILITIES

Oviposition (Su) As a full-round action once per day, an oolioddroo can use its tongue to implant its eggs into the brain of a helpless, sleeping, unconscious, or willing creature, dealing 1 point of Intelligence damage. Typically, the oolioddroo uses *modify memory* immediately after an oviposition, making its victim forget the violation. The egg gestates in the victim's brain for 24 hours, after which a small caterpillar-like larva emerges and nestles painlessly within

the victim's brain. At this point, the oolioddroo can track the victim's location as if the victim were under the effect of a *status* spell, can communicate telepathically with the victim across any distance, and can use its *detect thoughts*, *modify memory*, and *suggestion* spell-like abilities through the link to target the victim. The larva (and its link to its oolioddroo) becomes inert whenever the victim and the oolioddroo are on separate planes. Victims carrying this larva radiate a chaotic and evil aura. Anyone who reads the victim's thoughts, such as via *detect thoughts* or telepathy, can attempt a Sense Motive check opposed by the oolioddroo's Bluff check to notice the presence of a second, alien set of thoughts in the target's mind. *Dispel chaos* and *dispel evil* can each immediately end the oviposition—the implanted larva melts into harmless fluid and is absorbed by the victim's body. This is not a disease effect, though, so *heal* or *remove disease* offer no aid in ending the effect. As an immediate action, an oolioddroo can use its *feeblemind* spell-like ability on the carrier—it uses this “scorched earth” tactic if it fears that the host is about to be rescued or cut off from its influence, such as occurs when the effects are ended via *dispel chaos* or *dispel evil*. Using *feeblemind* in this way automatically destroys the larva, regardless of whether or not the victim succeeds at the saving throw against the *feeblemind* effect, so an oolioddroo typically waits until the last moment to use this ability.

See Thoughts (Su) An oolioddroo can see a creature's thoughts, interpreting them as a shifting mass of colors, images, and shapes that infuse a creature's aura. An oolioddroo gains the effects of *see invisibility* against creatures with an Intelligence score as a result of this unusual sense. This ability also grants the oolioddroo a +8 racial bonus on Sense Motive checks. When it uses *detect thoughts*, it does not have to study an area or subject to gain all 3 rounds of information—it gains all of this information on the 1st round of using the ability. In addition, it gains a +4 racial bonus to the save DC of its *detect thoughts* spell-like ability. A blind oolioddroo loses the ability to see thoughts.

Shadow Mantle (Su) The supernatural shadows that wreath an oolioddroo grant the creature a +4 racial bonus on Stealth checks and a +4 deflection bonus to its Armor Class.

Thought Siphon (Su) Whenever an oolioddroo damages a creature with its tongue attack, it can drink away one of the creature's thoughts or memories. A creature can resist this attack with a successful DC 23 Will save. On a failed save, the oolioddroo targets the victim with one of the following effects. The save DC is Charisma-based.

Memory Drain: The victim is immediately affected by the oolioddroo's *modify memory* spell-like ability. The oolioddroo can adjust up to 5 minutes of memories immediately—it does not need to increase the spell's casting time to match the duration of the modified memory.

Skill Drain: The victim loses all skill ranks in a skill of the oolioddroo's choosing for 24 hours. Lost skill ranks can

be recovered immediately with a *restoration* or *greater restoration* spell.

Spell Drain: The victim immediately loses one prepared spell or one unused spell slot of the oolioddroo's choice; this lost spell or spell slot can be replenished normally.

Wisdom Drain: The victim takes 2 points of Wisdom drain.

Tongue (Ex) An oolioddroo's tongue attack is a primary attack that deals piercing and slashing damage. Whenever an oolioddroo damages a foe with its tongue, it can use its thought siphon attack.

Oolioddroos, known also as moth demons, are an especially insidious breed of fiend that can infest the brains of living creatures with their eggs, allowing them to manipulate their victims' thoughts and minds from afar. This might mean an oolioddroo's victim could go about its normal life for months or even years before the demon capitalizes on the link and forces it to undertake a particularly nefarious or vile deed. In the worst cases, the victim commits crimes or heinous acts at the oolioddroo's bidding and then immediately forgets about these acts, creating the perfect sleeper agent who not only unknowingly does the oolioddroo's bidding, but might, when not controlled, be significantly involved in efforts to oppose the acts of sabotage and terrorism the oolioddroo commands. To the oolioddroo, the torment, shame, and despair a victim feels upon realizing he's been at least somewhat responsible for such actions is as delicious and delightful as the pain and suffering caused by the acts themselves.

An oolioddroo appears as a skeletally thin woman with gray flesh. Its shadow mantle typically appears in the form of a flowing, diaphanous gown of semisolid shadows and smoke, but the demon can make this defense appear to be black clothes or simply its own shadow. The oolioddroo's deeply unsettling face is that of a horned moth, and her tongue, while flexible, is strong enough to penetrate flesh and bone with ease. An oolioddroo stands 6 feet tall, but weighs only 100 pounds. These sinister demons form from the souls of those who used brainwashing, mind control,

and similar techniques, either magical or mundane, to trick or force the innocent into committing terrible acts of brutality.

Oolioddroos are particularly valued in more subtle invasions of the mortal realm, where the act of possession might be too blatant a tactic to use against the innocents of the world. When an oolioddroo does its job well, none even suspect demonic influence; instead they think that the devastating cruelties its influence has engendered rose entirely from the debased thoughts of lone fanatics or sociopaths.

An encounter with an oolioddroo can be rather complex due to the nature of the creature's special abilities—especially if a PC is its intended victim. If an oolioddroo

attempts to seize control of a lone PC, one tricky tactic is to simply ask the character's player to attempt all the necessary rolls and checks beforehand. Typically, one of these demons attempts to implant eggs in a character who is alone or asleep, in which case that character can attempt a Perception check (at a –10 penalty if the character is sleeping) and a saving throw against the *modify memory* spell—if both fail, the implanted egg hatches without the player noticing. Thereafter, the source of the strange voices and compulsions in the character's mind, as well as the source of the periodic *suggestions* and other magical attacks, can be as frighteningly mysterious to the player as they are to the character.

Of course, the GM should take care not to go too far with this—and if a PC or an ally uses *detect evil*, for example, she might guess that something is afoot when a normally nonevil PC radiates an unexpected aura.



Illustration by Jorge Fares

DEMON, VAVAKIA

This reptilian demon has a quadrupedal dinosaur's lower body, a vaguely humanoid upper torso, and a draconic saurian head.

VAVAKIA

CR 18



XP 153,600

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *true seeing*; Perception +34

Aura frightful presence (60 ft., DC 25), *unholy aura*

DEFENSE

AC 35, touch 14, flat-footed 33 (+8 armor, +4 deflection, +2 Dex, +13 natural, -2 size)

hp 297 (18d10+198)

Fort +26, **Ref** +12, **Will** +22

DR 15/cold iron and good; **Immune** electricity, fire, poison;

Resist acid 10, cold 10; **SR** 29

OFFENSE

Speed 45 ft., fly 60 ft. (average)

Melee +1 *unholy ranseur* +28/+23/+18/+13 (3d6+17/×3) or bite +27 (3d6+11 plus smoking wound), 2 claws +27 (1d8+11), tail slap +22 (2d8+5 plus stun)

Space 15 ft.; **Reach** 15 ft. (30 ft. with ranseur)

Special Attacks breath weapon, trample (4d8+16, DC 30)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*true seeing*, *unholy aura* (DC 24)

At will—*enervation*, *greater teleport* (self plus worn armor plus 50 additional lbs. of objects only), *telekinesis* (DC 21)

3/day—*blasphemy* (DC 23), quickened *enervation*, *power word stun* (DC 24)

1/day—*earthquake*, summon (level 6, 1 marilith 40% or 1d3 nalfeshnees 60%)

STATISTICS

Str 32, **Dex** 14, **Con** 33, **Int** 18, **Wis** 21, **Cha** 23

Base Atk +18; **CMB** +31 (+33 bull rush); **CMD** 47 (49 vs. bull rush)

Feats Awesome Blow, Greater Vital Strike, Improved Bull Rush, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*enervation*), Vital Strike

Skills Bluff +27, Fly +16, Intimidate +27, Knowledge (arcana, planes) +25, Perception +34, Sense Motive +26, Spellcraft +25, Stealth +20, Swim +26; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or warband (1 vavakia plus 2–4 hezrous and 2–8 vocks)

Treasure standard (+2 *breastplate*, +1 *unholy ranseur*, other treasure)

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, a vavakia can breathe out a 60-foot cone of green fire that seems to writhe and coil with the tortured shapes of a thousand

screaming ghosts. This green fire comprises countless souls the vavakia has consumed, and these vomited souls consume flesh as surely as they consume sanity. A creature struck by this breath weapon takes 20d6 points of damage (Reflex DC 30 half) as the raw profane power blackens and melts its flesh and skin. Evil creatures take half damage from the breath weapon, but good creatures that take any damage from a vavakia's breath weapon are automatically staggered for 1 round by the excruciating sensation. In addition, any living creature that takes damage from a vavakia's breath weapon must also succeed at a DC 30 Fortitude save or take 1d8 points of Wisdom drain as its sanity slips away into madness. Immediately after the vavakia expels this green soulfire, the wailing flames flow in reverse into the demon's gullet through its open maw. This restores 1d8 hit points to the vavakia for each creature that was damaged by its breath weapon. The Wisdom drain element of this breath weapon is a mind-affecting effect. The save DC is Constitution-based.

Smoking Wound (Su) The wounds caused by a vavakia's fangs result in terrible, eerie wounds that constantly weep wisps of green smoke rather than blood, a grim manifestation of the demon's effect on a mortal soul. Each time a vavakia bites a creature, it inflicts 2 negative levels. The wounds continue to smoke as long as the victim suffers those negative levels, causing the victim to become sickened from the hideous sensation and rank smell of the vapors. An effect that removes this sickened condition without restoring the negative levels only temporarily causes the wounds to stop smoking—they begin smoking again in 1d6 rounds. Nonliving creatures bitten by a vavakia are immune to its energy-draining bite and do not exhibit smoking wounds. The Fortitude save to remove these negative levels is DC 25. The save DC is Charisma-based.

Stun (Ex) A creature struck by a vavakia's tail slap must succeed at a DC 30 Fortitude save or be stunned for 1 round. On a critical hit, the stun effect lasts for 1d4 rounds on a failed save and 1 round on a successful save. The save DC is Constitution-based.

Vavakias are immense demons of great power. Saurian in shape, appetite, and destructive power, they are most often encountered on the Material Plane, though not as demons conjured by spellcasters to serve, but rather as violent invaders come to the world through tears in reality or portals to the deeper rifts. On the Material Plane, a single vavakia is a formidable presence, for the strange demon is driven to feed on living souls and spread destruction—roles at which it excels.

A vavakia demon measures 30 feet in length and stands 15 feet tall, weighing in at 6,000 pounds. Vavakias form on the Abyss from particularly cruel mortal souls who, in life, practiced the vile act of extracting, enslaving, and even consuming other souls. When such a sinful creature arrives on the Abyss, it brings with it partially absorbed

fragments of souls from its victims, which it incorporates during its horrific transformation into one of the Abyss's most dangerous forms of demonic life.

The creation of the first vavakias in this manner came at the hands of the demon queen Lamashtu, who was unsatisfied with the raw physical might and monstrous shape of her earliest demonic minions. In those early days, before she had become a deity, Lamashtu was already quite interested in the method by which the Abyss transformed the souls of sinful mortals into demons. When she learned that this process had first been triggered by the daemons, she was at once intrigued and enraged—intrigued because she knew that anything the Horsemen of the Apocalypse could do, she could do, and enraged at the idea that she owed her very existence to the curiosity of a daemon lord. Though Lamashtu herself rose from the Abyss spontaneously, shortly after the daemons first “taught” the Abyss how to process sinful souls, that difference meant little to the Mother of Monsters. Fueled by rage, she waged war against Abaddon for many years and captured two Horsemen of the Apocalypse—predecessors of those who hold those titles now. She murdered one of them and forced from the other the secret method of manipulating the Abyss and its souls before murdering him as well. Both murdered Horsemen were soon replaced on Abaddon, but by that point Lamashtu's wrath had been spent and all that remained was her own curiosity.

Most of Lamashtu's earliest attempts to create demonic life were hideous failures, but Lamashtu found joy and delight even in these failures. It wasn't until the demon used her own body as an incubator to shape and then eventually birth the first vavakias that she found real success. Lamashtu's early work in creating and manipulating the Abyss in this manner may have much to do with her resulting rise in power to the position of queen of demons—had not her escalating war with Pazuzu forced her attentions away from this hideous art form, there's no telling what other strange demonic races she might have birthed upon the world. Now that she is a true goddess, Lamashtu's interests expand far beyond the curiosities of the Abyss, and she has little time or desire to wallow in her home plane's fecund properties. Of course, other demon lords throughout the Abyss are eager to learn these secrets, but to date, none have managed to duplicate Lamashtu's feats of creation.

In any event, the vavakias themselves have proven a phenomenal success and are among the Abyss's most dangerous demonic races today—and since the creation of the first of their kind, the Abyss itself seems eager to spawn more and more of these deadly demons.

Though originally created to serve as living weapons of war, the vavakias have long since established their own presence as Abyssal warlords and conquerors. While some pledge their service to powerful demon lords, most vavakias rule small empires of their own in the Abyss, typically in remote corners infested with jungles, swamps, and other primeval terrains.



Illustration by Tyler Walpole

DEMON, VERMLEK

A hideous, pale, wormlike head pushes violently up and out of a corpulent man's body.

VERMLEK

CR 3



XP 800

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init -1; **Senses** blindsense 30 ft., darkvision 60 ft., scent;

Perception +8

DEFENSE

AC 15, touch 9, flat-footed 15 (+3 armor, -1 Dex, +3 natural)

hp 30 (4d10+8)

Fort +8, **Ref** +0, **Will** +5

Defensive Abilities abandon flesh, flesh armor, negative energy affinity; **DR** 5/cold iron or good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 14

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee longsword +6 (1d8+2/19-20), bite +1 (1d6+1)

Special Attacks inhabit body

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

3/day—*mass inflict light wounds* (DC 16),
spider climb

1/day—*gentle repose*, *summon*
(level 2, 1d4 dretches 50%)

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 12,

Wis 13, **Cha** 12

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

Feats Deceitful, Great Fortitude

Skills Bluff +10, Disguise +10

(+18 when inhabiting a

corpse), Escape Artist +6

(+14 when not inhabiting a

corpse), Knowledge (religion)

+8, Perception +8, Sense

Motive +8, Use Magic Device

+8; **Racial Modifiers** +8

Disguise when inhabiting

a corpse, +8 Escape Artist

when not inhabiting a corpse

Languages Abyssal, Common;

telepathy 100 ft.

ECOLOGY

Environment any (Abyss; battlefields or graveyards)

Organization solitary or nest (2-10)

Treasure standard (longsword, other treasure)

SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, a vermlek can abandon an inhabited body, crawling hideously out of its host and leaving behind an

empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, regaining 2d6+3 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.

Flesh Armor (Su) When a vermlek inhabits a humanoid body (see Inhabit Body below), it treats the dead flesh and muscle as armor, gaining a +3 armor bonus to its AC.

Inhabit Body (Su) A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds, during which the vermlek is flat-footed. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid—it gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature had in life, including natural attacks, unusual movement types, or natural armor.

It loses its own burrow speed while inhabiting a body but gains the ability to wield weapons or wear armor shaped for humanoids (although the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

Vermleeks form from the souls of those who habitually violated the dead in life, such as grave robbers, necromancers, and necrophiles. Demonic armies often use them as disposable troops in war, with vermleeks inhabiting the bodies of slain humanoid enemies to infiltrate and destroy any surviving humanoids from within their own society. When inhabiting bodies, vermleeks tend to mutter and mumble rather than speaking clearly, as they know that a keen eye that peers into the body's mouth can swiftly discern the horrible truth within.

Despite the fact that they are often used as battleground troops, vermleeks have little taste for war and, left alone, prefer to live in hiding among humanoids on the Material Plane. There, disguised as laborers like gravediggers or dung sweepers, they can revel in their ghoulish, taboo lusts.

Outside of a host body, a vermlek appears as a worm with four long tails, each of which ends in a tangle of filaments.

In this form, the demon is 7 feet long and weighs 90 pounds.



DEMON, VERMLEK-DEMON, YAENIT

DEMON, YAENIT

Patches of fur adorn the sickly flesh of this gangly but muscular hyena-headed humanoid.

YAENIT

CR 6



XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *see invisibility*; Perception +10

Aura hallucinatory aura (20 ft., DC 17)

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +8, **Will** +5

DR 5/cold iron or good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft.

Melee mwk falchion +14/+9 (2d4+7/18-20),

bite +8 (1d6+2)

Special Attacks break bones

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*see invisibility*

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

3/day—*hold person* (DC 16), *vampiric touch*

1/day—*summon* (level 3, 1 yaenit 40%)

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 9, **Wis** 13, **Cha** 16

Base Atk +8; **CMB** +13; **CMD** 26

Feats Cleave, Dodge, Iron Will, Power Attack

Skills Acrobatics +11, Bluff +12, Climb +14, Intimidate +10,

Knowledge (planes) +8, Perception +10, Stealth +11

Languages Abyssal, Celestial, Draconic, Gnoll; telepathy 100 ft.

ECOLOGY

Environment any (the Abyss)

Organization solitary, pack (2-5), or clan (6-12)

Treasure standard (mwk falchion, other treasure)

SPECIAL ABILITIES

Break Bones (Ex) Whenever a yaenit scores a critical hit with its bite attack, its opponent must succeed at a DC 19 Fortitude save or have its base speed reduced by 10 feet (to a minimum of 5 feet). This penalty remains until the affected creature benefits from any amount of magical healing or a successful DC 20 Heal check. The save DC is Strength-based.

Hallucinatory Aura (Su) Any creature coming within 20 feet of a yaenit must succeed at a DC 17 Will save or succumb to the demon's foul, mind-warping magic. A creature affected by a yaenit's hallucinatory aura takes a -2 penalty on Will saves, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks for as long as it remains within the aura's range and for 1d4-1 rounds after leaving the area of effect. This is a mind-affecting effect. Whether or not the save is

successful, an affected creature is immune to the same yaenit's hallucinatory aura for 24 hours. The save DC is Charisma-based.

Violent progenitors of Lamashtu's earthly broods, the yaenit demons' purpose is to protect Lamashtu's priestesses and their unholy spawn. Yaenits rise from the souls of evil mortals who in life were exceptionally cruel bullies and tormentors. Their resemblance to gnolls is no coincidence, as many yaenits form from the spirits of gnolls in the Abyss. Gnolls, for their part, revere yaenits as embodiments of Lamashtu's will, and worship these demons as representatives of both the Mother of Monsters and her unholy designs for her devoted gnoll followers.

Terrifying predators, yaenits' deceptively stooped and gangly physiques belie the 300 pounds of knotted and powerful muscle tied to their solid black bones. A yaenit is 6-1/2 feet tall.



Illustration by Andrew Ryan

DERRO MAGISTER

This pale blue humanoid has bright white eyes and wild, white hair adorned with a spiked, gem-encrusted coronet.

DERRO MAGISTER

CR 5



XP 1,600

CE Small humanoid (derro)

Init +7; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 19, touch 14, flat-footed 16 (+2 armor, +3 Dex, +3 natural, +1 size)

hp 52 (7d8+21)

Fort +7, **Ref** +5, **Will** +8

Immune mind-affecting effects; **SR** 16

Weaknesses vulnerable to sunlight

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +10 (1d4+3)

Special Attacks cytillesh stare, puppeteer, sneak attack +3d6

Psychic Magic (CL 6th; concentration +9)

20 PE—*babble*^{OA} (2 PE, DC 15), *battlemind link*^{UM} (4 PE), *greater synaptic pulse*^{OA} (4 PE, DC 17), *mad hallucination*^{UM} (2 PE, DC 15), *mind probe*^{OA} (4 PE, DC 17), *mindwipe*^{OA} (4 PE, DC 17), *paranoia*^{OA} (1 PE, DC 14), *placebo effect*^{OA} (2 PE), *synaptic overload*^{OA} (4 PE, DC 17), *synaptic scramble*^{OA} (3 PE, DC 16), *synesthesia*^{OA} (3 PE, DC 16)

Spell-Like Abilities (CL 6th; concentration +9)

At will—*id insinuation* *II*^{OA} (DC 16), *modify memory* (DC 17)

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 19

Feats Combat Casting, Great Fortitude, Improved Initiative, Weapon Finesse

Skills Craft (alchemy) +13, Knowledge (arcana) +10, Perception +4, Spellcraft +10, Stealth +14

Languages Aklo, Undercommon

ECOLOGY

Environment any underground

Organization solitary, squad (1 plus 5–8 derros), or cabal (3 plus 11–20 derros)

Treasure NPC gear (leather armor, mwk club, robes, other treasure)

SQ psychic incoherence

SPECIAL ABILITIES

Cytillesh Stare (Ex) Spores of cytillesh fungus in a derro magister's blood grant it a powerful stare. This works like the hypnotic stare of an 8th-level mesmerist^{OA} with the painful stare ability and all seven of the base mesmerist's bold stares. When the cytillesh stare ends, the affected creature automatically forgets all that occurred while it was under the stare's effects. This is a mind-affecting effect.

Psychic Incoherence (Su) A derro magister uses its Charisma modifier on Will saves instead of its Wisdom modifier. Creatures attempting to read a magister's mind must succeed at a DC 16 Will save or take 5d6 points of damage from mental anguish; this is a mind-affecting effect. The save DC is Charisma-based.

Puppeteer (Su) As a standard action, a derro magister can target one willing creature within 30 feet, which can take an immediate action to perform one full turn's worth of actions of the magister's choice. Creatures do not obey obviously self-destructive orders. While affected, the creature does not suffer from incapacitating effects such as stun or paralysis; such effects don't prevent it from taking this immediate action.

Vulnerable to Sunlight (Ex) A derro magister takes 2 points of Constitution damage after every hour it's exposed to sunlight.

Ingesting high doses of the fungus cytillesh imbues derro magisters with heightened mental abilities.



DEVIL MONKEY

This towering baboon has fiery orange fur, with two tufts of hair curling up like horns on its head.

DEVIL MONKEY

CR 6



XP 2,400

N Huge animal

Init +7; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -2 size)

hp 67 (9d8+27)

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

OFFENSE

Speed 40 ft.

Melee bite +15 (2d8+15 plus puncture armor)

Ranged rock +8 (1d8+10)

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

Special Attacks rock throwing (30 ft.)

STATISTICS

Str 31, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +18; **CMD** 31

Feats Dazzling Display, Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (bite)

Skills Acrobatics +13, Climb +14, Intimidate +13, Perception +8;

Racial Modifiers +4 Acrobatics, +4 Climb

ECOLOGY

Environment temperate or warm hills or plains

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

Treasure incidental

SPECIAL ABILITIES

Puncture Armor (Ex) A devil

monkey's fangs are devastating against armor and apparel.

When a devil monkey hits with its bite, the creature bitten must succeed at a DC 17 Reflex save or the damage dealt by the bite is also dealt to any armor worn by the creature. If the target isn't wearing armor and fails this

save, there's a 50% chance the bite damage is applied to a magic item worn in the body, chest, head, or shoulders slot (determine which item is bitten randomly among all potential targets). The save DC is Constitution-based.

Devil monkeys are so named for their bright red-orange fur and distinct hair tufts that resemble horns. Despite their name and strange appearance, these primates have no connection to devils or other supernatural creatures, although their penchant for violence and lairing in regions not typically noted for primate fauna often sparks rumors of strange monsters or mythical invaders.

In truth, devil monkeys are giant relatives of baboons. Like their smaller cousins, devil monkeys have doglike muzzles and large canine teeth. Their tails are relatively short and not prehensile. Devil monkeys mostly move around on all fours, but when they rest on their haunches, their heads can reach up to 18 feet high. A typical devil monkey weighs 15,000 pounds.

Owing to their rarity, reclusiveness, and unusual appearance, devil monkeys are often surrounded by legends. In many cases, they are mistaken for other creatures. Their spoor might suggest an unusually large bear or other predator, while those who catch sight of the primate may mistake it for a devil or other fiend. Even when they're recognized as a kind of monkey, the fact that they may live far from typical monkey territory often adds to their air of sinister mystery.

Illustration by Ralph Beisner



DINOSAUR, AMARGASAURUS

This sauropod has an elongated neck and a long, tapering tail. Two spiny frills run along the back of the creature's neck.

AMARGASAURUS	CR 6			
XP 2,400				
N Huge animal				
Init +6; Senses low-light vision, scent; Perception +8				
DEFENSE				
AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)				
hp 67 (9d8+27)				
Fort +9, Ref +8, Will +6				
OFFENSE				
Speed 30 ft.				
Melee slam +12 (2d6+8), tail slap +8 (2d6+4)				
Space 15 ft.; Reach 15 ft.				
Special Attack trample (1d8+12, DC 22)				
STATISTICS				
Str 27, Dex 14, Con 17, Int 2, Wis 13, Cha 10				
Base Atk +6; CMB +16; CMD 28 (32 vs. trip)				
Feats Endurance, Improved Initiative, Iron Will, Power Attack, Weapon Focus (tail slap)				
Skills Perception +8, Stealth +2 (+10 in vegetation); Racial Modifiers +8 Stealth in vegetation				
ECOLOGY				
Environment warm forests or plains				
Organization solitary, pair, or herd (3-12)				
Treasure none				

The amargasaurus is a relatively small sauropod noted for the two rows of skin-covered spines that adorn its neck.

DINOSAUR, GIGANOTOSAURUS

This bipedal dinosaur has a large head and cavernous jaws full of large, sharp teeth.

GIGANOTOSAURUS	CR 13			
XP 25,600				
N Colossal animal				
Init +4; Senses low-light vision, scent; Perception +26				
DEFENSE				
AC 27, touch 2, flat-footed 27 (+25 natural, -8 size)				
hp 199 (21d8+105)				
Fort +17, Ref +12, Will +11				
OFFENSE				
Speed 40 ft.				
Melee bite +23 (4d6+16/19-20 plus grab), 2 claws +23 (1d6+16)				
Space 30 ft.; Reach 30 ft.				
Special Attacks swallow whole (3d8+16 bludgeoning, AC 22, 19 hp)				
STATISTICS				
Str 42, Dex 11, Con 21, Int 2, Wis 15, Cha 10				
Base Atk +15; CMB +39; CMD 49				
Feats Cleave, Critical Focus, Diehard, Endurance, Great Cleave, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Run, Staggering Critical				
Skills Perception +26				
ECOLOGY				
Environment warm forests or plains				
Organization solitary, pair, or pack (3-6)				
Treasure none				

The gigantosaurus is an apex predator that measures 60 feet long and weighs 35,000 pounds.



Illustration by Brynn Metheney

DINOSAUR, AMARGASAUROS-DINOSAUR, QUETZALCOATLUS

DINOSAUR, KENTROSAURUS

This quadrupedal dinosaur has two rows of dorsal spikes, a spiked tail, and two more spikes projecting from its shoulders.

KENTROSAURUS	CR 5			
XP 1,600				
N Large animal				
Init +6; Senses low-light vision, scent; Perception +11				
DEFENSE				
AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)				
hp 52 (7d8+21)				
Fort +8, Ref +7, Will +3				
Defensive Abilities defensive spikes				
OFFENSE				
Speed 40 ft.				
Melee tail +12 (2d6+10/×3)				
Space 10 ft.; Reach 10 ft.				
Special Attacks impaling strike				
STATISTICS				
Str 25, Dex 14, Con 17, Int 2, Wis 13, Cha 10				
Base Atk +5; CMB +13 (+15 overrun); CMD 25 (27 vs. overrun, 29 vs. trip)				
Feats Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)				
Skills Perception +11				
ECOLOGY				
Environment warm plains				
Organization solitary, pair, or herd (3-12)				
Treasure none				
SPECIAL ABILITIES				

Defensive Spikes (Ex) At the end of its turn, a kentrosaurus can crouch down and splay its back and shoulder spikes. It cannot make attacks of opportunity when using its defensive spikes in this way, but until its next turn any creature that attacks the kentrosaurus with light or one-handed melee weapons, natural weapons, or unarmed strikes takes 1d6 points of piercing damage unless it succeeds at a DC 15 Reflex saving throw. The save DC is Dexterity-based.

Impaling Strike (Ex) A kentrosaurus's tail is a primary attack that deals piercing damage and has a ×3 critical damage multiplier.

The kentrosaurus is a smaller relative of the stegosaurus, but features large bony spikes on its shoulders. A typical kentrosaurus measures 15 feet long and weighs 2,000 pounds.



DINOSAUR, QUETZALCOATLUS

This immense flying reptile has a staggering wingspan and a brightly colored head with a razor-sharp beak.

QUETZALCOATLUS	CR 7			
XP 3,200				
N Huge animal				
Init +7; Senses low-light vision, scent; Perception +13				
DEFENSE				
AC 19, touch 12, flat-footed 15 (+3 Dex, +1 dodge, +7 natural, -2 size)				
hp 82 (11d8+33)				
Fort +10, Ref +12, Will +5				
OFFENSE				
Speed 30 ft., fly 50 ft. (clumsy)				
Melee bite +13 (2d8+7/×3), 2 wings +8 (1d6+3)				
Space 15 ft.; Reach 15 ft.				
STATISTICS				
Str 25, Dex 17, Con 17, Int 2, Wis 14, Cha 12				
Base Atk +8; CMB +17; CMD 31				
Feats Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Lunge, Skill Focus (Perception)				
Skills Fly +0, Perception +13				
SQ difficult to train, razor-sharp beak				
ECOLOGY				
Environment warm coastlines, plains, or swamps				
Organization solitary, pair, or flock (3-6)				
Treasure none				
SPECIAL ABILITIES				

Difficult to Train (Ex) A quetzalcoatlus is remarkably difficult to train. Anyone trying to do so takes a -4 penalty on Handle Animal checks to train one of these looming pterosaurs.

Razor-Sharp Beak (Ex) A quetzalcoatlus's bite attack has a critical multiplier of ×3.

The quetzalcoatlus is perhaps the largest of the pterosaurs, a category of flying reptile common in regions where dinosaurs dwell. Known to some as the "swamp stalker" and others by the misnomer "dragonling," it is truly an awe-inspiring sight in the air, with an impressive 40-foot wingspan. On the ground, this creature's profile bears an uncanny resemblance to that of a giraffe, save for the fact that the folded wings arch up to either side of its lightly feathered body and its head bears a horrific but brightly colored razor-sharp beak.

Illustration by Brynn McHenry

DRAGON, PLANAR

Planar dragons originate in the Outer Planes but migrate via portals or other methods to the Material Plane. There, they reshape their lairs to reflect their home planes.

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as it grows. These increases are divided into 12 age categories—as a dragon ages, its statistics change as noted on the Dragon Age Categories table (see page 97).

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

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

CR: This column modifies the dragon's CR.

Size: This shows how many size categories by which to increase the dragon's size, depending on its age. A true dragon does not gain the standard increases to ability scores when it grows; instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many Hit Dice a dragon gains in addition to its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks, and also increase the dragon's base attack bonus and base save bonuses. Dragons have a number of skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in its total ability score increases (see the Dragon Ability Scores table).

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

Breath Weapon: Each dragon has a breath weapon that deals a base amount of damage. The listed multiplier increases the number of dice of damage dealt by the dragon's breath weapon. Thus, a mature adult dragon with a base breath weapon that deals 2d8 points of acid damage would deal 14d8 points of acid damage (due to the $\times 7$ multiplier).

COMBAT

The Dragon Attacks and Fly Speed table lists the natural attacks a dragon can employ and the damage they deal (a dash indicates that a dragon of that size does not have that attack). The dragon's natural attacks overcome damage reduction as per weapons of the dragon's alignment subtypes, if any. When they reach a specific size, dragons gain other abilities as described here.

Fly Speed: A dragon's fly speed and maneuverability increase as indicated, according to its size.

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

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

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

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

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

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

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

ADDITIONAL DRAGON RULES

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's specific entry.

DRAGON AGE CATEGORIES

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

DRAGON ABILITY SCORES

Age Category	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrmling	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrmling	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

DRAGON ATTACKS AND FLY SPEED

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

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

Frightful Presence (Ex): A dragon's frightful presence has a range equal to 30 feet × the dragon's age category number, but otherwise functions as detailed on page 293.

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

Planar Infusion (Su): A juvenile or older planar dragon can influence its surroundings as full-round action, causing an area with a radius of 30 feet × the dragon's age category number to be treated as an extension of its

home plane. This imposes that plane's strong alignment traits and grants the plane's enhanced and impeded magic traits (*Pathfinder RPG GameMastery Guide* 187), affects whether a creature is treated as native or extraplanar for the purpose of spells like *dismissal*, and creates minor sensory effects evoking that plane. This effect is immobile and lasts for 10 days or until the dragon dies or uses this ability again.

Spell Resistance (Ex): When a dragon gains spell resistance, the value is equal to 11 + its CR.

Spells: A planar dragon knows and casts divine spells as per an oracle (*Pathfinder RPG Advanced Player's Guide* 42) of the level indicated in its specific description. Its caster level depends on its age, as given for each type.

PLANAR DRAGON, CRYPT

This dragon's scales are the color of weathered bone, and its hide stretches tautly and painfully over its emaciated form.

CRYPT DRAGON

N dragon (extraplanar)

BASE STATISTICS

CR 8; **Size** Small; **Hit Dice** 10d12

Speed 60 ft.

Natural Armor +8; **Breath Weapon** cone, 2d10 negative energy

Str 15, **Dex** 14, **Con** 15, **Int** 14, **Wis** 19, **Cha** 14

ECOLOGY

Environment any (Boneyard)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Decaying Breath (Su) A crypt dragon's breath weapon deals damage to undead creatures as if it were positive energy.

Entombing Crush (Su) When a creature takes damage from the dragon's crush, it must succeed at a Fortitude save at the same DC as the crush attack or become paralyzed for 1d10 rounds by eldritch magical energies from the dragon's scales.

Grave Endurance (Ex) A crypt dragon is immune to death effects, disease, exhaustion, fatigue, negative energy, and poison, in addition to its immunity to paralysis and sleep.

Inexorable Attacks (Ex) All of a crypt dragon's natural attacks function as *ghost touch* weapons.

Lingering Rot (Su) Negative levels imparted by a crypt dragon's rotting breath last for a number of hours equal to the dragon's age category number before disappearing.

Rotting Breath (Su) Any creature that fails its saving throw against a crypt dragon's breath weapon also gains the listed number of temporary negative levels, which disappear at a rate of 1 per round. Undead creatures that fail this save instead cower for an equal number of rounds.

Sepulchral Crush (Su) The dragon's crush can affect Huge or smaller creatures. Any creature rendered helpless by its entombing crush must succeed at a second Fortitude save or turn to stone.

Age Category	Special Abilities	Caster Level
Wyrmling	Decaying breath, grave endurance	—
Very young	Inexorable attacks	—
Young	Compression, rotting breath (1d2)	1st
Juvenile	Frightful presence, planar infusion	3rd
Young adult	DR 5/adamantine, spell resistance	5th
Adult	Entombing crush	7th
Mature adult	DR 10/adamantine	9th
Old	Rotting breath (1d4)	11th
Very old	DR 15/adamantine, lingering rot	13th
Ancient	Rotting breath (1d6)	15th
Wyrmling	DR 20/adamantine	17th
Great wyrmling	Sepulchral crush	19th

YOUNG CRYPT DRAGON

CR 12

XP 19,200

N Large dragon (extraplanar)

Init +5; **Senses** dragon senses; Perception +26

DEFENSE

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

hp 147 (14d12+56)

Fort +13, **Ref** +10, **Will** +14

Defensive Abilities grave endurance

OFFENSE

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

Melee bite +20 (2d6+9/19-20), 2 claws +19 (1d8+6), tail slap +17 (1d8+9), 2 wings +17 (1d6+3)

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

Special Attacks breath weapon (40-ft. cone, 6d10 negative energy, Reflex DC 21 half), decaying breath, inexorable attacks, rotting breath (1d2 negative levels)

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

1st (4)—*sanctuary* (DC 14), *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *stabilize*

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 16, **Wis** 21, **Cha** 16

Base Atk +14; **CMB** +21; **CMD** 32 (36 vs. trip)

Feats Alertness, Critical Focus, Improved Critical (bite), Improved Initiative, Multiattack, Step Up, Weapon Focus (bite)

Skills Fly +12, Intimidate +20, Know. (engineering, planes, religion) +20, Perception +26, Sense Motive +26, Spellcraft +20, Stealth +14

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ compression

ADULT CRYPT DRAGON

CR 16

XP 76,800

N Huge dragon (extraplanar)

Init +4; **Senses** dragon senses; Perception +34

Aura frightful presence (180 ft., DC 25)

DEFENSE

AC 31, touch 8, flat-footed 31 (+23 natural, -2 size)

hp 250 (20d12+120)

Fort +18, **Ref** +14, **Will** +19

Defensive Abilities grave endurance; **DR** 5/adamantine; **SR** 27

OFFENSE

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

Melee bite +28 (2d8+13/19-20), 2 claws +27 (2d6+9), tail slap +25 (2d6+13), 2 wings +25 (1d8+4)

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

Special Attacks breath weapon (50-ft. cone, 12d10 negative energy, Reflex DC 26 half), crush, decaying breath, entombing crush, inexorable attacks, rotting breath (1d2 negative levels)

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

3rd (5)—*searing light*, *speak with dead* (DC 18)

2nd (7)—*augury*, *gentle repose*, *resist energy*

1st (8)—*bless*, *cure light wounds*, *hide from undead*, *sanctuary* (DC 16), *shield of faith*

DRAGON (PLANAR), CRYPT

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 20, **Wis** 25, **Cha** 20

Base Atk +20; **CMB** +31; **CMD** 41 (45 vs. trip)

Feats Alertness, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Step Up, Vital Strike, Weapon Focus (bite)

Skills Diplomacy +28, Fly +15, Intimidate +28, Knowledge (engineering, history, planes, religion) +28, Perception +34, Sense Motive +34, Spellcraft +28, Stealth +15

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ compression, planar infusion (180 ft.)

ANCIENT CRYPT DRAGON

CR 21

XP 409,600

N Gargantuan dragon (extraplanar)

Init +3; **Senses** dragon senses; Perception +44

Aura frightful presence (300 ft., DC 31)

DEFENSE

AC 40, touch 5, flat-footed 40 (–1 Dex, +35 natural, –4 size)

hp 406 (28d12+224)

Fort +24, **Ref** +17, **Will** +25

Defensive Abilities grave endurance; **DR** 15/adamantine; **SR** 32

OFFENSE

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

Melee bite +38 (4d6+19/19–20), 2 claws +37 (2d8+13/19–20), tail slap +35 (2d8+19), 2 wings +35 (2d6+6)

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

Special Attacks breath weapon (60-ft. cone, 20d10 negative energy, Reflex DC 32 half), crush, decaying breath, entombing crush, inexorable attacks, lingering rot, rotting breath (1d6 negative levels), tail sweep

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

7th (5)—*destruction* (DC 24), *repulsion* (DC 24)

6th (7)—*animate objects*, *heal*, *word of recall*

5th (7)—*break enchantment*, *slay living* (DC 22), *true seeing*, *wall of stone*

4th (7)—*cure critical wounds*, *dismissal* (DC 21), *divination*, *spell immunity*

3rd (8)—*glyph of warding*, *meld into stone*, *searing light*, *speak with dead* (DC 20)

2nd (8)—*augury*, *cure moderate wounds*, *gentle repose*, *resist energy*, *silence* (DC 19)

1st (8)—*bless*, *cure light wounds*, *hide from undead*, *sanctuary* (DC 18), *shield of faith*

0 (at will)—*bleed* (DC 17), *create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *stabilize*

STATISTICS

Str 37, **Dex** 8, **Con** 27, **Int** 24, **Wis** 29, **Cha** 24

Base Atk +28; **CMB** +45; **CMD** 54 (58 vs. trip)

Feats Alertness, Critical Focus, Greater Vital Strike, Improved Critical (bite, claw), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Snatch, Staggering Critical, Step Up, Vital Strike, Weapon Focus (bite)

Skills Bluff +38, Diplomacy +38, Fly +16, Intimidate +38, Knowledge (arcana, engineering, history, planes, religion) +38, Perception +44, Sense Motive +44, Spellcraft +38, Stealth +18

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ compression, planar infusion (300 ft.)

Crypt dragons patrol the Inner Planes, ever vigilant for transgressions against the honored dead or the passage of souls to the afterlife—be they the souls of heroes or villains.



Illustration by Leasha Hannigan



PLANAR DRAGON, HAVOC

This dragon's scales and insectile wings dance with color, while its whiplike tail waves as if stirred by an unseen breeze.

HAVOC DRAGON

CG dragon (chaotic, extraplanar, good)

BASE STATISTICS

CR 8; **Size** Small; **Hit Dice** 10d12

Speed 60 ft.

Natural Armor +7; **Breath Weapon** cone, 2d10 sonic

Str 13, **Dex** 18, **Con** 13, **Int** 14, **Wis** 13, **Cha** 14

ECOLOGY

Environment any (Elysium)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A havoc dragon can assume any humanoid or animal form as per *polymorph*.

Deadly Tail (Ex) The dragon's tail slap critical multiplier becomes ×3.

Delirium Breath (Su) A creature that fails its save against the dragon's breath weapon becomes confused for 1 round.

Lashing Tail (Ex) A havoc dragon's tail slap attack has reach equal to its bite attack and gains the trip special attack.

Performer (Su) A havoc dragon treats all Perform skills as class skills and can choose spells from the cleric and bard spell lists.

Planar Artist (Su) Three times per day as a standard action, a havoc dragon can reshape features within the area of its planar infusion as if casting *create demiplane* (except the shape function; *Pathfinder RPG Ultimate Magic* 213). All additional features disappear when the planar infusion ends.

Rapturous Revel (Su) Once per day as a standard action, a havoc dragon can inspire creativity and joy in each creature in a 100-foot radius for 1 minute. For each affected creature, the dragon chooses to affect the target with *charm monster*, *confusion*, or *greater heroism* (Will DC 32 negates). These are mind-affecting effects. The save DC is Charisma-based.

Soundproof (Ex) A havoc dragon is immune to sonic damage as well as to the confused, nauseated, and sickened conditions.

Age Category	Special Abilities	Caster Level
Wyrmling	Performer, soundproof	—
Very young	Change shape 3/day	—
Young	Lashing tail	1st
Juvenile	Frightful presence, planar infusion	3rd
Young adult	DR 5/lawful, spell resistance	5th
Adult	Delirium breath	7th
Mature adult	DR 10/lawful	9th
Old	Deadly tail	11th
Very old	DR 15/lawful	13th
Ancient	Planar artist	15th
Wurm	DR 20/lawful	17th
Great wurm	Rapturous revel	19th

YOUNG HAVOC DRAGON

CR 12

XP 19,200

CG Large dragon (chaotic, extraplanar, good)

Init +7; **Senses** dragon senses; Perception +19

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 133 (14d12+42)

Fort +12, **Ref** +14, **Will** +11

Immune confused, nauseated, paralysis, sickened, sleep, sonic

OFFENSE

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

Melee bite +18 (2d6+7), 2 claws +18 (1d8+5), tail slap +17 (1d8+7/19–20 plus trip), 2 wings +16 (1d6+2)

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

Special Attacks breath weapon (40-ft. cone, 6d10 sonic damage, Reflex DC 20 half), lashing tail

Oracle Spells Known (CL 1st; concentration +5)

1st (4)—*entropic shield*, *grease* (DC 15)

0 (at will)—*create water*, *detect magic*, *mage hand*, *open/close*

STATISTICS

Str 21, **Dex** 16, **Con** 17, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +14; **CMB** +20; **CMD** 33 (37 vs. trip)

Feats Improved Crit. (tail slap), Improved Init., Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (tail slap), Wingover

Skills Bluff +21, Fly +14, Knowledge (local, planes) +20, Perception +19, Perform (comedy) +21, Sense Motive +19, Spellcraft +20, Use Magic Device +21

Languages Celestial, Common, Draconic, Sylvan

SQ change shape (3/day)

ADULT HAVOC DRAGON

CR 16

XP 76,800

CG Huge dragon (chaotic, extraplanar, good)

Init +6; **Senses** dragon senses; Perception +27

Aura frightful presence (180 ft., DC 26)

DEFENSE

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)

hp 230 (20d12+100)

Fort +17, **Ref** +16, **Will** +16

DR 5/lawful; **Immune** confused, nauseated, paralysis, sickened, sleep, sonic; **SR** 27

OFFENSE

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

Melee bite +27 (2d8+12/19–20), 2 claws +26 (2d6+8), tail slap +25 (2d6+12/19–20 plus trip), 2 wings +24 (1d8+4)

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

Special Attacks breath weapon (50-ft. cone, 12d10 sonic damage, Reflex DC 25 half), crush, delirium breath, lashing tail

Oracle Spells Known (CL 7th; concentration +13)

3rd (5)—*charm monster* (DC 18), *dispel magic*

2nd (8)—*cure moderate wounds*, *grace*^{APG}, *sound burst* (DC 18)

1st (8)—*detect evil*, *divine favor*, *entropic shield*, *grease* (DC 15), *obscuring mist*

DRAGON (PLANAR), HAVOC

Illustration by Leeshia Hannigan

0 (at will)—*create water, detect magic, light, mage hand, open/close, resistance, stabilize*

STATISTICS

Str 27, **Dex** 14, **Con** 21, **Int** 20, **Wis** 19, **Cha** 22

Base Atk +20; **CMB** +30; **CMD** 42 (46 vs. trip)

Feats Critical Focus, Improved Critical (bite, tail slap), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite, tail slap), Wingover

Skills Bluff +29, Diplomacy +29, Fly +17, Knowledge (local, planes) +28, Perception +27, Perform (comedy, sing) +29, Sense Motive +27, Spellcraft +28, Use Magic Device +29

Languages Celestial, Common, Draconic, Sylvan

SQ change shape (3/day), planar infusion (180 ft.)

ANCIENT HAVOC DRAGON

CR 21

XP 409,600

CG Gargantuan dragon (chaotic, extraplanar, good)

Init +5; **Senses** dragon senses; Perception +37

Aura frightful presence (300 ft., DC 32)

DEFENSE

AC 41, touch 7, flat-footed 40 (+1 Dex, +34 natural, -4 size)

hp 378 (28d12+196)

Fort +23, **Ref** +19, **Will** +22

DR 15/lawful; **Immune** confused, nauseated, paralysis, sickened, sleep, sonic; **SR** 32

OFFENSE

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

Melee bite +37 (4d6+18/19-20), 2 claws +36 (2d8+12), tail slap +35 (2d8+18/19-20/×3 plus trip), 2 wings +34 (2d6+6)

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

Special Attacks breath weapon (60-ft. cone, 20d10 sonic damage, Reflex DC 31 half), crush, delirium breath, lashing tail, tail sweep, tripping tail

Oracle Spells Known (CL 15th; concentration +23)

7th (5)—*greater restoration, word of chaos*

6th (7)—*mass charm monster* (DC 24), *heroes' feast, wind walk*

5th (7)—*break enchantment, greater command* (DC 23), *life bubble*^{APG}, *mass cure light wounds* (DC 23)

4th (8)—*dimension door, dismissal* (DC 22), *freedom of movement, tongues*

3rd (8)—*charm monster* (DC 18), *dispel magic, stone shape, wind wall*

2nd (8)—*bear's endurance, cure moderate wounds, enthrall* (DC 20), *grace*^{APG}, *sound burst* (DC 20)

1st (8)—*detect evil, divine favor, entropic shield, grease* (DC 15), *obscuring mist*

0 (at will)—*create water, detect magic, detect poison, light, mage hand, mending, open/close, resistance, stabilize*

STATISTICS

Str 35, **Dex** 12, **Con** 25, **Int** 24, **Wis** 23, **Cha** 26

Base Atk +28; **CMB** +44; **CMD** 55 (59 vs. trip)

Feats Critical Focus, Hover, Improved Critical (bite, tail slap), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Tiring Critical, Weapon Focus (bite, tail slap), Wingover

Skills Bluff +39, Diplomacy +39, Fly +18, Intimidate +39, Knowledge (local, nature, planes) +38, Perception +37, Perform (comedy, sing) +39, Sense Motive +37, Spellcraft +38, Use Magic Device +39

Languages Celestial, Common, Draconic, Sylvan

SQ change shape (3/day), planar artist, planar infusion (300 ft.)

Despite their best intentions, the appropriately named havoc dragons often cause collateral damage as they develop whimsical wonderlands of revelry and relaxation.



PLANAR DRAGON, INFERNAL

Cruel horns frame this dragon's head. Its body glows faintly with malicious heat.

INFERNAL DRAGON

LE dragon (evil, extraplanar, lawful)

BASE STATISTICS

CR 8; **Size** Small; **Hit Dice** 10d12

Speed 60 ft.

Natural Armor +9; **Breath Weapon** line, 2d8 hellfire

Str 17, **Dex** 12, **Con** 15, **Int** 18, **Wis** 15, **Cha** 14

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Commanding Voice (Su) The dragon adds 2 to the DCs of saves against its spells with language-dependent or sonic descriptors.

Damnation Flames (Su) Those slain by the infernal dragon's breath weapon are condemned to Hell. Anyone attempting to resurrect such a creature must succeed at a caster level check equal to 10 + the dragon's CR, or the spell fails.

Hellfire (Su) Half of the damage from hellfire is fire damage, and half is unholy energy that bypasses fire resistance and immunity.

Hellproof (Ex) The infernal dragon is immune to fire, hellfire, and mind-affecting effects.

Infernal Aide (Sp) Once per day, the dragon can summon a contract devil (*Pathfinder RPG Bestiary* 3 76) as per *summon monster IX* with a duration of 1 hour.

Inscrutable (Ex) An infernal dragon gains a bonus on saves against divination spells and effects equal to its age category number.

Invoke Hell (Sp) An infernal dragon can use *fire storm* and *meteor swarm* as spell-like abilities once per day each. All fire damage caused by these spell-like abilities functions as hellfire.

Oppressive Heat (Su) A creature that fails its save against an infernal dragon's breath weapon can't benefit from morale bonuses for 1 minute. If the creature fails another save against the breath weapon during this time, it is staggered for 1 round.

Age Category	Special Abilities	Caster Level
Wyrmling	Hellfire, hellproof	—
Very young	Inscrutable	—
Young	Oppressive heat	1st
Juvenile	Planar infusion	3rd
Young adult	DR 5/chaotic, spell resistance	5th
Adult	Commanding voice	7th
Mature adult	DR 10/chaotic	9th
Old	Infernal aide	11th
Very old	DR 15/chaotic	13th
Ancient	Invoke Hell	15th
Wurm	DR 20/chaotic	17th
Great wurm	Damnation flames	19th

YOUNG INFERNAL DRAGON

CR 12

XP 19,200

LE Large dragon (evil, extraplanar, lawful)

Init +4; **Senses** dragon senses; Perception +20

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp 147 (14d12+56)

Fort +13, **Ref** +9, **Will** +14; +3 vs. divination

Defensive Abilities inscrutable; **Immune** fire, hellfire, mind-affecting effects, paralysis, sleep

OFFENSE

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

Melee bite +21 (2d6+10), 2 claws +21 (1d8+7/19-20), tail slap +15 (1d8+10), 2 wings +15 (1d6+3)

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

Special Attacks breath weapon (80-ft. line, 6d10 hellfire damage, Reflex DC 21 half), oppressive heat

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

1st (4)—*bane* (DC 14), *command* (DC 14)

0 (at will)—*detect magic*, *guidance*, *read magic*, *spark*^{APG} (DC 13)

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 20, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Combat Expertise, Improved Critical (claw), Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite, claw)

Skills Appraise +22, Bluff +20, Diplomacy +20, Fly +11, Knowledge (history, local, planes) +22, Linguistics +22, Perception +20, Sense Motive +20, Spellcraft +22

Languages Common, Draconic, Infernal, plus any 14 others

ADULT INFERNAL DRAGON

CR 16

XP 76,800

LE Huge dragon (evil, extraplanar, lawful)

Init +3; **Senses** dragon senses; Perception +28

Aura frightful presence (180 ft., DC 25)

DEFENSE

AC 31, touch 7, flat-footed 31 (-1 Dex, +24 natural, -2 size)

hp 250 (20d12+120)

Fort +18, **Ref** +11, **Will** +19; +6 vs. divination

Defensive Abilities inscrutable; **DR** 5/chaotic; **Immune** fire, hellfire, mind-affecting effects, paralysis, sleep; **SR** 27

OFFENSE

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

Melee bite +29 (2d8+15/19-20), 2 claws +29 (2d6+10/19-20), tail slap +23 (2d6+15), 2 wings +23 (1d8+5)

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

Special Attacks breath weapon (100-ft. line, 12d10 hellfire damage, Reflex DC 26 half), commanding voice, crush, oppressive heat

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

3rd (5)—*blindness/deafness* (DC 18), *vision of hell*^{MM} (DC 19)

2nd (7)—*cure mod. wounds*, *darkness*, *hold person* (DC 17)

1st (8)—*bane* (DC 16), *command* (DC 18), *forbid action*^{UM} (DC 18), *sanctuary* (DC 16), *shield of faith*

DRAGON (PLANAR), INFERNAL

0 (at will)—bleed (DC 15), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *spark*^{APG} (DC 15)

STATISTICS

Str 31, **Dex** 8, **Con** 23, **Int** 24, **Wis** 21, **Cha** 20

Base Atk +20; **CMB** +32; **CMD** 41 (45 vs. trip)

Feats Bleeding Crit., Combat Expertise, Crit. Focus, Imp. Crit. (bite, claw), Imp. Init., Iron Will, Power Attack, Weapon Focus (bite, claw)

Skills Appraise +30, Bluff +28, Diplomacy +28, Fly +14, Intimidate +28, Knowledge (history, local, nobility, planes) +30, Linguistics +30, Perception +28, Sense Motive +28, Spellcraft +30

Languages Common, Draconic, Infernal, plus any 20 others

SQ planar infusion (180 ft.)

ANCIENT INFERNAL DRAGON

CR 21

XP 409,600

LE Gargantuan dragon (evil, extraplanar, lawful)

Init +2; **Senses** dragon senses; Perception +38

Aura frightful presence (300 ft., DC 31)

DEFENSE

AC 40, touch 4, flat-footed 40 (–2 Dex, +36 natural, –4 size)

hp 406 (28d12+224)

Fort +24, **Ref** +16, **Will** +25; +10 vs. divination

Defensive Abilities inscrutable; **DR** 15/chaotic; **Immune** fire, hellfire, mind-affecting effects, paralysis, sleep; **SR** 32

OFFENSE

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

Melee bite +39 (4d6+21/19–20), 2 claws +39 (2d8+14/19–20), tail slap +33 (2d8+21/19–20), 2 wings +33 (2d6+7)

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

Special Attacks breath weapon (120-ft. line, 20d10 hellfire damage, Reflex DC 32 half), commanding voice, crush, damnation flames, oppressive heat, tail sweep

Spell-Like Abilities (CL 15th; conc. +22)

1/day—*fire storm* (DC 25), *infernal aide*, *meteor swarm* (DC 26)

Oracle Spells Known (CL 15th; conc. +22)

7th (5)—*dictum* (DC 26), *repulsion* (DC 24)

6th (7)—*antilife shell*, *dispel magic*, *harm* (DC 23)

5th (7)—*greater command* (DC 24), *scrying* (DC 22), *slay living* (DC 22), *true seeing*

4th (7)—*dimensional anchor*, *dismissal* (DC 21), *order's wrath* (DC 21), *tongues*

3rd (8)—*blindness/deafness* (DC 20), *bestow curse* (DC 20), *invisibility purge*, *vision of hell*^{UM} (DC 21)

2nd (8)—*cure mod. wounds*, *darkness*, *enthrall* (DC 21), *hold person* (DC 19), *silence* (DC 19)

1st (8)—*bane* (DC 18), *command* (DC 20), *forbid action*^{UM} (DC 20), *sanctuary* (DC 18), *shield of faith*

0 (at will)—bleed (DC 17), *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *spark*^{APG} (DC 17)

STATISTICS

Str 39, **Dex** 6, **Con** 27, **Int** 28, **Wis** 25, **Cha** 24

Base Atk +28; **CMB** +46; **CMD** 54 (58 vs. trip)

Feats Bleeding Critical, Combat Expertise, Critical Focus, Improved Critical (bite, claw, tail slap), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, Weapon Focus (bite, claw)

Skills Appraise +40, Bluff +38, Diplomacy +38, Fly +15, Intimidate +38, Knowledge (history, local, nobility, planes, religion) +40, Linguistics +40, Perception +38, Sense Motive +38, Spellcraft +40, Use Magic Device +38

Languages Common, Draconic, Infernal, plus any 28 others

SQ planar infusion (300 ft.)

Infernal dragons delight in recruiting large entourages of overly ambitious mortals who gladly debase themselves in exchange for influence.



Illustration by Leesa Hannigan

PLANAR DRAGON, PARADISE

This sleek dragon carries itself with regal dignity. Its eyes glow with heavenly light.

PARADISE DRAGON

LG dragon (extraplanar, good, lawful)

BASE STATISTICS

CR 8; **Size** Small; **Hit Dice** 10d12

Speed 60 ft.

Natural Armor +8; **Breath Weapon** line, 2d8 force

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

ECOLOGY

Environment any (Heaven)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Banishing Breath (Su) Any called or summoned creature damaged by a paradise dragon's breath weapon must succeed at a Will save (the DC equals that of the dragon's breath weapon) or be returned to its home plane, as per *dismissal*.

Graceful Flight (Ex) A paradise dragon's aerial maneuverability is one step better than normal.

Heavenly Aid (Ex) When a paradise dragon uses the aid another action, the bonus it grants is +4 rather than +2.

Rebuking Breath (Su) A creature that takes damage from a paradise dragon's breath weapon is subject to a bull rush.

Redemption (Su) Once per month, a paradise dragon can offer a dead creature a second chance at life. If the creature's soul accepts, it is revived as per *true resurrection*, and its alignment shifts two steps toward lawful good.

Resolute (Ex) A paradise dragon is immune to force effects, petrification, and poison.

Sacred Space (Su) Nonevil allies in the area of a paradise dragon's planar infusion heal at twice the natural rate and gain a +2 sacred bonus on their saving throws.

Seeking Breath (Su) Once each time it uses its breath weapon, if the breath strikes a chaotic or evil creature, the dragon can bend the line of the breath weapon up to 90 degrees.

Age Category	Special Abilities	Caster Level
Wyrmling	Graceful flight, resolute	—
Very young	Heavenly aid	—
Young	Rebuking breath	1st
Juvenile	Frightful presence, planar infusion	3rd
Young adult	DR 5/evil, spell resistance	5th
Adult	Sacred space	7th
Mature adult	DR 10/evil	9th
Old	Seeking breath	11th
Very old	DR 15/evil	13th
Ancient	Banishing breath	15th
Wyrmling	DR 20/evil	17th
Great wyrmling	Redemption	19th

YOUNG PARADISE DRAGON

CR 12

XP 19,200

LG Large dragon (extraplanar, good, lawful)

Init +5; **Senses** dragon senses; Perception +24

DEFENSE

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

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +12

Immune force effects, paralysis, petrification, poison, sleep

OFFENSE

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

Melee bite +21 (2d6+10/19-20), 2 claws +20 (1d8+7), tail slap +18 (1d8+10), 2 wings +18 (1d6+3)

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

Special Attacks breath weapon (80-ft. line, 6d8 force damage, Reflex DC 22 half), rebuking breath

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

1st (4)—*cure light wounds*, *remove fear*

0 (at will)—*create water*, *detect magic*, *light*, *purify food and drink*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)

Feats Alertness, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Persuasive, Weapon Focus (bite)

Skills Diplomacy +24, Fly +16, Heal +20, Intimidate +24, Knowledge (planes, religion) +20, Perception +24, Sense Motive +24, Spellcraft +20

Languages Celestial, Common, Draconic

SQ graceful flight, heavenly aid

ADULT PARADISE DRAGON

CR 16

XP 76,800

LG Huge dragon (extraplanar, good, lawful)

Init +4; **Senses** dragon senses; Perception +32

Aura frightful presence (180 ft., DC 25)

DEFENSE

AC 31, touch 8, flat-footed 31 (+23 natural, -2 size)

hp 270 (20d12+140)

Fort +19, **Ref** +12, **Will** +17

DR 5/evil; **Immune** force effects, paralysis, petrification, poison, sleep; **SR** 27

OFFENSE

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

Melee bite +29 (2d8+15/19-20), 2 claws +28 (2d6+10), tail slap +26 (2d6+15), 2 wings +26 (1d8+5)

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

Special Attacks breath weapon (100-ft. line, 12d8 force damage, Reflex DC 27 half), crush, rebuking breath

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

3rd (5)—*cure serious wounds*, *searing light*

2nd (7)—*aid*, *lesser restoration*, *make whole*

1st (8)—*bless*, *cure light wounds*, *divine favor*, *remove fear*, *shield of faith*

DRAGON (PLANAR), PARADISE

0 (at will)—*create water, detect magic, detect poison, light, purify food and drink, stabilize, virtue*

STATISTICS

Str 31, **Dex** 10, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +20; **CMB** +32; **CMD** 42 (46 vs. trip)

Feats Alertness, Blinding Critical, Critical Focus, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Persuasive, Power Attack, Weapon Focus (bite)

Skills Diplomacy +32, Fly +19, Heal +28, Intimidate +32, Knowledge (history, nobility, planes, religion) +28, Perception +32, Sense Motive +32, Spellcraft +28

Languages Celestial, Common, Draconic

SQ graceful flight, heavenly aid, planar infusion (180 ft.), sacred space

ANCIENT PARADISE DRAGON

CR 21

XP 409,600

LG Gargantuan dragon (extraplanar, good, lawful)

Init +3; **Senses** dragon senses; Perception +42

Aura frightful presence (300 ft., DC 31)

DEFENSE

AC 40, touch 5, flat-footed 40 (–1 Dex, +35 natural, –4 size)

hp 434 (28d12+252)

Fort +25, **Ref** +15, **Will** +23

DR 15/evil; **Immune** force effects, paralysis, petrification, poison, sleep; **SR** 32

OFFENSE

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

Melee bite +39 (4d6+21/19–20), 2 claws +39 (2d8+14/19–20), tail slap +36 (2d8+21), 2 wings +36 (2d6+7)

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

Special Attacks banishing breath, breath weapon (120-ft. line, 20d8 force damage, Reflex DC 33 half), crush, rebuking breath, seeking breath, tail sweep

Oracle Spells Known (CL 15th; conc. +22)

7th (5)—*circle of clarity*^{um}, *holy word* (DC 24)

6th (7)—*forbiddance*, *heal*, *wind walk*

5th (7)—*atonement*, *dispel evil*, *flame strike* (DC 22), *mark of justice*

4th (7)—*dismissal* (DC 21), *divine power*, *holy smite* (DC 21), *restoration*

3rd (8)—*cure serious wounds*, *daylight*, *dispel magic*, *searing light*

2nd (8)—*aid*, *cure moderate wounds*, *lesser restoration*, *make whole*, *shield other*

1st (8)—*bless*, *cure light wounds*, *divine favor*, *remove fear*, *shield of faith*

0 (at will)—*create water, detect magic, detect poison, guidance, light, mending, purify food and drink, stabilize, virtue*

STATISTICS

Str 39, **Dex** 8, **Con** 29, **Int** 24, **Wis** 25, **Cha** 24

Base Atk +28; **CMB** +46; **CMD** 55 (59 vs. trip)

Feats Alertness, Blinding Critical, Critical Focus, Extend Spell, Hover, Improved Critical (bite, claw), Improved Initiative, Multiattack, Persuasive, Power Attack, Quicken Spell, Weapon Focus (bite, claw)

Skills Diplomacy +42, Fly +20, Heal +38, Intimidate +42, Knowledge (arcana, history, nobility, planes, religion) +38, Perception +42, Sense Motive +42, Spellcraft +38, Survival +38

Languages Celestial, Common, Draconic

SQ graceful flight, heavenly aid, planar infusion (300 ft.), sacred space

Paradise dragons create holy sanctums of light and harmony to shield their followers from the multiverse's evil.



Illustration by Leasha Hannigan

PLANAR DRAGON, RIFT

This dark-scaled dragon has massive claws, and foul-smelling acid drips from its saber teeth.

RIFT DRAGON

CE dragon (chaotic, evil, extraplanar)

BASE STATISTICS

CR 8; **Size** Small; **Hit Dice** 10d12

Speed 60 ft., burrow 30 ft.

Natural Armor +8; **Breath Weapon** cone, 2d10 acid

Str 19, **Dex** 14, **Con** 17, **Int** 12, **Wis** 15, **Cha** 16

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Abyssal Juggernaut (Ex) When a rift dragon uses its trample attack, it deals double damage to the first target in its path.

Bleed (Ex) A rift dragon's bite, claw, and trample attacks deal bleed damage equal to its age category number.

Corrosion (Su) The dragon's breath weapon deals full damage to inanimate objects and ignores the first 10 points of hardness.

Corrupt Fortitude (Ex) A rift dragon is immune to acid, disease, nausea, poison, and stun.

Dissolution (Su) When a creature fails its save against a rift dragon's breath weapon, it becomes vulnerable to acid and lowers any damage reduction it has by 10 for 1 minute.

Flatten (Ex) When a rift dragon uses its trample attack, it can end its movement in other creatures' spaces, using its crush attack against those foes as a free action.

Foul Acid (Ex) Any creature that takes damage from a rift dragon's breath weapon is staggered for 1 round by the foul vapors if it failed the saving throw against the breath weapon. This is a poison effect.

Obliterating Breath (Su) Instead of a cone of acid, three times per day the dragon can breathe a line of destructive force that affects each target as per *disintegrate* (CL 20th, Fortitude DC 36 partial).

Trample (Ex) A rift dragon's trample damage is equal to its bite.

Age Category	Special Abilities	Caster Level
Wyrmling	Corrupt fortitude	—
Very young	Bleed, foul acid	—
Young	Corrosion, trample	1st
Juvenile	Frightful presence, planar infusion	3rd
Young adult	DR 5/good, spell resistance	5th
Adult	Abyssal juggernaut	7th
Mature adult	DR 10/good	9th
Old	Dissolution	11th
Very old	DR 15/good	13th
Ancient	Flatten	15th
Wurm	DR 20/good	17th
Great wurm	Obliterating breath	19th

YOUNG RIFT DRAGON

CR 12

XP 19,200

CE Large dragon (chaotic, evil, extraplanar)

Init +5; **Senses** dragon senses; Perception +20

DEFENSE

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

hp 161 (14d12+70)

Fort +14, **Ref** +12, **Will** +12

Immune acid, disease, nausea, paralysis, poison, sleep, stun

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +22 (2d6+12/19-20 plus bleed), 2 claws +21 (1d8+8 plus bleed), tail slap +19 (1d8+12), 2 wings +19 (1d6+4)

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

Special Attacks bleed 3, breath weapon (40-ft. cone, 6d10 acid, Reflex DC 22 half), corrosion, foul acid, trample (2d6+12 plus bleed, DC 25)

Oracle Spells Known (CL 1st; concentration +5)

1st (4)—*bane* (DC 15), *murderous command*^{UM} (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *read magic*, *resistance*

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 14, **Wis** 17, **Cha** 18

Base Atk +14; **CMB** +23; **CMD** 34 (38 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Intimidating Prowess, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)

Skills Fly +12, Intimidate +29, Knowledge (arcana, planes) +19, Perception +20, Sense Motive +20, Spellcraft +19, Stealth +14

Languages Abyssal, Common, Draconic

ADULT RIFT DRAGON

CR 16

XP 76,800

CE Huge dragon (chaotic, evil, extraplanar)

Init +4; **Senses** dragon senses; Perception +28

Aura frightful presence (180 ft., DC 26)

DEFENSE

AC 31, touch 8, flat-footed 31 (+23 natural, -2 size)

hp 270 (20d12+140)

Fort +19, **Ref** +14, **Will** +17

DR 5/good; **Immune** acid, disease, nausea, paralysis, poison, sleep, stun; **SR** 27

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +30 (2d8+16/19-20 plus bleed), 2 claws +29 (2d6+11 plus bleed), tail slap +27 (2d6+16/19-20), 2 wings +27 (1d8+5)

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

Special Attacks abyssal juggernaut, bleed 6, breath weapon (50-ft. cone, 12d10 acid, Reflex DC 27 half), corrosion, crush, foul acid, trample (2d8+16 plus bleed, DC 31)

Oracle Spells Known (CL 7th; concentration +13)

3rd (5)—*contagion* (DC 19), *deeper darkness*

2nd (8)—*death knell* (DC 18), *hold person* (DC 18), *shatter* (DC 18)

1st (8)—*bane* (DC 17), *cure light wounds*, *murderous command*^{UM} (DC 17), *obscuring mist*, *shield of faith*

DRAGON (PLANAR), RIFT

0 (at will)—*bleed* (DC 16), *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *spark*^{APG} (DC 16)

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 18, **Wis** 21, **Cha** 22

Base Atk +20; **CMB** +33; **CMD** 43 (47 vs. trip)

Feats Critical Focus, Improved Critical (bite, tail slap), Improved Initiative, Intimidating Prowess, Lightning Reflexes, Multiattack, Power Attack, Staggering Critical, Weapon Focus (bite)

Skills Bluff +29, Fly +15, Intimidate +40, Knowledge (arcana, planes) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +15, Use Magic Device +29

Languages Abyssal, Common, Draconic

SQ planar infusion (180 ft.)

ANCIENT RIFT DRAGON

CR 21

XP 409,600

CE Gargantuan dragon (chaotic, evil, extraplanar)

Init +3; **Senses** dragon senses; Perception +38

Aura frightful presence (300 ft., DC 32)

DEFENSE

AC 40, touch 5, flat-footed 40 (−1 Dex, +35 natural, −4 size)

hp 434 (28d12+252)

Fort +25, **Ref** +19, **Will** +23

DR 15/good; **Immune** acid, disease, nausea, paralysis, poison, sleep, stun; **SR** 32

OFFENSE

Speed 60 ft., burrow 30 ft., fly 250 ft. (clumsy)

Melee bite +40 (4d6+22/19–20 plus bleed), 2 claws +40 (2d8+15/19–20 plus bleed), tail slap +37 (2d8+22/19–20), 2 wings +37 (2d6+7)

Space 20 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks abyssal juggernaut, bleed 10, breath weapon (60-ft. cone, 20d10 acid, Reflex DC 33 half), corrosion, crush, dissolution, flatten, foul acid, tail sweep, trample (4d6+22 plus bleed, DC 39)

Oracle Spells Known (CL 15th; concentration +23)

7th (5)—*blasphemy* (DC 25), *destruction* (DC 25)

6th (7)—*epidemic*^{UM} (DC 24), *harm* (DC 24), *heal*

5th (7)—*cure critical wounds*, *dispel good*, *plane shift* (DC 23), *true seeing*

4th (8)—*dismissal* (DC 22), *divine power*, *freedom of movement*, *unholy blight* (DC 22)

3rd (8)—*contagion* (DC 21), *cure serious wounds*, *deeper darkness*, *dispel magic*

2nd (8)—*death knell* (DC 20), *desecrate*, *hold person* (DC 20), *shatter* (DC 20), *sound burst* (DC 20)

1st (8)—*bane* (DC 19), *cure light wounds*, *murderous command*^{UM} (DC 19), *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 18), *create water*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *spark*^{APG} (DC 18), *virtue*

STATISTICS

Str 41, **Dex** 8, **Con** 29, **Int** 22, **Wis** 25, **Cha** 26

Base Atk +28; **CMB** +47; **CMD** 56 (60 vs. trip)

Feats Critical Focus, Flyby Attack, Improved Critical (bite, claw, tail slap), Improved Initiative, Intimidating Prowess, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Weapon Focus (bite, claw)

Skills Bluff +39, Fly +16, Intimidate +54, Knowledge (arcana, dungeoneering, planes, religion) +37, Perception +38, Sense Motive +38, Spellcraft +37, Stealth +18, Use Magic Device +39

Languages Abyssal, Common, Draconic

SQ planar infusion (300 ft.)

Wherever they go, rift dragons leave behind shattered ruins. These scaled terrors often intimidate local humanoid groups into worshipping them as demigods of destruction.



Illustration by Leasha Hannigan

ELDER WYRM

This mighty, two-headed dragon has a six-legged serpentine body that ends in a writhing, whiplike tail.

ELDER WYRM

CR 24



XP 1,228,800

N Colossal dragon

Init +16; **Senses** darkvision 300 ft., low-light vision, scent, *true seeing*; Perception +49

Aura frightful presence (300 ft., DC 33)

DEFENSE

AC 42, touch 14, flat-footed 30 (+12 Dex, +28 natural, -8 size)

hp 528 (32d12+320); fast healing 20

Fort +28, **Ref** +30, **Will** +24

DR 20/epic; **Immune** acid, charm, curses, electricity, fear, paralysis, petrification, sleep; **Resist** cold 30, fire 30, sonic 30; **SR** 35

OFFENSE

Speed 50 ft., climb 50 ft., fly 250 ft. (poor), swim 50 ft.

Melee 2 bites +40 (4d8+16/19-20 plus myth-drinker), 2 claws +40 (2d8+16), 2 tail slaps +35 (4d6+8/19-20)

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

Special Attacks breath weapon, godslayer, rend (2 bites, 4d8+16 plus myth-drinker), swift tail, synchronized strike, tail snap

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

Constant—*true seeing*

1/month—*miracle*

Sorcerer Spells Known (CL 20th; concentration +27)

9th (6)—*dominate monster* (DC 26), *foresight*, *time stop*

8th (6)—*greater prying eyes*, *maze*, *sunburst* (DC 25)

7th (7)—*greater arcane sight*, *greater scrying* (DC 24), *greater teleport*

6th (7)—*disintegrate* (DC 23), *mass suggestion* (DC 23), *shadow walk* (DC 23)

5th (7)—*cone of cold* (DC 22), *feeblemind* (DC 22), *hold monster* (DC 22), *wall of force*

4th (7)—*arcane eye*, *bestow curse* (DC 21), *dimension door*, *stone shape*

3rd (8)—*clairaudience/clairvoyance*, *dispel magic*, *haste*, *ray of exhaustion* (DC 20)

2nd (8)—*blur*, *glitterdust* (DC 19), *invisibility*, *mirror image*, *whispering wind*

1st (8)—*alarm*, *comprehend languages*, *expeditious retreat*, *shield*, *unseen servant*

0 (at will)—*arcane mark*, *bleed* (DC 17), *dancing lights*, *detect magic*, *ghost sound* (DC 17), *mage hand*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 43, **Dex** 34, **Con** 30, **Int** 17, **Wis** 22, **Cha** 25

Base Atk +32; **CMB** +56; **CMD** 78 (86 vs. trip)

Feats Alertness, Arcane Strike, Combat Reflexes, Empower Spell, Flyby Attack, Greater Spell Penetration, Greater Vital Strike, Hover, Improved Critical (bite, tail slap), Improved Initiative,

Improved Vital Strike, Lunge, Power Attack, Quicken Spell, Vital Strike

Skills Acrobatics +44, Bluff +42, Climb +24, Diplomacy +42, Fly +0, Intimidate +42, Knowledge (arcana) +38, Perception +49, Sense Motive +45, Spellcraft +38, Swim +24, Use Magic Device +42; **Racial Modifiers** +4 Perception

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Undercommon

SQ impossible coordination

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Each of an elder wurm's heads can expel a breath weapon, each of which can be used once every 1d4 rounds. The first breath weapon is a 500-foot line of lighting that deals 20d10 points of electricity damage (Reflex DC 36 half). The second is a 250-foot cone of caustic gas that deals 20d10 points of acid damage (Fortitude DC 36 half). If an elder wurm uses both breath weapons simultaneously—such as by readying an action with its impossible coordination ability—the electrical charge causes the gas to explode; rather than dealing acid or electricity damage, the explosion instead deals 40d10 points of fire damage to all creatures in a 250-foot cone (Reflex DC 36 half) and causes damaged creatures to catch fire, taking 6d10 points of fire damage each round for 1d4 rounds, unless they succeed at a second DC 36 Reflex save. The save DCs are Constitution-based.

Godslayer (Ex) An elder wurm's natural attacks overcome damage reduction and regeneration as per epic and magic weapons. As a swift action, the elder wurm can grant its natural weapons one alignment property and one material property for this purpose. These secondary properties last for 1 hour or until the elder wurm uses this ability again to select new properties.

Impossible Coordination (Ex) An elder wurm can plan and execute a vast number of schemes in a short time. When an encounter starts, an elder wurm rolls twice for initiative. Once per minute, it can act on both initiative counts and can use the delay or ready actions independently at each initiative. On other rounds, it uses the higher initiative count.

Myth-Drinker (Su) An elder wurm's bite and rend attacks deal an additional 2d6 points of damage to creatures with mythic tiers or the mythic subtype. When an elder wurm confirms a critical hit with its bite attack against such a target, the target loses 1d4 uses of mythic power. For each use of mythic power lost, the elder wurm either regains 2d10 hit points or can attempt a saving throw against one ongoing effect; on a successful save, the effect ends immediately. At the GM's discretion, this ability could apply to mighty albeit non-mythic divine creations, such as behemoths, demodands, titans, and outsiders whose CR is 20 or higher; in this case the elder wurm benefits as though the target had lost two uses of mythic power.

Spells An elder wurm casts spells as per a 20th-level sorcerer.

Swift Tail (Ex) An elder worm can strike twice in a round with its tail slap when it makes a full attack.

Synchronized Strike (Ex) An elder wurm's two heads work in perfect concert when making attacks, snaking apart to strike targets from opposite directions. Once per round, the elder wurm can perform two bite attacks as an attack action, such as when performing a charge or making an attack or opportunity. When an elder wurm uses both bite attacks against a creature that is at least one size category smaller than it is, the elder wurm is treated as if both heads were flanking the target for the purposes of resolving the attacks.

Tail Snap (Su) As a full-round action, an elder wurm can make two tail slap attacks against a single creature it can reach. If one tail slap hits, the target must also succeed at a DC 36 Fortitude save or be stunned for 1 round. If both hit, the tail's impact causes a 10-foot-radius burst of concussive force centered on the target, dealing 10d10 points of sonic damage to all creatures in the area and stunning them for 1 round (Fortitude DC 36 negates the stunned effect). The elder wurm is unharmed by this effect. The save DC is Constitution-based.

Over the eons, gods and would-be divinities have unleashed countless monstrosities on the multiverse in vain attempts to create worshipers or punish oath breakers, or just out of spite. Many such beasts outlive their usefulness and run amok, defying their creators' commands to stand down.

Elder wyrms were once divine avengers, granted life in order to seek and destroy rogue agents of the gods and other such abominations. After annihilating several condemned species, the dragons broke free from the gods' control. Despite this, elder wyrms have a flexible but insistent sense of justice instilled in them by their divine mandate, and acting as the judge, jury, and executioner of mighty foes scratches an existential itch. The few elder wyrms that live on a given planet spend much of their time dozing in secluded places, waking occasionally to hunt or seek out injustices to punish based on their individual interests and moods. This cycle of inactivity leaves most elder wyrms woefully ill-informed of current events, though once they have cause to pay attention, their keen intellects and

powerful divinations allow them to gather and process several centuries of news in short order.

Because they wake so rarely, elder wyrms often become centerpieces of local legends and cautionary tales. Especially convincing or foolhardy heroes might even seek out an elder wurm in order to direct its vengeful wrath against a specific target, though the wurm is just as likely to determine that the heroes are more worthy of destruction than their targets. Having two heads does, after all, make elder wyrms better equipped to see both sides of an issue and render judgment. Each head can think independently and seamlessly share control of the body, allowing the dragon to perform dizzying acts of synchronicity. Often the two heads' personalities diverge, leading to good-natured bickering and debate between the two, much to the dread of anxious onlookers.




An elder wurm is 100 feet long and weighs 25,000 pounds.



Illustration by Irina Nordsol

EMPYREAL LORD, ARSHEA

Blue-gray wings extend over the jeweled bangles and gossamer veils of this androgynous angel.

ARSHEA	CR 29	  
XP 6,553,600		
NG Medium outsider (angel, extraplanar, good)		
Init +16; Senses blindsense 60 ft., darkvision 60 ft., <i>detect evil</i> , low-light vision, <i>true seeing</i> ; Perception +49		
Aura primal aura (30 ft.), protective aura (20 ft.)		
DEFENSE		
AC 48, touch 48, flat-footed 35 (+12 Dex, +1 dodge, +12 insight, +13 sacred)		
hp 697 (34d10+510); regeneration 30 (deific or mythic)		
Fort +26, Ref +31, Will +31; +4 vs. poison		
Defensive Abilities adoration, flawless form, freedom's call; DR 20/epic and evil; Immune ability damage, ability drain, acid, charm effects, cold, compulsion effects, daze, death effects, energy drain, petrification; Resist electricity 30, fire 30; SR 40		
OFFENSE		
Speed 60 ft., fly 120 ft. (good)		
Melee +5 <i>disrupting holy merciful flail</i> +54/+49/+44/+39 (1d8+33/19–20), 2 wings +44 (2d6+20), slam +44 (1d4+20)		
Special Attacks endless dance, pounce		
Spell-Like Abilities (CL 29th; concentration +42) Constant— <i>detect evil</i> , <i>true seeing</i> At will— <i>cure critical wounds</i> ^M , <i>detect anxieties</i> ^U (DC 25), <i>detect desires</i> ^U (DC 25), <i>detect thoughts</i> (DC 25), <i>good hope</i> , <i>greater dispel magic</i> , <i>greater teleport</i> , <i>holy word</i> ^M (DC 30), <i>matchmaker</i> ^U (DC 25), <i>plane shift</i> ^M (DC 30), <i>project image</i> (DC 30), <i>shapechange</i> 3/day— <i>discern location</i> , quickened <i>greater invisibility</i> , <i>heroes' feast</i> , <i>irresistible dance</i> ^M (DC 31), <i>limited wish</i> (to duplicate 5th-level or lower bard spells only), <i>mass heal</i> , <i>mind blank</i> , <i>moment of prescience</i> , <i>sympathy</i> (DC 31) 1/day— <i>time stop</i> ^M , <i>wish</i> ^M ^M Arshea can use the mythic version of this ability in certain conditions (see Nomadic below).		
STATISTICS		
Str 40, Dex 34, Con 41, Int 31, Wis 34, Cha 37		
Base Atk +34; CMB +49 (+53 disarm, +51 trip); CMD 97 (99 vs. disarm and trip)		
Feats Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Greater Disarm, Greater Spell Penetration, Improved Critical (flail), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Quicken Spell-Like Ability (<i>greater invisibility</i>), Skill Focus (Diplomacy, Perform [dance]), Spell Penetration, Staggering Critical		
Skills Acrobatics +49, Bluff +50, Diplomacy +56, Disguise +47, Fly +53, Heal +46, Knowledge (arcana, local, religion) +44, Knowledge (planes) +47, Perception +49, Perform		

(dance) +56, Sense Motive +49, Spellcraft +44, Stealth +49, Use Magic Device +50

Languages Celestial; telepathy 300 ft.; truespeech

SQ fulfillment, nomadic, seed of life, unlimited abandon

ECOLOGY

Environment any (Nirvana)

Organization solitary (unique)

Treasure triple (+5 *disrupting holy merciful flail*, other treasure)

SPECIAL ABILITIES

Adoration (Ex) The first time each round a creature attempts to attack Arshea (whether with a melee attack, a ranged attack, or a spell), that creature must succeed at a DC 40 Will save or hesitate and waste the action (losing the spell or daily use, if applicable). If Arshea attacked that creature in the last round, the creature automatically succeeds at this Will save. Evil creatures gain a +10 bonus on this Will save. This is a mind-affecting emotion effect. The save DC is Charisma-based.

Endless Dance (Ex) Arshea adds their Charisma bonus to all damage rolls with weapon attacks (this bonus is already calculated into their statistics above).

Flawless Form (Ex) Arshea exults in the body's full freedom of motion and the beauty of the physical form. Whenever wearing revealing clothing (or no clothing) and no armor, Arshea adds their Wisdom bonus as an insight bonus to their Armor Class and their Charisma bonus as a sacred bonus to their Armor Class (these bonuses are already calculated into their statistics above).

Freedom's Call (Ex) Arshea is immune to any effects that abrogate freedom, as if constantly under the effects of *freedom*.

Fulfillment (Su) Arshea instantly receives the full results of *detect anxieties*^U, *detect desires*^U, and *detect thoughts* on the first round of examining a creature. In addition to the creature's current desires, Arshea's *detect desires* reveals the creature's deepest underlying desires—those that would bring it true fulfillment if granted. If the creature's deepest desires are wicked or perverse in nature, Arshea also learns the creature's deepest nonharmful desire, if any, and whether its fulfillment might help the creature eschew the darkness constraining its heart. Arshea can produce an effect within the bounds of *wish* without spending a use of the daily spell-like ability, but only to help grant a creature fulfillment as determined by this ability, and only once per creature. Participating in a creature's fulfillment and release from needless constraints is a religious and often sexual experience for both parties involved. For 24 hours afterward, both Arshea and the fulfilled creature receive a +4 morale bonus on ability checks, attack rolls, damage rolls, saving throws, and skill checks, as well as to caster level.

Nomadic (Ex) Arshea, unlike many empyreal lords, does not keep a static empyreal realm. Instead, Arshea is nomadic, traveling the wilds of Nirvana as they see fit. As a swift action once per day, Arshea can designate a region on Nirvana to serve as their territory—this region cannot include

any area currently claimed by another empyreal lord or deity as part of a planar realm. The area of the territory can vary, but it never extends more than 100 miles from the point Arshea selected as the center of their territory. The next time Arshea uses this ability to generate a planar territory, it cannot overlap any region that served them as a planar territory within the previous 24 hours. Within this planar territory, Arshea enjoys the full benefits of an empyreal realm, as detailed on page 87 of *Pathfinder RPG Bestiary 4*, including the ability to use mythic spell-like abilities and the mythic power ability.

Primal Aura (Su) Creatures within Arshea's primal aura must succeed at a DC 40 Will save to avoid becoming overwhelmed with euphoria. On a successful save, the creature takes a -2 penalty on all saving throws against emotion-based effects while remaining within Arshea's primal aura, but it is immune to further effects from the primal aura for 24 hours. On a failed save, the creature becomes dazed for 1 round from overwhelming sensations in addition to the -2 penalty on all saving throws against emotion-based effects. This is a mind-affecting emotion effect. The save DC is Charisma-based.

Unlimited Abandon (Su) All of Arshea's mind-affecting spells, spell-like abilities, supernatural abilities, and extraordinary abilities affect all creatures, regardless of those creatures' immunity to charms, compulsions, emotion effects, or mind-affecting effects. A mythic or deific creature with such an immunity still loses its immunity, but gains a +4 bonus on its saving throws against these effects and can roll twice and then choose the best result.

Arshea is known as the embodiment of irrepressible passion and exultation, and is also named among mortals as the Spirit of Abandon and the Host of Delectation. Their unique form combines the most attractive traits of both femininity and masculinity—seen as such not only by members of the human race, but by those of any species that have an encounter with the empyreal lord. The empyreal lord is of both genders and neither, unfettered by such distinctions. Arshea has no personal realm, instead journeying throughout the celestial realms and the mortal world unpredictably, trailing a wake of beauty, freedom, and sensuality.

ARSHEA'S FAITH

Arshea is the angelic patron of freedom, physical beauty, and sexuality, and their worshipers include artisans, courtesans, some fey, and those seeking to escape repression. Arsheans often follow in their deity's footsteps and spend significant time experiencing life as every gender and sexuality, experimenting in order to overcome their preconceptions and ensure they each express their truest identity.

Arshea's holy symbol is a reclining figure draped in multicolored sashes, and their favored weapon is the flail. The Spirit of Abandon grants access to the domains of Charm, Good, Liberation, and Strength, and to the subdomains of Agathion^{APG}, Freedom^{APG}, Love^{APG}, and Lust^{APG}.

Illustration by Kim Sokol



EMPYREAL LORD, BLACK BUTTERFLY

This living silhouette of a graceful woman has white hair and eyes. Her butterfly wings shimmer with twinkling stars.

BLACK BUTTERFLY

CR 28



XP 4,915,200

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

Init +19; **Senses** blindsense 60 ft., darkvision 60 ft., *detect aberration*^{APG}, *detect evil*, *detect law*, low-light vision, see in darkness, *true seeing*; Perception +50

Aura primal aura (30 ft.)

DEFENSE

AC 46, touch 34, flat-footed 31 (+4 armor, +15 Dex, +10 insight, +8 natural, -1 size)

hp 676 (33d10+495); regeneration 30 (deific or mythic)

Fort +26, **Ref** +33, **Will** +28; +8 vs. mind-affecting effects

Defensive Abilities *freedom of movement*, *mind blank*;

DR 20/epic and evil; **Immune** ability damage, ability drain, charm effects, cold, compulsion effects, death effects, electricity, energy drain, petrification; **Resist** fire 30, sonic 30;

SR 39

OFFENSE

Speed 40 ft., fly 150 ft. (perfect)

Melee *Voidsedge* +52/+47/+42/+37 (1d6+20/19-20/×3 plus 2d6 fire and 2d6 cold), touch +42 touch (10d6 cold plus steal breath)

Ranged *Voidsedge* +52/+47/+42/+37 (1d6+20/19-20/×3 plus 2d6 fire and 2d6 cold)

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

Special Attacks *Voidsedge bond*

Spell-Like Abilities (CL 28th; concentration +39)

Constant—*detect aberration*^{APG}, *detect evil*, *detect law*, *freedom of movement*, *mind blank*, *true seeing*

At will—*break enchantment*, *deeper darkness*, *dimensional anchor*, *greater dispel magic*, *haste*^M, *holy smite*^M (DC 25), *holy word*^M (DC 28), *interplanetary teleport*^{UM}, *wandering star motes*^{APG} (DC 25)

3/day—*antimagic field*^M, quickened *heal*^M, *reverse gravity*^M, quickened *wandering star motes*^{APG} (DC 25)

1/day—*gate*, *implosion* (DC 30), *mage's disjunction*^M, *moment of prescience*, *time stop*^M

^M Black Butterfly can use this ability's mythic version in her realm.

STATISTICS

Str 28, **Dex** 40, **Con** 40, **Int** 27, **Wis** 30, **Cha** 33

Base Atk +33; **CMB** +43; **CMD** 78

Feats Alertness, Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Deadly Aim, Flyby Attack, Improved Critical (starknife), Improved Initiative, Improved Precise Shot, Point-Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability (*heal*, *wandering star motes*), Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +51, Bluff +47, Diplomacy +44, Fly +57, Intimidate +44, Knowledge (arcana, nature, religion) +41, Knowledge (geography) +44, Perception +50, Sense Motive +50, Spellcraft +44, Stealth +53, Use Magic Device +47

Languages Aklo, Celestial, Common; telepathy 300 ft.; truespeech

SQ celestial grace, interstellar mastery, no breath, seed of life, silence between, starflight

ECOLOGY

Environment any (Elysium)

Organization solitary (unique)

Treasure triple (*Voidsedge*, other treasure)

SPECIAL ABILITIES

Celestial Grace (Ex) Black Butterfly adds her Dexterity modifier instead of her Strength modifier to her damage rolls with all melee and ranged weapons. She gains an insight bonus to her Armor Class equal to her Wisdom modifier. She ignores any effect that would reduce her movement speed or prevent her from taking a 5-foot step.

Interstellar Mastery (Ex) Black Butterfly never suffers any harmful environmental effects from outer space. She gains a +4 sacred bonus on attack rolls and saving throws when in such an environment, as well as the benefits of a ranger's favored terrain (+10 bonus).

Primal Aura (Su) No sounds pass through Black Butterfly's primal aura except those she allows, and even then, she can choose to block a sound in some portions of her aura while allowing it to pass through other portions. When blocking sound, this aura functions similarly to *silence*. This ability is suppressed for 1d4 rounds whenever Black Butterfly is affected by a vision-based effect created by an evil creature.

Silence Between (Ex) When Black Butterfly takes a 5-foot step, instead of moving 5 feet, she can ride the spaces in between breaths and thoughts, disappearing and rematerializing anywhere within 150 feet and attempting a Stealth check to hide as a free action. She can hide even when being directly observed, and her Stealth can defeat any sense (for example blindsight, lifestense, and tremorsense) as long as the result of the check exceeds the result of the observer's Perception check. She gains an additional +20 bonus on Stealth checks (+40 when immobile), which doesn't stack with the bonuses from *invisibility*, and she can't be outlined by spells like *faerie fire* or *glitterdust*. If she is hidden when she begins a full attack, any creature that wasn't observing her is denied its Dexterity bonus to AC against all attacks in the full attack, not just the first attack. Black Butterfly loses access to her silence between ability when she is in an area of bright light.

Starflight (Su) Although she can use *interplanetary teleport* at will, Black Butterfly enjoys flying between the stars. When she does so, she travels at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion). Black Butterfly knows the routes to all destinations among the stars.

EMPYREAL LORD, BLACK BUTTERFLY

Steal Breath (Su) Black Butterfly's touch attack deals 10d6 points of cold damage and draws the breath from the target's lungs as she subjects the creature to the racking conditions of deep space. The creature struck can resist having its breath drawn out with a successful DC 37 Fortitude save; otherwise, the target is knocked unconscious by the sudden loss of oxygen. Steal breath does not harm creatures that do not breathe, but her touch attack can still deal cold damage. The save DC is Charisma-based.

Voidsedge Bond (Ex) *Voidsedge* is a +5 aberration-bane ghost touch holy starknife that exists as one of the stars in Black Butterfly's wings until she calls it to her hand as a free action. When she throws *Voidsedge*, it returns to her hand instantly upon striking a target, allowing her to make iterative thrown attacks. Her range increment with *Voidsedge* is 120 feet. Attacks with *Voidsedge* deal an additional 2d6 points of fire damage and 2d6 points of cold damage on a hit when Black Butterfly wields the weapon.

Black Butterfly, the Silence Between, arose from the spaces between the stars. Solemn and serene, she never acts rashly, relying on the wisdom of the cosmos to guide her to the appropriate solution. She believes that the true nature of the multiverse lies in the gaps and silences between thoughts and ideas, so she never focuses on one topic or idea for too long, lest in narrowing her view she should lose sight of the space beyond the idea's edge.

On Elysium, Black Butterfly's hidden realm is nestled in the constellation that leads to Desna's palace. Her realm is relatively simple for an empyreal lord, with no grand palace or bright colors. Instead, it is a quiet respite from a plane of riotous passions, a gentle void, breathable by creatures of all sorts, with pockets of solid shadow for those who prefer ground beneath their feet and dotted with simple shelters. Her realm is so difficult to find that even planar scholars and other residents of Elysium can't agree exactly where it lies, though travelers through silence and darkness, even on other planes, sometimes make their way into her realm in times of desperation, able to find momentary succor so long as they are respectful and quiet.

While few beings can match her knowledge of the alien monstrosities that dwell in the deepest reaches of

interstellar space, Black Butterfly refuses to share much of it, as she worries that widespread knowledge of her greatest nemeses, the Outer Gods and the Great Old Ones, would serve their interests rather than hers. She often journeys from her home in Elysium to subtly battle the interests of these foes and other forces of evil, or to assist those in need without revealing her presence.

BLACK BUTTERFLY'S FAITH

Black Butterfly is the patron of distance, silence, and space. The Silence Between's worshipers include those for whom distances are essential, such as parted lovers or explorers (particularly those who brave the unfathomable depths of outer space), as well as those who appreciate her connection to silence, such as the deaf and the mute. Worshipers of Black Butterfly are encouraged to perform anonymous acts of charity without speaking to the recipient of their kindness, for the reason that such unseen gifts help foster the perception that good things sometimes happen to good people for no other reason than that they deserve it. Black Butterfly's most sacred spaces are isolated monasteries and shrines high atop mountain peaks, deep underground, or even floating on asteroids in the void of space—these latter redoubts typically have potent magic to enable her worshipers to live and breathe with ease. She teaches her followers that the greatest good lies in performing quiet anonymous acts, and her faith abhors loud spectacles on holy days.

Black Butterfly's holy symbol is a black-winged butterfly with a white star for a body on a field of purple. Her favored weapon is the starknife. She grants access to the domains of Chaos, Good, Liberation, and Void (see page 319), and access to the subdomains of Azata^{APG}, Freedom^{APG}, Revolution^{APG}, and Stars (see page 318).



Illustration by Helge C. Balzer

EMPYREAL LORD, RAGATHIEL

This towering angelic general has five wings of fire, a flaming bastard sword, and resplendent golden armor.

RAGATHIEL

CR 26

XP 2,457,600

LG Huge outsider (angel, extraplanar, good, lawful)

Init +13; **Senses** blindsense 60 ft., darkvision 60 ft., *detect evil*, low-light vision, *true seeing*; Perception +40

Aura *holy aura* (DC 27), primal aura (30 ft.), protective aura

DEFENSE

AC 44, touch 30, flat-footed 35 (+14 armor, +4 deflection, +9 Dex, +9 sacred, -2 size)

hp 604 (31d10+434); regeneration 20 (deific or mythic)

Fort +35, **Ref** +23, **Will** +27; +4 vs. poison

Defensive Abilities golden armor, righteous mantle; **DR** 20/epic and evil; **Immune** ability damage, ability drain, acid, charm effects, cold, compulsion effects, death effects, energy drain, fire, petrification; **Resist** electricity 30; **SR** 37

OFFENSE

Speed 50 ft., fly 90 ft. (good)

Melee +5 *evil-outsider-bane flaming burst holy bastard sword* +46/+41/+36/+31 (3d8+21/17-20), 5 wings +35 (1d8+5 plus 1d6 fire)

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

Special Attacks burning wings, devil's end, smite evil (7/day)

Spell-Like Abilities (CL 26th; concentration +35)

Constant—*detect evil*, *holy aura* (DC 27), *true seeing*

At will—*bestow grace*^{APG}, *fire of judgment*^{APG} (DC 22), *greater dispel magic*, *greater teleport*, *holy word*^M (DC 26), *geas/quest*, *mark of justice*, *shield other*^M

3/day—*banishment* (DC 26), *quicken blade barrier*^M (DC 25), *blessing of fervor*^{APG}, *discern location*, *heal*^M

1/day—*gate*, *meteor swarm*^M (DC 28), *time stop*^M

^M Ragathiel can use this ability's mythic version in his realm.

STATISTICS

Str 32, **Dex** 28, **Con** 39, **Int** 23, **Wis** 22, **Cha** 29

Base Atk +31; **CMB** +44 (+48 sunder); **CMD** 76 (78 vs. sunder)

Feats Combat Reflexes, Critical Focus, Dazzling Display, Greater Spell Penetration, Greater Sunder, Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Intimidating Prowess, Power Attack, Quicken Spell-Like Ability (*blade barrier*), Shatter Defenses, Stand Still, Spell Penetration, Staggering Critical, Weapon Focus (bastard sword)

Skills Acrobatics +40, Bluff +43, Fly +43, Intimidate +54, Knowledge (nobility) +37, Knowledge (planes, religion) +40, Perception +40, Ride +40, Sense Motive +40, Stealth +35, Survival +40

Languages Celestial, Infernal; telepathy 300 ft.; truespeech

SQ lay on hands (17d6, 10/day), seed of life

ECOLOGY

Environment any (Heaven)

Organization solitary (unique)

Treasure triple (+5 *evil-outsider-bane flaming burst holy bastard sword*, +5 *full plate*, other treasure)

SPECIAL ABILITIES

Burning Wings (Su) A creature damaged by Ragathiel's burning wings must succeed at a DC 39 Reflex save or catch fire. The save DC is Constitution-based.

Devils' End (Ex) Ragathiel gains a +4 bonus on caster level checks against devils and on saving throws against their spells, as well as to the DCs of his own supernatural abilities and spell-like abilities against devils. Against his father, Dispat, this bonus increases to +8.

Golden Armor (Ex) Ragathiel is never hindered by his +5 *full plate*, and is considered to be not wearing armor for the purposes of his maximum Dexterity bonus to Armor Class, his armor check penalty, and his speed.

Lay on Hands (Su) Ragathiel's lay on hands works as a paladin's. He can apply any paladin mercy to his lay on hands ability, and he can use this ability on himself even when a condition or effect would otherwise deny him actions on his turn.

Primal Aura (Su) As a free action with Ragathiel's permission, any ally within Ragathiel's primal aura can spend two uses of Ragathiel's smite evil (or four uses of lay on hands) to instantly grant each ally within the aura the benefits of Ragathiel's smite evil against an enemy of that ally's choice.

Righteous Mantle (Ex) Ragathiel inherited an affinity for fire from his mother. Fire heals Ragathiel a number of hit points equal to the amount of damage it would have dealt. Any fire damage dealt by Ragathiel ignores evil outsiders' fire resistance and immunity to fire, and deals double damage to devils. Ragathiel gains a sacred bonus to Armor Class equal to his Charisma bonus. Whenever Ragathiel receives magical healing, he has 2 additional hit points restored per die rolled.

Smite Evil (Su) Ragathiel can smite evil as a 20th-level paladin, but his smite deals extra damage only on the first hit against evil outsiders (not evil dragons or undead). He can trade two uses of lay on hands for an additional use of smite evil as many times per day as he wishes, provided he has enough uses of lay on hands available to do so.

Ragathiel is the son of the archdevil Dispat (see page 22) and a demigoddess of flame. He rejected his father's evil, losing his sixth wing to the archdevil's wrath, and escaped to Heaven, where he spent several millennia attempting to prove himself to the heavenly hosts and the other empyreal lords. Though many empyreal lords still find him far more bloodthirsty than they would prefer, the many centuries have proven Ragathiel's honor, loyalty, and determination time and again, and the other empyreal lords have come to trust his word completely.

Now Ragathiel leads the war against Hell as the General of Vengeance. He is not content to plan from the sidelines and allow his forces to succeed or fail on the strength of

his strategies alone. Instead, he leads by example from the forefront of his army, a shining figure of golden flame daring any foe to confront him and hewing through the ranks of devils to create a vulnerable area in the otherwise perfect infernal formation where his own armies then strike. Thus far, his strategy has served him well, as the archdevils prefer self-preservation to risking themselves in a direct confrontation with the General of Vengeance—but it won't take too many more successful forays before Barbatos (see page 18) moves to take decisive action, possibly bolstered by the forces of Ragathiel's father, Dispater.

Ragathiel's domain is a magnificent, towering fortress of steel and silver that stands upon the lower slopes of Heaven. The domain is simply named Ragathiel's Fortress, as the General of Vengeance has no use for a fancier appellation. There is beauty to be found in the fortress's design, but it is the sort of beauty and elegance of design and functionality that would be lauded by engineers and military tacticians, rather than artists and poets; Ragathiel specifically built his fortress to withstand a thousand-year siege and prevent ingress into Heaven for that entire duration, even by hosts of enemies that, like most evil outsiders, have access to teleportation magic.

RAGATHIEL'S FAITH

Ragathiel's worshipers number among them crusading knights and soldiers for justice, as well as oath-takers and those who have been grievously wronged by evil and now seek righteous vengeance. His followers must deal with the fundamental paradox of his faith: unlike those who worship forgiving empyreal lords such as Arshea or Korada, Ragathiel's chosen fight against evil foes unwaveringly and usually without offering second chances, and yet the General of Vengeance rose to his place from the depths of Hell itself. Most worshipers don't see this as hypocrisy but rather as a sign that the impetus for redemption must come from the former sinner, and even then not merely as an excuse to escape punishment for their sins. Thus, they don't take the initiative to offer opportunities for redemption to evildoers, but they listen carefully, if skeptically, to any who come seeking such a chance. For his part, Ragathiel empathizes with the moral dilemmas of his followers, as he constantly struggles with his own darker impulses. Thus, while he is unforgiving to his foes, he is particularly forgiving when it comes to lapses of judgment from his followers, allowing a wrathful paladin atonement when others might not. Certain other faiths are quick to interpret this willingness to "bend the rules" for certain circumstances involving paladins who, perhaps,

go too far in pursuing their faith's goals as weakness in Ragathiel, and worry that there may be a little too much of his diabolic father lingering in his veins. Ragathiel has little need for pomp and circumstance in his worship, favoring utilitarian places like battlegrounds, fortresses, and war rooms as sacred spaces.

Ragathiel's holy symbol is a bastard sword across a crimson wing. His favored weapon is the bastard sword. His clerics have access to the domains of Destruction, Good, Law, and Nobility, and the subdomains of Archon^{APG}, Judgment (see page 318), Martyr^{APG}, and Rage^{APG}.



Illustration by Tyler Walpole

ENTOTHROPE

Entothropes are humanoids with the ability to turn into large insects and insect-humanoid hybrids.

CREATING AN ENTOTHROPE

“Entothrope” is an inherited (for natural entothropes) or acquired (for afflicted entothropes) template that can be added to any humanoid.

Challenge Rating: Base humanoid’s or base vermin’s CR (whichever is higher) + 1.

Size and Type: The humanoid (referred to as the base creature) gains the shapechanger subtype. The entothrope takes on the characteristics of a type of vermin (referred to as the base vermin) within one size category of the base creature’s size. An entothrope’s hybrid form is the same size as the base creature or base vermin, whichever is larger.

Armor Class: In hybrid or vermin form, the entothrope uses the base vermin’s natural armor bonus or gains a +2 natural armor bonus, whichever is higher.

Defensive Abilities: A natural entothrope gains DR 10/silver in hybrid or vermin form. An afflicted entothrope gains DR 5/silver in hybrid or vermin form.

Speed: Same as the base creature’s or base vermin’s speed, depending on which form the entothrope is using. Hybrids use the base creature’s speed, unless the entothrope has a CR of 5 or higher, in which case it gains all of the base vermin’s additional speeds (such as a climb or fly speed) in hybrid form.

Melee: An entothrope gains natural attacks in hybrid and vermin forms according to the base vermin.

Special Abilities: An entothrope retains all the special attacks, qualities, and abilities of the base creature. In hybrid or vermin form, it gains the special attacks, qualities, and abilities of the base vermin. An entothrope also gains darkvision 60 feet and the following abilities.

Change Shape (Su): All entothropes have three forms—a humanoid form, a vermin form, and a hybrid form. Equipment doesn’t meld with the new form between humanoid and hybrid form, but does between those forms and vermin form. A natural entothrope can shift into any of its three alternate forms as a move action. An afflicted entothrope can assume vermin or hybrid form as a full-round action by succeeding at a DC 15 Constitution check, or humanoid form as a full-round action by succeeding at a DC 20 Constitution check. On nights when the moon is new, an afflicted entothrope gains a +5 morale bonus on Constitution checks to assume hybrid or vermin form, but a –5 penalty on Constitution checks to assume humanoid form. An afflicted entothrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain entothrope reverts to its humanoid form, although it remains dead. For additional rules on this supernatural ability, see page 291.

ENTOTHROPIC PLAYER CHARACTERS

When a PC becomes an entothrope, you as the GM have a choice to make. In most cases, you should take control of the PC’s actions whenever she is in hybrid or vermin form—entothropy shouldn’t be a method to increase a PC’s power, after all, and what an afflicted entothrope does while in hybrid or vermin form is often at odds with what the character would actually want.

Curse of Entothropy (Su): A natural entothrope’s bite or sting attack in hybrid or vermin form infects a humanoid target with entothropy (Fortitude DC 15 negates). If the victim’s size is not within one size category of the entothrope, this ability has no effect.

Entothropic Empathy (Ex): In any form, natural entothropes can communicate with vermin related to their vermin forms, even though most vermin are mindless. Entothropes can attempt Diplomacy checks to alter such a creature’s attitude, and when doing so gain a +4 racial bonus on the check. This act implants the vermin with a modicum of intelligence, allowing the entothrope to train these vermin or otherwise use them as effective allies. Afflicted entothropes gain this ability only in hybrid or insect form.

Insect Mind (Ex): In human or hybrid form, an entothrope gains a +4 bonus on saves against mind-affecting effects.

Ability Scores: Int –2 and Wis +2 in all forms; Dex +2 and Con +2 in hybrid and vermin forms. Entothropes are observant, but their minds work in inefficient ways. In addition to these adjustments to the base creature’s stats, an entothrope’s ability scores change when she assumes hybrid or insect form. In human form, the entothrope’s ability scores are unchanged from the base creature’s form. In hybrid and insect form, the entothrope’s ability scores are the same as the base creature’s or the base vermin’s, whichever ability score is higher.

ENTOTHROPY

A creature that catches entothropy shows no symptoms (and does not gain the template) until the night of the next new moon, when the victim involuntarily assumes vermin form and forgets her identity. The character remains in vermin form until the next dawn and remembers nothing about the entire episode (or subsequent episodes) unless she succeeds at a DC 20 Will save, in which case she becomes aware of his condition.

A *heal* or *remove disease* spell cast by a cleric of 12th level or higher cures the affliction, provided the character receives the spell within 3 days of the infecting entothrope’s attack. Alternatively, consuming a dose of belladonna (but not wolfsbane) allows an afflicted entothrope to attempt a new Fortitude save to recover from entothropy.

ENTOTHROPE-ENTOTHROPE, WEREMANTIS

ENTOTHROPE, WEREMANTIS

This woman has the triangular head and spiked, segmented arms of a praying mantis.

WEREMANTIS (HUMAN FORM) CR 4

XP 1,200

Human natural weremantis monk 3 (augmented humanoid)

LE Medium humanoid (human, shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 29 (3d8+12)

Fort +6, **Ref** +5, **Will** +5; +2 vs. enchantments, +4 vs. mind-affecting

Defensive Abilities evasion, insect mind

OFFENSE

Speed 40 ft.

Melee unarmed strike +4 (1d6+1) or

flurry of blows +3/+3 (1d6+1)

Special Attacks flurry of blows, stunning fist (3/day, DC 13)

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 18

Feats Combat Reflexes, Dodge, Improved Unarmed Strike,

Stunning Fist, Weapon Finesse

Skills Acrobatics +8, Climb +7, Perception +8, Stealth +8

Languages Common

SQ change shape (giant mantis, human, and hybrid; *vermin shape II*), entothropic empathy, fast movement, maneuver training

ECOLOGY

Environment any land

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

Treasure NPC gear

WEREMANTIS (HYBRID FORM) CR 4

LE Large humanoid (human, shapechanger)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 21, touch 16, flat-footed 17 (+3 Dex,

+1 dodge, +3 Wis, +5 natural, –1 size)

hp 35 (3d8+18)

Fort +8, **Ref** +6, **Will** +6; +2 vs.

enchantments, +4 vs.

mind-affecting

Defensive Abilities evasion, insect mind; **DR** 10/silver

OFFENSE

Speed 40 ft.

Melee unarmed strike +4 (1d8+3), 2 claws –1 (1d6+1 plus grab) or flurry of blows +3/+3 (1d8+3), 2 claws –1 (1d6+1 plus grab)

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

Special Attacks curse of entothropy, flurry of blows, lunge, mandibles, stunning fist (3/day, DC 14), sudden strike

STATISTICS

Str 16, **Dex** 16, **Con** 20, **Int** 8, **Wis** 16, **Cha** 11

Base Atk +2; **CMB** +7; **CMD** 23

Feats same as human form

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +5

Languages Common

SQ change shape (giant mantis, human, and hybrid; *vermin shape II*), entothropic empathy, fast movement, maneuver training

SPECIAL ABILITIES

Lunge (Ex) As a full-round action, a weremantis in hybrid form can make a single attack with both claws at double its normal reach. When a weremantis attacks in this manner, it gains a +4 bonus on attack rolls. A weremantis can't make attacks of opportunities with its lunge.

Mandibles (Ex) A weremantis in hybrid form that grabs a foe can make a bite attack against that foe as a secondary attack. The weremantis's bite has an attack bonus of –1, deals 1d6+1 points of piercing damage on a hit, and carries the curse of entothropy.

Sudden Strike (Ex) During a surprise round, a weremantis in hybrid form can act as if it had a full round to act, rather than just one standard action.

In humanoid form, natural weremantises are often tall and long-limbed. Many have pointy chins and brilliant green eyes that seem slightly too large for their faces. They tend to be solitary individuals, explaining their distant attitudes as a form of spirituality or piety. However, when they do make friends or take lovers, the relationships burn brightly for a short time. Eventually, though, the weremantises grow bored with the associations and end them in an equally dramatic manner, often through violent murders.

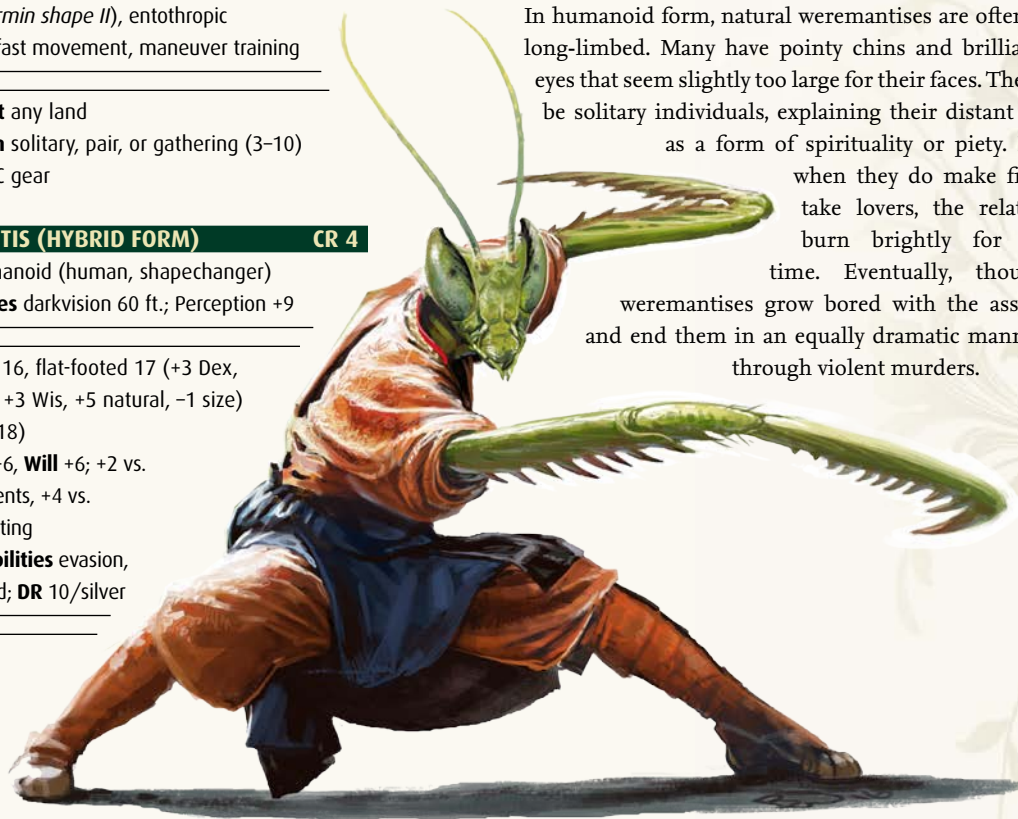


Illustration by Ben Wooten

ENTOTHROPE, WERESPIDER

This hideous, spider-headed man is covered with bristly black hair, and his elongated mandibles drip with glistening poison.

WERESPIDER (HUMAN FORM) CR 2

XP 600

Human natural werespider rogue 2 (augmented humanoid)

NE Medium humanoid (human, shapechanger)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 18 (2d8+6)

Fort +2, **Ref** +5, **Will** +4; +4 vs. mind-affecting effects

Defensive Abilities evasion, insect mind

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19–20)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 15

Feats Improved Initiative, Iron Will

Skills Acrobatics +6, Bluff +4, Climb +6, Disable Device +6, Escape Artist +6, Knowledge (local) +4, Perception +7, Stealth +6

Languages Common

SQ change shape (giant spider, human, and hybrid; *vermin shape II*), entothropic empathy, trapfinding +1

ECOLOGY

Environment any

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

Treasure NPC gear (studded leather armor, short sword, 2 doses of Medium spider venom, other treasure)

WERESPIDER (HYBRID FORM) CR 2

NE Medium humanoid (human, shapechanger)

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural)

hp 20 (2d8+8)

Fort +3, **Ref** +7, **Will** +4; +4 vs. mind-affecting effects

Defensive Abilities evasion, insect mind; **DR** 10/silver

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19–20), bite –2 (1d6+1 plus curse of entothropy and poison)

Special Attacks sneak attack +1d6, web (+5 ranged, DC 13, 2 hp)

STATISTICS

Str 14, **Dex** 19, **Con** 17, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 17

Feats Improved Initiative, Iron Will

Skills Acrobatics +8, Bluff +4, Climb +6, Disable Device +8, Escape Artist +8, Knowledge (local) +4, Perception +7, Stealth +8

Languages Common

SQ change shape (giant spider, human, and hybrid; *vermin shape II*), entothropic empathy, trapfinding +1

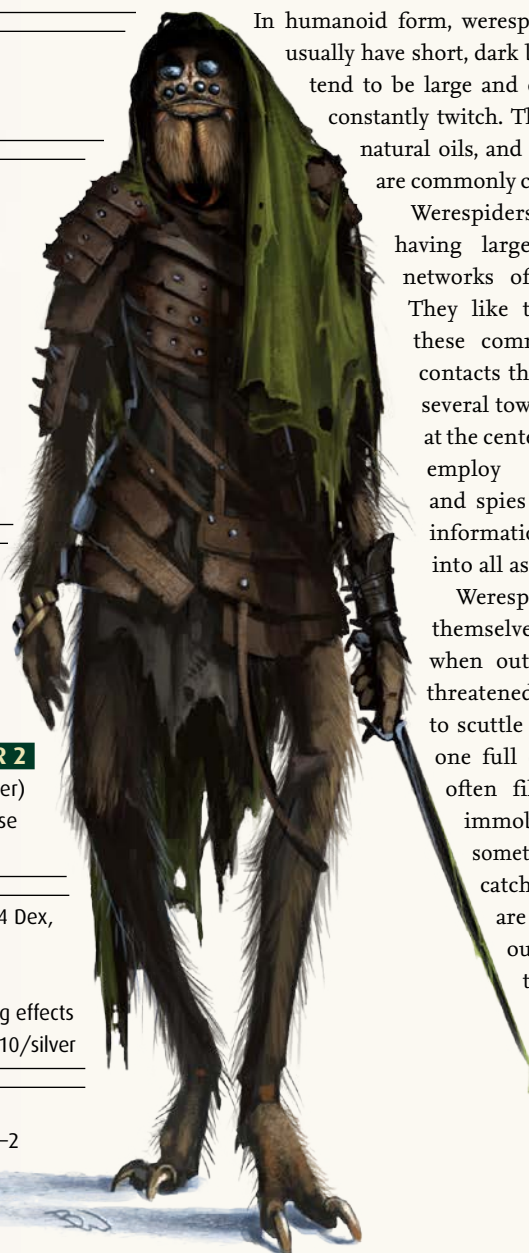
SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

In humanoid form, werespiders are squat, compact, and usually have short, dark brown or black hair. Their eyes tend to be large and dark, and their fingers almost constantly twitch. Their faces are often shiny with natural oils, and the chins of male werespiders are commonly covered in prickly black stubble.

Werespiders enjoy the company of kin, having large families and even larger networks of friends and acquaintances. They like to pass information through these communities, creating a web of contacts that can sometimes stretch over several towns. Werespiders that like to sit at the centers of large organizations often employ non-entothrope informants and spies to be on the lookout for the information they desire, slipping feelers into all aspects of their communities.

Werespiders prefer not to fight by themselves. They are most comfortable when outnumbering their foes. When threatened, a lone werespider attempts to scuttle off to a safer location, usually one full of his allies. Such places are often filled with traps designed to immobilize or poison targets—sometimes both. When werespiders catch victims in these devices, they are quick to move the corpses out of the way and reset the traps, leaving the looting of the bodies for when they feel secure once again.



ENTOTHROPE, WERESPIDER-ENTOTHROPE, WEREWASP

ENTOTHROPE, WEREWASP

With a stinger-tipped abdomen, large wings, compound eyes, and a pair of mandibles, this woman is more wasp than elf.

WEREWASP (ELF FORM)

CR 5



XP 1,600

Elf natural werewasp cleric of Calistria 5 (augmented humanoid)
CN Medium humanoid (elf, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge)
hp 36 (5d8+10)

Fort +5, **Ref** +3, **Will** +8; +4 vs. mind-affecting, +2 vs. enchantments

Defensive Abilities insect mind; **Immune** sleep

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee whip +3 (1d3 nonlethal)

Special Attacks channel positive energy 4/day (DC 13, 3d6)

Cleric Spell-Like Abilities (CL 5th; concentration +9)

7/day—copycat (5 rounds), dazing touch

Cleric Spells Prepared (CL 5th; concentration +9)

3rd—*bestow curse* (DC 17), *dispel magic*, *suggestion*⁰ (DC 17)

2nd—*hold person* (2, DC 16), *invisibility*⁰, *spiritual weapon*

1st—*bless* (2), *charm person*⁰ (DC 15), *command* (2, DC 15)

0 (at will)—*detect magic*, *detect poison*, *guidance*, *resistance*

D domain spell; **Domains** Charm, Trickery

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 8, **Wis** 18, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 16

Feats Dodge, Combat Casting, Selective Channeling

Skills Knowledge (religion) +3, Perception +8, Stealth +2

Languages Common, Elven

SQ change shape (elf, giant wasp, and hybrid; *vermin shape II*),
entothropic empathy, elven magic

ECOLOGY

Environment any land

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

Treasure NPC gear (chainmail, whip, other treasure)

WEREWASP (HYBRID FORM)

CR 5

CN Large humanoid (elf, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 22, touch 12, flat-footed 19 (+6 armor, +2 Dex,
+1 dodge, +4 natural, –1 size)

hp 51 (5d8+25)

Fort +8, **Ref** +4, **Will** +8; +4 vs. mind-affecting, +2 vs. ench.

Def. Abilities insect mind; **DR** 10/silver; **Immune** sleep

OFFENSE

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

Melee whip +4 (1d3+4 nonlethal), sting +1 (1d8+2 plus curse of
entothropy and poison)

Special Attacks channel positive energy 4/day (DC 13, 3d6),
poison (DC 18, 1/round for 6 rounds, 1d2 Dex, cure 1 save)

Cleric Spell-Like Abilities and Spells (CL 5th; concentration +9)
Same as elf form (see above)

STATISTICS

Str 18, **Dex** 16, **Con** 18, **Int** 8, **Wis** 18, **Cha** 13

Base Atk +3; **CMB** +8; **CMD** 22

Feats Combat Casting, Dodge, Selective Channeling

Skills Fly +0, Knowledge (religion) +3, Perception +8, Stealth –1

Languages Common, Elven

SQ change shape (elf, giant wasp, and hybrid; *vermin shape II*),
entothropic empathy, elven magic.

Werewasps in humanoid form often have two-toned hair
color and a faint, humming timbre in their voices.



Illustration by Ben Wooten

EURYALE

This creature has the upper body of a woman, the lower body of a snake, and a mass of undulating cobras for hair.

EURYALE

CR 20



XP 307,200

CE Medium monstrous humanoid

Init +15; **Senses** blindsight 60 ft., darkvision 120 ft., *true seeing*; Perception +38

DEFENSE

AC 37, touch 32, flat-footed 25 (+11 Dex, +1 dodge, +5 natural, +10 profane)

hp 367 (21d10+252)

Fort +19, **Ref** +23, **Will** +20; +4 vs. death effects, +8 vs. mind-affecting effects

Defensive Abilities absorb essence, all-around vision, *death ward*, *mind blank*, profane visions; **DR** 15/good and slashing; **Immune** blindness, daze, petrification, poison, sonic

OFFENSE

Speed 60 ft., burrow 30 ft.; earth glide

Melee viper rod +35/+30/+25/+20 (1d8+14 plus poison), 6 snake bites +28 (1d6+4 plus poison)

Ranged viper fangs +37/+32/+27/+22 (1d8+5/x3 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with snake bites)

Special Attacks gaze, irresistible poison, poison, shattering shriek, snake independence, statue control, viper rod

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*death ward*, *mind blank*, *true seeing*

At will—*divination*, *flesh to stone* (DC 26), *greater shout* (DC 28), *stone shape*

3/day—*delayed blast fireball* (sonic damage) (DC 27), *quicken flesh to stone* (DC 26), *sonic thrust*^{UM} (DC 25)

1/day—*commune*, *wail of the banshee* (DC 29)

Oracle Spells Known (CL 18th; concentration +28)

9th (4)—*clashing rocks*^{APG} (DC 29)

8th (6)—*greater spell immunity*, *unholy aura* (DC 28)

7th (7)—*ethereal jaunt*, *greater scrying* (DC 27), *statue*

6th (8)—*greater dispel magic*, *heal*, *stone tell*

5th (8)—*life bubble*^{APG}, *plane shift* (DC 25), *righteous might*, *slay living* (DC 25)

4th (8)—*air walk*, *cure serious wounds*, *divine power*, *freedom of movement*

3rd (8)—*dispel magic*, *invisibility purge*, *magic vestment*, *meld into stone*

2nd (9)—*cure moderate wounds*, *eagle's splendor*, *resist energy*, *sound burst* (DC 22), *stone call*^{APG}

1st (9)—*command* (DC 21), *cure light wounds*, *endure elements*, *sanctuary* (DC 21), *shield of faith*

0 (at will)—*bleed* (DC 20), *create water*, *detect magic*, *guidance*, *light*, *purify food and drink*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 28, **Dex** 32, **Con** 35, **Int** 29, **Wis** 26, **Cha** 31

Base Atk +21; **CMB** +30; **CMD** 62 (can't be tripped)

Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Extend Spell, Improved Initiative, Multiattack, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*flesh to stone*), Skill Focus (Perception)

Skills Bluff +31, Diplomacy +31, Disguise +31, Intimidate +34, Knowledge (arcana, history, religion) +30, Perception +38, Perform (sing) +31, Sense Motive +29, Spellcraft +30, Stealth +35, Use Magic Device +31

Languages Abyssal, Celestial, Common, Draconic, Infernal, Terran, Undercommon

SQ change shape (Medium humanoid; *alter self*)

ECOLOGY

Environment any

Organization solitary, pair, triumvirate (3), or cult (1 plus 4–17 medusas)

Treasure standard

SPECIAL ABILITIES

Absorb Essence (Ex) Whenever a creature that has been petrified is destroyed within 60 feet of a euryale, the euryale gains the effects of a *cure serious wounds* spell and a *restoration* spell (both at CL 20th).

Gaze (Su) The euryale's gaze attack has a range of 30 feet and turns the target to stone permanently (Fortitude DC 32 negates). The save DC is Constitution-based.

Irresistible Poison (Ex) A creature must roll twice and take the lower result on all saving throws against a euryale's poison effects. If the creature would normally be immune to poison, the immunity doesn't apply, but it only needs to roll its save once. *Delay poison* doesn't delay her poison effects; they still occur immediately. A euryale gains a +4 bonus on saving throws against *neutralize poison* cast against her to negate her venomous attacks.

Poison (Ex) Snake bite, viper fangs, or viper rod—injury; *save* Fort DC 32; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage, 1d4 Con damage, and vulnerable to sonic for 1 minute; *cure* 3 consecutive saves. The save DC is Constitution-based.

Profane Visions (Ex) A euryale's prophetic visions allow her to avoid misfortune. She gains a profane bonus to Armor Class equal to her Charisma bonus, and whenever she would be forced to reroll a d20 or to roll a d20 twice and take the lower result, she takes the higher result of the two rolls instead.

Shattering Shriek (Su) Whenever a euryale uses one of her sonic spell-like abilities, any sonic damage dealt by the spell increases by 1 point per die. In addition, sonic damage from her spell-like abilities bypasses the hardness of a petrified creature, and the damage is not halved when applied to petrified creatures. (A typical Medium petrified creature has 30 hit points.) A petrified creature that is destroyed by the effects of a euryale's shattering shriek explodes into a 20-foot burst of jagged stone shards, dealing 4d6 points of slashing damage

to any creatures in that area (Reflex DC 30 half); this explosion heals the euryale as detailed in absorb essence above. The save DC is Charisma-based.

Snake Independence (Ex) A euryale's snakes are independently intelligent and can attack even when she doesn't. No matter what action the euryale takes, she can still always make all six snake bite attacks on her turn. Even when she doesn't attack with any other weapons that round, her snake bites always count as secondary attacks.

Spells A euryale casts spells as an 18th-level oracle.

Statue Control (Su) A euryale can control the statues of any creatures she petrifies via her spells or special abilities as long as they remain within 120 feet of her. Petrified creatures are treated as animated stone objects (*Pathfinder RPG Bestiary* 14). While the typical Medium animated object is almost insignificant in a CR 20 encounter, the euryale often commands these statues to move so as to provide her cover or to place them in areas where she can shatter them to deal the most damage to foes (see the shattering shriek ability on page 120). The euryale's control over these statues is a purely mental act that takes no action. A euryale can control a number of statues at once equal to her Charisma modifier (10 for the typical euryale).

Viper Rod (Su) Any blunt weapon or object a euryale holds becomes a *rod of the viper* with a +5 enhancement bonus that uses her poison instead of its usual poison. She can flick the snake head of her viper rod to fire poisoned fangs as a ranged attack. Treat these attacks as if she fired arrows from a +5 *longbow*; fangs launched in this manner deliver her poison.

Euryales are powerful medusa matriarchs and among the most favored agents of Lamashtu, the Mother of Monsters. Long ago, Lamashtu tricked these medusa forebears with a gift that tainted and empowered them into becoming beings of madness and evil, twisting them into forms even more monstrous than their medusa sisters. Euryales delight in destroying their foes in ways they find particularly cruel, such as transforming one of a pair of lovers into a statue and then commanding the statue to destroy the still-living lover. Because of the oracular powers of these creatures, there are tales of desperate folk who seek out euryales for answers, but these tales invariably end poorly—those few petitioners who receive the answers they seek find they would have been better off never knowing. In most cases, an encounter with a euryale is destined for disaster. However, they are endlessly fascinated by poisons, so a creature that can satisfy a euryale's curiosity by teaching it new poison lore (a daunting task in its own right) can likely avoid destruction in a chance meeting. Euryales find themselves distant from medusa society, unless they hold together a cult of fawning medusas by force. While they occasionally form triumvirates among

themselves, they are more likely to find companionship among like-minded zealots of other races, particularly lamia matriarchs (*Pathfinder RPG Bestiary* 2 175) or mariliths.

Most euryales willingly embrace the taint of madness and lovingly serve the Mother of Monsters, but there are some who seek to eschew it, whether simply to be free of Lamashtu's influence and live an evil life more like that of a normal medusa, or to follow a path of redemption. These rare heretical euryales have alignments other than chaotic evil as well as additional powers gained through their struggle to control their own destinies. Typically they advance by Hit Dice, although it's also fairly common for them to take up to 2 oracle levels to improve their oracle spellcasting and to represent the curse the Mother of Monsters inflicted upon them for daring to cross her.

A euryale is 7 feet tall and weighs 460 pounds.



Illustration by Nikolai Ostering

EURYPTERID, COMMON

Two large pincers grasp at the air before this sleek creature, while a tail bristling with a long, thin stinger rises from behind.

COMMON EURYPTERID CR 1   

XP 400

N Medium vermin (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +1

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +1 (1d3), sting +1 (1d3 plus poison)

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

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** —, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +1; **CMD** 11

Feats Improved Initiative^B

Skills Swim +8

SQ amphibious

ECOLOGY

Environment temperate or warm oceans

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 12, frequency 1/round for 4 rounds; *effect* 1d2 Con, *cure* 1 save.

Known as sea scorpions, eurypterids lash out at anything that might be food and are single-minded in their pursuit once they've tasted prey. Most eurypterids are capable of scuttling around on land and can exist out of water indefinitely. Unlike rats, eurypterids don't spread disease or cause much damage to most cargo, traits that have led some captains to experiment with putting eurypterids in their holds to keep rodent populations under control. Alas, one can often tell the ships that employ this tactic by the unusually high number of crew members with missing fingers.

EURYPTERID, SPINY

This scorpion-like aquatic predator has a pair of large pincers and a spiny carapace that clicks and grinds as it moves.

SPINY EURYPTERID CR 9   

XP 6,400

N Huge vermin (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +1

DEFENSE

AC 22, touch 7, flat-footed 22 (–1 Dex, +15 natural, –2 size)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +5

Defensive Abilities spiny carapace; **Immune** mind-affecting effects

OFFENSE

Speed 10 ft., swim 40 ft.

Melee 2 claws +15 (1d8+8/19–20), sting +15 (1d8+8 plus poison)

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

Special Attacks rend (2 claws, 1d6+12)

STATISTICS

Str 26, **Dex** 9, **Con** 20, **Int** —, **Wis** 13, **Cha** 2

Base Atk +9; **CMB** +19; **CMD** 28

Feats Improved Critical (claw)^B, Improved Initiative^B

Skills Swim +16

SQ amphibious

ECOLOGY

Environment warm oceans

Organization solitary

Treasure none

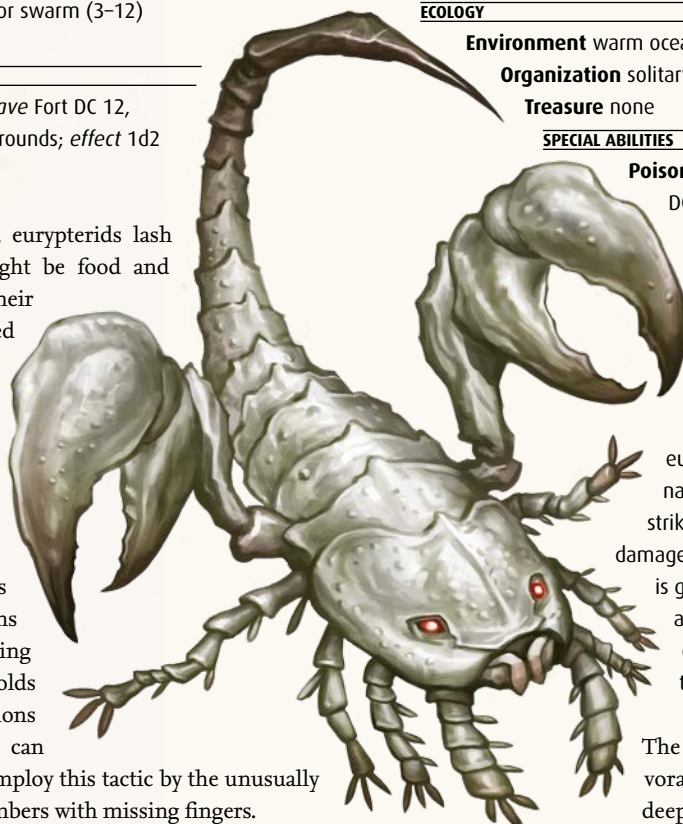
SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 21, frequency 1/round for 6 rounds; *effect* 1d4 Con and 1d2 Dex; *cure* 2 consecutive saves.

Spiny Carapace (Ex)

Thousands of razor-sharp spines cover the carapace of a spiny eurypterid. Any creature that attacks a spiny eurypterid with a light weapon, natural attack, or unarmed strike takes 1d6 points of piercing damage. Any creature that grapples or is grappled by a spiny eurypterid automatically takes 2d6 points of piercing damage each round that the grapple is maintained.

The spiny eurypterid is a voracious predator that swims in deep tropical waters.



EXILED SHADE

Gray and black shadows and mist coalesce into a humanoid figure, its face a distorted mask of rage and hatred.

EXILED SHADE

CR 6



XP 2,400

CE Medium undead (incorporeal)

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

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

hp 68 (8d8+32)

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

Weaknesses exiled

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +10 (1d6 Intelligence damage)

Special Attacks rage thrall

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 7, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Weapon Focus (incorporeal touch)

Skills Fly +18, Perception +9, Sense Motive +9, Stealth +10

Languages Common

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Exiled (Ex) The symbols of an exiled shade's former organization still hold power over its restless spirit. An exiled shade that can see such a symbol is sickened for as long as the symbol remains visible. Additionally, if a shade is directly

confronted with such a symbol (which requires a standard action) it must succeed at a DC 16 Will save or become dazed for 1 round. If the shade succeeds, it can no longer be dazed in this manner for 24 hours, but remains sickened while in the symbol's presence. If this symbol is a holy symbol and is used in the act of channeling energy, the exiled shade does not gain its channel resistance against the effect. The symbol must be something the exiled shade's organization used to identify its members while the shade was alive, such as a noble crest, a knightly banner, or a holy icon.

Intelligence Damage (Su) An exiled shade's touch clouds the target's mind with anger and resentment, dealing 1d6 points of Intelligence damage. This is an emotion-based, mind-affecting, negative energy effect.

Rage Thrall (Su) If an exiled shade deals a cumulative amount of Intelligence damage greater than or equal to a humanoid target's actual Intelligence score, the affected creature does not fall unconscious as normal. Instead, the target ceases to take penalties from its Intelligence damage and falls under the control of the exiled shade, as per *dominate person*. Creatures so dominated cannot attempt new saving throws to escape the shade's control until their Intelligence damage

no longer equals or exceeds their actual Intelligence score. An exiled shade can control only a single creature in this manner. If an exiled shade deals enough Intelligence damage to a second creature to activate this ability, the first creature is relinquished from its control (though it might immediately fall unconscious if its Intelligence damage equals or exceeds its actual Intelligence score).

An exiled shade is a wretched, undead remnant of an evil organization.

Driven out and possibly even slain by its former allies, the exiled shade wallows in the pain of its betrayal and its paradoxical desires to simultaneously destroy and be reunited with its former comrades.

Exiled shades linger near the places they once served, but are psychologically unable to return to the places from which they were exiled. Instead they attack lonesome travelers, enslaving them to use as puppets against their onetime allies.

An exiled shade is approximately 6 feet tall.



Illustration by Mary Jane Pajaron

EXOSKELETON

The tattered remains of a dead insect rumble to life, creaking and clattering forward on dry, brittle legs.

GIANT COCKROACH EXOSKELETON CR 1/2



XP 200

NE Small undead

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +0

DEFENSE

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

hp 12 (2d8+3)

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

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

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 30 ft., fly 40 ft. (clumsy)

Melee bite +3 (1d4+1)

STATISTICS

Str 13, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 12 (20 vs. trip)

Feats Toughness^B

Skills Climb +9, Fly –5

SQ burst (DC 11)

GIANT STAG BEETLE EXOSKELETON CR 4



XP 1,200

NE Large undead

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

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 natural, –1 size)

hp 49 (9d8+9)

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

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

OFFENSE

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

Melee bite +10 (2d8+7)

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

Special Attacks trample (1d6+7, DC 19)

STATISTICS

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

Base Atk +6; **CMB** +12; **CMD** 22 (30 vs. trip)

Feats Toughness^B

Skills Fly –10

SQ burst (DC 14)

TITAN CENTIPEDE EXOSKELETON CR 8



XP 4,800

NE Colossal undead

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

DEFENSE

AC 13, touch 2, flat-footed 13 (+11 natural, –8 size)

hp 110 (20d8+20)

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

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

OFFENSE

Speed 60 ft., climb 60 ft.

Melee bite +24 (4d6+25)

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

Special Attacks trample (6d6+25, DC 37)

STATISTICS

Str 45, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +40; **CMD** 50 (can't be tripped)

Feats Toughness^B

Skills Climb +25

SQ burst (DC 20), compression

Found skittering through forgotten tombs, crawling through deep forests, and filling damp caverns, exoskeletons are animated carapaces of arthropods and other vermin. Most exoskeletons are the intentional creations of necromancers, but some of these undead monstrosities arise spontaneously from places awash with negative energy or are created by malfunctioning artifacts. Sometimes, the simple act of feeding on freshly destroyed undead creatures is enough to transform an insect into an exoskeleton upon its eventual death. Though exoskeletons are just as mindless as they were when they were living, they have become infused with an evil instinct in their new unlife that drives them to relentlessly attack all living creatures on sight, exploding in a burst of dusty remains when destroyed.

A spellcaster can create an exoskeleton using *animate dead*. An exoskeleton can be created from a mostly intact dead vermin that has an exoskeleton. This includes arachnids, crustaceans, insects, and even some mollusks, but not soft-bodied vermin such as jellyfish and leeches.

CREATING AN EXOSKELETON

“Exoskeleton” is an acquired template that can be added to any corporeal vermin that has an exoskeleton (referred to hereafter as the base creature).

Challenge Rating: Depends on Hit Dice, as follows.

Hit Dice	CR	XP
1	1/4	100
2	1/2	200
3–4	1	400
5–6	2	600
7–8	3	800
9–10	4	1,200
11–12	5	1,600
13–15	6	2,400
16–17	7	3,200
18–20	8	4,800
21–24	9	6,400
25–28	10	9,600

Alignment: Always neutral evil.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses the base creature's abilities except as noted below.

Armor Class: The base creature's natural armor changes as follows.

Exoskeleton Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: An exoskeleton retains the number of Hit Dice the base creature had, and gains a number of additional Hit Dice as noted on the following table. If the base creature has more than 20 Hit Dice, it can't be made into an exoskeleton by the *animate dead* spell. An exoskeleton uses its Charisma modifier (instead of its Constitution modifier) to determine bonus hit points.

Exoskeleton Size	Bonus Hit Dice
Tiny or smaller	—
Small or Medium	+1
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+10

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

Defensive Abilities: Exoskeletons lose their defensive abilities and gain all of the qualities and immunities granted by the undead type. In addition, exoskeletons gain DR 5/bludgeoning.

Speed: Exoskeletons retain all movement speeds. They can still fly but their maneuverability drops to clumsy.

Attacks: An exoskeleton retains all of its natural weapons. If the base creature didn't have any natural weapons, it gains a slam attack that deals damage as if it were one size category larger than its actual size.

Special Attacks: An exoskeleton loses all of its special attacks that rely on a living biology (such as poison), but it retains any others.

Abilities: An exoskeleton's Strength increases by 2. The exoskeleton has no

Constitution or Intelligence score, and its Wisdom and Charisma scores change to 10.

BAB: An exoskeleton's base attack bonus is equal to 3/4 of its Hit Dice.

Skills: Though most vermin are mindless and have no skill ranks, the exoskeleton loses all skill ranks if it had any, and it doesn't retain any racial bonuses it had.

Feats: An exoskeleton loses all feats that the base creature had and doesn't gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

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

Burst (Ex): When an exoskeleton is destroyed, its desiccated husk bursts, releasing the dusty remains of the vermin's insides into the surrounding air. Any creature adjacent to an exoskeleton when it bursts must succeed at a Fortitude save or become staggered for 1 round as it coughs and sneezes. Creatures that don't need to breathe are immune to this effect. If the exoskeleton has 10 or more Hit Dice, the victim is instead nauseated for 1 round. The save DC is equal to 10 + half the exoskeleton's Hit Dice + its Charisma modifier.

HAUNTED EXOSKELETONS

Rarely, an exoskeleton is haunted by the lost spirit of a stubborn soul. This wreaks havoc on the spirit, wiping away most of its memories but giving the exoskeleton an Intelligence score of 10, along with all of the feats and skill ranks its Hit Dice would afford. Climb, Fly, Perception, and Swim are class skills for haunted exoskeletons.

A haunted exoskeleton typically understands one language (usually Common) but cannot speak.



Illustration by Kiki Moch Rizky

FALLEN

This ghostly crusader floats just above the ground, yet despite its phantomlike appearance, its armor and weapons seem quite solid.

FALLEN

CR 8



XP 4,800

LE Medium undead (incorporeal)

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

DEFENSE

AC 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)

hp 93 (11d8+44)

Fort +7, **Ref** +6, **Will** +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **Resist** acid 5, fire 5

Weaknesses light sensitivity

OFFENSE

Speed fly 30 ft. (good)

Melee longsword +11/+6

(1d8 force/19–20 plus 2d6 negative energy and despair), light shield +13 (1d3 force plus 2d6 negative energy and despair)

Ranged longbow +11/+6 (1d8 force/×3 plus 2d6 negative energy and despair)

Special Attacks agent of despair, curse of the unburied, phantom armaments, touch of the grave

Spell-Like Abilities (CL 12th;

concentration +16)

3/day—*deeper darkness*, *telekinesis*

(DC 19)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 13,

Wis 17, **Cha** 18

Base Atk +8; **CMB** +15; **CMD** 25

Feats Combat Expertise, Deadly

Aim, Improved Shield Bash, Shield

Slam, Two-Weapon Fighting, Weapon

Focus (longsword)

Skills Fly +15, Intimidate +18, Knowledge

(religion) +10, Perception +17, Sense

Motive +17, Survival +14

Languages Common

ECOLOGY

Environment any

Organization solitary, squad (2–6), or platoon (7–16)

Treasure none

SPECIAL ABILITIES

Agent of Despair (Su) A creature that takes damage from a fallen's attacks must succeed at a DC 19 Will save or take a –4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw,

its immunity is temporarily suppressed. This effect lasts as long as a creature still has damage taken from a fallen's attacks.

This is a curse effect. The save DC is Charisma-based.

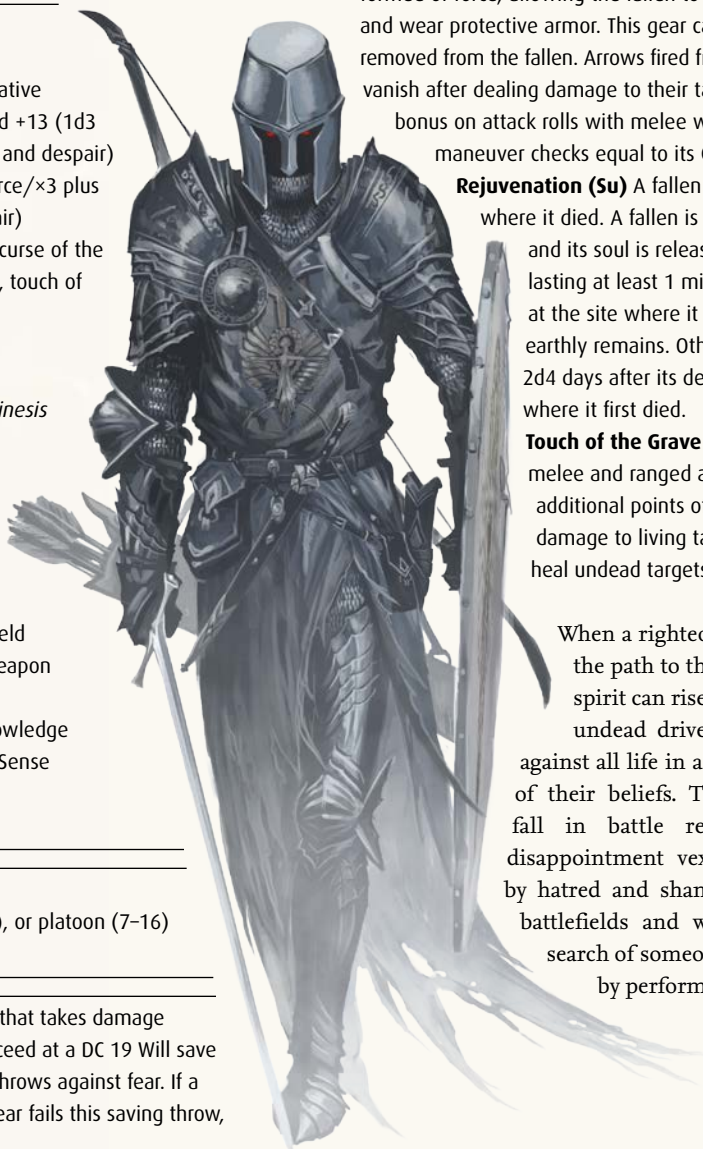
Curse of the Unburied (Su) Once per day, a fallen can curse a good-aligned cleric, paladin, or warpriest within 30 feet whose deity is opposed to the creation of undead to locate the fallen's remains and perform a funeral for it. The target must succeed at a DC 19 Will save or take a –2 penalty to each of its ability scores. Each day, the target can attempt a new saving throw; success keeps the target from accruing an additional –2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they're carried out. The save DC is Charisma-based.

Phantom Armaments (Su) A fallen's weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. This gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen's longbow vanish after dealing damage to their target. A fallen gains a bonus on attack rolls with melee weapons and on combat maneuver checks equal to its Charisma modifier.

Rejuvenation (Su) A fallen is tied to the place where it died. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed at the site where it perished or over its earthly remains. Otherwise, a fallen reforms 2d4 days after its destruction at the site where it first died.




Touch of the Grave (Su) All of a fallen's melee and ranged attacks deal 2d6 additional points of negative energy damage to living targets (this does not heal undead targets struck).

When a righteous crusader is denied the path to the afterlife in death, its spirit can rise as one of the fallen—undead driven to enact a crusade against all life in a frustrated corruption of their beliefs. The undead creature's fall in battle remains the greatest disappointment vexing its soul. Driven by hatred and shame, the fallen wander battlefields and wildlands in constant search of someone to end their misery by performing last rites.



FEN MAULER

This figure looms within the shadows. The bones and teeth of countless creatures clatter from tangles within its matted, reeking fur.

FEN MAULER	CR 10			
XP 9,600				
NE Large monstrous humanoid				
Init +8; Senses darkvision 60 ft., low-light vision, scent; Perception +17				
Aura stench (DC 15, 10 rounds)				
DEFENSE				
AC 24, touch 14, flat-footed 19 (+4 Dex, +1 dodge, +10 natural, -1 size)				
hp 136 (13d10+65)				
Fort +11, Ref +12, Will +11				
Defensive Abilities shadowy pelt; Immune disease; Resist cold 10				
OFFENSE				
Speed 30 ft.				
Melee bite +20 (1d8+8), 2 claws +20 (1d8+8)				
Space 10 ft.; Reach 10 ft.				
Special Attacks pounce, rend (2 claws, 1d8+12)				
STATISTICS				
Str 27, Dex 18, Con 20, Int 7, Wis 17, Cha 8				
Base Atk +13; CMB +22; CMD 37				
Feats Dodge, Great Fortitude, Improved Initiative, Intimidating Prowess, Mobility, Power Attack, Skill Focus (Stealth)				
Skills Intimidate +16, Perception +17, Stealth +11 (+19 in swamps), Survival +18; Racial Modifiers +4 Perception, +8 Stealth in swamps, +4 Survival				
Languages Sasquatch				
SQ swamp stride, trophy hunter				
ECOLOGY				
Environment temperate swamps				
Organization solitary, pair, or party (3-7)				
Treasure standard				
SPECIAL ABILITIES				

Shadowy Pelt (Su) A fen mauler can swathe itself in shadows, allowing it to become nearly invisible while standing motionless. A fen mauler gains partial concealment on any round it does not move from its current space.

Swamp Stride (Ex) A fen mauler can move through any sort of undergrowth and difficult terrain (such as briars, deep mud, and similar terrain) in swamps at normal speed and without taking damage or suffering any other impairment.

Trophy Hunter (Su) As part of a 10-minute ritual, a fen mauler can harvest bones, teeth, flesh, or hide from an animal, humanoid, magical beast, or monstrous humanoid it has slain, creating a trophy. This trophy is a permanent magic item that functions only for the fen mauler that created it, granting some measure of the slain creature's power to the fen mauler while carried or worn on its body. The fen mauler chooses which of the

following powers the trophy grants: blindsense 30 feet, climb 30 feet, evasion, ferocity, grab, pounce, uncanny dodge, or a single energy immunity. Alternatively, a trophy can grant a +4 competence bonus to a single skill. The skill or ability modified must be one the trophy creature had in life, and a trophy imparting a skill bonus allows the fen mauler to attempt checks with that skill untrained. A fen mauler can maintain a number of trophies equal to its Wisdom modifier (3 for the standard fen mauler). The fen mauler presented here has not assigned any of its trophies.

Long ago, in the wake of terrible calamity, some populations of sasquatches embraced terrible rites and dark bargains to protect their homes, becoming fen maulers. While sasquatches only resort to violence when threatened, fen maulers revel in bloodshed and vindictive belligerence. All but invisible within their shadowy domains, fen maulers stalk victims for hours or days at a time, until they corner their lost and panicked prey and force a final, deadly confrontation.



Illustration by David Melvin

FIRE WHALE

Waves of searing heat ripple from the stony, gem-encrusted hide of this enormous whalelike beast.

FIRE WHALE

CR 16



XP 76,800

N Colossal magical beast (extraplanar)

Init +6; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE

AC 31, touch 4, flat-footed 29 (+2 Dex, +27 natural, -8 size)

hp 250 (20d10+140)

Fort +19, **Ref** +14, **Will** +16

Defensive Abilities flaming body; **DR** 15/adamantine and piercing; **Immune** fire, paralysis, poison, sleep; **Resist** cold 15

Weaknesses vulnerable to sonic

OFFENSE

Speed burrow 20 ft., fly 20 ft. (clumsy), swim 60 ft.

Melee bite +30 (4d10+18/19-20 plus 2d6 fire), tail slap +25 (6d6+9 plus 2d6 fire)

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

Special Attacks capsize, magma spray

Spell-Like Abilities (CL 20th; concentration +21)

1/day—*plane shift* (Elemental Planes or Material Plane only)

STATISTICS

Str 46, **Dex** 14, **Con** 25, **Int** 6, **Wis** 27, **Cha** 13

Base Atk +20; **CMB** +46 (+48 bull rush); **CMD** 58 (60 vs. bull rush)

Feats Awesome Blow, Critical Focus, Diehard, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Staggering Critical

Skills Fly -1, **Perception** +16, **Perform** (sing) +6, **Swim** +26

Languages Aquan, Auran, Ignan, Terran (cannot speak)

SQ elemental heart, no breath

ECOLOGY

Environment any (Plane of Fire)

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

Treasure standard (gems only)

SPECIAL ABILITIES

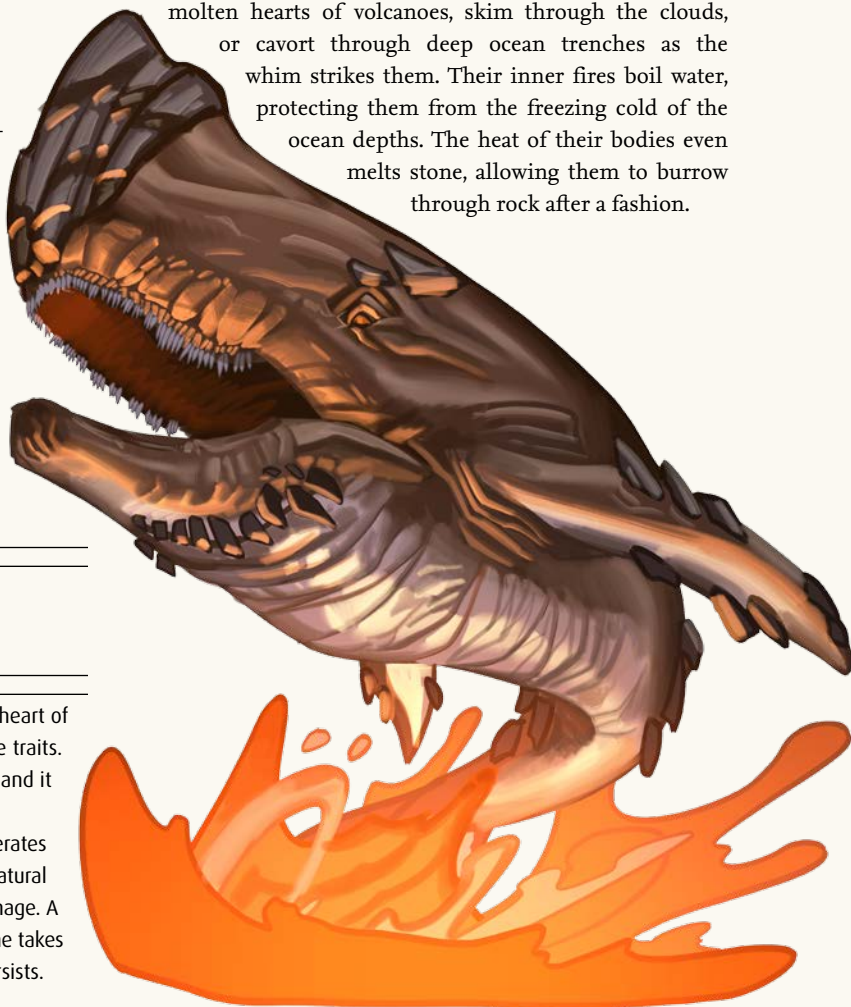
Elemental Heart (Su) A fire whale is empowered by a heart of pure elemental fire, granting it several elemental-like traits. A fire whale does not need to breathe, eat, or sleep, and it is immune to paralysis, poison, and sleep effects.

Flaming Body (Su) A fire whale's molten-hot flesh generates incredible heat. Anyone striking a fire whale with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a fire whale or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

Magma Spray (Ex) Once every 1d4 rounds as a standard action, a fire whale can spew a burst of magma and scalding ash from its blowhole in either a 90-foot cone or a 30-foot radius around the fire whale. This blast of magma and ash deals 9d6 points of fire damage and 9d6 points of bludgeoning damage (Reflex DC 27 half). Rubble and debris from this blast transform the terrain in the affected area into difficult terrain for 1 minute. The save DC is Constitution-based.

Fire whales are titanic beasts native to the Elemental Plane of Fire, but their natural ability to traverse the planes means they are seen across all the Elemental Planes and Material Plane. They travel in great pods, singing and feeding off whatever bits of metal and mineral catch their eyes, which their inner foundries refine into a glorious array of gems. The vast bounty of wealth their bellies contain has enticed the efreet to hunt fire whales for untold ages, and the enormous creatures return that antagonism by aggressively attacking genies of all types on sight.

Though most at home in the searing heat of their native plane, fire whales can survive and even flourish on other planes. On the Material Plane, fire whales splash in the molten hearts of volcanoes, skim through the clouds, or cavort through deep ocean trenches as the whim strikes them. Their inner fires boil water, protecting them from the freezing cold of the ocean depths. The heat of their bodies even melts stone, allowing them to burrow through rock after a fashion.



FIRE WHALE-FISH, PIRANHA SWARM

FISH, DUNKLEOSTEUS

This gigantic, prehistoric fish has a head like a snapping turtle, complete with sharp, toothlike plates.

DUNKLEOSTEUS CR 6

XP 2,400

N Huge animal (aquatic)

Init +6; **Senses** low-light vision; Perception +15

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, -2 size)

hp 75 (10d8+30)

Fort +10, **Ref** +9, **Will** +6

OFFENSE

Speed swim 60 ft.

Melee bite +16 (3d8+15/19-20 plus grab)

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

Special Attacks gulp, swallow whole (1d10 bludgeoning damage, AC 14, 7 hp)

STATISTICS

Str 30, **Dex** 14, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +7; **CMB** +19 (+23 grab);

CMD 31

Feats Improved Critical^B (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Swim), Weapon Focus (bite)

Skills Perception +15, Swim +30;

Racial Modifiers +4 Perception

ECOLOGY

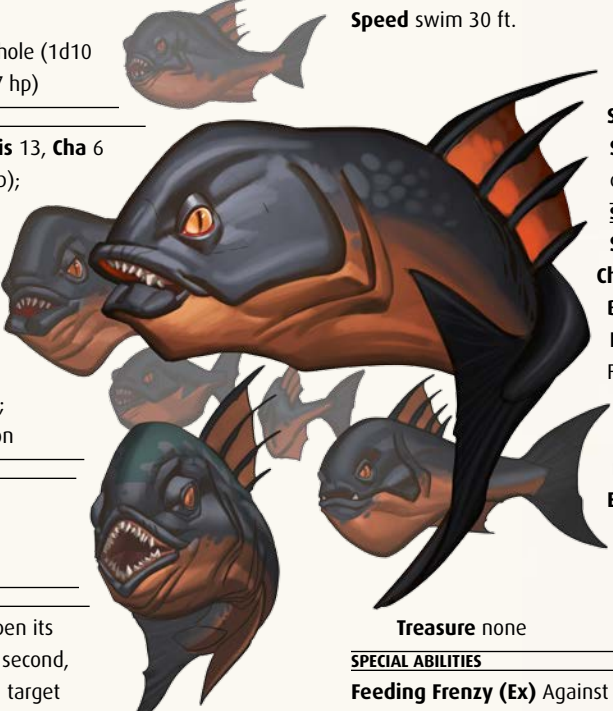
Environment any oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Gulp (Ex) A dunkleosteus can open its giant mouth in a fraction of a second, creating a vortex that draws a target in. When underwater, a dunkleosteus gains an additional 5 feet of reach with its bite attack and a +2 bonus on combat maneuver checks when attempting to grapple.



A dunkleosteus is a massive fish with a bony head, armor plating, and a beak-like maw capable of creating a vortex that siphons in its prey. Despite growing to over 30 feet in length and weighing 8,000 pounds, dunkleosteuses are agile swimmers. These voracious predators think nothing of swimming into estuaries where the brine of the sea extends, lying in wait under piers or in the shallows along shorelines, patiently watching for a chance to lunge up and snap their jaws around unsuspecting prey that has come to the water's edge to fish or swim.

FISH, PIRANHA SWARM

This school of red-bellied fish swims swiftly, each tiny mouth filled with rows of razor-sharp teeth ready to feast on flesh.

PIRANHA SWARM CR 3

XP 800

N Tiny animal (aquatic, swarm)

Init +7; **Senses** blindsense 30 ft., keen scent, low-light vision; Perception +5

DEFENSE

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

hp 26 (4d8+8)

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

Defensive Abilities swarm traits

OFFENSE

Speed swim 30 ft.

Melee swarm (1d6 plus bleed and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (1d6), distraction (DC 14), feeding frenzy

STATISTICS

Str 3, **Dex** 16, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +5, Stealth +19, Swim +15

ECOLOGY

Environment warm freshwater

Organization solitary, shoal (2-5 swarms), or school (6-10 swarms)

Treasure none

SPECIAL ABILITIES

Feeding Frenzy (Ex) Against a foe taking bleed damage, a piranha swarm deals 2d6 points of damage with its swarm attack rather than 1d6 points of damage.



Shoals of piranhas are voracious feeders, capable of stripping the flesh from the bones of large animals with astonishing speed. These fish have garnered a well-earned reputation in regions where they thrive, but while they are native to tropical rivers, many species of piranha are incredibly hearty. Collectors of exotic pets sometimes ship tanks of these carnivorous fish home, and some unscrupulous owners even put the fish to work disposing of unwanted bodies. When the authorities draw near, panicked criminals sometimes dump the fish into nearby rivers, inadvertently unleashing schools in waters woefully unprepared for their ravenous introduction!

FUNGUS QUEEN

This eerie creature has the upper body of a beautiful, pale green woman, but her lower body is a pulsating mound of fungus.

FUNGUS QUEEN

CR 9



XP 6,400

CE Medium plant (extraplanar)

Init +7; **Senses** darkvision 60 ft., *detect good*, low-light vision; Perception +18

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 114 (12d8+60)

Fort +13, Ref +7, Will +7

DR 10/cold iron or good; **Immune** electricity, plant traits; **Resist** acid 10, cold 10; SR 20

OFFENSE

Speed 20 ft.

Melee 2 claws +14 (1d6+5), 4 tentacles +12 (1d4+2 plus grab)

Special Attacks compel plants, constrict (1d4+5), create spawn, energy drain (1 level, DC 23), sporepod

Spell-Like Abilities (CL 9th; concentration +16)

Constant—*detect good*, *tongues*

At will—*veil* (DC 23, self only)

3/day—*charm monster* (DC 21), *detect thoughts* (DC 19), *suggestion* (DC 20)

1/day—*dominate person* (DC 22), *mind fog* (DC 22), *slow* (DC 20)

STATISTICS

Str 21, Dex 17, Con 21, Int 18, Wis 16, Cha 24

Base Atk +9; CMB +14 (+18 grapple); CMD 27 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Skill Focus (Disguise)

Skills Bluff +22, Disguise +28, Knowledge (dungeoneering, planes) +10, Perception +18, Sense Motive +18, Use Magic Device +22

Languages Abyssal, Aklo, Common, Undercommon; telepathy 100 ft.; *tongues*

SQ plant empathy +23

ECOLOGY

Environment any underground

Organization solitary or cult (fungus queen plus 2–12 controlled plants and minions)

Treasure double

SPECIAL ABILITIES

Compel Plants (Su) A fungus queen's mind-affecting powers and spell-like abilities (and spells, should the fungus queen gain the ability to cast them) affect plant creatures (but not mindless plant creatures) as if they weren't immune to mind-affecting effects.

Create Spawn (Su) A creature that would normally be slain by a fungus queen's energy drain attack is not killed—instead, it immediately loses all negative levels imparted by the fungus queen and transforms into a fungus-infested minion in

her service. Most creatures gain the fungoid simple template (see page 131), but vermin slain by a fungus queen instead rise as spore zombies (see page 287). Fungoid creatures and spore zombies are under the control of the fungus queen that created them, and remain enslaved until that fungus queen is destroyed or until they are cured of the infestation. A fungus queen can communicate telepathically with her fungoid spawn at any range as long as they are on the same plane. She can control a number of Hit Dice worth of enslaved spawn totaling no more than double her own Hit Dice. Any spawn she creates that would exceed this limit become free-willed fungoid creatures or spore zombies. A fungus queen can free an enslaved spawn in order to enslave a new spawn, but once freed, a creature cannot be enslaved again (although fungoid creatures can still be influenced by the fungus queen's compel plants and plant empathy abilities).

Energy Drain (Su) A fungus queen drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before she can use this ability. The fungus queen's embrace bestows one negative level and has the effect of a suggestion spell, asking the victim to accept another act of passion from the fungus queen. The victim must succeed on a DC 23 Will save to negate the suggestion. The DC is 23 for the Fortitude save to remove a negative level. Creatures killed by this attack do not die—they instead become infested with the fungus queen's spores (see Create Spawn above). The save DCs are Charisma-based.

Plant Empathy (Ex) This ability functions as the druid's wild empathy ability, save that a fungus queen can use this ability only on plant creatures. A fungus queen gains a +4 racial bonus on this check. Mindless plant creatures are imparted with a modicum of implanted intelligence when a fungus queen uses this ability, allowing her to train them as guardians.

Sporepod (Su) As a standard action, a fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier (7 for the typical fungus queen). As a move action, she can instantaneously travel to one of her sporepods as if using *transport via plants*. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 5 feet of any sporepod with a tentacle, though she is still limited to making only four tentacle attacks as part of a full attack, and only one as a standard action. A sporepod is an object with an AC of 15 and 20 hit points; damage dealt to a sporepod does not harm the fungus queen.

Hundreds of years ago, a cabal of powerful succubus assassins attempted to invade the Abyssal realm of the demon lord of disease and fungus. These succubi sought

to slay a powerful witch who had befouled a profane temple the assassins served. The succubi failed at their mission, and from their corpses grew the first fungus queens. Pleased with this development, the witch seeded numerous Material Plane worlds with fungus queen spores, and these new fungus queens have taken to these new environments like rot to a carcass; today, hundreds of the subversive creatures dwell in the fouler reaches of the Material Plane. They are particularly fond of large cave systems and the slums of ruined cities. Fungus queens also often dwell in areas of corrupted woodlands where blighted fey rule, or in the sewers of active cities with an unusually large amount of magical pollution.

An encounter with a normally unintelligent plant monster acting in a sinister and organized way can be evidence of the manipulation of a fungus queen, but fungus queens are equally fond of commanding and keeping other creatures as pets and slaves—particularly attractive humanoids. Especially favored minions are given the gift of the fungus queen's embrace and are transformed into fungoid minions forever loyal to their pallid mistress. Yet a fungus queen knows that a diverse array of guardians is best, and is certain to keep some non-plant minions on hand to protect her lair.

Fungus queens are violently jealous and possessive. Those who attempt to lure away their charmed and dominated pets or cure those who have been infested elicit their eternal ire, but it is succubi that most enrage fungus queens. Whether this is due to a simple territorial conflict or some deeper hatred born of their unique genesis, a fungus queen faced with someone whom she even suspects might be a succubus is a terror indeed, for in such battles the plants abandon their normal approach of subtle mental control and trickery, instead bringing all of their power to bear in an attempt to rip the offending creature apart. Fungus queens also take

great and specific delight in transforming succubi into fungoid creatures under their control.

While their jealousy doesn't compel them to do battle with other fungus queens, they are always careful to maintain their own territories apart from any nearby queens, and they take great pains not to "poach" from their sisters' harems of charmed and infested pets.

Many fungus queens grow quite powerful over time, typically gaining class levels in bard, ranger, or sorcerer—they generally do not become more powerful by merely gaining racial Hit Dice or increasing in size. Fungus queen druids are remarkably rare.

A fungus queen is 6 feet tall and weighs 150 pounds.

FUNGOID SIMPLE TEMPLATE (CR +1)

Creatures with the fungoid simple template appear as they did in life, save that their flesh is pallid and moist and mushrooms and mold cake their bodies. This template can be applied to any living, non-plant creature. A fungoid creature's quick and rebuild rules are the same.

Rebuild Rules: The creature's type changes to plant, and it gains all of the traits of the plant type. The creature gains telepathy with a range of 100 feet with other fungoid creatures. Its alignment changes to chaotic evil.

Fungal Creature Template:

Optionally, you can use the fungal creature template from page 116 of *Pathfinder RPG Bestiary 4* to represent creatures transformed by a fungus queen. In this case, the fungal creature's alignment changes to chaotic evil.

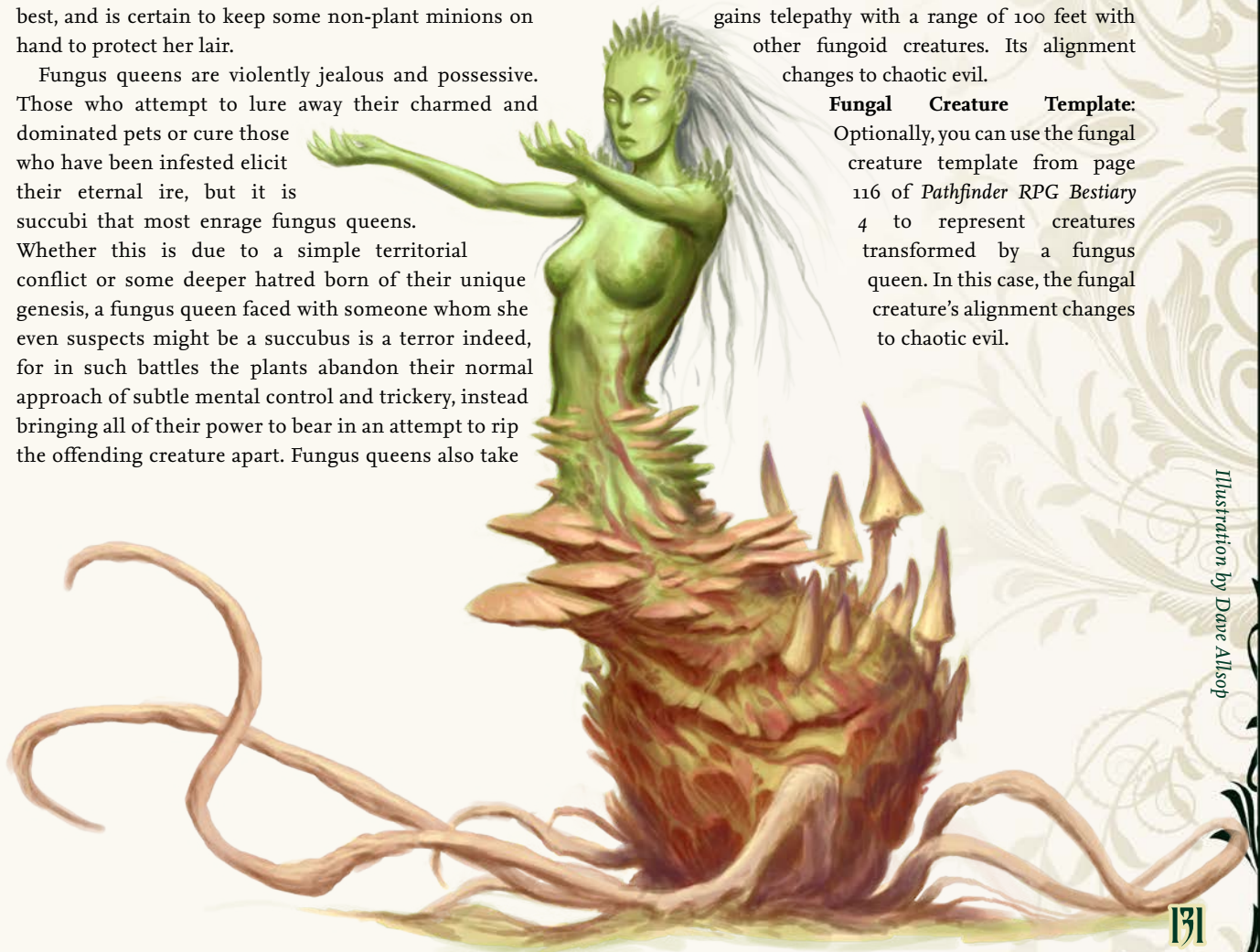


Illustration by Dave Allsop

GHOLE

The hulking form has a long, vulturelike neck ending in a head with a disgusting, one-eyed visage.

GHOLE

CR 12



XP 19,200

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent sickness; Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 168 (16d10+80)

Fort +12, **Ref** +14, **Will** +13

Immune disease

OFFENSE

Speed 40 ft., burrow 10 ft.

Melee bite +23 (2d6+10/17–20 plus disease), 2 claws +23 (1d8+7/19–20 plus disease)

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

Special Attacks bolster disease, powerful bite, savage the sick, sneak attack +2d6

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

At will—*gentle repose*, *restore corpse*^{UM}

3/day—*ghoul touch* (DC 15), *hide from undead*

1/day—*haste*

STATISTICS

Str 25, **Dex** 18, **Con** 21, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +23; **CMD** 37

Feats Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (bite, claw), Improved Initiative, Power Attack

Skills Perception +22, Sense Motive +19, Stealth +23, Survival +22

Languages Common

SQ change shape (Medium humanoid; *alter self*)

ECOLOGY

Environment any land

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

Treasure standard

SPECIAL ABILITIES

Bolster Disease (Su) A creature bitten by a ghole must succeed at a DC 23 Fortitude save or any disease it currently suffers from is bolstered. A disease bolstered in this way has its frequency doubled (so a disease that normally has a frequency of 1/day has its effects applied once every 12 hours) and can be cured only by magic. The bubonic plague carried by a ghole automatically gains these advantages. The save DC is Constitution-based.

Disease (Ex) *Bubonic Plague*: Bite or claw—injury; save Fort DC 23; frequency 2/day; effect 1d4 Con damage and 1 Cha damage and target is fatigued; cure —.

Powerful Bite (Ex) A ghole's bite attack

always applies 1-1/2 times its Strength modifier to damage rolls and threatens a critical hit on a roll of 19–20. When a ghole bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Savage the Sick (Ex) Gholes are vicious when attacking a diseased foe. Against diseased targets, a ghole gains a +2 morale bonus on attack rolls and automatically adds its sneak attack damage to any damage it deals.

Scent Sickness (Ex) A ghole has the scent ability against diseased creatures.

Gholes are foul denizens of the wilderness that feed upon rotten meat. Their ability to restore flesh to even the most ancient of skeletal remains allows them to harvest flesh from ruins long forgotten by the living. Many gholes keep their favorite skeletons handy to repeat beloved meals, while others hoard ancient skeletons and savor the flavor of restored flesh in a grisly mockery of a gourmand's appreciation of well-aged wine or cheese. Many attempt to capture sick victims alive only to imprison them—sepulchers or crypts make for favorite prisons—so they perish of their sickness and thus provide the most delicious meal possible for the foul creature.

A typical ghole is 6 feet tall and weighs 250 pounds.



GIANT, MOUNTAIN

This giant wears bloodstained leather clothes, including a ragged leather mask. His flesh, where visible, is gray and warty.

MOUNTAIN GIANT

CR 18



XP 153,600

CE Gargantuan humanoid (giant)

Init +5; **Senses** low-light vision, see in darkness; Perception +29

Aura frightful presence (60 ft., DC 24, 10 rounds)

DEFENSE

AC 33, touch 11, flat-footed 28 (+4 armor, +5 Dex, +17 natural, +1 shield, -4 size)

hp 297 (22d8+198)

Fort +18, **Ref** +12, **Will** +20

Defensive Abilities rock catching; **Immune** cold, fear, mind-affecting effects, poison

OFFENSE

Speed 50 ft.

Melee +2 warhammer +27/+22/+17/+12 (4d6+17/19–20/x3), +1 dagger +26 (2d6+16/19–20) or 2 slams +27 (2d6+15)

Ranged rock +18 (4d6+15)

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

Special Attacks devour, impale, rock throwing (160 ft.), swallow whole (3d6+11 bludgeoning, AC 18, 29 hp)

Spell-Like Abilities (CL 18th; concentration +21)

At will—*deeper darkness*, *invisibility*

3/day—*dimension door*

1/day—*mislead* (DC 19)

STATISTICS

Str 41, **Dex** 21, **Con** 29, **Int** 16, **Wis** 24, **Cha** 16

Base Atk +16; **CMB** +35; **CMD** 50

Feats Critical Focus, Double Slice, Great Fortitude, Improved

Critical (warhammer), Improved Vital Strike, Power Attack, Skill Focus (Stealth), Staggering Critical, Two-Weapon Defense, Two-Weapon Fighting, Vital Strike

Skills Intimidate +25, Knowledge (nature) +25, Perception +29, Stealth +21 (+29 in mountains or underground), Survival +32;

Racial Modifiers +8 Stealth in mountains or underground

Languages Common, Giant, Terran

ECOLOGY

Environment any mountains

Organization solitary or pair

Treasure standard (+2 leather armor, +1 dagger, +2 warhammer, other treasure)

SPECIAL ATTACKS

Devour (Su) A mountain giant can devour a Large or smaller humanoid corpse as full-round action. Doing so grants the giant fast healing 10 for a number of rounds equal to the consumed creature's Hit Dice. The giant also gains this benefit immediately if a swallowed humanoid dies in its stomach.

Impale (Ex) When a mountain giant makes a single attack with a piercing melee weapon (including when using the Vital Strike feat), the weapon attack gains the grab universal monster ability. Any grapple made with such a weapon ends immediately the next time the giant uses the weapon to attack any foe.

When the children of other giants are unruly, their parents warn them to be good or else the mountain giants will eat them. More than mere stories, mountain giants are real beings that lurk in high mountains and deep chasms. Universally carnivorous, the brutal and sadistic mountain giants prefer the flesh of humanoids, giant or otherwise. They especially love the taste of fear, and typically torment and torture victims before consuming them.

The typical mountain giant stands a towering 45 feet tall and weighs 30,000 pounds.



Illustration by David Melvin

GIANT, PLAGUE

This oversized humanoid is dressed in tattered rags that don't quite cover its diseased body.

PLAGUE GIANT

CR 14



XP 38,400

NE Huge humanoid (giant)

Init +9; **Senses** low-light vision; Perception +26

DEFENSE

AC 29, touch 13, flat-footed 24 (+5 Dex, +16 natural, -2 size)

hp 207 (18d8+126)

Fort +15, **Ref** +11, **Will** +18

Defensive Abilities rock catching; **Immune** disease

OFFENSE

Speed 50 ft.

Melee mwk flail +23/+18/+13 (3d6+11 plus disease), slam +17 (1d8+5 plus disease) or 2 slams +22 (1d8+11 plus disease)

Ranged rock +17 (2d8+16) or corpse +17 (2d6+16 plus disease)

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

Special Attacks hurl corpse, rock throwing (140 ft.)

Spell-Like Abilities (CL 15th; concentration +18)

At will—*contagion* (DC 17), *death knell* (DC 15)

3/day—*plague carrier*^{UM} (DC 18), *plague storm*^{UM} (DC 20), *wither limb*^{HA} (DC 19)

1/day—*summon* (level 6, 1 tick swarm^{B2} 100%)

STATISTICS

Str 32, **Dex** 20, **Con** 25, **Int** 15,

Wis 20, **Cha** 17

Base Atk +13; **CMB** +26 (+30 disarm and trip); **CMD** 41 (43 vs. disarm and trip)

Feats Combat Casting, Combat Expertise, Great Fortitude, Greater Disarm, Greater Trip, Improved Disarm, Improved Initiative, Improved Trip, Iron Will

Skills Heal +26, Knowledge (religion) +20, Perception +26, Survival +26

Languages Common, Giant

ECOLOGY

Environment any land

Organization solitary, pair, or colony (3–16 plus 1–3 oracles^{APG} or witches^{APG} of 5th–9th level, 2–5 rogues of 5th–9th level, and one high priest cleric^{GMG} of 7th–10th level along with 2–5 leukodaemons^{B2} and 1–4 gholes)

Treasure standard (mwk light flail, 4 rocks or corpses, other treasure)

SPECIAL ABILITIES

Disease (Ex) Although plague giants are immune to disease, they carry a highly contagious plague that causes flesh to rot and limbs to wither over time in those damaged with the giants' weaponry.

Atrophic Plague: Injury; save Fort DC 26; onset immediate; frequency 1/day; effect 1d4 Dex drain and 1d4 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Hurl Corpse (Su) A plague giant can throw a Small or Medium corpse as if it were hurling a rock. Hurled corpses deal damage as per a plague giant's thrown rocks but as if the giant were one size category smaller (2d6 points of damage + 1-1/2 times its Strength modifier for most plague giants). In addition, the hurled corpse is infused with the plague giant's pestilence, exposing the creature struck to the giant's atrophic plague. Upon impact, a hurled corpse explodes into a cloud of thick gray vapor that fills a 10-foot-radius area with thick mist that obscures vision as per *fog cloud*. Any creature that begins its turn within this cloud must succeed at a DC 26 Fortitude save or be nauseated for 1 round. The cloud persists for 1d4 rounds before dissipating naturally (if not dissipated earlier via a moderate or stronger wind). The save DC is Constitution-based.

Plague giants resemble enormous lepers or plague sufferers, yet they are not so much victims of disease as they are servants of sickness. Most plague giants worship the Horseman of Pestilence or other deities associated with disease, and they have no fear of sickness themselves. Pestilence spreads wherever the plague giants dwell, and thus they are shunned by most humanoids. Sometimes, however, plague giants lead daemon cults consisting of diseased humanoids who were ostracized by their own kind. It seems likely that plague giants were once some other form of giant before they turned to daemon worship, though no other race of giant will claim them as wayward children. Plague giants themselves find such rumors particularly distasteful, and point out that they are much more than this, reasoning that when a "lesser giant" gets sick, it doesn't suddenly transform into a plague giant.

The average plague giant is 24 feet tall and weigh 15,000 pounds.



GIANT, SHADOW

This giant's skin is a dusky gray, and her long hair matches the silvery hue of her armor.

GIANT, SHADOW

CR 13



XP 25,600

LE Large humanoid (extraplanar, giant)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +19

DEFENSE

AC 28, touch 11, flat-footed 26 (+7 armor, +2 Dex, +10 natural, -1 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +14

Defensive Abilities rock catching, shadow cloak

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee mwk spiked chain +26/+21/+16 (2d6+18/19-20 plus energy drain) or

2 slams +25 (1d8+12 plus energy drain)

Ranged rock +16 (1d8+12/19-20 plus energy drain)

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

Special Attacks energy drain (1 level, DC 21), rock throwing (180 ft.)

STATISTICS

Str 34, **Dex** 15, **Con** 22, **Int** 10, **Wis** 22, **Cha** 15

Base Atk +14; **CMB** +27 (+31 bull rush);

CMD 39 (41 vs. bull rush)

Feats Combat Reflexes, Deadly Aim, Greater Bull Rush, Improved Bull Rush, Improved Critical (rock, spiked chain), Improved Iron Will, Iron Will, Power Attack, Vital Strike

Skills Climb +21, Intimidate +15, Perception +19 (+23 in dim light), Spellcraft +0 (+8 in dim light), Stealth +4; **Racial Modifiers** +4 Perception in dim light, +8 Spellcraft in dim light

Languages Common, Giant

SQ militant

ECOLOGY

Environment any land (Shadow Plane)

Organization solitary, gang (2-5), family (6-13, 1 cleric or witch^{APG} of 5th-8th level, and 1 fighter or barbarian chief of 7th-10th level), or company (14-33 plus 1 fighter or barbarian chief of 7th-10th level)

Treasure standard (+1 breastplate, mwk spiked chain, other treasure)

SPECIAL ABILITIES

Energy Drain (Su) A shadow giant inflicts its energy drain attack no more than once per round via its first successful

melee attack (with its slam attack or with any melee weapon it wields) or via a thrown rock.

Militant (Ex) A shadow giant is proficient with all simple weapons, all martial weapons, and one exotic weapon of its choice. Most shadow giants choose proficiency with the spiked chain.

Shadow Cloak (Sp) Because of the shadow giant's connection with the Shadow Plane, as a move action in any illumination other than direct sunlight, a shadow giant can cloak itself in moving shadows, gaining the benefits of *blur* for 1d6+6 rounds (CL 13th for the purposes of *dispel magic* and similar effects). It can use this ability three times per day.

Though their kind originated on the Shadow Plane, shadow giants often relocate to the Material Plane, typically at the behest of a powerful cleric or other representative of a deity from the Shadow Plane. In such conditions, shadow giants often serve as companies of elite shock troops and are kept secret, operating only when they are expected to leave no survivors to tell the tale.

Most shadow giants are especially taciturn and keep to themselves when not serving a higher cause. They keep their own counsel and practice their own sinister religion, with bloody rituals of autosacrifice,

mutilation, and much worse presided over by their priests on top of short step pyramids constructed of dark basalt blocks. On the Shadow Plane, families of shadow giants have been known to join together to form greater tribes, especially when times of war are at hand or when they are facing some other threat. The sight of such an army arrayed upon the field of battle is usually enough to make any enemy sue for peace with desperate offers of gold and prisoners for sacrifice.

The typical shadow giant stands 15 feet tall and weighs 2,400 pounds. Most shadow giants have dusky gray skin and pale gray hair.



Illustration by David Melvin

GIANT, TOMB

This towering, lean figure is hairless and has smooth, milky white skin. A scythe gleams in the giant's hands.

GIANT, TOMB

CR 12



XP 19,200

NE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., *deathwatch*, *detect undead*, low-light vision; Perception +15

DEFENSE

AC 28, touch 12, flat-footed 25 (+6 armor, +3 Dex, +10 natural, -1 size)

hp 162 (13d8+104)

Fort +16, **Ref** +9, **Will** +10

Defensive Abilities negative energy affinity, rock catching; **Immune** death effects, paralysis

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee mwk scythe +20/+15 (2d6+16/19-20/x4 plus energy drain) or 2 slams +19 (1d6+11 plus energy drain)

Ranged rock +12 (1d8+11)

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

Special Attacks energy drain (1 level, DC 18), rock throwing (120 ft.)

Spell-Like Abilities (CL 12th; concentration +14)
Constant—*deathwatch*, *detect undead*
3/day—*corpse stitcher*, *sculpt corpse*^{APG}
1/day—*animate dead*, *control undead* (DC 19)

STATISTICS

Str 32, **Dex** 17, **Con** 26, **Int** 13, **Wis** 19, **Cha** 14

Base Atk +9; **CMB** +21 (+23 trip); **CMD** 34 (36 vs. trip)

Feats Combat Expertise, Improved Critical (scythe), Improved Iron Will, Improved Trip, Iron Will, Lightning Reflexes, Power Attack

Skills Climb +12, Heal +12, Knowledge (religion) +12, Perception +15, Stealth +7, Survival +10

Languages Common, Giant

SQ sinister synergy

ECOLOGY

Environment any land or underground

Organization solitary, pair, or cabal (3-13, 1-4 necromancers of 3rd-5th level, 1-4 clerics or oracles^{APG} of 3rd-5th level, 1 monarch of 5th-9th level [typically cleric or necromancer],

plus numerous giant skeletons, zombie giants, and other undead minions)

Treasure standard (mwk breastplate, mwk scythe, other treasure)

SPECIAL ABILITIES

Corpse Stitcher (Sp) Tomb giants can cast *make whole* as a spell-like ability, but only for the purpose of creating undead creatures. For example, a tomb giant can use this ability to aid in the creation of a necrocraft (*Pathfinder RPG Bestiary* 4 200), to restore armor to be used for the creation of a phantom armor (*Bestiary* 4 213), or even to repair the armor of a graveknight (*Pathfinder RPG Bestiary* 3 138).

Energy Drain (Su) A tomb giant inflicts its energy drain attack no more than once per round via its first successful melee attack (with its slam attack or with any melee weapon it wields).

Sinister Synergy (Su) Multiple tomb giants can combine their efforts to gain the ability to create undead. When two or more tomb giants are within 30 feet of each other, they can work together to use *create undead* as a spell-like ability (caster level 13th). Three or more tomb giants working in unison in this way can use *greater create undead* as a spell-like ability (caster level 15th). Every additional tomb giant beyond the third who participates in this synergy increases the caster level of this effect by 1.

Tomb giants are an entire race of humanoids who have given themselves over to necromancy, and in so doing have gained sinister powers. These giants are born as the living agents of undeath, and they show great skill in creating all manner of undead creatures—even from their own kind. They prefer enclosed spaces and caverns as lairs and often choose to live in crypts among the bodies of the dead. These giants have no compunction about

living among undead, but are circumspect about their own safety and well aware that many undead horrors are hostile to the living. They are a secretive race and go to extraordinary lengths to pursue and capture anyone they catch spying on them; such intruders often end up as raw material for the giants' creation of further undead.

Tomb giants often seek to continue their existence after death by becoming undead themselves, usually seeking transformations into sentient and corporeal monsters like lichs, mummies, or vampires.

A tomb giant is 13 feet tall and weighs 1,300 pounds.



GLUTTONGRASS

These tall, bloodstained blades of bright green grass sway and bend regardless of the presence of wind.

GLUTTONGRASS

CR 1



XP 400

N Medium plant

Init +1; **Senses** low-light vision; Perception +0

DEFENSE

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

hp 9 (2d8)

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

Defensive Abilities blood healing; **DR** 5/slashing; **Immune** plant traits

OFFENSE

Speed 10 ft.

Melee 3 fronds +1 (1d4 plus bleed)

Special Attacks bleed 1

STATISTICS

Str 11, **Dex** 12, **Con** 10, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 12 (can't be tripped)

Skills Stealth +1 (+9 among vegetation); **Racial**

Modifiers +8 Stealth among vegetation

SQ take root

ECOLOGY

Environment any plains

Organization solitary, pair, swath (3–11), or field (see below)

Treasure incidental

SPECIAL ABILITIES

Blood Healing (Ex) A patch of gluttongrass attacks with three fronds—these are primary natural attacks that deals slashing damage. When gluttongrass damages a creature that can be affected by its bleed attack, the gluttongrass has 1 hit point restored. If a creature is already suffering from a bleed effect, the gluttongrass instead has 2 hit points restored for each successful frond attack.

Take Root (Ex) Gluttongrass can embed its roots in soil as a full-round action or uproot itself as a standard action. While gluttongrass is rooted, it cannot move, but it can take 20 on its Stealth check to hide in plain sight as if it had the freeze ability. Gluttongrass gains a +8 circumstance bonus to CMD against bull rush and other combat maneuvers that attempt to shift its location while it has taken root.

Scholars are unsure of the origins of this strange, deadly plant life. The typical suspicions persist that it is the result of a mad wizard's experiments or the deliberate

cultivations of druidic sects that have adopted anti-civilization philosophies, yet those who have taken the time to truly examine these blood-drinking growths have noted disturbing elements that suggest a darker genesis. These botanists theorize that gluttongrass is seeded by the remnants of a creature that has died from starvation, whether in the wilds or in more urban territories. Indeed, patches of gluttongrass have been discovered flourishing in areas devastated by famine and around settlements whose populations have perished due to food supplies being cut off (such as in times of siege or after raiders have burned local crops). However, it has also been identified growing seemingly at random throughout forested areas and plains, blending in with normal grasses and other foliage, so certainly famine and starvation are not requirements for this plant's growth.

Whatever its origin, one thing is certain: while a mindless plant, gluttongrass is far from harmless.

Well-fed patches of this carnivorous grass average a height of 5 feet, with razor-sharp stalks able to pierce exposed skin with ease. Wary travelers should avoid rushing blindly through tall fields, as smaller patches of gluttongrass have been known to extend their roots toward one another, merging and slowly increasing their collective size, reach, and hunger. Some of the largest gluttongrass fields are suspected to have claimed hundreds of victims over the years.

GLUTTONGRASS FIELD

The thing that makes gluttongrass so dangerous when encountered as a field is the simple fact that the plants merge and link their root systems once enough of the plant monsters take root in close proximity. If at least 12 gluttongrasses take root in a single contiguous area, their roots begin to commingle. As long as the gluttongrasses do not move from their locations for at least 24 hours, this process completes and the carnivorous plants merge into a gluttongrass field.

Once a gluttongrass field has formed, all of the individual gluttongrasses pool their hit points into one shared pool—thus, a patch of 12 gluttongrasses (the minimum required to make a field) has a total of 108 hit points. No single gluttongrass in the field dies until all of these pooled hit points are depleted, but a gluttongrass field forever loses its mobility and cannot uproot. Any area effect that deals damage to multiple gluttongrasses within a gluttongrass field treats the field as a single creature for the purpose of determining points of damage dealt to the field as a whole.

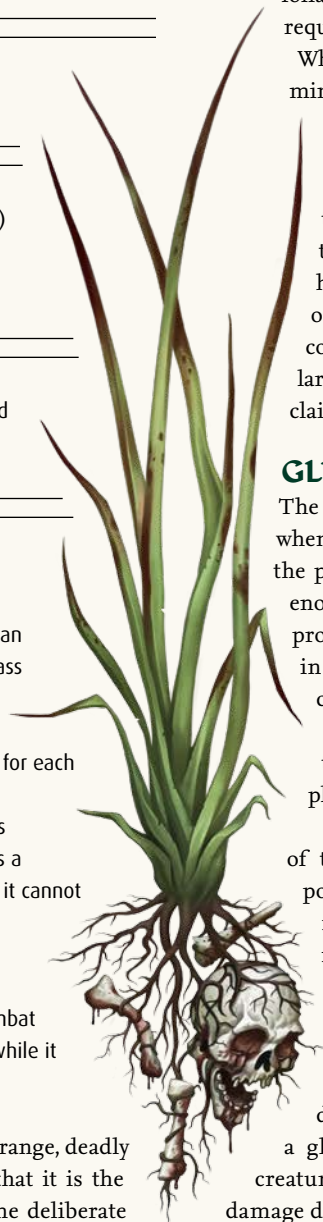


Illustration by Nikolai Ostertag

GOBLIN, MONKEY

This creature has the wide head and toothy mouth of a goblin, dappled green skin, simian hands and feet, and a ratlike tail.

MONKEY GOBLIN

CR 1/2



XP 200

Monkey goblin barbarian 1

NE Small humanoid (goblinoid)

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

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 13 (1d12+1)

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee kukri +4 (1d3+2/18-20)

Ranged shortbow +6 (1d4/×3) or
net +6 (entangle)

Special Attacks rage (5 rounds/day)

STATISTICS

Str 15, **Dex** 18, **Con** 13, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 16

Feats Exotic Weapon Proficiency (net)

Skills Acrobatics +10, Climb +14, Perception +4, Stealth +11,
Survival +4; **Racial Modifiers** +2 Acrobatics, +2 Stealth

Languages Goblin

SQ fast movement, prehensile tail

ECOLOGY

Environment warm forests

Organization solitary, raiding party (4–9), warband (10–16),
or tribe (17+ plus 100% noncombatants; 1 tribal scout of
3rd level per 20 adults, 1 or 2 war chiefs of 4th or 5th level,
and 1 chieftain of 6th–8th level)

Treasure NPC gear (leather armor, kukri, net, shortbow with
10 arrows, other treasure)

SPECIAL ABILITIES

Prehensile Tail (Ex) All monkey goblins have long, flexible tails
that they can use to carry objects. They cannot wield weapons
with their tails, but the tails do allow them to retrieve small
objects stowed on their persons as a swift action.

Monkey goblins are an offshoot of the goblin race that has eagerly adapted to life in the high, leafy canopies of tropical forests. Equipped with ratlike prehensile tails, monkey goblins are as at home in the trees as they are on the ground.

Monkey goblins lead savage lives, and many take levels in the barbarian class, though fighters and rogues are also common among the race. While spellcasting classes are almost unheard of among them, monkey goblin clerics in the service of dark gods are given a level of respect by other monkey goblins that borders on fear.



MONKEY GOBLIN CHARACTERS

Monkey goblins are defined by their class levels—they do not have racial Hit Dice. All monkey goblins have the following racial traits.

+4 Dexterity, –2 Wisdom, –2 Charisma: Monkey goblins are fast, but foolishly impulsive and disagreeable.

Small: Monkey goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMD and on combat maneuver checks, and a +4 size bonus on Stealth checks.

Slow Speed: Monkey goblins have a base speed of 20 feet.

Low-Light Vision: Monkey goblins can see twice as far as humans in conditions of dim light.

Acrobatic: Monkey goblins gain a +2 racial bonus on Acrobatics and Stealth checks.

Fearless: Monkey goblins gain a +2 racial bonus on all saving throws against fear.

Natural Climber: Monkey goblins have a climb speed of 30 feet.

Prehensile Tail: See above.

Languages: Monkey goblins begin play speaking Goblin. Monkey goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, Orc.

GOEZSPALL

This strange, alien-looking monstrosity has thickly armored hide and several sharp talons at the end of each of its stumpy legs.

GOEZSPALL

CR 14



XP 38,400

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 30, touch 12, flat-footed 27 (+2 Dex, +1 dodge, +18 natural, -1 size)

hp 200 (16d10+112)

Fort +17, **Ref** +12, **Will** +10

Immune cold, disease, fire, poison, pressure damage; **Resist** acid 15, electricity 15, sonic 15

OFFENSE

Speed 40 ft., climb 10 ft., swim 20 ft.

Melee 4 claws +23 (1d8+8)

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

Special Attacks rend (2 claws, 1d8+12), scalding spray

STATISTICS

Str 26, **Dex** 15, **Con** 25, **Int** 6, **Wis** 20, **Cha** 21

Base Atk +16; **CMB** +25; **CMD** 38

Feats Combat Reflexes, Diehard, Dodge, Endurance, Lunge, Mobility, Power Attack, Vital Strike

Skills Climb +20, Perception +15, Stealth +8, Swim +20

Languages Aklo

SQ compression, hibernate, no breath

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Hibernate (Ex) Although it can live in extreme conditions, a goezspall still requires food and water. To survive when sustenance is not available, a goezspall can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. A goezspall can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for the creature. If a goezspall is jostled or damaged while hibernating, it can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 24 hours to awaken from hibernation. A goezspall can set the length of its hibernation

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

Immune to Pressure Damage (Ex) A goezspall can survive in extreme conditions. A goezspall is immune to damage caused by high-pressure environments such as deep underwater and low-pressure environments such as the void of space.

Scalding Spray (Su) As a standard action once every 1d4 rounds, a goezspall can spray a 60-foot line of scalding water at its enemies that deals 12d6 points of fire damage (Reflex DC 25 half). This stream acts as a bull rush against creatures of any size. When using this ability, a goezspall attempts a combat maneuver check and applies its results to each creature within the area. This bull rush does not provoke attacks of opportunity. The save DC is Constitution-based.

Though rare, goezspalls have been observed living in extremely varied locations. From the frozen north to the depths of the deepest caverns, these bizarre, segmented creatures thrive in any environment, including the depths of the sea, boiling hot springs, and even, some claim, the void of space. Though not typically hostile, these omnivores hunt aggressively when hungry, especially after months or years in hibernation. A goezspall is 14 feet long and weighs 3,500 pounds, though some lore describes smaller and larger specimens.



Illustration by Rayph Beisner

GOLEM, GOLD

This golden statue stands proud, bearing a regal scepter in one hand. Its other arm is stretched out, ending in an upraised fist.

GOLD GOLEM

CR 15



XP 51,200

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 30, touch 13, flat-footed 26 (+4 Dex, +17 natural, -1 size)

hp 156 (23d10+30)

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

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +34 (4d8+12 plus prismatic surge)

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

STATISTICS

Str 34, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +23; **CMB** +36; **CMD** 50

SQ death throes

ECOLOGY

Environment any

Organization solitary or procession (2–5)

Treasure none

SPECIAL ABILITIES

Death Throes (Ex) A gold golem melts into worthless slag when destroyed, releasing a 10-foot-radius cloud of fumes that deals 1d4 points of Constitution damage to all creatures within a 10-foot radius.

A successful DC 21 Fortitude save negates this effect. This is a poison effect. The save DC is Constitution-based.

Immunity to Magic (Ex) A gold

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

- A magical attack that deals fire damage reduces the golem's DR to 5/adamantine but also hastens it for 1d6 rounds as per the spell *haste*, with no saving throw.
- A magical attack that deals cold damage slows a gold golem for 1d6 rounds as per the spell *slow*, with no saving throw.

Prismatic Surge (Su) As a swift action when it hits a foe with its slam attack,

a gold golem unleashes a ray of prismatic energy from its bejeweled scepter. It can choose to automatically hit the foe it hit with its slam attack with this ray, or it can target another creature within 30 feet as a +26 ranged touch attack. Roll 1d6 for any creature struck by a ray, and consult the following table to determine the effects. The save DCs are Constitution-based.

1d6	Beam Color	Effect
1	Red	20 points of fire damage (Reflex DC 21 half)
2	Orange	40 points of acid damage (Reflex DC 21 half)
3	Yellow	80 points of electricity damage (Reflex DC 21 half)
4	Green	Poison (save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 consecutive saves)
5	Blue	Petrification (as per <i>flesh to stone</i> , Fort DC 21 negates)
6	Indigo	Insanity (as per <i>insanity</i> , Will DC 21 negates)

Gold golems are extravagant constructs, crafted at great expense at the command of the rich and powerful. They're most often used to guard palaces and family vaults, but are rarely placed in areas that are hidden away from casual observation.

Many of those who expend the funds to create a gold golem aren't the type to hide the conspicuous display of their wealth from their visitors. A gold golem is humanoid in appearance, standing 10 feet tall and weighing 4,500 pounds.

CONSTRUCTION

A gold golem is built from 1,800 pounds of special lead that must be treated with rare alchemical reagents to magically transmute the creature to gold upon its animation. These reagents and the lead cost 25,000 gp.

GOLD GOLEM

CL 18th; **Price** 220,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *polymorph any object*, and *prismatic spray*, creator must be at least caster level 18th; **Skill** Craft (armor) DC 25; **Cost** 122,500 gp



GOLEM, OBSIDIAN

This statue resembles a lean human cut from blackened glass stone. Numerous razor-sharp protuberances jut from its body.

OBSIDIAN GOLEM

CR 12



XP 19,200

N Large construct

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

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)

hp 123 (17d10+30)

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

Defensive Abilities jagged body; **DR** 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 claws +25 (2d12+9 plus bleed)

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

Special Attacks bleed (2d6), obsidian spray

STATISTICS

Str 28, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +17; **CMB** +27; **CMD** 37

SQ death throes

ECOLOGY

Environment any

Organization solitary or eruption (2–5)

Treasure none

SPECIAL ABILITIES

Death Throes (Ex) When an obsidian golem is reduced to 0 or fewer hit points, it explodes. All creatures within a 20-foot burst take 12d6 points of piercing and slashing damage and 2d6 points of bleed damage. A successful DC 18 Reflex save results in half damage and negates the bleed effect. The save DC is Constitution-based.

Immunity to Magic (Ex) An obsidian golem is immune to any spell or spell-like ability that allows spell resistance. Certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage sharpens the obsidian golem's claws, increasing their critical threat range to 18–20 and increasing bleed damage to 3d6 for 1d4+1 rounds.
- A magical attack that deals cold damage cakes ice over the obsidian golem's form, suppressing the bleed damage from its claw attacks and negating its jagged body ability for 1 round.
- A *stone to flesh* spell negates the golem's damage reduction, jagged body, and immunity to magic for 1 full round.

Jagged Body (Ex) A creature that grapples an obsidian golem or that hits it with a natural attack or unarmed strike takes 2d6 points of bleed damage.

Obsidian Spray (Ex) As a swift action every 1d4+1 rounds, an obsidian golem can unleash a torrent of obsidian shards, filling a 30-foot cone.

Creatures caught in this attack take 8d6 points of piercing and slashing damage and 2d6 points of bleed damage. A DC 18 Reflex save reduces this damage by half and negates the bleed effect. The save DC is Constitution-based.

Obsidian golems often are used as deterrence against tomb robbers. Most obsidian golems stand just under 9 feet tall and weigh approximately 2,200 pounds.

CONSTRUCTION

An obsidian golem's body must be crafted from 2,500 pounds of obsidian that costs 8,500 gp.

OBSIDIAN GOLEM

CL 15th; **Price** 130,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, and *volcanic storm*^{UM}, creator must be at least caster level 15th;

Skill Craft (glass or sculpture) DC 24; **Cost** 69,250 gp



Illustration by David Alvarez

GOLEM, QUINTESSENCE

This partially humanoid creature appears to be carved of smoky glass. Ghostly, screaming faces swirl within its immense body.

QUINTESSENCE GOLEM

CR 20



XP 307,200

N Huge construct (extraplanar)

Init +10; **Senses** darkvision 60 ft., lifesense, low-light vision; Perception +0

Aura soul siphon (100 ft.)

DEFENSE

AC 36, touch 18, flat-footed 26 (+10 Dex, +18 natural, -2 size)

hp 376 (32d10+200); fast healing 20

Fort +10, **Ref** +20, **Will** +10

DR 15/epic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft., fly 60 ft.

(perfect)

Melee 2 slams +45 (5d10+22 plus energy drain)

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

Special Attacks energy drain (2 levels, DC 26)

STATISTICS

Str 40, **Dex** 31, **Con** —, **Int** —,

Wis 11, **Cha** 21

Base Atk +32; **CMB** +49; **CMD** 69

Skills Fly +14

SQ powerful blows (slam), soul infused

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

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

- A *plane shift* spell allows the golem's DR to be bypassed by an aligned weapon (evil, chaos, good, or law; determined randomly) for 2d4 rounds, with no save.
- A *resurrection* or *true resurrection* spell negates a quintessence golem's energy drain and soul siphon abilities for 2d4 rounds. When cast in this way, *resurrection* and *true resurrection* do not require expensive material components.

Powerful Blows (Ex) A quintessence golem adds 1-1/2 times its Strength bonus to damage rolls for its slam attacks.

Soul Infused (Ex) A quintessence golem's animating spark is provided by the flow of souls through it into the Outer Planes and by the potential for life inherent in all quintessence, rather than an imprisoned elemental spirit. As a result, a quintessence golem, while not technically alive, does modify its hit points with its Charisma modifier. These hit points are already calculated into its statistics.

Soul Siphon (Su) If any creature within 100 feet of a quintessence golem is reduced to negative hit points, it is immediately slain as its spirit is sent on to the afterlife due to the golem's proximity. Whenever a creature is slain in this way, the quintessence golem regains 100 hit points and gains the effects of *haste* for 1 round.

Quintessence is the raw material that makes up all matter and life found on the Outer Planes.

With its infinite potential for shape and state, it should come as no surprise that raw quintessence makes an outstanding material (in terms of both quality and price) for the construction of golems. A quintessence golem is among the greatest creations a mortal spellcaster can craft—while not technically

alive, the quintessence golem is made of material that aches to live, trapped in a metaphysical state between mortal and immortal life. The quintessence that makes up these golems actually

acts as a siphon of sorts that encourages souls to shed their mortal frame and slip into the soulstream to seek their judgment in the afterlife. This fact makes these golems particularly dangerous and quite well suited for the guardianship of powerful temples or graveyards.

CONSTRUCTION

A quintessence golem is built from raw, fresh quintessence harvested at great expense from remote corners of the Outer Planes. This material costs no less than 150,000 gp in total.

QUINTESSENCE GOLEM

CL 20th; **Price** 750,000 gp

CONSTRUCTION




Requirements Craft Construct, *energy drain*, *geas/quest*, *trap the soul*, and *wish*, creator must be at least caster level 20th; **Skill** Craft (glass) DC 40 and Knowledge (planes) DC 30; **Cost** 450,000 gp



GOLEM, QUINTESSENCE-GOLEM, VIRIDIUM

GOLEM, VIRIDIUM

This green glass statue has four arms, one of which forms a jagged sword and another that ends in a formidable shield.

VIRIDIUM GOLEM	CR 18	  
XP 153,600		
N Huge construct		
Init +5; Senses darkvision 60 ft., low-light vision; Perception +0		
DEFENSE		
AC 33, touch 13, flat-footed 28 (+5 Dex, +20 natural, -2 size)		
hp 222 (28d10+68)		
Fort +9, Ref +14, Will +9		
DR 20/adamantine; Immune construct traits, magic		
OFFENSE		
Speed 30 ft.		
Melee sword +38 (4d6+12/19-20 plus bleed and disease), shield +38 (4d6+12/x3 plus disease and stun), 2 slams +38 (2d6+12 plus disease)		
Space 15 ft.; Reach 15 ft.		
Special Attacks bleed (4d6)		
STATISTICS		
Str 35, Dex 20, Con —, Int —, Wis 11, Cha 1		
Base Atk +28; CMB +42; CMD 57		
Feats Toughness ⁸		
ECOLOGY		
Environment any		
Organization solitary or plague (2-4)		
Treasure none		
SPECIAL ABILITIES		
Disease (Ex) Viridium Leprosy—injury; save Fort DC 24; onset immediate; frequency 1/day; effect 1d6 Cha damage and 1d6 Con damage; cure 3 consecutive saves. The save DC is Constitution-based.		
Immunity to Magic (Ex) A viridium golem is immune to any spell or spell-like ability that allows spell resistance. Certain spells and effects function as noted below.		
<ul style="list-style-type: none"> A <i>heal</i> spell deals 5 points of damage per caster level to a viridium golem, to a maximum of 75 points of damage. This damage bypasses the golem's damage reduction. A <i>remove disease</i> spell staggers a viridium golem for 1 round (no save). 		
Shield (Ex) A viridium golem's shield is part of its body and does		

not provide a bonus to its AC; it functions as a primary natural attack that deals bludgeoning damage. A creature struck by the golem's shield is exposed to the golem's disease and must also attempt a DC 24 Fortitude save to avoid being stunned for 1 round. The save DC is Constitution-based.

Sword (Ex) A viridium golem's sword functions as a primary natural attack that deals slashing damage and can cause both disease and deep, bleeding wounds.

Viridium golems exemplify toxicity, as the substance that makes up their bodies is known for its lethality. A viridium golem stands 25 feet tall and weighs 20,000 pounds.

CONSTRUCTION

A viridium golem is built from 22,000 pounds of viridium-infused glass costing 45,000 gp.

VIRIDIUM GOLEM
CL 18th; Price 240,000 gp
CONSTRUCTION
Requirements Craft Construct, contagion, geas/quest, horrid willing, poison, and wish, creator must be at least caster level 18th; Skill Craft (glass or sculpture) DC 26; Cost 142,500 gp



Illustration by David Alvarez

GOWROW

This reptilian beast has a pair of long tusks jutting from its oversized jaws. Its long, draconic tail ends in a razor-sharp blade.

GOWROW

CR 5



XP 1,600

N Large dragon (aquatic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 59 (7d12+14)

Fort +7, **Ref** +8, **Will** +9

Immune paralysis, sleep, sonic

OFFENSE

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

Melee bite +10 (2d6+4), tail +10 (1d8+4/19-20)

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

Special Attacks aquatic combatant, breath weapon (30-ft. cone, 6d6 sonic damage, Reflex DC 15 half, usable every 1d4 rounds), swim-by attack

STATISTICS

Str 18, **Dex** 16, **Con** 15, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +7; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Combat Reflexes, Improved Initiative, Iron Will, Power Attack

Skills Fly +3, Intimidate +10, Perception +12, Survival +12, Swim +22

Languages Draconic

SQ amphibious, hibernate

ECOLOGY

Environment temperate

lakes or rivers

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aquatic Combatant

(Ex) A gowrow's natural weapons and fighting style are adapted to its aquatic nature. Its bite and tail attacks are primary natural attacks that deal piercing damage, but above water, it can deal bludgeoning, piercing, and slashing damage with its bite and piercing and slashing damage with its tail.

Hibernate (Ex) A gowrow can dig a burrow into wet ground and hibernate for up to a decade before needing to emerge and feed.

Swim-By Attack (Ex) Known for water ambushes, gowrows gain Spring Attack as a bonus feat when swimming.

These violent, reptilian creatures are a lesser form of dragon that plague the rivers and lakes in which they live. They find most creatures that ply the waterways they claim distasteful, and these beasts frequently attack fishers and others who travel in small boats through their territory. Unless they are particularly hungry or irritated, gowrows typically leave larger vessels alone. A gowrow stretches over 16 feet in length and weighs nearly 2 tons.

Gowrows are devastating to local settlements. They are violent killers that slaughter livestock and threaten those who work the land far from civilization. When ranchers notice missing cattle, goats, or sheep along with other evidence of a gowrow, they often call upon the authorities or adventurers to get involved. Woodsy folk who have come across gowrow lairs describe them as caves littered with bones from dozens of different creatures, both livestock to humanoid. Some communities face raids by a gowrow year after year, but due to gowrows' periodic hibernation, the creature might vanish, only to threaten later generations of people near its lair.



GRAVESLUDGE

This filthy, shuddering mass of sludge and bones seems to have formed from a mass of muddy grave soil.

GRAVESLUDGE

CR 12



XP 19,200

NE Medium ooze

Init +10; **Senses** blindsight 60 ft., lifesense; Perception +19

DEFENSE

AC 27, touch 21, flat-footed 21 (+5 deflection, +6 Dex, +6 natural)

hp 161 (14d8+98)

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

Defensive Abilities haunted, negative energy affinity; **DR** 10/good;

Immune acid, cold, death effects, energy drain, fear, negative energy, ooze traits

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 slams +20 (2d8+10/19–20 plus 2d6 negative energy and lifeleech)

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

Special Attacks create spawn, lifeleech, swift slam

Spell-Like Abilities (CL 12th; concentration +17)

At will—*ghost sound* (DC 15), *telekinesis* (DC 20)

3/day—*quicken death knell* (DC 17), *phantasmal killer* (DC 19), *wall of ectoplasm*^{OA} (DC 20)

1/day—*harm* (DC 21)

STATISTICS

Str 31, **Dex** 22, **Con** 24, **Int** 15, **Wis** 21, **Cha** 20

Base Atk +10; **CMB** +20; **CMD** 41

Feats Combat Casting, Combat Reflexes, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*death knell*)

Skills Climb +24, Knowledge (religion) +16, Perception +19, Stealth +20

Languages Common; telepathy 100 ft.

ECOLOGY

Environment any land

Organization solitary, pair, or haunt (3–5)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) A creature slain by a gravesludge animates as a free-willed juju zombie (*Pathfinder RPG Bestiary* 2 291) 1d4 rounds after it is slain.

Haunted (Su) The eldritch spiritual energy that infuses a gravesludge grants it a deflection bonus to its AC and a resistance bonus on Reflex saves equal to its Charisma modifier (+5 for the typical gravesludge).

Lifeleech (Su) When a gravesludge deals negative energy damage to a creature,

that creature continues to take 1d6 points of negative energy damage at the start of its turn each round. This effect can be stopped via magical healing, and otherwise stops on its own 3 rounds after the initial slam attack. Multiple slam attacks extend the duration of this ongoing negative energy damage but do not increase the amount of damage.

Swift Slam (Ex) A gravesludge can attack twice with its slam attack as a standard action.

Gravesludges straddle the line between oozes and undead. Primarily made of ectoplasm and grave dirt, gravesludges spontaneously arise in areas where a grave is desecrated, near strong haunt activity, and in the defiled graves of unhallowed cemeteries. Intelligent undead often entreat gravesludges to bolster their defenses, but solitary gravesludges wander cemeteries, charnel houses, and ossuaries, driven by little more than a burning jealousy and hatred for the living. Occasionally, living creatures work with a gravesludge to secure a grisly form of life after death as juju zombies.

The average gravesludge measures 6 feet across and weighs 750 pounds.



Illustration by Crystal Sully

GREAT OLD ONE, RHAN-TEGOTH

This six-legged, spiderlike monstrosity has a bloated abdomen and a hideous face from which three bulbous eyes glare.

RHAN-TEGOTH

CR 28

XP 4,915,200

CE Large aberration (aquatic, chaotic, evil, Great Old One)

Init +24; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft. (640 ft. when in statue form), *true seeing*; Perception +47

Aura unspeakable presence (300 ft., DC 35)

DEFENSE

AC 46, touch 30, flat-footed 35 (+10 Dex, +1 dodge, +10 insight, +16 natural, -1 size)

hp 676 (33d8+528); fast healing 25

Fort +29, **Ref** +23, **Will** +31

Defensive Abilities immortality, insanity (DC 35); **DR** 15/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, poison; **Resist** fire 30, sonic 30; **SR** 39

OFFENSE

Speed 60 ft., swim 60 ft.; *air walk*

Melee bite +41 (4d6+18/19-20 plus grab), 6 claws +41 (2d8+18/19-20 plus grab)

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

Special Attacks apocalyptic dreams, constrict (2d8+18), feed, grab (Huge), mythic power (10/day, surge +1d12), pounce

Spell-Like Abilities (CL 28th; concentration +37)

Constant—*air walk*, *true seeing*

At will—*clairaudience/clairvoyance*, *dimension door*^{MA}, *dream*^{MA}, *greater dispel magic*, *nightmare*^{MA}, *statue* (DC 26), *sympathetic vibration*

3/day—*demand* (DC 27), quickened *feeblemind* (DC 24), quickened *flesh to stone*^{MA} (DC 25), *stone to flesh*

1/day—*earthquake*^{MA}, *imprisonment* (DC 28), *symbol of strife*^{UM} (DC 28)

M mythic spell

STATISTICS

Str 46, **Dex** 30, **Con** 43, **Int** 29, **Wis** 32, **Cha** 29

Base Atk +24; **CMB** +43 (+47 grapple); **CMD** 74 (82 vs. trip)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Greater Vital Strike, Improved Critical (bite, claw), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack, Quickened Spell-Like Ability (*feeblemind*, *flesh to stone*), Vital Strike

Skills Acrobatics +46, Knowledge (arcana, dungeoneering, geography, history, nature, religion) +42, Perception +47, Sense Motive +44, Spellcraft +45, Stealth +42, Swim +62, Use Magic Device +42

Languages Aklo; telepathy 300 ft.

SQ always watching, amphibious, compression, eternal statue, otherworldly insight

ECOLOGY

Environment any

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Always Watching (Ex) Rhan-Tegoth remains constantly aware of his surroundings, even when he is hibernating in statue form (see Immortality on page 147). When he is in statue form as a result of his *statue* spell-like ability, Rhan-Tegoth can still use his spell-like abilities and the range of his tremorsense increases to 640 feet. Once per day, he can activate his unspeakable presence while in statue form.

Apocalyptic Dreams (Su) When Rhan-Tegoth uses his *nightmare* spell-like ability, he can target any creature that has touched him (even if the touch occurred while Rhan-Tegoth was hibernating), has been affected by any of his other spell-like abilities, or has sacrificed a living creature to an image of him, regardless of the distance between himself and the target. In addition to the normal effects of *nightmare*, the target must succeed at a DC 35 Will save or become convinced that the horrific visions of the end of the world experienced in the nightmare are in fact visions of the very near future. Such a victim becomes overwhelmed with despair and loss, and is so distracted by the conviction that its doom is imminent that it cannot take swift or immediate actions, cannot concentrate to maintain spells with concentration durations, and takes a -10 penalty on concentration checks to cast spells and on Wisdom-based skill checks. Whenever the victim attempts a saving throw against fear effects, it must roll twice and take the worse result. This fear effect lasts for 2d4 days, after which (assuming the world doesn't end after all) the effect ends. The effect also ends automatically if the victim voluntarily sacrifices a living, sentient creature to Rhan-Tegoth (this is a chaotic evil act)—although in most cases, a creature that performs such a sacrifice finds itself targeted with apocalyptic dreams soon thereafter, again and again. This is a mind-affecting fear effect. The save DC is Charisma-based.

Eternal Statue (Sp) When Rhan-Tegoth uses his *statue* spell-like ability, the duration of the effect lasts until the creature under the effect decides to return to flesh.

Feed (Su) Once per round when Rhan-Tegoth successfully bites a creature he is grappling, his proboscis feeds on the victim and siphons away bodily fluids at an alarming rate. This attack deals 2d4 points of Constitution drain to the victim unless the victim succeeds at a DC 42 Fortitude save, in which case the feeding instead deals 1d4 points of Constitution damage. For every point of Constitution drain dealt in this way, Rhan-Tegoth regains 10 hit points, and for every point of Constitution damage dealt in this way, he regains 5 hit points. In addition, if Rhan-Tegoth drains more than 4 points of Constitution in this way in a single round, he gains the effects of a *haste* spell for the following round. A creature that is slain by this Constitution drain or

GREAT OLD ONE, RHAN-TEGOTH

damage is reduced to a shriveled corpse riddled with deep, dry holes, and can be restored to life only via *miracle*, *true resurrection*, or *wish*. The save DC is Constitution-based.

Immortality (Ex) If Rhan-Tegoth is slain, he merely petrifies into a statue. He remains in statue form, in hibernation, until a living, sentient creature is sacrificed adjacent to the hibernating Great Old One, at which point Rhan-Tegoth is immediately restored to life (as if via *true resurrection*). If no such sacrifice is performed, Rhan-Tegoth can remain in hibernation in this form forever—though certain rare cosmological events can rouse him from his slumber. In this statue form, he has hardness 30 and 300 hp. If the statue of the hibernating Great Old One is destroyed, it crumbles to dust but immediately affects all creatures within 300 feet with Rhan-Tegoth's unspeakable presence, and Rhan-Tegoth's consciousness is transplanted into a different statue of the Great Old One (typically one on another world). If no such statues remain in existence at the time of destruction, his consciousness is instead transplanted into a statue in the past or future to await eventual awakening.

Unspeakable Presence (Su) Failing a DC 35 Will save against Rhan-Tegoth's unspeakable presence fills the victim with an irresistible urge to sacrifice a living, sentient creature to the Great Old One. Treat this as a *geas/quest* spell (CL 28th) that ends the moment the affected creature kills a living, sentient creature in Rhan-Tegoth's name (this is a chaotic evil act). This is a mind-affecting curse effect. The save DC is Charisma-based.

The strange and silent Great Old One known as the Herald of the End Times has spent most of its existence in hibernation, waking for short periods of time after his worshipers rouse him or as the result of singular cosmic events. These periods of wakefulness never last for long, but ancient texts speak of a time when Rhan-Tegoth shall waken fully from his slumber, heralding the dawn of the end of all worlds.

While records of Rhan-Tegoth's waking periods and his activities during those times are rare and unreliable, rumors still persist of certain chants and rituals that are capable of temporarily waking the Great Old One from his slumber. What reasons might exist for stirring Rhan-Tegoth from his sleep can only be guessed at, for the Great Old One will usually simply consume any foolish enough to rouse him from slumber.

Rhan-Tegoth appears as an aquatic arthropod in shape, yet closer inspection leaves no doubt in the viewer's mind of the Great Old One's truly alien nature. His body measures 10 feet from tip to tip, and his legs span 24 feet. The Great Old One weighs 2,000 pounds, but this weight increases to 10 times this amount when he is in statue form. The fact that countless statues of Rhan-Tegoth exist makes it difficult to determine which of them is in fact the actual slumbering god, so care should be taken in proximity of any depiction of the Herald of the End Times.

RHAN-TEGOTH'S CULT

Rhan-Tegoth is worshiped by primitive tribespeople who do not understand the strange terrors caused by the unusual statue they have stumbled across, but he is just as often venerated by fanatics who know full well the creature's significance. Cultists take delight in placing the hibernating Great Old One in public venues for display—this act eventually ends in disaster for the region and Rhan-Tegoth transitioning to other realms, leaving behind desolation and madness as a reminder of his visitation.

Rhan-Tegoth's clerics have access to the domains of Chaos, Evil, Repose, and Void (see page 319), and to the subdomains of Ancestors^{APG}, Dark Tapestry (see page 316), Entropy (see page 317), and Stars (see page 318). His favored weapon is the sickle.



Illustration by Alexandur Alexandrov

GREAT OLD ONE, TAWIL AT'UMR

A gray robe and veil obscure this humanoid's form, save for a foaming mass of bubbles and tentacles extending from below.

TAWIL AT'UMR

CR 30



XP 9,830,400

CN Large outsider (chaotic, extraplanar, Great Old One)

Init +27; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +49

Aura *cloak of chaos* (DC 30), unspeakable presence (300 ft., DC 39)

DEFENSE

AC 49, touch 37, flat-footed 35 (+4 deflection, +13 Dex, +1 dodge, +10 insight, +12 natural, -1 size)

hp 752 (35d10+560); fast healing 30

Fort +31, **Ref** +36, **Will** +34

Defensive Abilities amorphous, dimensional fortification, *freedom of movement*, immortality, insanity (DC 39);

Immune ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, sonic; **Resist** acid 30, electricity 30, fire 30; **SR** 41

OFFENSE

Speed 60 ft., fly 120 ft. (perfect)

Melee 2 slams +51 (2d8+17 plus temporal displacement), 4 tentacles +49 (6d6+8/19-20 plus grab)

Space 10 ft.; **Reach** 10 ft. (30 ft. with tentacles)

Special Attacks command the ancient ones, constrict (6d6+25), dimensional dreams, merge lives, mythic power (10/day, surge +1d12), portal mastery

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

Constant—*cloak of chaos* (DC 30), *freedom of movement*, *tongues*, *true seeing*

At will—*astral projection*, *dimensional lock*SM, *dream*SM, *greater dispel magic*, *interplanetary teleport*^{UM}, *nightmare*SM, *plane shift*SM (DC 29), *sending*SM, *teleport object* (DC 29)

3/day—*demand* (DC 30), quickened *disintegrate*SM (DC 28), quickened *feeblemind* (DC 27), quickened *mislead*SM (DC 28)

1/day—*gate*, *microcosm*^{OA} (DC 31), summon (level 9, 2 ancient ones 100%), *time stop*SM, *wish*SM

M mythic spell

STATISTICS

Str 44, **Dex** 36, **Con** 43, **Int** 35, **Wis** 32, **Cha** 35

Base Atk +35; **CMB** +53; **CMD** 91 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Greater Disarm, Greater Sunder, Improved Critical (tentacle), Improved Disarm, Improved Initiative, Improved Sunder, Mobility, Multiattack, Power Attack, Quicken Spell-Like Ability (*disintegrate*, *feeblemind*, *mislead*), Staggering Critical

Skills Acrobatics +48, Bluff +50, Diplomacy +47, Disguise +47, Fly +57, Intimidate +47, Knowledge (arcana, engineering, geography, history, nature, religion) +47,

Knowledge (planes) +50, Perception +49, Sense Motive +49, Spellcraft +47, Stealth +47, Use Magic Device +47

Languages Aklo; telepathy 1 mile; *tongues*

SQ otherworldly insight

ECOLOGY

Environment any

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Command the Ancient Ones (Su) Tawil at'Umr commands the obedience of a race of lesser immortals known as the ancient ones, creatures akin to itself but of inferior power. An ancient one is a hundun (*Pathfinder RPG Bestiary* 5 144) with the invincible mythic simple template (*Pathfinder RPG Mythic Adventures* 224) that is native to the Material Plane. In addition to Tawil at'Umr being able to summon ancient ones to its side, any command spoken or telepathically sent from it to an ancient one (but not to a normal hundun) must be obeyed without question (and with no save).

Dimensional Dreams (Su) When Tawil at'Umr uses its *nightmare* spell-like ability, it can target any creature it has affected with its spell-like or supernatural abilities, or any creature that has ever traveled via a *gate* spell, regardless of distance. In addition to the effects of *nightmare*, the target must succeed at a DC 39 Will save or die, only to be reincarnated a moment later into a new body on another world. This is a mind-affecting death effect. The save DC is Charisma-based.

Dimensional Fortification (Ex) Tawil at'Umr cannot be forced to travel via teleportation effects unless it so chooses.

Immortality (Ex) If Tawil at'Umr is killed, Yog-Sothoth can create a new avatar immediately. The replacement Tawil at'Umr typically does not reappear where it was killed, and it usually does not seek revenge against those who slew its predecessor. Usually.

Merge Lives (Su) Once per day as a full-round action, Tawil at'Umr can cause a touched creature's mind (the target) to merge with any other creature (the host) that Tawil at'Umr has affected via dimensional dreams. The target can resist this effect with a successful DC 39 Will save. If the creature fails its save, its body vanishes (leaving behind any gear it may have carried) and its mind becomes trapped in the host creature's mind. The target can observe the world through the host creature but cannot control the host creature's actions. In time, or under certain conditions, the target can eventually take control of the host's actions, but these developments are rare and require hundreds of years to occur (usually, the host creature dies long before the target can exert such influence). To others, it is rarely apparent which body throughout the countless worlds Tawil at'Umr has seen was chosen as a host for the target's mind. This is a mind-affecting curse effect. The save DC is Charisma-based.

Portal Mastery (Su) Tawil at'Umr senses when a creature is about to teleport into its vicinity (within range of its unspeakable presence), or when a portal is about to open in that same area. If it wishes, Tawil at'Umr can block the teleportation or portal

effect from occurring as an immediate action. The creator of the effect must succeed at a caster level check against Tawil at'Umr's spell resistance or the effect is countered.

Temporal Displacement (Su) A creature struck by one of Tawil at'Umr's slam attacks must succeed at a DC 39 Fortitude save or enter a state of suspended animation like that created by *temporal stasis*. This condition cannot be removed via *dispel magic*, nor does *freedom of movement* offer protection. *Freedom* can immediately end this effect, as can Tawil at'Umr's touch. Once every 24 hours, a displaced creature can attempt a new DC 39 Fortitude save to end the effect, but otherwise this effect is permanent. The save DCs are Charisma-based.

Unspeakable Presence (Su) As long as it remains shrouded in its cloak, Tawil at'Umr's unspeakable presence is suppressed, but as soon as it attacks or otherwise reveals its true form, any creature within range that fails a DC 39 Will save is placed in its own subjective reality, as if under the effects of a *microcosm* spell (*Pathfinder RPG Occult Adventures* 176). A creature immune to mind-affecting effects that fails its save against this effect is instead staggered for 1d6 rounds. This is a mind-affecting phantasm effect. The save DC is Charisma-based.

Tawil at'Umr is unusual among the Great Old Ones, for it is a physical projection of the will of one of the most powerful of the Outer Gods—Yog-Sothoth. As a sort of avatar of this deity, Tawil at'Umr pursues its own goals throughout the Material Plane and dimensions that intersect it in ways mortals can never fully understand. Tawil at'Umr is just as likely to react to attacks against it with its formidable combat prowess as it is to ignore its attackers or simply relocate to another point in the multiverse—its reasons for doing so are as inscrutable as its plans for reality. Some scholars theorize that Tawil at'Umr is little more than a side effect of Yog-Sothoth's presence upon reality when the Outer God brushes up against this universe. Even if this is the case, Tawil at'Umr's knowledge of reality is vast, and many have sought the avatar out to learn its secrets.

Tawil at'Umr appears as a cloaked figure of approximately the same shape as the observer, yet larger—when viewed by a humanoid, it stands 12 feet tall. When it casts its cloak aside, it is revealed as a seething mass of protoplasm capable of taking many shapes and forms, several of which should not be able to exist.

TAWIL AT'UMR'S CULT

Very few even know about the existence of Tawil at'Umr, much less worship this Great Old One. Most who would venerate it instead worship it in its true form, Yog-Sothoth. Those who choose to exalt this less-powerful but highly-focused avatar tend to do so as individuals, and no organized cult to Tawil at'Umr is known to exist. Those who specifically seek to devote themselves to Tawil at'Umr typically do so out of a mistaken impression that worship matters to the avatar.

Tawil at'Umr's symbol is a black spiral inside of a hexagon, and his favored weapon is the dagger. The Great Old One grants access to the domains of Chaos, Knowledge, Travel, and Void (see page 319), and to the subdomains of Dark Tapestry (see page 316), Exploration^{APG}, Night^{APG}, and Stars (see page 318).



Illustration by David Melvin

GREAT OLD ONE, YIG

This green-scaled humanoid has a long, serpentine neck and head, and its brow is marked by a distinctive crescent shape.

YIG

CR 27



XP 3,276,800

CN Large monstrous humanoid (chaotic, Great Old One, shapechanger)

Init +25; **Senses** darkvision 60 ft., low-light vision, scent; Perception +45

Aura unspeakable presence (300 ft., DC 35)

DEFENSE

AC 45, touch 30, flat-footed 34 (+11 Dex, +10 insight, +15 natural, -1 size)

hp 635 (31d10+465); fast healing 20

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

Defensive Abilities *freedom of movement*, immortality, insanity (DC 35); **DR** 15/epic and lawful; **Immune** ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, poison; **Resist** acid 30, fire 30; **SR** 38

OFFENSE

Speed 60 ft., climb 60 ft., swim 60 ft.; *air walk*

Melee bite +44 (6d10+21/19-20 plus poison), 2 claws +44 (4d8+21/19-20), tail slap +44 (4d10+21/19-20 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tail slap)

Special Attacks constrict (4d10+21), curse of Yig, mythic power (10/day, surge +1d12), rend (2 claws, 4d8+21), serpentine dreams

Spell-Like Abilities (CL 27th; concentration +37)

Constant—*air walk*, *freedom of movement*, *speak with animals* (reptiles only)

At will—*awaken* (snakes only), *baleful polymorph*^M (DC 25, into harmless snakes only), *commune with nature*, *dimension door*^M, *dream*^M, *greater dispel magic*, *nightmare*^M (DC 25), *transport via plants*

3/day—*demand*, quickened *feeblemind* (DC 25), *heal*^M, quickened *poison* (DC 24)

1/day—*control weather*^M, *symbol of persuasion* (DC 26), *true resurrection*

M mythic spell

STATISTICS

Str 38, **Dex** 33, **Con** 41, **Int** 30, **Wis** 33, **Cha** 30

Base Atk +31; **CMB** +46 (+50 sunder); **CMD** 77 (79 vs. sunder)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Great Fortitude, Greater Sunder, Greater Vital Strike, Improved Critical (bite, claw, tail slap), Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*feeblemind*, *poison*), Vital Strike

Skills Acrobatics +42, Climb +56, Handle Animal +41, Heal +42, Intimidate +44, Knowledge (nature, religion) +41, Perception +45, Sense Motive +42, Spellcraft +41, Stealth +41, Survival +45, Swim +56, Use Magic Device +41

Languages Aklo, Common, Draconic, Undercommon; *speak with animals* (reptiles only); telepathy 100 ft.

SQ change shape (any serpentine form; *shapechange*), devastating, otherworldly insight

ECOLOGY

Environment any

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Curse of Yig (Su) Once per round as a free action when he touches or damages a creature with any natural attack, Yig can target that creature with a potent curse. The target must succeed at a DC 35 Will save or it takes a -6 penalty on all saving throws against poison effects and loses the ability to recover from poison effects naturally (though magical effects that remove poison effects still work). The cursed creature cannot gain the benefit of immunity to poison, be it from a class or racial ability, a magic item, or any other source. As long as it suffers under the curse of Yig, the victim becomes staggered for 1d6 rounds whenever it fails a saving throw against a mind-affecting or poison effect, and any offspring sired or birthed are deformed in some hideous (but mostly cosmetic) fashion. This is a curse effect. The save DC is Charisma-based.

Devastating (Ex) All of Yig's natural attacks are primary attacks that add 1-1/2 × his Strength modifier to their damage. Yig ignores hardness less than 20 for any object he strikes.

Immortality (Ex) If Yig is slain, his body decays as normal, but he does not stay dead for long. He is reborn 3 months after his death, hatching from the egg of a venomous serpent (although not necessarily on the same planet on which his previous incarnation was slain). He spends a year in the form of a venomous (but otherwise normal) snake, after which he sheds his skin and emerges once again as Yig. Typically, Yig does not hold grudges against those who slew him, but this is not always the case.

Poison (Ex) Bite—injury; *save* Fort DC 40; *frequency* 1/round for 6 rounds; *effect* 1d6 Constitution drain plus nauseated for 1 round; *cure* 3 consecutive saves. The save DC is Constitution-based.

Serpentine Dreams (Su) Any creature that has ever willfully harmed a snake, has suffered the effects of the curse of Yig (see above), or has slain one of Yig's clerics can be targeted by the Great Old One's serpentine dreams, regardless of the distance between the creature and Yig—even across planar boundaries. In order to use serpentine dreams against a target, Yig must first successfully affect the target with his *nightmare* spell-like ability. If the victim fails its save against *nightmare*, it must succeed at a DC 35 Will save or take 2d6 points of Intelligence drain in addition to the normal effects of *nightmare*. When this Intelligence drain would reduce the victim's Intelligence score below 2, the victim is instead transformed (as if via *baleful polymorph*) into a Tiny

venomous snake. This is a mind-affecting polymorph effect. The save DC is Charisma-based.

Unspeakable Presence (Ex) Failing a DC 35 Will save against Yig's unspeakable presence causes the victim to become more susceptible to curse effects. The victim takes a -6 penalty on all saving throws against curse effects, and the effective DC to remove a curse from such a victim increases by 6. A creature normally immune to curses that is affected by Yig's unspeakable presence can now be affected by curses (but takes no further penalty against curses as a result of the Great Old One's unspeakable presence). This effect lasts for 1 year or until removed by a *miracle* or *wish*. If a creature suffering from this effect dies and is brought back to life, there is a 50% chance the effect persists upon the creature's restoration to life.

Of all the Great Old Ones, Yig is without a doubt the most benign. Yet those so foolish as to expect kindness from the so-called Father of Serpents would do well to think again, for Yig does not suffer fools and is as likely to devour those who beseech him for help as he is to provide aid. Even his most devout worshipers realize he may simply wish to feed at times, and on these occasions no amount of devotion can protect a supplicant from death.

Yig appears as a scaled, humanoid creature with a serpent's head and lashing tail, but he can appear as any serpentine creature if he so wills. In his true form, Yig stands 14 feet tall and weighs 1,100 pounds.

YIG'S CULT

Yig is primarily worshiped by nomadic societies and those who live with a close connection to the land; veneration of him is all but unknown in urban areas. Although Yig often makes his presence known through the actions of serpents, serpentfolk rarely worship him, preferring their own, more sinister deity. Yig's cult is associated with cycles (the cycle of seasons, the cycle of birth and death, and other manifestations of repetition in the natural world), procreation, and serpents, and his sacred symbol is a coiled rattlesnake with a crescent-shaped mark upon its head. His temples rarely take the form of constructed buildings and are often nothing more than a forest clearing, a ring of standing stones, or the mouth of a large cave. Unlike most of the Great Old Ones, Yig tends to take notice of those who worship him. This is, however, as much a bane as it is a boon for those who offer the Father of Serpents worship, for just as he may protect his flock when they are endangered, his retribution for slights is swift, and communities that fail to properly worship him

often find their crops failing, their livestock sickened, and their children born with crippling deformities. You can model such unfortunate creatures by applying the mutant creature template from page 180 of *Pathfinder RPG Bestiary* 5. In addition to the normal changes wrought by this template, such mutants invariably bear a unique birthmark somewhere on their body—the crescent moon shape that all of those touched by Yig bear.

Yig's clerics have access to the domains of Chaos, Community, Protection, and Scalykind (see page 318), and to the subdomains of Defense^{APG}, Dragon (see page 317), Revelry (see page 318), and Venom (see page 319). His favored weapon is the punching dagger.



Illustration by Damien Mammoliti

GREEN MAN

This man is formed entirely of green leafy plants and bark. His fingers extend into lengths of vine.

GREEN MAN

CR 26



XP 2,457,600

N Medium plant (shapechanger)

Init +14; **Senses** darkvision 60 ft., greensight 60 ft., lifesense, low-light vision; **Perception** +11

Aura green caress (60 ft., DC 36)

DEFENSE

AC 44, touch 32, flat-footed 33 (+10 Dex, +1 dodge, +11 insight, +12 natural)

hp 595 (34d8+442); regeneration 20 (deific or mythic)

Fort +32, **Ref** +23, **Will** +22

Defensive Abilities wilderness insight; **DR** 15/epic and slashing;

Immune ability damage, ability drain, daze, electricity, petrification, plant traits, stagger; **SR** 37

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 slams +40 (1d8+15/19–20 plus absorb magic), 6 vines +40 (2d6+15/19–20 plus grab)

Ranged 6 thorns +35 (2d6+15)

Space 5 ft.; **Reach** 5 ft. (30 ft. with vines)

Special Attacks absorb magic, constrict (2d6+15), grab (Colossal)

Spell-Like Abilities (CL 26th; concentration +35)

Constant—*pass without trace*, *speak with plants*

At will—*plant growth*, *transport via plants*

3/day—*summon plants*

1/day—*awaken*

Druid Spells Prepared (CL 20th; concentration +31)

9th—*antipathy* (DC 30), quickened *cure serious wounds*, *foresight*, *greater siege of trees*^{UM}, quickened *wall of thorns*

8th—*control plants* (DC 29), quickened *dispel magic*, *mass cure serious wounds*, *reverse gravity*, *sunburst* (DC 29)

7th—*animate plants*, quickened *cure moderate wounds*, *heal* (2), *greater scrying*, quickened *quench* (DC 24)

6th—*antilife shell*, quickened *barkskin*, *greater dispel magic* (4)

5th—quickened *cure light wounds* (3), *death ward*, *tree stride*, *wall of thorns*

4th—*arboreal hammer*^{UM}, *command plants* (2, DC 25), *dispel magic*, *freedom of movement*, *grove of respite*^{APG}

3rd—*call lightning* (DC 24), *cure moderate wounds* (3), *quench* (2, DC 24), *spike growth* (DC 24)

2nd—*barkskin*, *fog cloud* (2), *resist energy* (2), *warp wood*, *wilderness soldiers*^{UC}

1st—*cure light wounds* (3), *entangle* (3, DC 22), *faerie fire*

0—*create water*, *detect magic*, *guidance*, *stabilize*

STATISTICS

Str 40, **Dex** 31, **Con** 36, **Int** 25, **Wis** 32, **Cha** 29

Base Atk +25; **CMB** +40 (+44 grapple, +42 sunder); **CMD** 81 (83 vs. sunder)

Feats Combat Reflexes, Craft Staff, Craft Wondrous Item, Defensive Combat Training, Diehard, Dodge, Endurance, Greater Spell Penetration, Improved Critical (slam, vine), Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Quicken Spell, Spell Penetration, Stand Still

Skills Acrobatics +44, Climb +40, Disguise +43, Knowledge (geography, history, religion) +24, Perception +11, Sense Motive +45, Spellcraft +41, Stealth +47, Survival +45

Languages Druidic, Sylvan; *speak with plants*

SQ change shape (Colossal or smaller tree; *tree shape*), deific, green empathy +43

ECOLOGY

Environment temperate forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Absorb Magic (Ex) When a green man strikes a creature with his slam attack, he immediately attempts to absorb one magical effect from the target. Treat this as a targeted *dispel magic* (CL 20th), with the green man preferring to target effects that prevent his vines' grapple attempts, like *freedom of movement*. When the green man absorbs magic in this way, he regains a number of hit points equal to double the level of the spell effect he absorbed.

Deific A green man grants divine spells to worshipers. This does not require any specific action on the green man's behalf. The domains granted by a green man vary according to the green man's alignment. Most green men are neutral and grant access to the domains of Plant, Protection, Strength, and Weather and to the subdomains of Defense^{APG}, Growth^{APG}, Resolve^{APG}, and Seasons^{APG}. A neutral good green man grants access to the domains of Good, Plant, Protection, and Weather and to the subdomains of Defense^{APG}, Growth^{APG}, Purity^{APG}, and Seasons^{APG}. A neutral evil green man grants access to the domains of Evil, Plant, Strength, and Weather and to the subdomains of Decay^{APG}, Growth^{APG}, Resolve^{APG}, and Seasons^{APG}. Regardless of his alignment, a green man's favored weapon is the sickle. If a druid worshiping a green man chooses to take a domain, the druid must choose the Plant domain, regardless of alignment. The green man's holy symbol is that of a masculine face made of leaves, but the exact expression and appearance of the face varies by green man, and each is unique in detail.

Green Caress (Su) Non-plant living creatures within 60 feet of a green man slowly begin to transform into nonmagical plants. Treat this effect as the spell *green caress* (*Pathfinder RPG Horror Adventures* 119), save that the green man need not touch a creature to begin the effect. A creature must attempt a DC 36 Fortitude save against this effect once upon first entering the aura. If successful, that creature partially resists the effect as per the spell description and is immune to that particular green man's aura for 24 hours. On a failed save, the effect persists until the creature transforms or the effect is removed (unlike with the spell, it is not limited to a maximum

duration of 7 days). Also unlike the spell, this effect is not contagious, and a spellcaster who attempts to stop this green caress via *break enchantment*, *miracle*, *polymorph any object*, *remove curse*, or *wish* does not risk becoming targeted by the effect. This aura, being supernatural in nature and not a spell or spell-like ability, cannot be stopped via *dispel magic*. A green man can select creatures to be unaffected by his aura as an immediate action, but he must be aware of them to grant such clemency, and he cannot reverse the effects of the aura once inflicted. The save DC is Charisma-based.

Green Empathy (Ex) This ability functions as the druid's wild empathy, save that the green man can only use this ability on plant creatures. A green man's green empathy check bonus is equal to his HD plus his Charisma modifier (+43 for the typical green man).

Summon Plants (Sp) Three times per day as a swift action, a green man can summon any combination of plant creatures whose total combined CR is 20 or lower. This otherwise works like the summon universal monster rule with a 100% chance of success and counts as a 9th-level spell effect.

Thorns (Su) A green man's thorns are ranged touch attacks with a range increment of 120 feet. A creature damaged by a green man's thorn moves at half speed and can't take 5-foot steps, fly, or use *air walk*, either naturally or magically, until the target or another creature pulls out the thorn as a full-round action that provokes attacks of opportunity.

Vines (Ex) A green man can extend up to six thorny vines from his body to attack foes. These act as primary natural melee attacks that deal bludgeoning and piercing damage and have a reach of 30 feet.

Wilderness Insight (Ex) When in a natural area with foliage present, the plants whisper to the green man and grant him an insight bonus to his AC equal to his Wisdom bonus. This bonus is included in the statistics above, but it is lost in areas where plant life is not present in large quantities (typically the case for desert, underground, or urban locales).

Ancient beyond measure, the legendary green men are avatars and guardians of the primeval forest. Green men are the naturally occurring apotheosis of such woodland terrains. Most care little for other aspects of nature, from animals to geology, focusing exclusively on the flora of their home forest and the seasonal impact of weather. They grant spells enthusiastically to intelligent plants that worship them and somewhat more hesitantly to other sentient races who prove themselves friends of plants. Sometimes called "leshy kings" in esoteric texts, the enigmatic green men are said to be the ones who first taught druids the secrets of creating leshies, yet they themselves are far more powerful than these tiny creations.

Most green men keep out of the way of the "animal races" as long as they leave the forest alone, while the rare benevolent and malevolent green men actively spread their influence over their home forests. Benevolent green men are kindly and nurturing patriarchs to all within their domain, even non-plants. Their territories are blessed with beautiful flowers and peaceful groves. Malevolent green men are twisted and sadistic bullies, and are fortunately the rarest of these paragons of plant life. Their territories are marred with poisonous plants, thorny vines, and twisted trees. What few animals remain in such regions are either vicious enough to stand up to their plant tormentors or are allowed to remain to provide sport.



Illustration by Will O'Brien

HERECITE

Tears of blood run from this decaying man's eye sockets, yet his expression is one of unquenched rage.

HERECITE OF ASMODEUS

CR 9



XP 6,400

LE Medium undead

Init +8; **Senses** darkvision 60 ft., *detect good*, *see invisibility*;
Perception +20

Aura desecration (30 ft.)

DEFENSE

AC 24, touch 19, flat-footed 20 (+4 Dex, +5 natural, +5 profane)

hp 138 (12d8+84)

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

Defensive Abilities channel resistance +6, profane insight; **DR**
10/good; **Immune** undead traits; **SR** 20 (24 vs. divine spells)

OFFENSE

Speed 40 ft.

Melee +2 *unholy heavy mace* +19/+14 (1d8+10 plus faith-stealing
strike), slam +12 (1d8+5 plus faith-stealing strike) or
2 slams +17 (1d8+8 plus faith-stealing strike)

Special Attacks faith-stealing strike

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*detect good*, *see invisibility*

At will—*burning hands* (DC 16), *disguise self*

3/day—*invisibility*, *produce flame*, *unholy blight* (DC 19)

1/day—*confusion* (DC 19), *fireball* (DC 18), *nondetection*, *wall of fire*

STATISTICS

Str 22, **Dex** 19, **Con** —, **Int** 14, **Wis** 9, **Cha** 21

Base Atk +9; **CMB** +17; **CMD** 34

Feats Combat Casting, Improved Initiative, Improved Iron Will,
Iron Will, Power Attack, Skill Focus (Perception)

Skills Bluff +17, Intimidate +20, Knowledge (planes) +14,
Knowledge (religion) +17, Perception +20, Sense Motive +14

Languages Common, Infernal

SQ cabal, herecite domains (Fire, Trickery), profane insight,
unleash heresy

ECOLOGY

Environment any

Organization solitary or cabal (2–5)

Treasure double (+2 *heavy mace*, other treasure)

SPECIAL ABILITIES

Cabal (Ex) Multiple herecites can form a cabal to gain increased magical abilities and defenses. A cabal consists of two to five herecites. The ritual to form a cabal (or to welcome new herecites into an existing cabal) requires 24 hours of worship, prayer, and vile sacrifice, after which point the herecites become bound to the area in which the ritual was performed (this area can be no larger than one 50-foot cube per herecite in the cabal, to a maximum of five 50-foot cubes for a cabal of five herecites). If any one member of a herecite cabal

leaves this area, it and all other herecites in the cabal lose all of the shared abilities granted by their cabal and they must perform the ritual once again to regain these abilities. All herecites in a cabal gain the spell-like abilities granted by each individual herecite's domains (in the case of duplicate domains, no additional spell-like abilities are gained—most herecite cabals consist of herecites with individually different domains). All herecites in a cabal share one mind, can communicate telepathically, and gain a +4 bonus on initiative and Perception checks. If at least one herecite in a cabal disbelieves an illusion, all other herecites in the cabal are considered to disbelieve the illusion. If one herecite is aware of combatants, all other herecites in that cabal area also aware of those combatants, and if one member is injured or killed, all remaining herecites are aware of it. As long as the cabal exists, all herecites in the cabal gain fast healing 10.

Desecration Aura (Su) A herecite's very existence is an embodiment of blasphemy and heresy, and as such it exudes a 30-foot-radius aura of desecration. It and all undead within this area gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and the DC to resist negative channeled energy in the area increases by 6. The herecite gains 2 hit points per Hit Die (+24 hit points for most herecites). All of these benefits are calculated into the above statistics, and while they do not stack with those granted by *desecrate* spells, neither do they vanish if the herecite enters an area under the effect of a *consecrate* spell.

Faith-Stealing Strike (Su) A nonevil divine spellcaster struck by a herecite's slam attack or by its favored weapon must succeed at a DC 21 Will save or be unable to cast any divine spells for 1 round. If it succeeds at this save, the creature is immune to further faith-stealing strikes from that particular herecite for 24 hours. The save DC is Charisma-based.

Herecite Domains A herecite is associated with one evil god, and is always of the same alignment as that god. The herecite selects two domains granted by that god, gaining both domains' 1st-level spells as at-will spell-like abilities, the 2nd-level spells as 3/day spell-like abilities, and the 3rd- and 4th-level spells as 1/day spell-like abilities. Inappropriate spells granted by domains, or spells that duplicate the herecite's existing spell-like abilities, are replaced with inflict spells of the same level. For example, a herecite with access to the Healing domain would swap out all four of its cure spells for the inflict versions, while a herecite with access to Glory would swap out *bless weapon* for *inflict moderate wounds*, *searing light* for *inflict serious wounds*, and *holy smite* for *inflict critical wounds*. These spell-like abilities are in addition to the herecite's base spell-like abilities (*detect good*, *see invisibility*, and *unholy blight*). The herecite presented here is a herecite of Asmodeus with the Fire and Trickery domains.

Profane Insight (Su) A herecite adds its Charisma bonus (+5 for most herecites) to its AC as a profane bonus. It is proficient with the favored weapon of its associated deity, and if it

wields its deity's favored weapon, that weapon gains the *unholy* special ability. Against divine spells, the herecite's spell resistance increases by 4.

Unleash Heresy (Su) When a herecite is destroyed, it explodes, dealing 3d6 points of negative energy damage to all creatures in a 30-foot radius (Reflex DC 21 half). Any nonevil creature damaged by this energy must also succeed at a DC 21 Will save or be affected by the herecite's faith-stealing strike. The save DCs are Charisma-based.

Herectes are a particularly blasphemous form of undead created via an obscure ritual of sacrifice, wherein a priest of an evil god offers up at least five worshipers of a nonevil deity to her own deity. All of the sacrifices must worship the same deity. Upon the deaths of the sacrificed worshipers, their souls and bodies seethe and surge with negative energy and then melt away, only to re-form into a single entity—a herecite. Even the herecite's appearance serves to support its heretical nature, for these foul creations always appear as undead versions of their prior god, even though in their new unlife they are devoted worshipers of the god to whom they were sacrificed. Regardless of the size and shape of the worshipers sacrificed and of the mythological size of their prior deity, a herecite is a human-sized creature.

The ritual for the creation of a herecite is recorded in certain rare and blasphemous texts that are hidden away in dark libraries. It is also known to exist in certain texts describing the Outer Planes and their denizens, and likely exists in texts associated with powerful necromancy cults, although groups composed primarily of arcane spellcasters find herectes more of a curiosity than a viable addition to their ranks. The ritual to create a herecite often focuses on the torture and slaughter of young, inexperienced priests while a captured leader of the same faith is forced to watch the cruel torment of his flock. The overwhelming pain and anguish experienced by the high priest as his acolytes are forcibly converted into undead serves as the ritual's catalyst. High priests driven mad or forced to lose their faith after they have witnessed such a ritual often rise again as huecuvas (*Pathfinder RPG Bestiary* 3 150) who then go on to gain levels as oracles of the ritual's profane deity.

Herectes never take levels in cleric or any other class capable of casting divine spells, for the ritual of their creation results in a tenuous awareness and an inability to ever again profess such powerful faith in a deity. Those who do continue to learn and train in a character class after their creation typically become sorcerers, witches, or even fighters or rogues.

Herectes, once created, typically remain as guardians for the temple responsible for their forced conversion and do not seek a greater purpose in their new unlife. In some cases, a lone herecite may wander from the site of its creation, especially if it loses its creator, but once a group of herectes forms a cabal, its members remain bound to that area for months, years, or even centuries—if they leave the area, the cabal is broken, and a new ritual must be performed in order to reaffirm their blasphemous faith. They have very little interest in their new lives save for the constant offering of blasphemous prayers to their new deity; these prayers often consist of warped versions of the sacred chants and songs of their prior faith.



Illustration by Maichel Quinto

HIVEMIND SWARM

A swarm of rats groups around a barrel, every pair of red eyes staring intently at one rat in the center of the mass.

HIVEMIND RAT SWARM

CR 8



XP 4,800

N Tiny magical beast (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, thoughtsense 60 ft.; **Perception** +16

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +6 insight, +2 size)

hp 76 (9d10+27)

Fort +8, **Ref** +10, **Will** +4

Defensive Abilities swarm traits

OFFENSE

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

Melee swarm (2d6 plus disease and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 16), psychic spellcasting

Psychic Spells Known (CL 6th; concentration +9)

3rd (4/day)—*synaptic pulse*^{OA} (DC 16)

2nd (6/day)—*paranoia*^{OA} (DC 15), *spontaneous immolation*^{UC} (DC 16)

1st (7/day)—*charm animal* (DC 14), *charm person* (DC 14), *mind thrust*^{IA} (DC 14), *unseen servant*

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound* (DC 13), *haunted fey aspect*^{UC} (DC 13), *mage hand*, *open/close*, *telekinetic projectile*^{OA} (DC 13)

STATISTICS

Str 2, **Dex** 15, **Con** 14, **Int** 17, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** —; **CMD** —

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Acrobatics +14, Climb +14, Knowledge (arcana) +15, Perception +16, Stealth +22 (+32 when hiding the nexus), Swim +10; **Racial Modifiers** +10 Stealth when hiding the nexus

Languages Aklo, Common, Goblin, Halfling; telepathy 100 ft.

SQ hivemind nexus

ECOLOGY

Environment any

Organization solitary or infestation (2–5 swarms)

Treasure none

SPECIAL ABILITIES

Disease (Su) Swarm—injury; *save* Fort DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

A hivemind consists of a swarm of smaller creatures whose individual minds have supernaturally bonded into one to become a single, collective intelligence. Hiveminds often occur in swarms that have existed for generations and that have dwelled in areas of potent magical influence,

particularly areas of strong psychic magic. Over time, the swarm learns to work together in more intelligent ways to achieve its goals, and it eventually evolves a cohesive mind. Of course, this evolution can be hastened by direct intervention of potent magic (typically something on the level of a *miracle* or *wish*), or as an unintended side effect of esoteric rituals, the use or destruction of artifacts, or the deaths of powerful minds.

A hivemind swarm learns from its surroundings, which in turn shape its choices in the languages it learns and the psychic spells it develops a penchant for casting. An urban swarm may pick up Common, Dwarven, Elven, or Halfling from snippets of conversations overheard through sewer grates, whereas an underground swarm may learn Dwarven or Undercommon. A hivemind may begin to exert its psychic abilities by compelling animals or people to bring it food or protect it from larger creatures, and it slowly graduates to defending itself and actively attacking as it gains experience.

Eventually, the hivemind's mental network takes on more complex tasks as a collective mind. At this point, the hivemind creates a nexus, a single individual in the swarm through which the collective routes all thought. While the nexus is often fairly inconspicuous within the teeming mass of the swarm, it is possible for a highly perceptive observer to notice its decisive movements, spellcasting gestures, or intense gaze. The death of the nexus does not eliminate the shared intelligence of a hivemind, but it is disruptive, forcing the collective to focus inward to regroup and form a new nexus.

CREATING A HIVEMIND SWARM

“Hivemind swarm” is an acquired or inherited template that can be added to any creature with the swarm subtype (referred to hereafter as the base creature). The hivemind template allows a swarm to increase in power and abilities, much like a class—when you create a hivemind swarm, you can customize its CR as needed by adjusting the number of additional Hit Dice (and thus associated statistics). A hivemind swarm uses the base creature's statistics and special abilities except as noted here.

Challenge Rating: +1 for each additional Hit Die gained above the base creature's Hit Dice.

Type: A hivemind swarm's type remains unchanged unless the base creature was an animal or vermin. In this case, its type changes to magical beast.

Senses: A hivemind swarm gains thoughtsense to a range of 60 feet.

Armor Class: A hivemind swarm gains a +1 insight bonus to its AC per additional Hit Die.

Hit Dice: A hivemind swarm gains at least one racial Hit Die in addition to the Hit Dice of the base creature. The type of racial Hit Die the hivemind swarm gains is the same as that of the base creature. A hivemind swarm can never gain more than 20 racial Hit Dice in this manner.

Saves: The hivemind swarm's base saves increase as appropriate for a creature of its type as the hivemind swarm gains racial Hit Dice.

Defensive Abilities: A hivemind creature retains all of the base creature's defensive abilities and special qualities, including all swarm traits. Due to its increased Intelligence score, a hivemind swarm is not immune to mind-affecting effects; since a hivemind swarm has a single mind, mind-affecting effects treat it as a single target despite its numerous separate bodies.

Attacks: A hivemind creature retains its swarm attack, and continues to deal automatic damage to any creature whose space it occupies at the end of its move, with no attack roll needed. The swarm base damage is based on the hivemind's Hit Dice, starting at 1d6 for 1 Hit Die and increasing by 1d6 for every additional 5 Hit Dice beyond the first.

Special Attacks: A hivemind creature retains all of the base creature's special abilities and gains the following special ability.

Psychic Spellcasting (Su): A hivemind creature gains the ability to cast psychic spells as per a psychic (*Pathfinder RPG Occult Adventures* 60) of a caster level equal to the number of additional Hit Dice it gains when it gains this template. A hivemind swarm can still deal swarm damage to creatures whose space it occupies at the end of its move, even if it has already cast a psychic spell in that round.

Ability Scores: If a base creature's Intelligence score is 10 or lower, the hivemind swarm gains a base Intelligence score of 11. A hivemind swarm's Intelligence score increases by 1 point for every Hit Die it gains beyond the base creature's Hit Dice. If the base creature's Charisma is lower than 10, the hivemind swarm gains a base Charisma score of 10. For every 4 Hit Dice the hivemind swarm gains beyond the base creature's Hit Dice, it gains a +1 bonus to an ability score of its choice (this bonus can be applied to Intelligence, and it stacks with the bonus to Intelligence that a hivemind swarm gains for every Hit Die it attains).

BAB: A swarm's base attack bonus

increases as it gains racial Hit Dice as appropriate for a creature of its type.

Feats: A hivemind swarm loses all feats that the base creature had but gains a number of feats as normal for a creature of its Hit Dice (as presented on Table 1–6 on page 293 of the *Pathfinder RPG Bestiary*).

Skills: A hivemind swarm loses all skill ranks that the base creature had but has skill ranks per racial Hit Die as defined by its creature type. A hivemind swarm's class skills are the same as those that its creature type had and also include all Knowledge skills and Spellcraft.

Languages: A hivemind creature gains telepathy (100 ft.) and can speak a number of languages of its choice equal to 1 + its Intelligence modifier.

Special Qualities: A hivemind gains the following.

Hivemind Nexus (Ex): The collective intelligence of the hivemind comprises a complex series of connections and pathways among the members of the swarm. In order to focus the mental power of the swarm, the collective network of minds selects an individual member known as a "nexus." It is through the nexus that all actions and decisions are routed to the entire hivemind. A hivemind nexus often acts in a slightly different manner than the other members of the swarm, and an observer can

single out a hivemind swarm's nexus as a move action with a successful Perception check opposed by the hivemind's Bluff or Stealth check (whichever skill has a higher modifier for the hivemind). The hivemind gains a racial modifier of +10 on this Bluff or Stealth check, due to the hundreds of similar-looking creatures constantly moving around it. Once a nexus is spotted, it can be slain if the observer manages to deal at least 1 point of damage to the swarm, provided that damage is applied in the same round that the observer managed to identify the nexus. If a nexus is destroyed, the hivemind swarm is staggered and must succeed at a concentration check (DC = 15 + twice the spell level) in order to cast a spell. A hivemind swarm is able to create a new nexus by spending 1d6 rounds concentrating, during which time it can take no other action (including making any swarm attacks).



Illustration by Crystal Sully

HORLA

Depression and ennui accompany a barely perceptible sensation of something cold and smooth brushing against the skin.

HORLA

CR 8

XP 4,800

CE Small aberration (extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

hp 104 (11d8+55)

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

DR 5/magic and slashing; **Immune** fear, fire, poison, sleep

OFFENSE

Speed fly 30 ft. (good)

Melee 3 tentacles +15 (1d4+2)

Special Attacks command somnambulist, ennui, sneak attack +2d6

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*greater invisibility*

At will—*detect thoughts* (DC 16), *suggestion* (DC 17)

3/day—*crushing despair* (DC 18)

1/day—*charm monster* (DC 18), *deep slumber* (DC 17),

dominate person (DC 19), *status* (DC 16)

STATISTICS

Str 14, **Dex** 20, **Con** 21, **Int** 13, **Wis** 18, **Cha** 19

Base Atk +8; **CMB** +12 (+14 disarm); **CMD** 24 (26 vs. disarm)

Feats Agile Maneuvers, Combat Expertise,

Improved Disarm, Improved Initiative,

Weapon Finesse, Weapon Focus (tentacle)

Skills Bluff +15, Fly +25, Perception +18,

Sense Motive +15, Use Magic Device +15

Languages Aklo; absorb language; telepathy 200 ft.

ECOLOGY

Environment any (Ethereal plane)

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

Treasure standard

SPECIAL ABILITIES

Absorb Language (Ex) When a creature answers a horla's telepathy, the horla can speak any languages known by that creature for 24 hours.

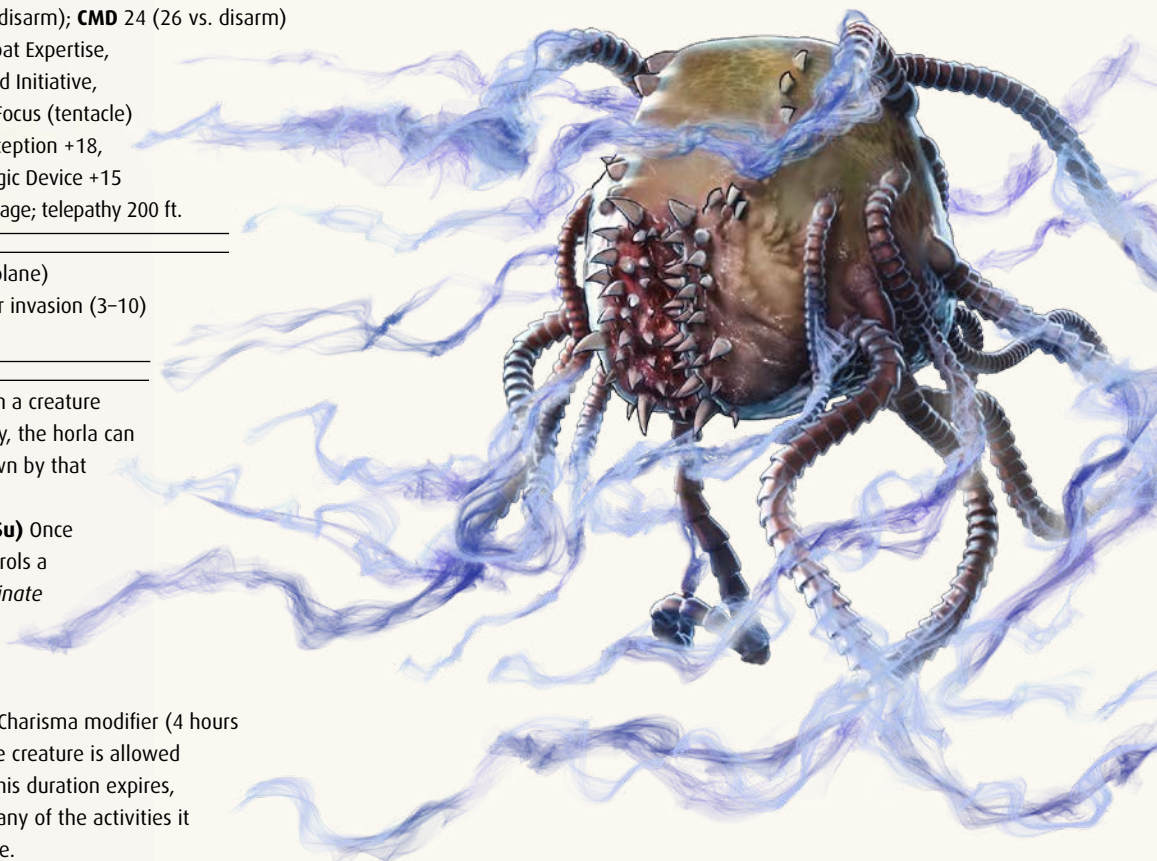
Command Somnambulist (Su) Once per day when a horla controls a sleeping creature via *dominate person*, it can cause the creature to wake and obey it for a number of hours equal to the horla's Charisma modifier (4 hours for the typical horla). If the creature is allowed to return to sleep before this duration expires, it retains no memories of any of the activities it performed during that time.

Ennui (Su) Once per day as a standard action, a horla can target a sleeping creature within 30 feet with an insidious curse.

The target can resist the ennui with a successful DC 19 Will save, but regardless of the result of the save, the target is not aware that it has been targeted by this subtle effect. If the victim fails this save, it takes a –2 penalty on ability checks, saving throws, and skill checks for 24 hours. This penalty is doubled to –4 on saving throws against fear effects and for concentration checks. This is a mind-affecting curse effect. The save DC is Charisma-based.

Horlas are native to the Ethereal Plane. Although they have no inborn ability to traverse the boundaries between planes, all horlas seek ways to slip onto the Material Plane so they can feed on the hopes and dreams of humanoids. Once on the Material Plane, a horla selects a favored host to plague while remaining invisible, gaining nourishment by consuming hope and leaving the host wracked with ennui. The horla slowly drives its host mad by forcing him into increasingly destructive acts, yet it is always careful to issue its commands so that the repercussions are what cause lasting harm to a victim's social life or relationships rather than the specific acts.

When not invisible, a horla appears as spherical mass with several tentacles. A typical horla weighs 40 pounds.



HORSEMAN OF THE APOCALYPSE

The greatest of daemons, known as the Horsemen of the Apocalypse (or simply the Four), rule the blighted plane of Abaddon. Each of these monstrously powerful evil demigods is a unique physical personification of one of the four concepts of apocalyptic events: death, famine, pestilence, and war.

Only four Horsemen can exist at any given time, though whether their claim to that status is granted by the assent of their other sibling-peers, by their native plane of Abaddon, or by a rumored fifth progenitor Horseman of deific power remains a mystery. While their number remains exclusive, Horsemen can and have died and been replaced, slain by vengeful gods, demon lords, daemoniac harbingers from within their own courts, or even—in rare cases—their own sibling-peers among the Four. Among the Horsemen, only Charon, the Horseman of Death, has held his position from the beginning. The title of “Horseman” is gender neutral—there are and have been female, male, and genderless Horsemen of the Apocalypse, as well as ones with multiple genders.

Every Horseman was once a mortal whose soul transitioned into the form of a daemon at some point after death. This legacy stands at the center of their kind, gnawing at their pride and sanity moment by moment, as they understand that they began their lives as the very things they seek to exterminate. Equally incongruous is that the Horsemen each actively foster their own mortal cults, even granting spells to clerics pledged to their name. The Horsemen see their worshipers as useful idiots condemned to oblivion upon death, despite the aid such cultists provide in carrying out the Four’s genocidal will.

Any Horseman can be contacted through *commune* and can be called by a *gate* spell, though they are under no compulsion to come through the latter. Typically the Horsemen require an enormously valuable offering or a tremendous amount of bloodshed in their name before accepting such an invitation.

APOCALYPTIC REALMS

The Four Horsemen collectively rule vast reaches of their native plane of Abaddon, dividing their realms among themselves. Within each of their respective apocalyptic realms on Abaddon, each Horseman holds godlike powers and exerts control both actively and subconsciously over the surrounding landscape and its nightmarish denizens, often blurring the line between themselves and their claimed portions of Abaddon. For all their terrible power, however, none of the Four are omnipotent, and with careful preparation, powerful mortals can travel within their realms without falling afoul of their rule. A Horseman gains the following additional powers while in

its realm (the statistics presented on the following pages do not include these abilities).

- **Mythic:** A Horseman functions as a 10th-rank mythic creature (*Pathfinder RPG Mythic Adventures* 176), including having the mythic power ability (10/day, surge +1d12). It can expend uses of mythic power to use the mythic versions of any spell-like ability denoted with a superscript “M,” just as if the ability were a mythic spell.
- Use of the following spell-like abilities at will: *demand*, *discern location*, *fabricate*, *major creation*, and *polymorph any object* (when used on objects or creatures that are native to Abaddon, the polymorph duration factor increases by 6).
- Use of the following spell-like abilities once per day: *binding* and *miracle* (limited to physical effects that manipulate the realm or to effects that are relevant to the Horseman’s particular facet of apocalypse).
- **Restore Mount (Su):** Once per day as a standard action, the Horseman can restore its apocalypse horse mount to life as if via *true resurrection*.
- **Heightened Awareness (Ex):** A Horseman gains a +10 insight bonus on initiative checks and Perception checks.

HORSEMEN IN A CAMPAIGN

Each Horseman is a unique creature ranging in power from CR 27 to CR 30. Horsemen are beyond the reach of most mortal heroes, and even beings of equivalent power fear to directly oppose them on their native plane of Abaddon. As such, the Four are best used as either the final enemies of long-term campaigns or as the lurking puppeteers of villains who can be directly opposed and defeated by the player characters. Between them, the Four control the resources of an entire plane, including courts of daemons known as harbingers—an entire race of fiends devoted to the extermination of all mortal life. They play an extremely long game, however, and as such their methods are often subtle and complex, extending to the use of mortal servitors, cults, and even dupes completely unaware that their actions further the goals of creatures devoted to the termination of all mortal life. One way of incorporating a Horseman into a campaign is by having PCs fight the Horseman’s lesser minions until the party gradually becomes aware that one of the Four is the campaign’s major antagonist. Once the PCs come to this conclusion, if they are themselves mythic characters, they might directly fight the Horseman in a truly epic battle. If not, they might be placed in situations where they either fight the Horseman for a few rounds before, for instance, using an artifact to banish the Horseman back to Abaddon. Alternatively, they might fight a lower-powered version of the Horseman weakened by the PCs’ actions elsewhere. In any event, even being in a Horseman’s presence should be a truly memorable experience and something that players will recall even years later.

HORSEMAN, APOLLYON

This muscular figure has a skeletal ram's head and a cloud of flies spews from his mouth.

APOLLYON

CR 29

XP 6,553,600

NE Medium outsider (daemon, evil, extraplanar)

Init +12; **Senses** darkvision 60 ft., detect good, true seeing; Perception +49

Aura frightful presence (120 ft., DC 38), plague shadow (10 ft.), unholy aura (DC 29)

DEFENSE

AC 47, touch 35, flat-footed 38 (+4 deflection, +8 Dex, +1 dodge, +12 natural, +12 profane)

hp 717 (35d10+525); regeneration 30 (deific or mythic)

Fort +38, **Ref** +23, **Will** +34

Defensive Abilities apocalyptic resurrection, freedom of movement; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, acid, charm effects, compulsion effects, death effects, disease, energy drain, petrification, poison; **Resist** cold 30, electricity 30, fire 30; **SR** 40

OFFENSE

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

Melee *Usher of the Black Rain* (scythe) +56/+51/+46/+41 (2d4+29/19–20/x4), bite +46 (6d6+8 plus energy drain and disease), gore +46 (4d6+8)

Ranged *Usher of the Black Rain* (longbow) +48/+43/+38/+33 (1d8+21/x3)

Special Attacks breath of flies, disease, energy drain (1d4 levels, DC 38), father of plagues

Spell-Like Abilities (CL 29th; concentration +40)

Constant—detect good, freedom of movement, true seeing, unholy aura (DC 29)

At will—astral projection, blasphemy[™] (DC 28), creeping doom (DC 28), desecrate[™], contagion[™] (DC 24), greater dispel magic, greater teleport, shapechange, telekinesis[™] (DC 26), unhallow, unholy blight[™] (DC 25)

3/day—quicken epidemic[™] (DC 27), quickened plague storm[™] (DC 27), soul bind (DC 30), summon daemon

1/day—cursed earth[™] (DC 30), time stop[™], wish[™]

[™] Apollyon can use this ability's mythic version in his realm.

STATISTICS

Str 42, **Dex** 27, **Con** 40, **Int** 31, **Wis** 32, **Cha** 33

Base Atk +35; **CMB** +51; **CMD** 86

Feats Combat Expertise, Combat Reflexes, Critical Focus, Deadly Aim, Dodge, Flyby Attack, Improved Critical (scythe), Improved Initiative, Mobility, Mounted Archery, Mounted Combat, Point-Blank Shot, Power Attack, Quicken Spell-Like Ability (*epidemic*, *plague storm*), Ride-By Attack, Sickening Critical, Spirited Charge

Skills Acrobatics +43, Bluff +49, Diplomacy +46, Fly +50, Intimidate +49, Knowledge (arcana, engineering, history, religion) +45,

Knowledge (planes) +48, Perception +49, Ride +46, Sense Motive +49, Spellcraft +48, Stealth +46, Use Magic Device +49

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

SQ Horseman traits

ECOLOGY

Environment any (Abaddon)

Organization solitary or mounted (Apollyon and the White Horse)

Treasure triple (*Usher of the Black Rain*, other treasure)

SPECIAL ABILITIES

Breath of Flies (Su) Every 1d4 rounds as a move action,

Apollyon can exhale a cloud of flies in a 60-foot cone. Those caught in the area take 18d6 points of piercing damage from the bites and are nauseated for 1d4 rounds. A creature that succeeds at a DC 42 Reflex save takes half the normal damage and negates the nausea effect. Any creature that takes any damage at all from the flies is automatically sickened for 1 minute. The flies linger for 1d4+1 rounds, gathering at the start of Apollyon's next turn into a buzzing 20-foot-square cloud centered on the cone's point of origin. Any creature that ends its turn in this cloud must succeed at a DC 42 Reflex save or take 9d6 points of piercing damage and become sickened for 1 minute. This cloud of flies can be dispersed by any area effect that deals damage or creates strong or stronger wind. All daemons and apocalypse horses are immune to the effects of breath of flies. The save DCs are Constitution-based.

Disease (Ex) Those bitten by Apollyon risk contracting soul plague, a deadly affliction that causes flesh to rot and drip away and that fills the sufferer with overwhelming despair and nausea. The soul of a creature that dies from soul plague is consigned to Abaddon to become one of the hunted of that realm, regardless of the victim's actual alignment and religion in life. Soul plague can be cured via magic but cannot be cured through normal rest.

Soul Plague: Bite—injury; save Fort DC 42; onset immediate; frequency 1/day; effect 1d8 Con drain and nauseated for 24 hours. The save DC is Constitution-based.

Father of Plagues (Sp) As a swift action (but no more than once per day per target), Apollyon can inflict upon a single target within 60 feet any disease that the creature has ever previously suffered, unless the target succeeds at a DC 38 Fortitude save. The onset is immediate and this ability affects creatures immune to disease unless they are of demigod or greater stature, though creatures immune to disease gain a +4 bonus on their saving throws. The save DC is Charisma-based.

Plague Shadow (Su) Apollyon is surrounded by a carpet of plague-ridden vermin that bubbles up from the ground at his feet. Creatures within a 10-foot radius of Apollyon are subject to damage from this swarm. Any creatures in the area occupied by the plague shadow at the end of Apollyon's turn take 5d6 points of swarm damage and must succeed at a DC 38 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Apollyon has ruled for eons, since he seized his throne and slew all potential rivals following the disappearance of his presumed-dead predecessor. The Horseman of Pestilence is also known as the Prince of Plagues, and rules from his domain of the Plaguemere, a vast realm of swamps, flooded forests, and shallow, acidic oceans. His citadel, the Throne of Flies, is carved from a titanic spinal column and set of ribs, rumored to be those of a dead god of healing or a protean lord slaughtered by the Four and dragged back to Abaddon to feast upon.

While other horsemen engage in more overt acts of brutality against the mortals of the Material Plane, Apollyon and his servitors focus instead on their distinct form of creation: the crafting of new diseases and plagues capable of doing the daemons' work for them, spreading across the Material Plane in virulent pandemics. Less known is the fact that these acts of creation also extend to artifacts and magical items intended to corrupt their recipients, and even larger metaphysical infestations that work within the goddess of death's system to taint souls and condemn them to Abaddon after judgment.

Apollyon frequently sends his minions to the Material Plane, and their actions there leave behind contagious diseases long after they're killed or banished. When spreading ever more horrific and virulent plagues, the Horseman is not averse to granting temporary immunity to his mortal cultists in exchange for using them as carriers and living incubators, though this protection is short-lived—eventually, they too fall and their souls are carried to Abaddon amid clouds of corpse flies.

APOLLYON'S CULT

Apollyon is worshiped by those who carry, suffer from, or use disease, including neutral evil druids, vengeful lepers, wererats and the like. Apollyon also commands the allegiance of a significant portion of the daemon-worshipping urdefhan race. The Prince of Plagues is served by leukodaemons^{B2}, his deacon servitor race, as well as astradaemons^{B2}, diseased undead, monstrous rats, nuckelavees^{B3}, otyughs, piscodaemons^{B2}, and all manner of vermin. His unholy symbol is a yellow scythe, and the scythe is also his favored weapon. He grants access to the domains of Air, Darkness, Destruction, and Evil, and to the subdomains of Catastrophe^{APG}, Daemon^{APG}, Loss^{APG}, and Night^{APG}.

USHER OF THE BLACK RAIN

MAJOR ARTIFACT

SLOT none

CL 29th

WEIGHT 12 lbs.

AURA overwhelming all

Apollyon's weapon is the *Usher of the Black Rain*. He can cause this weapon to shift from a scythe to a composite longbow (Str +16) as a move action, but in both forms the *Usher* is a +5 *unholy wounding weapon*. As a longbow, it creates ammunition automatically as it is fired. Against foes who are currently suffering from a disease, the *Usher of the Black Rain* deals an additional 6 points of profane damage with each hit.

DESTRUCTION

The *Usher of the Black Rain* burns to ash if Apollyon's cloak (which was stitched from the flesh of the angels whose souls empower his bow) is brought to Nirvana, washed clean there, and then buried while intoning each dead angel's long-forgotten name.

Illustration by Tyler Walpole



HORSEMAN, CHARON

This ancient figure is dressed in black, and its eyes are sunken pits that glint with malevolent cunning.

CHARON

CR 30



XP 9,830,400

NE Medium outsider (daemon, evil, extraplanar)

Init +12; **Senses** darkvision 60 ft., detect good, lifesense, true seeing; Perception +50

Aura frightful presence (120 ft., DC 40), *unholy aura* (DC 30)

DEFENSE

AC 48, touch 38, flat-footed 40 (+4 deflection, +8 Dex, +10 natural, +16 profane)

hp 774 (36d10+576); regeneration 20 (deific or mythic)

Fort +32, **Ref** +32, **Will** +35

Defensive Abilities apocalyptic resurrection, *freedom of movement*, negative energy affinity, Stygian bond; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, acid, death effects, disease, energy drain, mind-affecting effects, petrification, poison; **Resist** cold 30, electricity 30, fire 30; **SR** 41

OFFENSE

Speed 50 ft., swim 30 ft.; *air walk*, *water walk*

Melee +5 *spellstealing*^{UE} *unholy quarterstaff* +52/+47/+42/+37 (1d6+20/19–20 plus curse of ages), +5 *spellstealing*^{UE} *unholy quarterstaff* +52/+47/+42 (1d6+20/19–20 plus curse of ages) or touch +51 (curse of ages)

Ranged 4 Stygian bolts +44 (10d6 plus memory loss)

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

Special Attacks curse of the ages, memory loss, Stygian bolt

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

Constant—*air walk*, *detect good*, *freedom of movement*, *true seeing*, *unholy aura* (DC 30), *water walk*

At will—*animate dead*^M, *astral projection*, *blasphemy*^M (DC 29), *circle of death*^M (DC 28), *control undead* (DC 29), *create greater undead*, *create undead*, *desecrate*^M, *greater dispel magic*, *greater teleport*, *shapechange*, *telekinesis*^M (DC 27), *unhallow*, *unholy blight*^M (DC 26)

3/day—*quicken circle of death*^M (DC 28), *plane shift*^M (DC 29), *soul bind* (DC 31), *summon daemon*, *symbol of death* (DC 30), *quicken telekinesis*^M (DC 27), *wail of the banshee* (DC 31)

1/day—*time stop*^M, *wish*^M

^M Charon can use this ability's mythic version in his realm.

STATISTICS

Str 40, **Dex** 27, **Con** 42, **Int** 35, **Wis** 32, **Cha** 35

Base Atk +36; **CMB** +51 (+55 bull rush); **CMD** 89 (91 vs. bull rush)

Feats Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Double Slice, Greater Bull Rush, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Critical (quarterstaff), Improved Initiative, Improved Two-Weapon Fighting, Mounted Combat, Power Attack, Quicken Spell-Like

Ability (*circle of death*, *telekinesis*), Ride-By Attack, Spirited Charge, Two-Weapon Fighting

Skills Acrobatics +44, Bluff +51, Diplomacy +48, Intimidate +48, Knowledge (arcana, engineering, geography, history, religion) +48, Knowledge (planes) +51, Perception +50, Profession (sailor) +50, Ride +47, Sense Motive +50, Spellcraft +51, Stealth +47, Swim +59, Use Magic Device +51

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

SQ craft item, Horseman traits, reach of the Styx, transform mount

ECOLOGY

Environment any (Abaddon)

Organization solitary or mounted (Charon and the Pale Horse)

Treasure triple (+5 *spellstealing*^{UE} *unholy quarterstaff*, other treasure)

SPECIAL ABILITIES

Craft Item Charon is treated as having access to all Item

Creation feats listed in the *Pathfinder RPG Core Rulebook* plus Craft Construct for the purposes of creating magic items or constructs.

Curse of Ages (Su) The first time in a round that Charon strikes a creature with a weapon or a successful touch attack, that creature must succeed at a DC 40 Fortitude save or instantly grow decrepit and feeble, as if the target suddenly became venerable. The target's Constitution, Dexterity, and Strength scores are reduced by 6, but its mental ability scores are not increased. If Charon touches or strikes a venerable target (either a naturally venerable creature or a creature suffering from this effect or a similar magical effect), that creature is subjected to memory loss (see below). Curse of the ages is an aging and a curse effect. The save DC is Charisma-based.

Memory Loss (Su) When Charon strikes a creature with a Stygian bolt or touches or strikes a venerable target, he can affect that creature with memory loss. A creature affected by memory loss must succeed at a DC 40 Will save or gain 2 permanent negative levels as swaths of memory are wiped away. These negative levels are a mind-affecting effect but not a negative energy effect. If these negative levels cause the target's total number of negative levels to equal or exceed its Hit Dice, instead of dying the target enters a catatonic state that lasts as long as the negative levels from the Stygian bolts continue to cause its total number of negative levels to equal or exceed its Hit Dice. The save DC is Charisma-based.

Reach of the Styx (Su) Once per hour as a standard action, Charon can transport himself and any adjacent creatures—such as passengers on his skiff—to any point touched by the River Styx, even if he is not currently on a plane through which it flows, traveling as if via a *plane shift* spell.

Stygian Bolt (Su) As a standard action, Charon can spit four blasts of Stygian water from his mouth. Each of these Stygian bolts can target a different creature. These attacks are treated as ranged attacks with a range increment of 100 feet. On a hit, a Stygian bolt deals 10d6 points of bludgeoning damage and inflicts memory loss.

Stygian Bond (Ex) Charon's regeneration cannot be overcome by any means when he is in physical contact with the River Styx or when he is aboard his skiff while on the River Styx.

Transform Mount (Su) As a swift action, Charon can cause his mount, the Pale Horse, to transform into a skiff that can carry up to four passengers plus himself. He can also transform this skiff back into the Pale Horse as a swift action, in which case he automatically mounts the Pale Horse and any passengers or cargo in the skiff are dumped into adjacent squares.

Charon, the Horseman of Death and Boatman of the Styx, is ancient even by comparison to his kindred Horsemen. Of all the Four, he alone was an original Horseman, the first—and only—Lord of Death. Yet Charon's title obfuscates his true focus: not simply death as a whole, which is the purview of all daemons, but specifically death by old age. Even the most virile mortals must eventually succumb to that looming specter, and in this sense, it's unsurprising that the Boatman remains the most powerful of the Four. Like mortality's inevitable end, Charon's patience is legendary.

Charon resembles his thanadaemons^{B2}, and most presume that he modeled them after himself. Charon, however, is so ancient as to have preceded the creation of humanoid life and thus his current form is likely nothing more than a modern guise, with his original form long discarded.

Daemons in Charon's service range far and wide across Abaddon, often riding the Styx to other reaches of the cosmos, hunting souls in his name. Unlike those of the other Horsemen, Charon's servitors often act in understated and subtle ways, yet they harvest just as many souls as others. When approached independently by a traveler, Charon sometimes simply carries the guest off to be consumed. Other times, however, he makes legitimate deals, though his bargains work toward ends hundreds or thousands of years in the making. Charon's dealings also serve him well in other ways, with even his fellows among the Four often quietly acquiescing to his authority. In the past, Charon has bargained with dying and desperate divinities, archfiends, empyreal lords, and even the populations of entire worlds, offering them aid in return for payments of souls, knowing all the while that the bargainers were beyond saving anyway.

Charon's domain is the largest of the Four, particularly when one takes into account the fact that the River Styx stretches into or borders the others' realms, the unclaimed wastes, and the

planes beyond. Every branch of the Styx ultimately flows back to Charon's citadel, the Drowning Court, which comprises hundreds of mobile islands, ships, and floating castles swirling around a massive central whirlpool.

CHARON'S CULT

Charon is worshiped by ferrymen and -women, grave robbers, undertakers, the undead, and so very many doomed and damned would-be immortals. The Horseman of Death is served by thanadaemons, his deacon servitor race, along with fiendish krakens, grim reapers^{B5}, hags, hydrodaemons^{B2}, river monsters, and numerous varieties of undead. Charon's unholy symbol is a skull with coins over its eye sockets, and the quarterstaff is his favored weapon. He grants access to the domains of Death, Evil, Knowledge, and Water, and to the subdomains of Daemon^{APG}, Ice^{APG}, Memory^{APG}, and Undead^{APG}.



Illustration by Tyler Walpole

HORSEMAN, SZURIEL

This blond woman's pitch-black eyes weep tears of blood, and a massive pair of raven's wings spreads from her shoulders.

SZURIEL

CR 28

XP 4,915,200

NE Medium outsider (daemon, evil, extraplanar)

Init +13; **Senses** darkvision 60 ft., *detect good*, *true seeing*; Perception +46

Aura frightful presence, (120 ft., DC 36), *unholy aura* (DC 28)

DEFENSE

AC 46, touch 35, flat-footed 37 (+4 deflection, +9 Dex, +11 natural, +12 profane)

hp 676 (33d10+495); regeneration 20 (deific or mythic)

Fort +30, **Ref** +31, **Will** +32

Defensive Abilities apocalyptic resurrection, *fire shield* (warm shield), *freedom of movement*; **DR** 20/epic, good, and silver;

Immune ability damage, ability drain, acid, charm effects, compulsion effects, death effects, disease, energy drain, petrification, poison; **Resist** cold 30, electricity 30, fire 30; **SR** 39

OFFENSE

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

Melee *Lamentation of the Faithless* +58/+58/+53/+48/+43 (2d6+36/17-20), 2 wings +46 (1d6+9 plus energy drain)

Special Attacks energy drain (1 level, DC 36), eruptive arrival, fury of the forsaken

Spell-Like Abilities (CL 28th; concentration +38)

Constant—*detect good*, *fire shield* (warm shield), *freedom of movement*, *true seeing*, *unholy aura* (DC 28)

At will—*astral projection*, *blasphemy*^m (DC 27), *desecrate*^m, *greater dispel magic*, *greater teleport*, *shapechange*, *spiritual weapon*^m, *telekinesis*^m (DC 25), *unhallow*, *unholy blight*^m (DC 24)

3/day—*blade barrier*^m (DC 26), *fire storm*^m (DC 28), *incendiary cloud* (DC 28), *plane shift* (DC 27), summon daemon, quickened *telekinesis*^m (DC 25)

1/day—*meteor swarm*^m (DC 29), *time stop*^m, *wish*^m

^m Szuriel can use this ability's mythic version in her realm.

STATISTICS

Str 46, **Dex** 29, **Con** 40, **Int** 29, **Wis** 30, **Cha** 31

Base Atk +33; **CMB** +51; **CMD** 86

Feats Blinding Critical, Combat Expertise, Combat Reflexes, Critical

Focus, Critical Mastery, Flyby Attack, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Mounted Combat, Quicken Spell-Like Ability (*telekinesis*), Ride-By Attack, Spirited Charge, Staggering Critical, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +45, Bluff +46, Fly +49, Intimidate +46, Knowledge (arcana, engineering, history, religion) +42, Knowledge (planes) +45, Perception +46, Ride +45, Sense Motive +46, Spellcraft +42, Stealth +45, Use Magic Device +46

Languages Abyssal, Celestial, Common, Infernal; telepathy 300 ft.
SQ corrupted flames, Horseman traits, warmonger

ECOLOGY

Environment any (Abaddon)

Organization solitary or mounted (Szuriel and the Red Horse)

Treasure triple (*Lamentation of the Faithless*, other treasure)

SPECIAL ABILITIES

Corrupted Flames (Su) Channeling the fury and sorrow of those devoured within the boundaries of her domain, Szuriel's touch corrupts the very essence of fire. Any spell-like ability or supernatural effect used by Szuriel that normally causes fire damage deals half of that damage as fire damage and half of it as profane damage that is not subject to energy resistance or fire immunity.

Eruptive Arrival (Su) When Szuriel uses any teleportation effect, she can create a pyroclastic detonation upon arrival as a swift action. This creates a blast of fire that deals 20d6 points of fire damage to all creatures within a 30-foot radius (Reflex DC 41 half). Szuriel can selectively omit creatures from this effect as she chooses, though she rarely does, enjoying the carnage and death of even her own allies. The save DC is Constitution-based.

Fury of the Forsaken (Su) As a standard action once per day, Szuriel can instill all non-daemons within a 60-foot radius of herself with a mind-twisting rage and lust for blood. Affected creatures gain a +4 morale bonus to Strength and Constitution and a -2 penalty to AC, and they are compelled to attack the nearest creature regardless of any previous allegiances. A creature can resist this effect with a successful DC 36 Will save; otherwise, it persists as long as Szuriel remains within line of sight. When the effect ends, an affected creature becomes fatigued. This is a mind-affecting compulsion effect and does not stack with barbarian rage, the *rage* spell, or similar effects. The save DC is Charisma-based.

Warmonger (Ex) Szuriel is proficient with all weapons, and is treated as a 20th-level fighter for the purpose of qualifying for feats that require a minimum fighter level as a prerequisite.

At first glance, Szuriel seems a triumphant, angelic figure. With her ivory skin, flowing golden hair, flawless and powerful body clothed in a coil of unsullied silk, and wings the blue-black of a raven, she appears as a personification of glory from on high—a veritable goddess of war. Up close, however, this impression quickly fades. Mirrored and black as onyx, Szuriel's eyes bleed constantly in crimson rivulets that run down her cheeks and fall to the ground. When she deigns to smile, she reveals a mouth of jagged, razor-sharp fangs more befitting a shark or dragon than anything humanoid. Szuriel's greatsword, *Lamentation of the Faithless*, has been wielded by every Horseman of War dating back to the first, and it is said to be the corrupted blade of an ancient and forgotten empyreal lord.

The Horseman of War was once a fallen mortal paladin. After she was excommunicated for her sins, she became a conquering general and finally a ruling empress who slaughtered the followers of her former faith. Her own death came not on the battlefield but by an assassin's blade, yet this merely opened the greatest chapter in her conquests by propelling her into Abaddon and, in time, the role of the Horseman of War.

Szurriel makes open mockery of all angels, playing upon their thematic elements in her warped, destructive interactions with mortals, awing both the misguided and those fully cognizant of her nature. Her cults often portray her not as a paragon of destruction, conquest, and genocide, but as promising righteous victory, with the souls of fallen soldiers elevated to paradise regardless of what horrific crimes they commit.

Szurriel's armies represent the largest and most strictly organized force in Abaddon, but at any given moment, fully half of the Horseman's armies are scattered throughout the planes in mercenary service to various Abyssal lords, archdevils, and whatever other forces purchase their services. Most times, that price is steep, as Szurriel demands living mortals or souls, or the right to consume those who fall upon the field of battle. When her armies march upon the mortal plane, they honor their commitments just long enough to make their "allies" complacent before engaging in systematic genocide.

SZURRIEL'S CULT

Szurriel is worshiped by those associated with every facet of war, including everything leading up to it and arising in its bloody wake. Arms dealers, looters, mercenaries, soldiers, and warlords worship the Angel of Desolation. Szurriel also holds the allegiance of a significant number of the daemon-worshipping and daemon-created urdefhan race. The Seraph of Devastation is served by her deacon race of purrodaemons^{B2} as well as carrion eaters, obcsidaemons, undead soldiers, war beasts, and warsworn^{B4}. Szurriel's unholy symbol is a pale hand and black sword, and the greatsword is her favored weapon. She grants access to the domains of Evil, Fire, Strength, and War, and to the subdomains of Blood^{APG}, Daemon^{APG}, Ferocity^{APG}, and Tactics^{APG}.

LAMENTATION OF THE FAITHLESS		MAJOR ARTIFACT
SLOT none	CL 28th	WEIGHT 8 lbs.
AURA overwhelming all		

Szurriel's weapon is *Lamentation of the Faithless*, a black-bladed +5 speed unholy greatsword. When using the blade to attack, Szurriel regains 1d6 hit points with each successful hit. If Szurriel presents her sword

as a standard action, all creatures within 60 feet that view it are blinded and affected by *crushing despair* for 1d4+1 rounds unless they succeed at a DC 30 Will save. Creatures with the good subtype and divine spellcasters take a -4 penalty on this save. As a standard action, Szurriel can call the sword to her hand from any distance, including across planar boundaries.

DESTRUCTION

The sword shatters and sublimates if it is ever placed in the empty, walled garden at the summit of Heaven's mountain by a risen, repentant fiend.



Illustration by Tyler Walpole

HORSEMAN, TRELMARIXIAN

This starving-thin man has a trio of jackal's heads with jagged, crystalline teeth. His oily black flesh ripples disturbingly.

TRELMARIXIAN

CR 27

XP 3,276,800

NE Medium outsider (daemon, evil, extraplanar)

Init +13; **Senses** darkvision 60 ft., *detect good*, *true seeing*; Perception +46

Aura frightful presence (120 ft., DC 36), *unholy aura* (DC 28)

DEFENSE

AC 45, touch 35, flat-footed 36 (+4 deflection, +9 Dex, +10 natural, +12 profane)

hp 656 (32d10+480); regeneration 20 (deific or mythic)

Fort +29, **Ref** +31, **Will** +33

Defensive Abilities amorphous, apocalyptic resurrection, *freedom of movement*; **DR** 20/epic, good, and silver;

Immune ability damage, ability drain, acid, charm effects, compulsion effects, death effects, disease, energy drain, petrification, poison; **Resist** cold 30, electricity 30, fire 30;

SR 38

OFFENSE

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

Melee 3 bites +46 (4d6+21/19–20 plus energy drain), 2 claws +46 (3d8+14/19–20 plus grab)

Special Attacks energy drain (1 level, DC 36), fast swallow, predecessor's rage, ravenous devourer, swallow whole (10d6 acid damage and 1d6 Wisdom drain, AC 15, 65 hp), wail of the consumed

Spell-Like Abilities (CL 27th; concentration +37)

Constant—*detect good*, *freedom of movement*, *true seeing*, *unholy aura* (DC 28)

At will—*astral projection*, *blasphemy*[™] (DC 27), *desecrate*[™], *greater dispel magic*, *greater teleport*, *shapechange*, *telekinesis*[™] (DC 25), *unhallow*, *unholy blight*[™] (DC 24)

3/day—*control weather*[™], *horrid wilting* (DC 28), quickened *hunger for flesh*[™] (DC 24), *insanity* (DC 27), *mass hunger for flesh*[™] (DC 27), *plane shift* (DC 27), *soul bind* (DC 29), summon daemon, *waves of fatigue*

1/day—*imprisonment* (DC 29), *time stop*[™], *wish*[™]

[™] Trelmarixian can use this ability's mythic version in his realm.

STATISTICS

Str 38, **Dex** 29, **Con** 40, **Int** 31, **Wis** 32, **Cha** 31

Base Atk +32; **CMB** +46 (+48 trip); **CMD** 81 (83 vs. trip)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Critical (bite, claw), Improved Initiative, Improved Trip, Improved Vital Strike, Mounted Combat, Power Attack, Quicken Spell-Like Ability (*hunger for flesh*), Ride-By Attack, Spirited Charge, Tiring Critical, Vital Strike

Skills Acrobatics +41, Bluff +45, Fly +44, Intimidate +45, Knowledge (arcana, dungeoneering, engineering, history, religion) +42, Knowledge (planes) +45, Perception +46,

Ride +44, Sense Motive +46, Spellcraft +45, Stealth +44, Use Magic Device +45

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

SQ Horseman traits

ECOLOGY

Environment any (Abaddon)

Organization solitary or mounted (Trelmarixian and the Black Horse)

Treasure triple

SPECIAL ABILITIES

Predecessor's Rage (Su) Trelmarixian consumed the previous Horseman of Famine, and portions of that previous Horseman's essence still exist within Trelmarixian's belly, being slowly digested like a sweet, spiritual lozenge. This previous Horseman was herself a parasitic entity, and once per hour as an immediate action, Trelmarixian can lower his resistance to his predecessor's rage to allow her to infuse him with fury from within. When Trelmarixian does so, he gains the effects of *righteous might*, and his regeneration increases to 30 for 4 rounds. When this effect ends, Trelmarixian is staggered for 1d4+1 rounds if he fails a DC 35 Fortitude save, or for only 1 round if he succeeds.

Ravenous Devourer (Ex) Trelmarixian's bite attacks always apply 1-1/2 × his Strength modifier to his damage.

Swallow Whole (Su) Trelmarixian's swallow whole ability is a supernatural ability that can affect Huge or smaller creatures, despite the fact that Trelmarixian is only Medium. His stomach functions similarly to an extradimensional space and can hold any number of creatures. If Trelmarixian swallows an object that contains an extradimensional space (such as a *bag of holding* or a *portable hole*), that object cannot be opened while it is within the Horseman of Famine's belly, but it does not otherwise interact with his stomach in a destructive way.

Wail of the Consumed (Su) Trelmarixian can, as a standard action once every 1d4 rounds, call upon the tattered fragments of the innumerable souls he has consumed to unleash a mind-shattering wail. This affects all creatures within a 60-foot spread. Affected creatures take 1d10 points of Wisdom drain and are stunned for 1 round. A creature that succeeds at a DC 36 Will save instead takes 1d4 points of Wisdom damage and is staggered for 1 round. This is a sonic mind-affecting effect. The save DC is Charisma-based.

The youngest but perhaps most ambitious of the Four, Trelmarixian the Black obsesses over soul consumption, riding the line between brutal, amoral science and quasi-religious zealotry. A perpetually ravenous shapeshifting horror, Trelmarixian maintains a three-headed humanoid shape—but only just, with his frame constantly shuddering and shifting and threatening to slump into a protoplasmic slurry of bile, blood, and mucus. Trelmarixian was once a meladaemon^{B2} himself,

and his meladaemon servitors, while always emaciated and bestial, have become more canine in appearance under his rule. When the so-called Lysogenic Prince rose to power, he overthrew and consumed his predecessor, but he maintains a fragment of her existence within him to fuel periodic bouts of parasitic rage.

Trelmarixian embodies not only starvation, but also the broader concept of wasting, both physical and metaphysical, particularly the lingering dooms of cancer, parasitism, and spiritual decay. Like the viral afflictions he represents, the Horseman of Famine behaves like his chosen concept in a concrete manner, having secretively inserted fragments of his physical form into many of his servitors. This bombards him with sensory information on a truly maddening scale, and thus Trelmarixian's fragmented mind brims with insanity and a multitude of voices, including that of his predecessor. He still adores her in his own fashion, and she in turn speaks to him, advising as she sees fit or mocking his shortcomings like an aggressive, self-aware conscience. By force of will, he can silence the voices, but the thing that haunts him more than any of these cannot be so easily dismissed. Most daemons retain only fractured, fragmented recollections of their mortal life. Trelmarixian, on the other hand, remembers everything save for the last few minutes of his life. As a mortal, daemon-blooded tiefling, Trelmarixian exterminated all life on his world with a work of profound sorcery, but in doing so he condemned himself to starvation. Near the moment of his agonizing death, he recalls someone talking to him, asking him questions and mocking his success as paltry compared to what awaited him after death. Despite his destruction of everyone he had ever known in life, someone was there, and he cannot remember that person's face or final words.

Trelmarixian's memories haunt him still, as does the question of whose blood his soul carried, and thus who may still have some unknown claim on him, such as a long-dead Horseman of Famine. He's likewise haunted by the notion that he was born to be the vector for his progenitor's return—one virus within another, waiting and incubating, to someday express itself and snuff him out as he did his own predecessor.

Trelmarixian's domain, the Withered Court, is a realm of biological and metaphysical horrors, towers spun from flesh and bone with mortal souls used like living, screaming bricks, each mournfully crying out in the constant pangs of starvation. In this realm of horrors, his servitors devour as much as they craft, warping souls into nightmarish wonders while their master continues his nihilistic work within his citadel, the miles-high Weeping Tower.

TRELMARIXIAN'S CULT

Trelmarixian is worshiped by all those touched by famine and the broader concept of wasting, including evil druids, gryphs^{B2}, hungry ghosts, and victims of starvation. Trelmarixian also holds the allegiance of many of the daemon-worshiping and daemon-created urdefhan race. The Lysogenic Prince is further served by astradaemons^{B2}, derghodaemons^{B2}, fiendish jackals and jackal monsters, ghouls, scavengers, vampires, vermin, and wendigos^{B2}, but also by those who have been driven to madness or cannibalism by starvation.

Trelmarixian's unholy symbol is a jackal skull viewed from the side as it clutches a solar eclipse in its jaws, and the spiked gauntlet is his favored weapon. He grants access to the domains of Earth, Evil, Madness, and Weather, and to the subdomains of Daemon^{APG}, Decay^{APG}, Insanity^{APG}, and Seasons^{APG}.



Illustration by Fares Maese

HUPIA

Dressed in filthy rags, this undead woman lacks any facial features. Ragged talons grow from her dirty fingers.

HUPIA

CR 6



XP 2,400

NE Medium undead

Init +9; **Senses** darkvision 60 ft., fear sense; Perception +14

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 76 (9d8+36)

Fort +7, **Ref** +8, **Will** +10

Defensive Abilities channel resistance +4, rejuvenation;

Immune undead traits

OFFENSE

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

Melee 2 slams +12 (1d8+6 plus Charisma drain)

Special Attacks Charisma drain

Spell-Like Abilities (CL 6th;

concentration +10)

At will—*detect thoughts* (DC 16),

fear (single target only) (DC 18)

1/day—*gaseous form*

STATISTICS

Str 22, **Dex** 21, **Con** —, **Int** 10, **Wis** 15,

Cha 19

Base Atk +6; **CMB** +12;

CMD 28

Feats Combat Reflexes,

Dodge, Improved

Initiative, Iron Will, Mobility

Skills Disguise +16, Fly +25,

Perception +14, Stealth +17

Languages Common

SQ change shape (bat;

beast shape III), misdirected

appearance

ECOLOGY

Environment any land

Organization solitary, pair,

or gathering (3–12)

Treasure none

SPECIAL ABILITIES

Charisma Drain (Su) A creature struck by a hupia's slam attack must succeed at a DC 18 Fortitude save or take 1 point of Charisma drain. A creature already suffering a fear effect instead takes 1d4 points of Charisma drain on a failed save, or 1 point of Charisma drain on a successful save. The save DC is Charisma-based.

Fear Sense (Su) A hupia can detect a creature with the shaken, frightened, or panicked condition within 100 feet as if it had blindsight.

Misdirected Appearance (Su) The first time a creature sees a hupia, instead of a frightening undead monster it sees either the form the hupia had in life or that of someone dear to the creature. An observer can see past this illusion with a successful DC 18 Will save. A creature immune to mind-affecting effects or that has other protections against creatures reading its mind is immune to this effect. The save DC is Charisma-based.

Rejuvenation (Su) After being destroyed, a hupia reforms at the site of its death in 1d6 days. To permanently destroy a hupia, a special ritual must be performed involving a personal item of the hupia and 100 gp worth of rare herbs that are burned during the ceremony.

Hupias are drawn to their past lives by a yearning to live again. In trying to return to their previous lives, they seek to fool friends and loved ones with tales of how they were away traveling for a long time or were busy with something else and forgot to tell everyone that they'd be gone. The ruse rarely holds up, and once the loved ones discover the truth, the results are tragic at best. Most hupias are unable to work themselves back into the life they had due to their indistinct memories and lack of understanding that they are actually dead.

Even though they don't need to eat, many hupias still ingest the foods they loved when they were living.

They seek out their favorites, even wandering into villages in order to procure them. Many

hupias from tropical regions, where they are most plentiful, still love the taste of tropical fruits, specifically guava.

Some groups of hupias form their own communities. These small settlements are typically secluded in deep jungles, well away from where they might be discovered, though they are often within a day's walk from where many of the hupias resided in life. In these bizarre communities, hupias carry out mundane tasks in perpetuation of the semblance of a settlement, hoping they appear normal to outsiders who might happen by.



Illustration by Mary Jane Pejaron

JELLYFISH, CRIMSON

This bright-red jellyfish dangles a long, central tentacle surrounded by a multitude of shorter red tendrils.

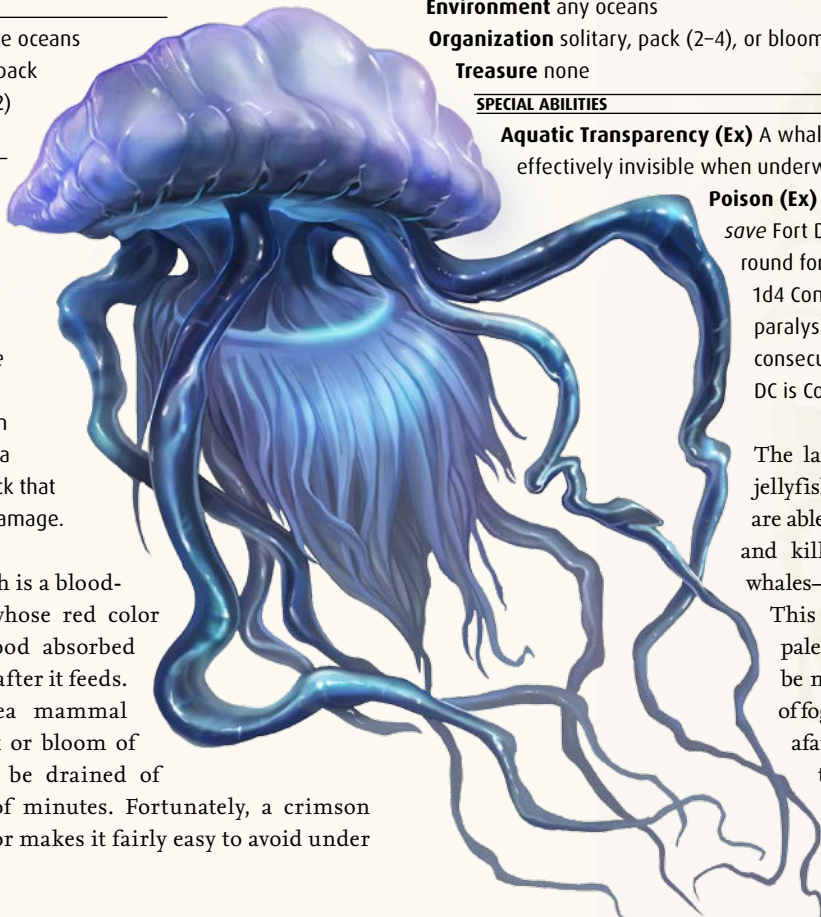
CRIMSON JELLYFISH	CR 4
XP 1,200	
N Medium vermin (aquatic)	
Init +1; Senses darkvision 60 ft.; Perception +1	
DEFENSE	
AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)	
hp 37 (5d8+15)	
Fort +7, Ref +2, Will +2	
Defensive Abilities amorphous; DR 5/piercing or slashing;	
Immune mind-affecting effects	
OFFENSE	
Speed swim 10 ft.	
Melee tentacle +8 (2d8+5 plus grab), tendrils +3 touch (poison)	
Space 5 ft.; Reach 10 ft.	
Special Attacks blood drain (1d2 Con damage), poison	
STATISTICS	
Str 20, Dex 13, Con 16, Int —, Wis 13, Cha 1	
Base Atk +3; CMB +8; CMD 19 (can't be tripped)	
Skills Swim +13	
SQ compression	
ECOLOGY	
Environment temperate oceans	
Organization solitary, pack (2–4), or bloom (5–12)	
Treasure none	
SPECIAL ABILITIES	

Poison (Ex)

Tendrils—contact; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d4 Str damage; cure 2 consecutive saves.

Tentacle (Ex) A crimson jellyfish's tentacle is a primary natural attack that deals bludgeoning damage.

The crimson jellyfish is a blood-drinking creature whose red color comes from the blood absorbed throughout its body after it feeds. A large fish or sea mammal encountering a pack or bloom of these creatures can be drained of blood in a matter of minutes. Fortunately, a crimson jellyfish's bright color makes it fairly easy to avoid under well-lit conditions.



JELLYFISH, WHALER

This enormous, translucent blob trails a mass of six immense tentacles and a central forest of tendrils below its body.

WHALER JELLYFISH	CR 17
XP 102,400	
N Colossal vermin (aquatic)	
Init +6; Senses blindsight 120 ft.; Perception +7	
DEFENSE	
AC 32, touch 8, flat-footed 26 (+6 Dex, +24 natural, –8 size)	
hp 270 (20d8+180)	
Fort +21, Ref +12, Will +13	
Defensive Abilities amorphous, aquatic transparency;	
DR 20/piercing or slashing; Immune mind-affecting effects	
OFFENSE	
Speed swim 30 ft.	
Melee 6 tentacles +20 (2d6+13 plus grab and poison)	
Space 30 ft.; Reach 60 ft.	
Special Attacks constrict (2d6+13), poison	
STATISTICS	
Str 36, Dex 23, Con 28, Int —, Wis 25, Cha 1	
Base Atk +15; CMB +36; CMD 52 (can't be tripped)	
Skills Swim +21	
ECOLOGY	
Environment any oceans	
Organization solitary, pack (2–4), or bloom (5–8)	
Treasure none	
SPECIAL ABILITIES	

Aquatic Transparency (Ex) A whaler jellyfish is effectively invisible when underwater.

Poison (Ex) Tentacle—injury; save Fort DC 29; frequency 1/round for 6 rounds; effect 1d4 Con damage and paralysis for 1 round; cure 2 consecutive saves. The save DC is Constitution-based.

The largest of all known jellyfish, whaler jellyfish are able to rapidly paralyze and kill prey as large as whales—hence their name.

This deep blue creature's pale bell can sometimes be mistaken for a bank of fog when viewed from afar as it drifts on the surface of the sea, lying in wait patiently for its next meal.

KAIJU, VARKLOPS

This immense, fiery-orange serpent has three horned heads, a pair of draconic wings, and a long tail tipped with four bony spikes.

VARKLOPS

CR 30



XP 9,830,400

CE Colossal magical beast (fire, kaiju)

Init +17; **Senses** darkvision 600 ft., low-light vision, mistsight, tremorsense 300 ft.; **Perception** +34

DEFENSE

AC 48, touch 16, flat-footed 34 (+13 Dex, +1 dodge, +32 natural, -8 size)

hp 752 (35d10+560); fast healing 30

Fort +35, **Ref** +32, **Will** +23

Defensive Abilities deflect cold, ferocity, recovery; **DR** 20/epic;

Immune ability damage, ability drain, death effects, disease, energy drain, fear, fire; **Resist** acid 30, cold 30, electricity 30, negative energy 30, sonic 30

Weaknesses distracted when outnumbered, vulnerable to cold

OFFENSE

Speed 80 ft., burrow 60 ft., fly 150 ft. (poor)

Melee 3 bites +46 (6d6+26/19-20 plus burn), 2 wings +44 (3d8+16/19-20 plus burn), tail slap +46 (4d8+35/19-20/×3 plus burn)

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

Special Attacks breath weapon, burn (2d6 fire, DC 43), eruption, fire monsoon, improved hurl foe, kaijuslayer, rend (2 bites, 6d6+28; or 3 bites, 12d6+28)

STATISTICS

Str 48, **Dex** 37, **Con** 42, **Int** 3, **Wis** 30, **Cha** 29

Base Atk +35; **CMB** +62 (+66 bull rush); **CMD** 86 (88 vs. bull rush, can't be tripped)

Feats Combat Reflexes, Critical Focus, Dodge, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite, tail slap, wing), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lunge, Multiattack, Power Attack, Staggering Critical, Vital Strike

Skills Fly +34, **Perception** +34; **Racial Modifiers** +16 **Perception**

Languages Ignan (can't speak)

SQ devastating, massive, powerful blows (tail slap)

ECOLOGY

Environment warm mountains

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Breath Weapon (Su) Each of Varklops's three heads can exhale a blast of searing fire and billowing ash in a 1,200-foot line once every 4 rounds. Each head's breath weapon is a separate attack with its own 4-round recharge period. The kaiju can exhale one line of fire as a move action, two lines as a standard action, or three lines as a full-round action. Each breath weapon deals 20d6 points of fire damage and

20d6 points of bludgeoning damage to all creatures in the area of effect as they are barraged with semisolid chunks of superheated rock and magma expelled in the torrent of fire; targets are also stunned for 1 round by the overwhelming force. With a successful DC 43 Reflex save, a creature takes half damage and negates the stun effect. If Varklops exhales more than one breath weapon, he can use them in different directions. If a creature is subjected to more than one breath weapon in a round in this manner, it takes damage from and must attempt separate saves against each breath weapon. The save DCs are Constitution-based.

Deflect Cold (Ex) Although Varklops is vulnerable to cold damage, he can shield himself from a cold attack by reflexively curling his wings around himself as an immediate action when he would otherwise take cold damage. He must choose to use this ability before any cold damage from the attack is applied and before he attempts any applicable saving throws to resist the cold damage, but he can wait until after the attack hits to choose to deflect cold. When he uses this ability, all cold damage from that particular attack is ignored. At Varklops's discretion, he can deflect the cold damage to any single adjacent creature, which is then instead treated as the target of the cold attack. If the cold attack was an area effect that also affected the adjacent creature, that creature does not take the cold damage twice, but does need to attempt two saving throws (if applicable) against the effect, taking the worse of the two results as the actual result.

Devastating (Ex) Varklops is particularly devastating, and any attack or special ability he uses to deal damage to an object ignores hardness less than 20. Objects take full damage from his fire-based attacks.

Distracted When Outnumbered (Ex) While Varklops is furiously focused on slaying kaiju, his rudimentary intellect supports a surprisingly powerful and inflated sense of self-worth that crumbles when he faces overwhelming odds. In any combat round that involves two allied kaiju focusing their efforts against him, Varklops loses his kaijuslayer ability and becomes so distracted by which target to focus on that he must succeed at a DC 30 Will save or become staggered for that round. Non-kaiju cannot distract Varklops in this manner, even if the non-kaiju is similar in size to a kaiju.

Eruption (Su) Up to three times per day (but no more than once every 4 rounds) as Varklops emerges onto the surface of terrain after burrowing, he does so with an explosion of ash and magma. All creatures within 150 feet of Varklops when he bursts out of the ground in this manner take 20d6 points of fire damage. Huge or smaller creatures in this area are knocked prone. With a successful DC 43 Reflex save, creatures take half the damage and negate being knocked prone, but a creature that takes any damage from this eruption is subjected to Varklops's burn ability. In addition,

the eruption creates a cloud of ash in the area of effect; this cloud of ash lingers in the area for 1 minute, obscuring vision as per *obscuring mist*. The save DC is Constitution-based.

Fire Monsoon (Su) Once per day as Varklops moves at full speed while flying, he can rain down a torrential storm of fire, burning any target up to 300 feet below him. All targets Varklops passes over in flight take 20d6 points of fire damage (Reflex DC 43 half); any creature that takes any damage from this attack is subjected to Varklops's burn ability. The area affected by the fire monsoon continues to burn for 1 minute—any creature that begins its turn in this area takes 4d6 points of fire damage. The save DC is Constitution-based.

Improved Hurl Foe (Ex) When Varklops hits a creature with his tail slap and uses his hurl foe kaiju ability (see page 305), the distance the foe is knocked back doubles.

Kaijuslayer (Su) Varklops takes particular delight in the slaying of other kaiju, and his aggression causes all kaiju to take a -4 penalty on saving throws against Varklops's special attacks. Another kaiju cannot use recovery to prevent itself from being killed by one of Varklops's attacks. This ability does not function against the kaiju known as King Mogaru^{B4}.

Lord Varklops is indisputably the most powerful of the known kaiju, a tremendously destructive force of devastation that dwells in the heart of an active volcano in a tropical mountain range when not hunting his favorite prey—other kaiju. Although the fact that Lord Varklops so eagerly hunts and slays kaiju might seem to make him an ally of all civilizations threatened by such creatures, in truth Varklops is also one of the few kaiju to be actively evil in his predations upon the world. When no other kaiju present themselves as victims and the urge to destroy seizes Varklops, the so-called Thrice-Headed Fiend thinks nothing of razing entire cities for his pleasure.

This eagerness to destroy appeals to apocalypse-minded cultists and to deranged exiles who seek revenge against the

cities they were forced to flee. Varklops is known to look favorably upon those who approach him with requests for targeted devastation—particularly if the offer includes the opportunity to attack another kaiju. Varklops has little interest in assaulting civilizations in polar regions, but his greatest weakness is his inflated, if rudimentary, ego.

When facing multiple kaiju, Varklops often gets distracted and frustrated—a condition that several societies have risked using to their advantage by luring other kaiju to their defense. Of course, the devastation a city might suffer when three or more kaiju fight may well exceed that wrought by Varklops alone, so such desperate actions are not taken lightly.

Varklops has a particularly strong hatred of King Mogaru (*Pathfinder RPG Bestiary 4* 170), as this kaiju alone can resist Varklops's rage. The reasons for this immunity are unknown, but certainly Mogaru matches Varklops's hatred, and battles between the two kaiju are the stuff of legend.

Varklops is 200 feet long and weighs 16,000 tons.

Illustration by Joshua Wright



KAIJU, VORGOZEN

This mountain of filthy green sludge heaps up on itself, extending six tentacles and unfolding its core to reveal a single red eye.

VORGOZEN

CR 29



XP 6,553,600

CN Colossal ooze (kaiju, water)

Init +14; **Senses** darkvision 600 ft., tremorsense 600 ft.;

Perception +32

Aura polluted magic (300 ft.)

DEFENSE

AC 47, touch 13, flat-footed 36 (+10 Dex, +1 dodge, +34 natural, –8 size)

hp 717 (35d8+560); fast healing 30

Fort +27, **Ref** +23, **Will** +24

Defensive Abilities absorb magic, ferocity, recovery; **DR** 20/epic;

Immune ability damage, ability drain, acid, death effects, disease, energy drain, fear, poison, ooze traits; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30, negative energy 30; **SR** 40

OFFENSE

Speed 50 ft., climb 50 ft., swim 100 ft.

Melee 6 tentacles +40 (4d6+21/19–20 plus 2d6 acid and grab)

Space 80 ft.; **Reach** 60 ft.

Special Attacks acid beam, constrict (4d6+31 plus 2d6 acid), fast swallow, hurl foe, infuse terrain, swallow whole (10d6 acid and 10d6 bludgeoning damage, AC 27, 71 hp)

STATISTICS

Str 52, **Dex** 31, **Con** 42, **Int** 3, **Wis** 32, **Cha** 27

Base Atk +26; **CMB** +55 (+59 bull rush); **CMD** 76 (78 vs. bull rush, can't be tripped)

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (tentacle), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Iron Will, Lightning Reflexes, Lunge, Mobility, Power Attack, Vital Strike, Weapon Focus (tentacle)

Skills Climb +44, Perception +32, Swim +47; **Racial Modifiers** +16 Perception

Languages Aquan (can't speak)

SQ massive

ECOLOGY

Environment warm swamps

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Absorb Magic (Ex) When a spell or spell-like ability fails to overcome Vorgozen's spell resistance, it is wholly or partially absorbed by the kaiju. If the spell was an area-effect spell or targeted more than just Vorgozen, it functions normally against other targets and Vorgozen regains a number of hit points equal to double the spell's level. If the spell

targeted only Vorgozen, she absorbs the entire spell and regains a number of hit points equal to 10 × the spell's level. Whenever Vorgozen absorbs magic in this way, her polluted magic aura grows more powerful (whether or not the absorbed magic healed her of damage); all rolls to determine the effect of polluted magic are modified by +20 for the remainder of the round.

Acid Beam (Su) Once every 4 rounds, Vorgozen can unleash a beam of foul acid. This creates a 1,200-foot line of high-pressure caustic fluid. All creatures caught in the area of effect take 20d6 points of acid damage and 20d6 points of bludgeoning damage, and are knocked prone. A creature that succeeds at a DC 43 Reflex save takes half damage and avoids being knocked prone. A Huge or smaller creature that is knocked prone is also pushed away from Vorgozen. A Huge creature is pushed back 10 feet, a Large creature 20 feet, a Medium creature 40 feet, and Small or smaller creatures 80 feet. Creatures that are pushed take 1d6 additional points of bludgeoning damage per 10 feet they are pushed, but can attempt a DC 43 Reflex save to halve this additional damage. The save DC is Constitution-based.

Infuse Terrain (Su) Once per day as a standard action, Vorgozen can dematerialize and seep into the terrain, infusing it with her polluted nature. The kaiju appears to simply melt into the surrounding terrain when she uses this ability, vanishing from view. The terrain in a 1-mile radius becomes infused with the kaiju's essence—if the terrain is swamp or other wetland, the radius increases to 10 miles. While infusing terrain, Vorgozen cannot be harmed, and all magical effects generated in the region can trigger polluted effects (see Polluted Magic below). Vorgozen remains aware of what takes place in the region of infused terrain, and she can remain infused in the terrain indefinitely, during which time she does not need to breathe, eat, or sleep. She can emerge from the terrain at any point within the infused region as a swift action, gaining the benefit of a *heal* spell (CL 20th) when she does so. Alternatively, she can suppress all effects of her presence on the terrain for up to 24 hours to move at a speed of 50 miles per hour, as per *shadow walk*. When she ceases moving (typically upon arriving at a region with powerful magic that has drawn her attention), her presence remains suppressed and she cannot move for the remainder of the 24 hours, at which point the suppression ends and her presence again infuses the surrounding terrain.

Polluted Magic (Su) Vorgozen's presence pollutes magic, causing magical abilities to become unreliable when used within 300 feet of the kaiju. When a creature within this area generates a spell, spell-like ability, or supernatural effect, roll on the table below to see how Vorgozen's polluting presence hampers or transforms the effect. Effects created by creatures outside of this 300-foot aura are unaffected by Vorgozen's polluted magic, even if the effect of the spell or supernatural ability enters the area of polluted magic or targets Vorgozen.

Likewise, ongoing spell effects or supernatural effects are not polluted when Vorgozen's aura envelops them. Vorgozen's own supernatural abilities never trigger polluted magic effects.

d%	Result
1-30	The spell or supernatural effect functions normally.
31-50	The spell or supernatural effect is diluted, functioning at half capacity (caster level, all damage and other randomly determined elements, and durations and areas of effect not determined by caster level are halved); the DCs of saving throws to resist the effect are decreased by 10.
51-70	The spell or supernatural effect is cancelled and its use for that activation is wasted.
71-90	The spell or supernatural effect is canceled and its use for that activation is wasted. The creator of the spell or supernatural effect must succeed at a DC 35 Fortitude save or be nauseated for 1d4 rounds. The nausea is a mind-affecting effect. The save DC is Charisma-based.
91 or higher	The spell or supernatural effect is canceled and its use for that activation is wasted. The creator of the spell or supernatural effect must succeed at a DC 35 Will save or suffer the effects of <i>feblemind</i> (CL 20th). The <i>feblemind</i> effect is a mind-affecting effect. The save DC is Charisma-based.

Swallow Whole (Ex) If a creature that is swallowed whole by Vorgozen manages to escape by cutting itself free, Vorgozen's gelatinous body simply seals over the hole created so that other swallowed creatures must cut their own way out.

Most kaiju are ancient creatures that have dwelled in hidden lairs since the dawn of civilization, prehistoric monsters woken from eons-long slumbers, or alien entities who visit the world only rarely. But Vorgozen (referred to as the Shapeless Feeder by some, and as Queen Vorgozen by those who wish to see all magic abolished from the world) is a relatively recent addition to the world's kaiju. This accidental but overwhelmingly powerful creation was forged from the unfortunate combination of hubris and arrogance. The absolute destruction of the remote academy in an immense fen that gave rise to the Shapeless Feeder left few clues as to the nature of the potent magic the wizards

there were toying with. What hints remain suggest it involved reverse-engineering an artifact in an attempt to distill the potent powers held within the core of a once-flying city.

Born as she was out of the abuse of magical power, Vorgozen is very much a personification of the arrogant wizard who values the study and mastery of magic and the pursuit of arcane power over all else. The Shapeless Feeder was not content to remain at the epicenter of her accidental creation, and has instead seeped through the world, drawn by powerful magical auras or supernatural foci. Fortunately for civilization, after emerging to destroy, the Shapeless Feeder invariably retreats to vast swamplands such as the site of her genesis to hibernate for decades before rousing once again from her slumber.

The powerful magic of other kaiju's supernatural abilities is particularly coveted by Vorgozen, and she enjoys polluting these effects more than any other. She is often drawn to places where other kaiju rampage as a result.

Queen Vorgozen is an immense mound of protoplasm nearly 80 feet in diameter. She weighs 24,000 tons.



Illustration by Joshua Wright

KAIJU, YARTHOON

This immense pale blue worm raises one end of its body like a serpent, its many-toothed maw opening amid a ring of glowing eyes.

YARTHOON

CR 25



XP 1,638,400

CN Colossal magical beast (air, kaiju)

Init +13; **Senses** low-light vision, mistsight, see in darkness, tremorsense 300 ft.; **Perception** +28

DEFENSE

AC 44, touch 12, flat-footed 34 (+9 Dex, +1 dodge, +32 natural, -8 size)

hp 565 (29d10+406); fast healing 30

Fort +30, **Ref** +25, **Will** +19

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

OFFENSE

Speed 60 ft., burrow 100 ft., fly 100 ft. (average), swim 100 ft.

Melee 2 bites +39 (4d6+27/19-20 plus 4d6 cold and grab), slam +39 (4d8+27/19-20 plus 4d6 cold and staggering strike)

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

Special Attacks clinging frost, eye beams, fast swallow, freezing mist, hurl foe, penetrating cold, swallow whole (6d6 bludgeoning and 6d6 cold damage, AC 26, 56 hp), swift bite

STATISTICS

Str 46, **Dex** 29, **Con** 38, **Int** 3, **Wis** 26, **Cha** 21

Base Atk +29; **CMB** +55 (+59 overrun); **CMD** 75 (77 vs. overrun, can't be tripped)

Feats Critical Focus, Dodge, Flyby Attack, Greater Overrun, Improved Critical (bite, slam), Improved Initiative, Improved Iron Will, Improved Overrun, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike, Wingover

Skills Fly +32, **Perception** +28, **Swim** +26; **Racial Modifiers** +16 Perception

Languages Auran (can't speak)

SQ massive, no breath, powerful blows (bite, slam), starflight

ECOLOGY

Environment any cold (the world's moon or outer space)

Organization solitary (unique)

Treasure incidental

SPECIAL ABILITIES

Clinging Frost (Su) Whenever a creature takes cold damage from Yarthoon (including from her freezing mist), the creature becomes encrusted with a layer of clinging frost for 1 round. The duration of this clinging frost stacks with multiple instances of cold damage from Yarthoon. As long as a creature has at least 1 round of clinging frost remaining, it takes a -2 penalty on all Reflex saving throws and Dexterity-based skill checks. As long as a creature has at least 2 rounds of clinging frost remaining, it is staggered. *Freedom of movement* negates

the effects of clinging frost, and if a creature activates a fire-based supernatural ability on its turn, it reduces the number of rounds remaining by 1d4. Creatures with the fire subtype, the heat ability, or any similar ability to shed significant warmth are immune to clinging frost.

Eye Beams (Su) Once every 4 rounds as a standard action, Yarthoon can emit several beams of freezing energy from her eyes. When Yarthoon uses this attack, she can choose to fire all of the beams in one direction to create a single line 1,200 feet long, or she can instead fire eight separate beams as ranged touch attacks with a range of 1,200 feet. If she chooses to fire them in a line, all creatures within the area of effect take 20d6 points of cold damage (Reflex DC 38 half). If she fires the beams as ranged touch attacks, she has a +30 attack bonus but can target a single creature with no more than two eye beams at a time (though she can fire the beams in any direction to attack multiple targets in range). A single eye beam deals 8d6 points of cold damage on a hit (no save). The save DC for the line-based attack is Constitution-based.

Freezing Mist (Su) Once per day as a swift action, Yarthoon can exhale a cloud of freezing mist, filling a 200-foot-radius sphere surrounding her. This mist obscures vision as per *obscuring mist* and persists for 10 rounds, and is not dispersed by moderate wind. A strong wind (21+ mph) disperses the mist in 2d4 rounds, while *fireball*, *flame strike*, or similar spells burn away the mist in the spell's area. Any creature within the area of the mist when Yarthoon creates it takes 8d6 points of cold damage (Reflex DC 38 half). A creature that begins its turn within the mist takes 4d6 points of cold damage (no save) at the start of its turn. The save DC is Constitution-based.

Penetrating Cold (Su) When Yarthoon deals cold damage, the damage ignores the first 30 points of cold resistance the target has.

Staggering Strike (Ex) If Yarthoon hits a Gargantuan or smaller foe that's standing on the ground with her slam attack, the target struck must succeed at a DC 42 Reflex save or be knocked prone and become staggered for 1d6 rounds. If she hits a Gargantuan or smaller flying foe, the creature is staggered for 1d6 rounds and must succeed at a DC 42 Fly check or lose 30 feet of altitude (a winged flying creature loses 60 feet of altitude instead; this replaces the normal rule for being attacked while flying for winged creatures). A Colossal creature struck by Yarthoon's slam must succeed at a DC 42 Reflex save to resist being staggered for 1 round, but is not knocked prone or forced to lose altitude. The save DC is Strength-based.

Starflight (Su) Yarthoon can survive in the void of outer space. She flies through space at incredible speeds, but generally only does so to travel between the moon and the world below when her attention is caught or her curiosity piqued. It takes Yarthoon only 2d4 hours to travel from the moon to the world below. If she were to travel to a more distant point in

the same solar system, she requires only 3d6 days to make the journey, while trips beyond this range generally take her 3d6 weeks.

Swift Bite (Ex) Yarthoon strikes with astonishing speed when she attacks with her bite. Whenever Yarthoon makes a bite attack on her turn, she can attack two times, either as a standard action to bite twice, or as part of a full attack to bite two times in addition to making one slam attack. She can make any number of attacks of opportunity with her bite attack, but does not get to bite more than once when she does so.

Yarthoon is among the least powerful of the kaiju, yet even she is of staggering size and capable of unleashing devastation on an apocalyptic scale. Known as the Moon Grub to kaiju scholars, Yarthoon does indeed dwell upon the moon itself, where she spends much of her time in a frozen reach of ice and snow, created, in part, by her presence and the effects of her freezing breath over the course of centuries. (Note that although Yarthoon's exhalations fill the region with freezing mist, the Moon Grub herself has no need to breathe and can exist comfortably in the vacuum of space.)

Were Yarthoon content to remain upon the moon, there would be little known about the frozen kaiju; unfortunately, the larger world her home orbits is a constant fascination for her. Indeed, certain events have been known to specifically attract Yarthoon's attention, whether they're intentional calls such as powerful rituals led by apocalyptic cultists, or accidental lures that occur when powerful effects of magical cold occur. The exact nature of these attractions varies, and even the most learned scholars argue over what exactly it is that draws Yarthoon to visit the world. None, however, dispute the devastation Yarthoon unleashes, if unintentionally, when she visits the world. Unlike many kaiju, Yarthoon seems not to purposefully seek out civilizations to destroy, but her immense size and her freezing breath wreak havoc nonetheless. Fortunately, Yarthoon's visits to the world typically last for only a few days before she slithers off into the sky like an eel swimming through water to return to her den on the moon.

Yarthoon has a complex relationship with Mogaru, the Final King (*Pathfinder RPG Bestiary* 4 170). Often, Mogaru's devastation on a region is enough to lure Yarthoon down from the moon, in which case she often clashes with the more powerful kaiju. Likewise, Mogaru's ability to sense kaiju often results in him coming to investigate a region that Yarthoon has decided to visit. Yet the two kaiju never seem willing to finish a fight against the other, and rather than deliver a death blow when

the chance rises, each seems content to let the other flee. The one thing that seems to unite the two kaiju is their shared hatred of Lord Varklops, and the two kaiju have teamed up several times to drive off the three-headed fiend more than once.

Although Yarthoon is the least powerful of the known kaiju, the Moon Grub has been remarkably resilient. Time and time again, Yarthoon has returned after suffering what seemed to be a complete defeat, at either the hands of powerful heroes or the claws and fangs of fellow kaiju. Scholars of these immense monsters have theorized that Yarthoon may not be a unique creature, and that in its hidden lair on the moon, multiple Moon Grubs writhe and dream. Others posit that Yarthoon is but the larval stage of a kaiju, and that while only one may live at any time, numerous other eggs lie in a hidden crèche on the moon, waiting to hatch and release replacement Moon Grubs as needed.

Yarthoon is 250 feet long from head to tail and weighs 14,000 tons.



KAMAITACHI

This weasel-like creature has sickles in place of feet. It moves incredibly swiftly, swirling in the air astride a vortex of dust.

KAMAITACHI

CR 13



XP 25,600

CE Medium fey (air)

Init +12; **Senses** blindsight 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 29, touch 25, flat-footed 20 (+6 deflection, +8 Dex, +1 dodge, +4 natural)

hp 175 (14d6+126)

Fort +13, **Ref** +17, **Will** +16

Defensive Abilities dust devil; **DR** 10/cold iron; **SR** 24

OFFENSE

Speed 30 ft., fly 120 ft. (perfect)

Melee 4 claws +19 (1d6+12/19–20/×3 plus bleed and pain)

Special Attacks bleed (1d6), deadly claws, delayed doom, pain

Spell-Like Abilities (CL 12th; concentration +18)
Constant—*greater magic fang*
At will—*status* (DC 18), *wind wall*
3/day—*control winds*

STATISTICS

Str 12, **Dex** 27, **Con** 28, **Int** 15, **Wis** 24, **Cha** 23

Base Atk +7; **CMB** +8; **CMD** 33 (37 vs. trip)

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +25, Bluff +23, Disable Device +22, Fly +33, Knowledge (nature) +19, Perception +24, Sense Motive +24, Stealth +25

Languages Auran, Common, Sylvan

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Deadly Claws (Ex) A kamaitachi's claws threaten a critical hit on a roll of 19–20 and deal ×3 damage on a confirmed critical hit.

Delayed Doom (Su) When a kamaitachi deals damage with a claw, it can delay the damage (including the bleed and pain effect). If it does, the damage doesn't take effect immediately. Instead, at any time in the next 2 weeks, the kamaitachi can cause

the damage, bleed, and pain effects to instantly manifest as a free action. It can activate as many delayed doom effects on a single target as it wishes with the same free action, potentially cutting a victim who seemed unharmed into ribbons. The victim must remain within 1 mile of the kamaitachi between the time it incurs the damage and its manifestation—a victim who moves beyond this limit causes the delayed doom effect to immediately end without harm. Most kamaitachi try to keep track of their delayed doom victims via *status*.

Dust Devil (Su) A kamaitachi's trusty dust devil deflects arrows, bolts, bullets, and other small projectiles automatically and thrown weapons 30% of the time (like a personal *wind wall* effect). The dust devil also grants the kamaitachi a deflection bonus to its AC equal to its Charisma bonus (+6 for the typical kamaitachi). Whenever a kamaitachi is caught within the area of effect of a spell or supernatural effect that alters or controls winds (including *control weather* and *control winds*), it must succeed at a Fortitude save to avoid losing control

of its dust devil. The save DC is equal to the spell's save DC, or DC 20 if the effect isn't a spell or spell-like ability. If the kamaitachi loses control of its dust devil, it immediately loses its fly speed. It also loses the benefits of its dust devil ability and must succeed at a concentration check (DC = 15 + double the spell level) in order to use any of its spell-like abilities. A kamaitachi can reactivate its dust devil by casting *control winds* (but not *wind wall*); as such, a kamaitachi is hesitant to use its last *control winds* spell in a day in case it needs it to regain its dust devil.

Pain (Ex) A creature damaged by a kamaitachi's claw attack becomes sickened for 1 round (Fortitude DC 23 negates). This is a pain effect. The save DC is Charisma-based.

Kamaitachis revel in causing pain. A kamaitachi might, for example, hold someone hostage with its delayed doom ability and force that person (or one of the victim's loved ones) to commit horrible or demeaning acts in exchange for the hostage's life. Of course, depending on its fickle mood, the kamaitachi is just as likely to kill a hostage who meets its demands.



KIKITUK

This lumbering whale skeleton has a set of bony legs affixed to its frame. Its bones bear complex scrimshaw patterns.

KIKITUK

CR 13



XP 25,600

NE Huge construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +24

Aura frightful presence (60 ft., DC 24, 2d4 rounds)

DEFENSE

AC 28, touch 14, flat-footed 26 (+2 Dex, +14 natural, +4 profane, -2 size)

hp 170 (20d10+60)

Fort +12, **Ref** +14, **Will** +14

Immune acid, construct traits

OFFENSE

Speed 40 ft., swim 60 ft.

Melee bite +27 (4d6+18), 2 claws +27 (1d6+9)

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

Special Attacks shearing jaws, trample (2d6+13, DC 29)

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

At will—*dimension door*, *enervation* (DC 18), *invisibility* 3/day—quicken *invisibility*

STATISTICS

Str 29, **Dex** 14, **Con** —, **Int** 12, **Wis** 19, **Cha** 19

Base Atk +20; **CMB** +31 (+35 sunder); **CMD** 47 (49 vs. sunder)

Feats Great Fortitude, Greater Sunder, Improved

Initiative, Improved Lightning Reflexes,

Improved Sunder,

Lightning

Reflexes,

Power

Attack,

Quicken

Spell-Like Ability

(*invisibility*), Toughness, Vital Strike

Skills Intimidate +14, Perception +24, Stealth +14, Swim +27

Languages Common

SQ scrimshaw magic

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Scrimshaw Magic (Sp, Su) When a kikituk is created, its creator inscribes three spells—ones that require no costly material components—as scrimshaw designs. One of these spells must be 2nd level or lower, and the other two must be 4th level or lower. The kikituk can use these spells as spell-like abilities (CL 12th) at will (its Quicken Spell-like Ability feat applies to the spell that's 2nd-level or lower). *Erase* removes one spell from a kikituk's scrimshaw unless it succeeds at a Fortitude

save against the spell. If a kikituk's scrimshaw is removed in this manner, it loses access to that spell as a spell-like ability. If all three spells are removed, it runs amok, slaughtering the nearest living creatures with reckless abandon—even its creator. As long as it has at least one scrimshaw spell in place, a kikituk gains a profane bonus to AC and on all saving throws equal to its Charisma modifier (+4 for the typical kikituk).

Shearing Jaws (Ex) A kikituk applies double its Strength modifier to its damage with a successful bite attack.

Kikituks are constructs created by wicked spellcasters.

CONSTRUCTION

A kikituk's body is built from an intact whale skeleton smeared with 5,000 gp of rare herbal paste.

KIKITUK

CL 14th; Price 145,000 gp

CONSTRUCTION

Requirements Craft Construct, *blasphemy*, *geas/quest*, *keen edge*, creator must be at least caster level 14th; **Skill** Craft (scrimshaw) DC 25; **Cost** 75,000 gp

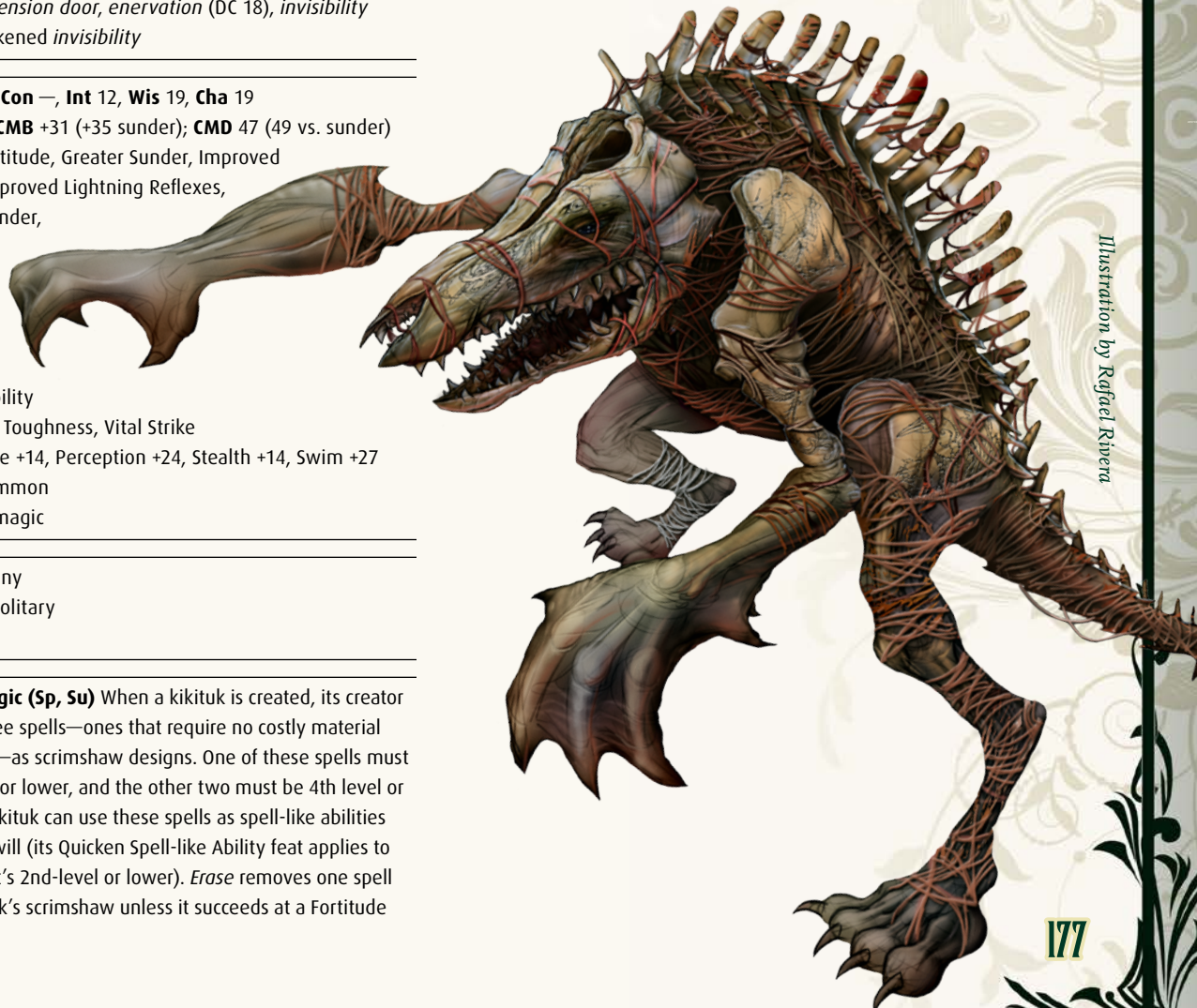


Illustration by Rafael Rivera

KRAMPUS

This hairy humanoid has the face of a demonic goat with legs to match. A long tongue hangs out of its fanged mouth.

KRAMPUS

CR 21



XP 409,600

NE Large monstrous humanoid

Init +13; **Senses** scent, see in darkness, *see invisibility*, storm sight; Perception +33

Aura frightful presence (120 ft., DC 32)

DEFENSE

AC 37, touch 19, flat-footed 27 (+9 Dex, +1 dodge, +18 natural, -1 size)

hp 396 (24d10+264); fast healing 15

Fort +19, **Ref** +23, **Will** +20

Defensive Abilities limited immortality; **DR** 15/epic and good;

Immune ability damage, ability drain, aging, cold, death effects, disease, energy drain, fear effects, paralysis; **SR** 32

OFFENSE

Speed 60 ft., *air walk*

Melee +3 *spiked chain* +39/+34/+29/+24 (2d6+16/19-20 plus grab), claw +31 (1d10+6 plus grab), gore +31 (2d8+6) or 2 claws +36 (1d10+13), gore +36 (2d8+13)

Space 10 ft.; **Reach** 10 ft. (20 ft. with chain)

Special Attacks capture, punish the naughty, regression

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*air walk*, *see invisibility*, *tongues*

At will—*bestow curse* (DC 24), *control weather*, *dimension door*, *discern location*, *ice storm*, *sleet storm*

3/day—*animate objects*, *baleful polymorph* (DC 25), *phantasmal killer* (DC 24)

1/day—*polymorph any object* (DC 28), *sympathy* (DC 28), *weird* (DC 29), *wish* (to other creatures only)

STATISTICS

Str 36, **Dex** 28, **Con** 33, **Int** 21, **Wis** 23, **Cha** 30

Base Atk +24; **CMB** +38 (+42 drag or grapple); **CMD** 58 (60 vs. drag)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater

Drag^{APG}, Greater Vital Strike, Improved Critical (chain), Improved Drag^{APG}, Improved Initiative, Improved Vital Strike, Mobility, Power Attack, Vital Strike

Skills Acrobatics +33, Intimidate +37, Knowledge (geography, nobility) +17, Knowledge (local) +29, Perception +33, Sense Motive +30, Stealth +32, Survival +33, Use Magic Device +34

Languages Common; *tongues*

SQ mystical chains, snowstep

ECOLOGY

Environment any

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Capture (Su) If Krampus begins its turn grappling a Medium or smaller creature, it can stuff the target into its bag as a swift

action that doesn't provoke attacks of opportunity. A creature stuffed into this bag is subjected to Krampus's regression ability (see below). A creature in the bag can try to cut its way free with any light slashing weapon. The bag has AC 25, hardness 20, and 30 hit points. If a creature cuts its way out of the bag, Krampus can repair the bag as a full-round action that provokes attacks of opportunity. Until then, any creature stuffed into the bag is still subjected to the regression ability but can escape with a move action that provokes an attack of opportunity from Krampus. The bag has other special qualities while in Krampus's possession. The weight of creatures in the bag doesn't count against Krampus's carrying capacity. Up to four Small creatures or two Medium creatures can fit in the bag at a time.

If used by any creature other than Krampus, the container functions as a mundane sack. If Krampus's bag is lost or destroyed, it can create a new bag with 1 hour of work.

Limited Immortality (Su) Though Krampus still needs to eat, drink, and sleep, it doesn't age and can't die of old age. If Krampus is killed, a new Krampus forms elsewhere in the world after a year's time—this new Krampus retains the memories of the previous Krampus and likely holds a grudge against the person who killed it the year before. If a method to disrupt this cycle exists, it has yet to be discovered by mortals.

Mystical Chains (Su) Krampus's chains function as a +3 *spiked chain* and also count as an evil weapon for the purpose of overcoming damage reduction. These chains become nonmagical if Krampus does not carry or wield them, and if a chain is disarmed or destroyed, Krampus can create a new set of chains as a standard action. The chains react almost as a living extension of Krampus's will and have the grab ability.

Punish the Naughty (Su) As a swift action, Krampus can designate a single target it can see as being "naughty." The target must be a child, a creature with the young template, or a victim of Krampus's regression ability. Against that target, Krampus gains a +5 bonus on weapon attack and damage rolls and Perception, Sense Motive, and Survival checks. These bonuses remain in effect until the target is dead or Krampus designates another target as naughty.

Regression (Su) Each round a creature begins its turn stuffed into Krampus's bag, it must succeed at a DC 32 Fortitude saving throw or be regressed back to its childhood. The creature is affected in size as if via *reduce person*, but none of the target's gear changes size. This effect persists for 24 hours, after which the target regains its original size. A creature currently under the effects of regression cannot be further affected by this ability. This is a curse effect. The save DC is Charisma-based.

Snowstep (Su) Krampus is constantly under the effects of a *pass without trace* spell, but only in snowy environments.

Storm Sight (Ex) Krampus can see perfectly well in stormy conditions, including in blizzards; it does not take any penalties on Perception checks while in snow.

In frigid northern climes, celebrations and festivals are important to maintain a community's morale, especially in the winter months when food is scarce and the days are short. Many of these holidays involve lighting cheery fires, forgiving grudges, decorating trees, and exchanging gifts. Unfortunately, in some areas, these times of merriment are tarnished by the looming specter of Krampus, a terrifying creature that hunts those it considers to be acting against the spirit of the times. However, thanks to Krampus's twisted morality, it sees selfishness and incivility everywhere it goes.

Krampus is a tall, goatlike humanoid with large horns and a long tongue that constantly lolls out of one side of its mouth or the other. Though its natural attacks are powerful enough to break bones, Krampus also carries a set of iron chains that it uses to thrash and grapple its foes. The oversized bag it carries is often stained with the blood of its captured victims. Krampus stands 14 feet tall and weighs 1,000 pounds.

The origins of Krampus are shrouded in mystery, with stories of the creature seeming to stretch back hundreds or even thousands of years, if not more. To the beleaguered regions under Krampus's tyranny, the creature has simply always been around.

The most popular legend regarding Krampus's beginnings starts with a handful of mountain towns under the protection of a circle of druids. After several harsh winters that the townsfolk almost didn't survive, they came to doubt the rituals that the druids believed appeased the local nature spirits. As the villagers grew more and more resentful, the druids took drastic action. They attempted to create a central figure for the important winter rituals that would make people want to celebrate them. Under the light of a blue moon, one of the druids opened an imperfect portal to the primal realm of the fey and brought forth the essence of a spirit of revenge, and a new creature was born—Krampus.

For a while, Krampus was everything the druids wanted. It brought together the villagers in revelry during the day and left small gifts of fruit for them in the night. However, unknown to the druids, the portal had been corrupted by the villagers' hateful emotions and bitter resentment, which began to stain the creature's soul. Krampus began punishing those who behaved selfishly during these lean times, first simply striking them with bundles of birch, but then escalating to using magic to transform them into the petulant children it saw them as. Eventually, it came to see everyone as wicked and terrorized the villagers for weeks.

The remainder of the druidic circle managed to locate the creature as it slept and shackled it in cold iron chains, believing it still retained a part of its fey nature. They were wrong. When Krampus awoke, the creature tore free from its restraints and used those same chains to beat the druids to death. It then retreated into the snow-blanketed forest for the remainder of the season.

Krampus returned year after year, growing stronger and more hideous with each winter solstice and gaining a taste for humanoid flesh. Even its periodic "death" at the hands of heroes did nothing to stop this cycle. Fortunately, while it could ravage the countryside all year long, for some reason it chooses to limit its predations to the winter months. Where it goes the rest of the year, no one has been able to discover.



Illustration by David Melvin

LENG HOUND

This unnatural beast's clawed hands dangle in front of its hind paws. Its bat-winged form blends humanoid features with canine.

LENG HOUND

CR 10

XP 9,600

CE Medium aberration (extraplanar)

Init +11; **Senses** darkvision 60 ft., scent, *sense fear*; Perception +21

DEFENSE

AC 25, touch 18, flat-footed 17 (+7 Dex, +1 dodge, +7 natural)

hp 123 (13d8+65); fast healing 10

Fort +9, **Ref** +11, **Will** +13

Defensive Abilities negative energy affinity; **Immune** cold, disease

OFFENSE

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

Melee bite +18 (2d6+9/19–20), 2 claws +18 (1d6+9)

Special Attacks haunting howl, mutilate

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

Constant—*sense fear*^{HA}

At will—*locate creature*, *locate object*

3/day—*dimension door*, quickened

summon swarm (bats only)

1/day—*word of recall* (see grave link)

STATISTICS

Str 29, **Dex** 24, **Con** 21, **Int** 14, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +18; **CMD** 36

Feats Dodge, Flyby Attack, Improved Critical (bite), Improved Initiative, Mobility, Quicken Spell-Like Ability (*summon swarm*), Vital Strike

Skills Acrobatics +23, Disguise +17 (+27 when using charnel deception), Fly +27, Perception +21, Stealth +23, Survival +21;

Racial Modifiers +10 Disguise when using charnel deception

Languages Aklo, Common

SQ charnel deception, freeze (as human skeleton when using charnel deception), grave link, no breath

ECOLOGY

Environment any

Organization solitary or pack (2–8)

Treasure standard

SPECIAL ABILITIES

Charnel Deception (Ex) A

Leng hound can retract its bestial features into its body as a full-round action—its fur and wings retract, the skin covering them slithers into hidden cavities, and its jaws pull

back into a humanlike face. This grants it a +10 bonus on Disguise checks to appear as the decayed corpse of a slightly deformed human or similarly sized humanoid.

Grave Link (Su) As a full-round action, a Leng hound can designate a grave containing the corpse of a creature that was evil in life as its grave link. When the Leng hound uses *word of recall*, it returns to this grave (a Leng hound with no active grave link cannot use *word of recall*). If a creature disturbs this grave or loots it, the Leng hound's *locate creature* and *locate object* spell-like abilities have no range limit when searching for the creature that disturbed the grave or any objects looted from the grave.

Haunting Howl (Su) Three times per day, a Leng hound can emit a deep, sardonic howl. Only creatures within 300 feet that the Leng hound has tracked or attempted to find with divination spell-like abilities can hear this haunting howl. Such creatures must succeed at a DC 20 Will save or

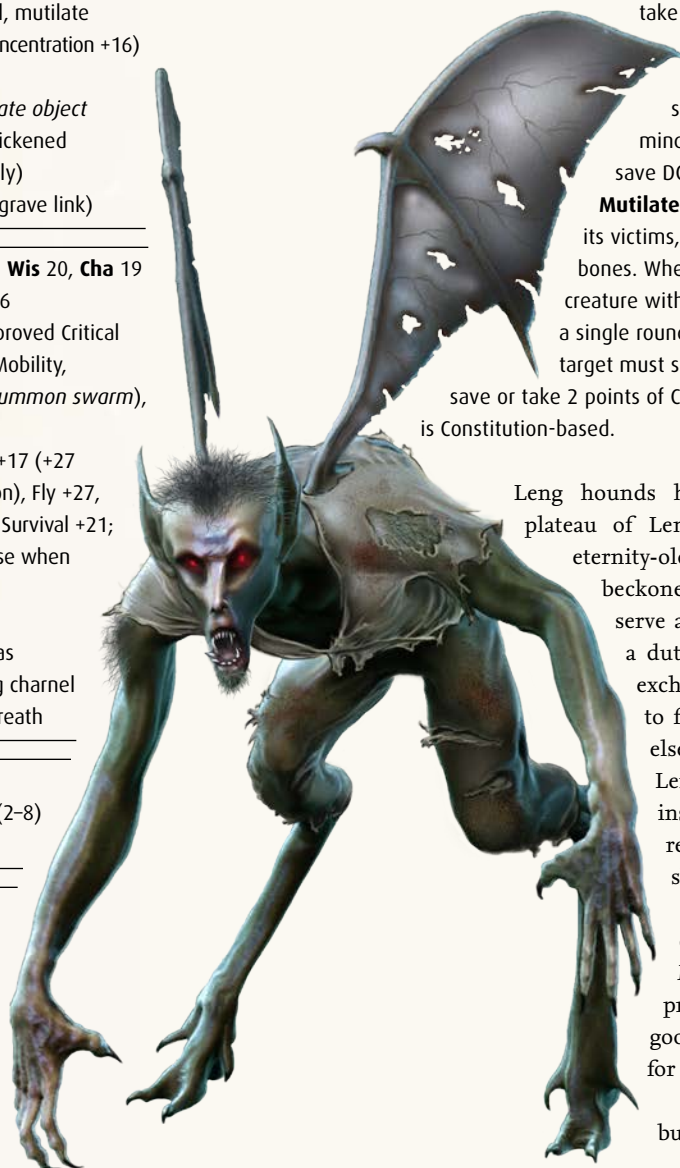
take 1d4 points of Intelligence, Wisdom, and Charisma damage and become shaken for 1 hour. This is a mind-affecting fear effect. The save DC is Charisma-based.

Mutilate (Ex) A Leng hound savages its victims, shredding flesh and crushing bones. Whenever a Leng hound hits a creature with all three natural attacks in a single round, or with Vital Strike, the target must succeed at a DC 21 Fortitude save or take 2 points of Constitution drain. The save DC is Constitution-based.

Leng hounds hail from the nightmare plateau of Leng, where they haunt its eternity-old ruins. They are most often beckoned to the Material Plane to serve as guardians of grave sites, a duty they eagerly perform in exchange for the opportunity to feast upon the dead things elsewhere in the cemetery. Leng hounds prefer to lurk inside the coffins they guard, rearranging their bodies into skeletal shapes.


A Leng hound can be contacted by a *contact entity III^{HA}* spell. The caster must provide a corpse with grave goods worth at least 2,000 gp for the Leng hound to guard.

A Leng hound is 7 feet tall but weighs only 150 pounds.



LLORONA

Weeping and wearing a damp funeral dress, this ghostly woman carries an air of menace and overwhelming despair about her.

LLORONA	CR 11	  
XP 12,800		
NE Medium undead (incorporeal)		
Init +11; Senses darkvision 60 ft.; Perception +16		
DEFENSE		
AC 25, touch 25, flat-footed 17 (+7 deflection, +7 Dex, +1 dodge)		
hp 138 (12d8+84)		
Fort +11, Ref +13, Will +9		
Defensive Abilities channel resistance +2, incorporeal, rejuvenation; Immune undead traits		
OFFENSE		
Speed fly 60 ft. (perfect)		
Melee 2 incorporeal touches +16 (4d6 plus Con drain)		
Special Attacks grasping hands, wail		
STATISTICS		
Str —, Dex 25, Con —, Int 11, Wis 13, Cha 24		
Base Atk +9; CMB +16 (+23 grapple); CMD 34		
Feats Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Lunge, Mobility		
Skills Fly +30, Intimidate +22, Perception +16, Stealth +22		
Languages Common		
ECOLOGY		
Environment any shorelines or swamps		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		
Constitution Drain (Su) A llorona causes 1d4 points of Constitution drain on a hit. A successful DC 23 Fortitude save negates this drain. The save DC is Charisma-based.		
Grasping Hands (Su) Despite being incorporeal, a llorona can perform grapple combat maneuvers against Medium or smaller creatures. She adds her Charisma modifier to her grapple combat maneuver checks. Using this ability doesn't provoke attacks of opportunity. If a llorona successfully maintains a grapple, she automatically deals 4d6 points of negative energy		

damage and 2d4 points of Constitution drain upon her victim. A creature can reduce the Constitution drain to 1d4 points with a successful DC 23 Fortitude save. When a llorona causes Constitution drain in this manner, she has 5 hit points restored. The save DC is Charisma-based.

Rejuvenation (Su) A llorona reforms at the site of her death 1d6 days after being destroyed. A llorona can be put to rest only if the injustices leading to her demise are resolved or if the site of her death is affected via a *hallow* spell.

Wail (Su) As a standard action, a llorona can unleash a somber wail. Any creature within 120 feet that can hear this wail must succeed at a DC 23 Will save or be compelled to enter the nearest body of water and attempt to drown itself. This effect automatically fails if there isn't a body of water large enough to drown in within 120 feet. At the end of any round an affected creature is completely submerged in water, it can attempt a new DC 23 Will save to end the effect and cease its attempt to drown itself. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Lloronas are vengeful spirits that roam riversides, shorelines, and swamps in search of victims. They form as the result of shame and sorrow paired with a tragic drowning of a child, whether it be accidental or murderously intentional, and they want others to share in their pain and misery. Most encounters with a llorona begin as the victim hears mournful sobbing cries in the distance. Some victims she simply fills with sorrow, hoping that the experience will scar their minds or cause them to correct their ways, but others she marks for death. If a victim isn't compelled to drown himself upon hearing the llorona's wails, she snatches him up and drags him into the water so she can plunge him beneath the surface until death brings them both sweet silence.

Illustration by Rayph Beisner



LOVELORN

Eight legs of shattered bone emerge from this sickly, pulsating heart, holding it aloft like a spider. Blood oozes from the glistening organ.

LOVELORN

CR 4



XP 1,200

CE Tiny undead

Init +8; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)

hp 37 (5d8+15)

Fort +4, Ref +7, Will +6

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (1d6+6/19–20 plus bleed and curse)

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

Special Attacks bleed (1d6), cynic's bite, jagged maw

Spell-Like Abilities (CL 4th; concentration +7)

At will—*ghost sound* (DC 13), *open/close*, *silent image* (DC 14)

3/day—*crushing despair* (DC 16), *entangle* (DC 14), *memory*

lapse^{APG} (DC 14), *vanish*^{APG}

1/day—*animate dead*

STATISTICS

Str 19, **Dex** 18, **Con** —, **Int** 7, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 19 (31 vs. trip)

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

Skills Climb +12, Perception +8, Sense Motive +14, Stealth +20;

Racial Modifiers +4 Sense Motive

Languages Common (can't speak)

SQ gloom

ECOLOGY

Environment any

Organization solitary, pair, or tragedy (3–6 plus 2–12 zombies)

Treasure standard

SPECIAL ABILITIES

Cynic's Bite (Su) A lovelorn's bite curses its victim with

apathy unless the victim succeeds at a DC 15 Will

save. The victim is constantly fatigued and

cannot benefit from morale bonuses.

In addition to the normal methods

of removing curses, this curse can

be removed with the spell *calm*

emotions or by consuming an *elixir*

of love. This is a mind-affecting

emotion curse effect. The save DC

is Charisma-based.

Gloom (Su) A lovelorn's presence causes unnatural,

thorny vines to grow. After 5 days, an area claimed

by a lovelorn grows cold, dark, and stale. This

acts as a constant *mirage arcana* (DC 18) with

a caster level equal to the lovelorn's Hit Dice.

Lovelorns typically use this ability to conceal entrances to their lairs, but also to make their domains appear depressing and grim. A lovelorn can maintain only one gloom at a time, and while within an area of gloom, the lovelorn's spell-like ability save DCs increase by 1.

Jagged Maw (Su) A lovelorn's bite threatens a critical hit on a roll of 19–20. If a lovelorn confirms a critical hit with its bite, it also inflicts a negative level. This negative level can be removed with a successful DC 15 Fortitude save. The save DC is Charisma-based.

Vicious creatures driven by misery and suffering, lovelorns arise from the souls of those who die when love takes a tragic turn—star-crossed lovers who committed suicide and victims of abusive relationships and violent family confrontations. In death, the stubborn spirit fixates solely on its heart, animating the dead organ and bursting free from its body, dedicated to unmaking everything it cared for in life.

Although these distressing undead monsters enjoy the sensation of using their fangs on living tissue, lovelorns thrive on feelings of misery rather than flesh, and their mere presence corrupts an area into a maze of despair and deadly traps. They may stalk and murder ex-lovers, but they just as often lurk in a home or community to seed misfortune and contempt, and feast upon the resulting anger and sadness. Their small size and ability to meddle with the memories and emotions of the living allow them to remain hidden for years, or even haunt a single family for generations.

A lovelorn's central body is almost twice the size of a healthy human heart, with 7 to 10 bone legs that stretch up to 2 feet long and resemble those of a spider.



MAPINGUARI

This immense, green creature stands on two thick legs, glaring with a single massive eye as it displays knifelike talons.

MAPINGUARI

CR 11



XP 12,800

N Huge magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +18

Aura stench (30 ft., DC 22, 10 rounds)

DEFENSE

AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, -2 size)

hp 147 (14d10+70)

Fort +14, **Ref** +10, **Will** +9

DR 15/slashing

Weaknesses landbound

OFFENSE

Speed 40 ft.

Melee bite +21 (1d10+8), 2 claws +21 (2d6+8/19-20)

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

Special Attacks frightening howl, rend (2 claws, 2d6+8)

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 2, **Wis** 21, **Cha** 12

Base Atk +14;

CMB +24; **CMD** 35

Feats Improved

Critical (claw),

Improved

Initiative,

Lunge, Power

Attack, Skill

Focus (Perception),

Weapon Focus (bite),

Weapon Focus (claw)

Skills Perception +18, Stealth +11 (+19 in forests);

Racial Modifiers +8 Stealth (+16 in forests)

ECOLOGY

Environment warm forests

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Frightening Howl (Su) As a full-round action (but no more often than once per hour), a mapinguari can emit a terrifying howl that can be heard up to 1 mile away. The effects of this howl increase in severity the closer a creature is to the mapinguari, but can be negated with a successful DC 18 Will save. Creatures within 30 feet that fail their saving throws become paralyzed with fear for 1d4 rounds, then panicked for 1d4 rounds, and then shaken for 24 hours. At a range of 31-90 feet, creatures that fail become panicked for 1d4 rounds, after which they are shaken for 24 hours. Creatures beyond 90 feet up to the full range of 1 mile that fail their saving throws are merely shaken for 24 hours. This is a sonic mind-affecting fear

effect. Once a creature successfully saves, it is immune to that particular mapinguari's frightening howl for 24 hours. The save DC is Charisma-based.

Landbound (Ex) A mapinguari fears deep water and is unable to cross lakes, rivers, or streams wider than 10 feet. It is unaffected by shallow puddles and similar wet areas. A mapinguari forced into a body of water becomes staggered and does everything it can to exit the water as quickly as possible. The mapinguari sinks in water and cannot swim—it must walk through water to escape, and runs the risk of drowning in water that is 20 feet deep or deeper.

The mapinguari is a creature of legend, a beast many claim to have seen, though few who actually encounter one live to tell their story. A mapinguari patrols a territory so large that some believe each claims an entire jungle as its own. However, those more familiar with the legends know that a mapinguari's territory is greatly limited by lakes, rivers, and other bodies of water.

A mapinguari stands approximately 20 feet tall and weighs 15,000 pounds.

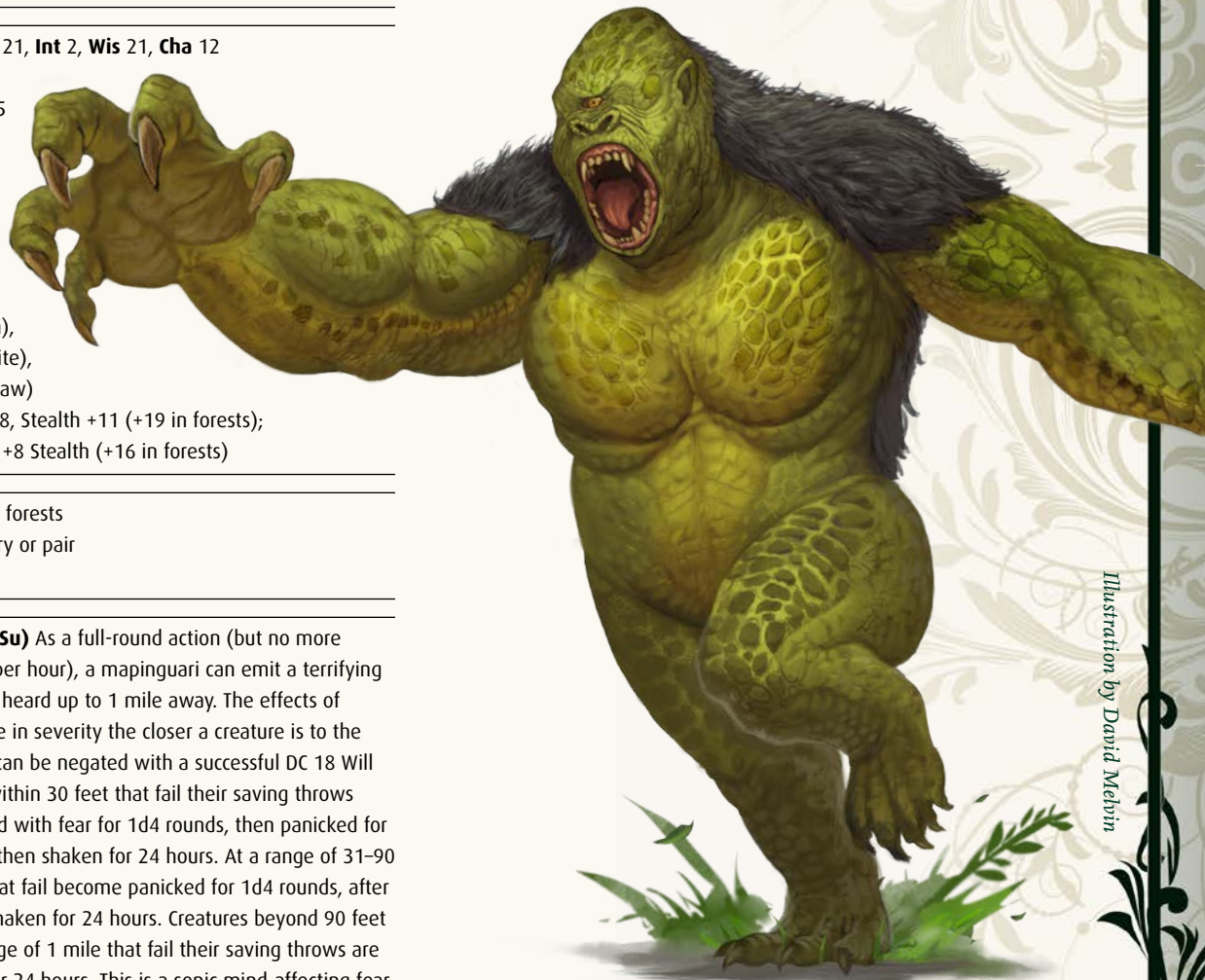


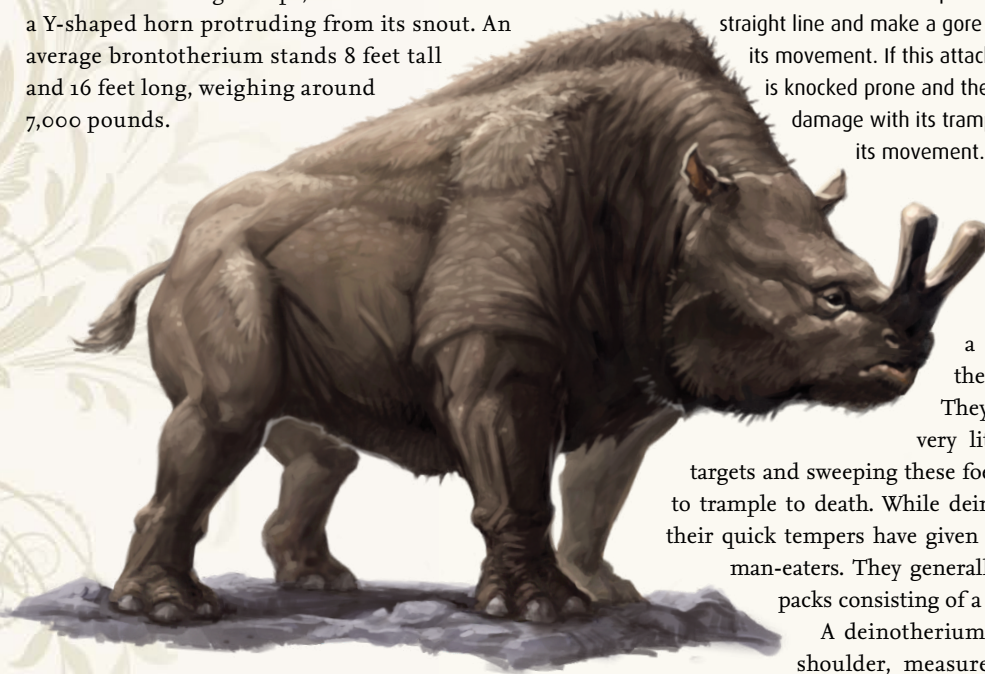
Illustration by David Melvin

MEGAFAUNA, BRONTOTHERIUM

This stocky quadruped's lowered head puts its intimidating Y-shaped horn on full display.

BRONTOTHERIUM	CR 8			
XP 4,800				
N Huge animal				
Init +4; Senses low-light vision, scent; Perception +16				
DEFENSE				
AC 21, touch 8, flat-footed 21 (+13 natural, -2 size)				
hp 105 (10d8+60)				
Fort +13, Ref +7, Will +8				
OFFENSE				
Speed 40 ft.				
Melee slam +17 (3d6+18)				
Space 15 ft.; Reach 15 ft.				
Special Attacks powerful charge (slam, 6d6+18), trample (3d6+18, DC 27)				
STATISTICS				
Str 34, Dex 11, Con 22, Int 2, Wis 17, Cha 7				
Base Atk +7; CMB +21; CMD 31 (35 vs. trip)				
Feats Diehard, Endurance, Improved Initiative, Iron Will, Power Attack				
Skills Perception +16				
ECOLOGY				
Environment any plains				
Organization solitary, pair, or herd (3-9)				
Treasure none				

Also known as megacerops, this enormous herbivore has a Y-shaped horn protruding from its snout. An average brontotherium stands 8 feet tall and 16 feet long, weighing around 7,000 pounds.



MEGAFAUNA, DEINOTHERIUM

This creature resembles an elephant, though it has a shorter, thicker trunk and sharp, downward-curving tusks.

DEINOTHERIUM	CR 7			
XP 3,200				
N Huge animal				
Init -1; Senses low-light vision, scent; Perception +11				
DEFENSE				
AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)				
hp 84 (8d8+48)				
Fort +12, Ref +5, Will +5				
OFFENSE				
Speed 30 ft.				
Melee gore +13 (2d6+9), slam +13 (1d8+9)				
Space 15 ft.; Reach 15 ft.				
Special Attacks sweep, trample (2d8+13, DC 23)				
STATISTICS				
Str 29, Dex 9, Con 22, Int 2, Wis 13, Cha 4				
Base Atk +6; CMB +17; CMD 26 (30 vs. trip)				
Feats Diehard, Endurance, Iron Will, Power Attack				
Skills Perception +11, Swim +13				
ECOLOGY				
Environment any forests or plains				
Organization solitary, pair, or family (2 adults and 1 calf)				
Treasure none				
SPECIAL ABILITIES				

Sweep (Ex) A deinotherium can sweep a target with its tusks and knock the victim to the ground. As part of a charge, a deinotherium can move up to twice its base speed in a straight line and make a gore attack at any point during its movement. If this attack is successful, the target is knocked prone and the deinotherium can deal damage with its trample attack before continuing its movement.




Deinotheriums are in the same evolutionary family as the elephant, though these regal beasts have a far shorter temper than their more docile cousins. They are known to attack with very little provocation, charging targets and sweeping these foes under their gigantic feet to trample to death. While deinotheriums are herbivores, their quick tempers have given them a false reputation as man-eaters. They generally group into small family packs consisting of a calf and its parents.

A deinotherium stands 12 feet tall at the shoulder, measures 25 feet from trunk to tail, and weighs 30,000 pounds.

MEGAFAUNA, BRONTOTHERIUM-MEGAFAUNA, TITANOBOA

MEGAFAUNA, ELASMOTHERIUM

This lumbering, four-legged, rhino-like beast has thick hide and a single immense horn protruding from the top of its head.

ELASMOTHERIUM	CR 9			
XP 6,400				
N Huge animal				
Init +4; Senses low-light vision, scent; Perception +17				
DEFENSE				
AC 23, touch 8, flat-footed 23 (+15 natural, -2 size)				
hp 115 (11d8+66)				
Fort +15, Ref +7, Will +8				
OFFENSE				
Speed 40 ft.				
Melee gore +18 (6d6+18/19-20)				
Space 15 ft.; Reach 15 ft.				
Special Attacks impaling horn, powerful charge (gore, 6d8+24), trample (3d6+18, DC 27)				
STATISTICS				
Str 34, Dex 10, Con 23, Int 2, Wis 17, Cha 3				
Base Atk +8; CMB +22; CMD 32 (36 vs. trip)				
Feats Diehard, Endurance, Great Fortitude, Improved Critical (gore), Improved Initiative, Iron Will				
Skills Perception +17				
ECOLOGY				
Environment temperate forests or plains				
Organization solitary, pair, or herd (3-9)				
Treasure none				
SPECIAL ABILITIES				




Impaling Horn (Ex) An elasmotherium's immense horn can fully impale a creature that is two or more size categories smaller than the elasmotherium (a Medium or smaller creature for the typical elasmotherium). This ability effectively adds the grab universal monster ability to the elasmotherium's gore attack against such a creature, but if the elasmotherium successfully "grabs" a foe in this manner by impaling it on the horn, the elasmotherium does not gain the grappled condition. An elasmotherium's options while grappling a foe in this way are limited—it can either move while grappling the foe, or it can whip its head and attempt to fling the foe as if using the Awesome Blow feat (the damage dealt by this is equal to its gore damage). An elasmotherium can impale only one creature at a time with its horn, but can continue to attack normally with its gore.

The elasmotherium is an enormous rhinoceros with an equally enormous temper—while it is an herbivore, the elasmotherium is incredibly aggressive and often attacks without provocation.

An elasmotherium is 20 feet long and weighs 8,500 pounds.

MEGAFAUNA, TITANOBOA

This immense serpent moves in deliberate, slithering undulations, its forked tongue tasting the air eagerly for the scent of prey.

TITANOBOA	CR 13			
XP 25,600				
N Colossal animal				
Init +6; Senses low-light vision, scent; Perception +17				
DEFENSE				
AC 28, touch 4, flat-footed 26 (+2 Dex, +24 natural, -8 size)				
hp 184 (16d8+112)				
Fort +17, Ref +12, Will +10				
OFFENSE				
Speed 30 ft., climb 30 ft., swim 30 ft.				
Melee bite +22 (6d6+25/19-20 plus grab)				
Space 30 ft.; Reach 30 ft.				
Special Attacks constrict (6d6+25), fast swallow, swallow whole (6d6+25 bludgeoning, AC 22, 18 hp)				
STATISTICS				
Str 44, Dex 14, Con 25, Int 2, Wis 17, Cha 8				
Base Atk +12; CMB +37; CMD 49 (can't be tripped)				
Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Lunge, Skill Focus (Perception), Weapon Focus (bite)				
Skills Climb +25, Perception +17, Stealth -7 (+17 in swamps), Swim +32; Racial Modifiers +24 Stealth in swamps				
ECOLOGY				
Environment warm swamps				
Organization solitary or pair				
Treasure none				

Titanoboas are deadly ambush predators, striking quickly from beneath the surface of the swamps and jungle waters they call home. Titanoboas vary in their coloration to camouflage effectively in their homes, typically patterned gray-brown and green to match the coloration of local foliage, water, and ground.

A titanoboa is 45 feet long and weighs 2,500 pounds.



Illustration by Joshua Wright

MEZLAN

An amorphous blob coalesces, forming into a humanoid figure. As it stabilizes, intricate details emerge.

MEZLAN

CR 14



XP 38,400

N Medium ooze (shapechanger)

Init +11; **Senses** blindsight 120 ft.; Perception +20

DEFENSE

AC 30, touch 18, flat-footed 22 (+7 Dex, +1 dodge, +12 natural)

hp 195 (17d8+119); regeneration 5 (acid)

Fort +12, **Ref** +14, **Will** +11

Immune ooze traits; **SR** 25

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee 2 morphic weapons +22 (2d8+10)

Ranged morphic weapon +19 (2d8+10)

Special Attacks sneak attack +3d6, store spells (*chain lightning* [DC 19], *dispel magic*, *mage armor*)

STATISTICS

Str 30, **Dex** 25, **Con** 24, **Int** 15, **Wis** 18, **Cha** 17

Base Atk +12; **CMB** +22; **CMD** 40

Feats Alertness, Dodge, Improved Initiative, Iron Will, Lightning

Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Stealthy

Skills Acrobatics +15, Bluff +14, Climb +18, Disguise +25, Escape

Artist +9, Linguistics +11, Perception +20, Sense Motive +20,

Stealth +25, Swim +18; **Racial Modifiers** +12 Disguise,

+4 Linguistics, +4 Stealth

Languages Aklo, Common; versatile speech

SQ morphic body, no breath, skill pool

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Morphic Body (Su) As a standard action, a mezlan can assume the appearance of any Medium or Small creature (other than creatures with the elemental, incorporeal, or swarm subtype—the body assumed must be solid). This ability affects only the mezlan's outward image. Its creature type doesn't change in this new form; it gains none of the mimicked creature's special abilities, and it retains all of its normal statistics and abilities as depicted above. This is a polymorph effect.

Morphic Weapons (Su) A mezlan can manipulate its body to mimic a wide array of potent weaponry wielded by its various forms. While the weapons may look different, they are considered natural weapons and they all do the same amount of damage. Morphic weapons deal bludgeoning, piercing, and slashing damage, and are treated as magic for the purpose of overcoming damage reduction. Once per round, a mezlan can extend one of its limbs to strike at a distance up to 15 feet away with one of its morphic weapons. A mezlan can also

attack with a morphic weapon by hurling a portion of its body as a thrown weapon with a range increment of 60 feet (the mezlan swiftly regrows thrown portions of its body after using this attack, while the hurled portion melts away into slime after dealing damage to a target).

Skill Pool (Ex) A mezlan has a special knack for solving problems. Five times per day, it can apply a +4 competence bonus to any skill check, even checks for skills it has no ranks in and skills that can only be used trained. A mezlan can use any skill, even those that would normally require it to be trained.

Store Spells (Su) A mezlan can store up to 10 levels of spells that it can then cast freely. The spells imbued into a mezlan are each activated with the same casting time as the original spell, and are cast at the caster level of the spellcaster who provided the spells. A mezlan can store and use arcane, divine, and psychic spells, and can carry spells from any number of casters at a given time. To fuel this ability, a caster must cast her spells into the mezlan as if storing a spell in an item like a *ring of spell storing*. The mezlan must be aware of the incoming spell, choose to lower its spell resistance, and ready an action to absorb it. Only spells that have the mezlan as a target can be absorbed in this way; area spells can't be absorbed. If a mezlan already holds 10 levels of spells, it cannot absorb more spells, and any spell of a level exceeding a mezlan's available spell level is not absorbed and affects the mezlan normally. Once a spell is absorbed in this manner, the mezlan can use the spell as its own.

Versatile Speech (Ex) A mezlan has a talent for parsing spoken languages. After spending 1 minute listening to a speaker use a language it doesn't already know, a mezlan can understand that language. After listening for 1 additional minute, the mezlan can speak the language. This understanding lasts for 24 hours before fading from the mezlan's mutable mind. To understand the same language again after this time, the mezlan must spend another minute listening to a creature speak that language. The mezlan doesn't have to be engaged in a conversation to use this ability.

Built by ancient arcanists and engineers to serve as spies and elite troops, units of mezlans were deployed to engage in extractions, infiltrations, and quick strikes on well-protected locations. Scholars believe that at the height of those ancient civilizations, close to 1,500 mezlans were created. The difficulty of destroying mezlans leads scholars to believe that at least half of them still exist to this day.

Mezlans blur the lines between constructs and oozes, a mixture made even more strange by the fact that they have unique, previously human personalities. Each mezlan was once an exemplary living soldier graced with superior skills and intelligence. Upon being chosen for this new duty, these soldiers were given a full explanation of the changes they would undergo and signed a contract agreeing to serve

as mezlans. Each was then subjected to numerous magical and technological procedures to extract her consciousness, preserve it, and inject it into her new form. Sometimes the process didn't take, resulting in an incomplete and flawed mezlan. Indications of these flaws didn't always reveal themselves before the creatures were deployed, and many such mezlans abandoned their missions to pursue their own mysterious agendas.

Most mezlans were recruited from the ranks of the military, and thus most of them had martial-related or skill-related class levels; however, a few of these creatures were once wizards who traded their magical talent for an amorphous form and near immortality.

Without the need to eat, sleep, or breathe, mezlans are practically immortal. When they are defeated in battle, they simply disincorporate and begin seeping down into the soil or cracks in the ground. If the material making up a mezlan isn't contained in some way or destroyed by subjecting it to continued energy damage, the creature lies dormant for 10 years before reforming. When a mezlan reincorporates, it is treated as if it had 16 negative levels. These negative levels are removed at a rate of 1 per month.

Mezlans retain a portion of their previous memories and experiences, but the extent of those memories varies from individual to individual. Some mezlans slowly regain their memories, some immediately remember everything from their previous incorporation, and others never fully recall their previous selves. A mezlan that retains its living memories typically has several class levels, although it should be noted that not all skills and abilities humanoids have in life translate directly to life as a shapeshifting ooze. One notable exception is a mezlan's morphic weapons. While these attacks are natural weapons and a mezlan thus cannot gain iterative attacks, a mezlan who has feats or

class abilities that bolster specific weapons can apply the effects of those feats or abilities to its morphic weapons, provided the weapons are of the right shape. For example, a mezlan with Weapon Focus (longsword) would gain a +1 bonus on attack rolls with its morphic weapon attacks when they are in the shape of a longsword. This limits the damage type dealt by the morphic weapon to a damage type appropriate to the weapon being duplicated.

From all appearances, mezlans seem to get along well with each other; however, to normal, living creatures, they often appear strange and unnatural in both form and behavior. They are very observant creatures that study everything they encounter, especially animals and humanoids—a frequent use of their skill pool ability. Some mezlans become accustomed to a particular form or body and use it as a default. Others keep dozens of regular guises and take on the ones most appropriate for particular duties they need to complete, using appearances and personalities as tools throughout their day-to-day activities. A few purists keep an amorphous, bloblike form unless they need to resemble something else. Strange mezlans who have gone mad over the years constantly shift their forms, flickering between hundreds of different shapes.

BECOMING A MEZLAN

Though not constructs, mezlans are still created beings—each is a marriage of transformative magic and a living soul. Only the prohibitive cost of creating mezlans, rather than any shortage of volunteers, prevented their creators from manufacturing thousands more of them. The sheer volume of rare metals needed to create a mezlan forced their creators to grant the honor of the transformation to only the best of the best, greatly increasing their worth.

The complex and expensive method for creating a mezlan has long been lost, but rumors hold that one of them retains the knowledge to produce more of its kind. Other tales suggest that the ritual of creation survives to this day in a long-lost repository of ancient knowledge hidden deep under the ocean.



Illustration by Chris Seaman

MIRE NETTLE

The sawtooth edges of this plant's glistening, triangular leaves weave around stalks adorned with needlelike spines.

MIRE NETTLE

CR 2



XP 600

N Small plant

Init +1; **Senses** low-light vision; Perception +0

DEFENSE

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

hp 22 (4d8+4)

Fort +5, **Ref** +2, **Will** +1

DR 5/slashing or bludgeoning; **Immune** plant traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 4 stings +4 (1d4)

Ranged thorns +5 (2d6)

Special Attack pain

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** —, **Wis** 10, **Cha** 3

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

Skills Swim +8

ECOLOGY

Environment temperate swamps

Organization solitary, thicket (2–6), or grove (7–12)

Treasure incidental

SPECIAL ABILITIES

Pain (Ex) A mire nettle's thorns contain painful toxin.

When a victim is struck by a mire nettle's sting or thorn attacks, it must succeed at a DC 13 Fortitude save or be staggered for 1 round from the pain. The effects of multiple failed saving throws stack, increasing the duration of the staggered effect by 1 round per failed saving throw. This is a pain and poison effect. The save DC is Constitution-based.

Thorns (Ex) Once every 1d4 rounds as a standard action, a mire nettle can fling a spray of sharp, slender thorns as a ranged attack against any target within 60 feet. This does not provoke attacks of opportunity. Targets struck by thorns are also subjected to the mire nettle's pain ability.

This small, carnivorous stinging nettle commonly grows in mires. It preys mostly on amphibians, fish, and small mammals, though they have been known to attack and kill much larger prey, especially when hunting in groups. Mire nettles are infamous for their hollow, needlelike thorns, which contain a natural toxin that causes extreme pain. While not lethal in and of itself, the pain caused by the toxins is intensely overwhelming.

Those who are actively on the lookout can attempt a DC 12 Knowledge (nature) check to identify them by their triangular, jagged-edged leaves.

While most consider mire nettles a nuisance, certain humanoids make use of them. Some cultivate the plants to mark territorial boundaries, while others repurpose the toxic thorns to make blowgun darts or use them in snares or traps. A few tribes incorporate them for rituals in which young members of the tribe must endure hours of pain from the nettle's toxin as a rite of passage into adulthood. A creature can harvest 1d4 doses of mire nettle toxin from a freshly slain plant with a successful DC 20 Survival check. Mire nettle toxin retains its potency for 6 hours after the plant's death, but certain alchemical processes (requiring a successful DC 20 Craft [alchemy] check, 30 minutes of work, and the expenditure of 50 gp of reagents per dose) can extend the potency of the toxin to 1 week.



MOCKINGFEY

This tiny avian has the head of a humanoid and the body of a brilliantly colored parrot.

MOCKINGFEY

CR 1



XP 400

CN Tiny fey

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

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

hp 13 (3d6+3)

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

OFFENSE

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

Melee 2 talons +6 (1d4-1)

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

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

At will—*daze* (DC 11)

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 7, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 11

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics +9, Disguise +7, Fly +15, Perception +7, Stealth +16

Languages Sylvan (prefers to speak gibberish)

SQ mock

ECOLOGY

Environment any forests

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

Treasure standard

SPECIAL ABILITIES

Mock (Su) As a standard action, a mockingfey can take

on the appearance of any creature it can see.

This functions like *veil*, but affects only the

mockingfey. The mockingfey does not

change size, and if the creature it's

mimicking is larger than itself, the

mockingfey simply appears to

be a miniature version of

it. Anyone interacting

with this effect can

attempt a DC 12

Will save to

see through

the ruse. A

mockingfey can

maintain a guise

indefinitely, but

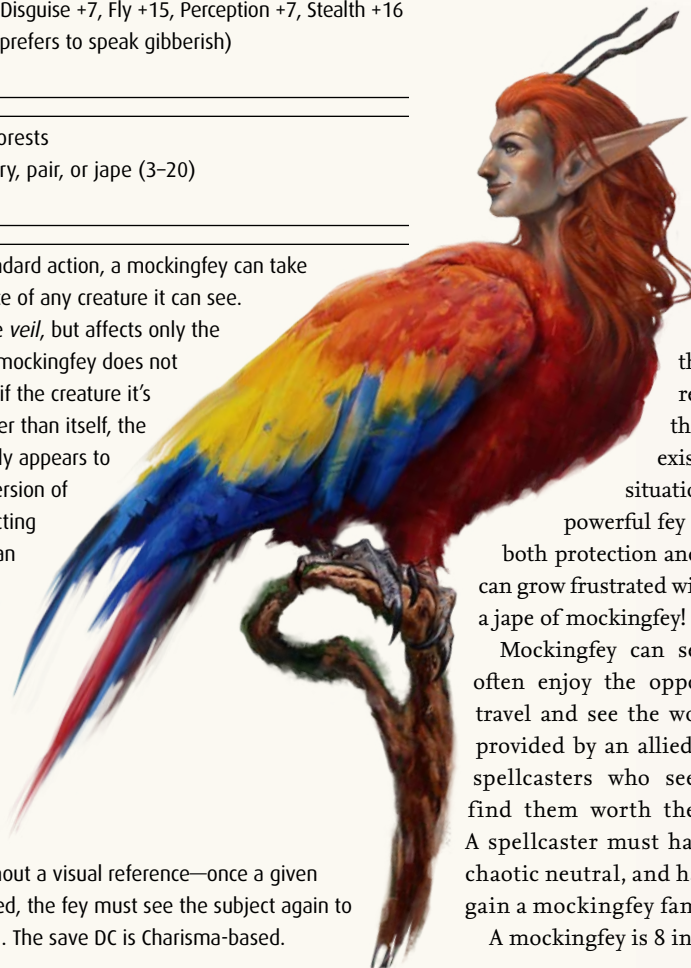
can't change

to a form other

than its own without a visual reference—once a given

disguise has ended, the fey must see the subject again to

resume that form. The save DC is Charisma-based.



Mockingfey originally stem from the otherworldly realm of the fey, where they're regarded as entertainment by locals and nuisances by visitors, who are the usual butt of the creatures' pranks. The pint-sized fey often congregate in large colonies called japes or "mockingdells," inhabiting the trees near a commonly traversed path or meadow. When an intelligent creature enters the grove, one of the bird-sprites flies down to perch on the traveler's shoulder or some nearby vantage. It then promptly uses its mock ability to appear as a perfect, miniature version of the creature in question, proceeding to cavort and imitate the newcomer in a most convincing and unflattering manner, mimicking the creature's tone but chattering only gibberish.

This gibberish is not solely for comic effect. While mockingfey are eager (if distractible) students in most matters and can speak and understand Sylvan when necessary, they generally refuse to use verbal language of any sort, believing that words unnecessarily constrain whatever they wish to describe. Instead, they communicate through gestures, pantomime, and elaborate dances.

While many people find mockingfey's antics irritating, the little creatures can make surprisingly useful allies, with a loyal, friendly nature toward those who treat them well

and an insatiable curiosity that makes them surprisingly informed about their surroundings. This same curiosity extends to things most folks would leave alone, such as portal-like breach scars between the Material Plane and other realities. When such planar rifts occur between this world and the realm of the fey, mockingfey are often some of the first creatures through, and their presence in a region can be a reliable indication that such a breach between worlds exists somewhere nearby. In such situations, mockingfey often seek out more powerful fey creature to dwell near, as a source of

both protection and entertainment. Of course, even fey can grow frustrated with the constant attention afforded by a jape of mockingfey!

Mockingfey can serve spellcasters as familiars, and often enjoy the opportunity such servitude affords to travel and see the world with the safety and protection provided by an allied spellcaster. Illusionists and other spellcasters who seek such puckish familiars often find them worth the resulting hassle—if just barely. A spellcaster must have the Improved Familiar feat, be chaotic neutral, and have a caster level of 4th or higher to gain a mockingfey familiar.

A mockingfey is 8 inches tall and weighs 2 pounds.

Illustration by Jim Pavelec

MOKELE-MBEMBE

This long-necked creature has an even longer tail, as well as a row of spines along its back and countless sharp fangs.

MOKELE-MBEMBE

CR 9



XP 6,400

N Huge animal

Init +5; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)

hp 119 (14d8+56)

Fort +13, **Ref** +12, **Will** +8

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +19 (2d8+11), tail slap +14 (2d8+5)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Special Attacks trample (2d8+16, DC 28), whip tail

STATISTICS

Str 32, **Dex** 13, **Con** 18, **Int** 2, **Wis** 15, **Cha** 11

Base Atk +10; **CMB** +23 (+25 bull rush); **CMD** 34 (36 vs. bull rush)

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Iron

Will, Lightning Reflexes, Power Attack, Skill Focus (Perception)

Skills Perception +15, Stealth +3 (+11 in water), Swim +19;

Racial Modifiers +8 Stealth in water

ECOLOGY

Environment tropical lakes or rivers

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

Treasure incidental

SPECIAL ABILITIES

Whip Tail (Ex) When not submerged, a mokele-mbembe can crack its tail like a whip as a standard action, creating a sonic boom in a 5-foot burst up to 20 feet away. Any creature in the burst's area must succeed at a DC 21 Fortitude save or be stunned for 1 round. Mokele-mbembes are immune to this sonic effect. The save DC is Constitution-based.

Mokele-mbembes are large, reptilian predators that inhabit the hottest jungles, always close to lakes, rivers, or other large bodies of water. A mokele-mbembe's long, whiplike tail accounts for half its length.

Although they resemble herbivorous dinosaurs, mokele-mbembes are cunning and territorial predators. They make their lairs in riverside caves, close to their food sources, where they can sun themselves after eating. Natural swimmers, mokele-mbembes have webbed feet, but their long legs enable them to move easily on land as well. They spend much of their time in the water, where they can relax and float or use their long necks to attack while submerged, favoring blind river bends to ambush prey. Mokele-mbembes require large quantities of food daily, and feed on fish, birds, and even large mammals—humanoids included. Hippopotamuses are a favorite prey, and mokele-mbembes attack them on sight. Battles between these two river giants are legendary among local tribes, whose shamans often see portents or prophecies in the outcomes.

An adult mokele-mbembe can grow up to 40 feet in length and weighs almost 10 tons. Males are only slightly longer and heavier than females.

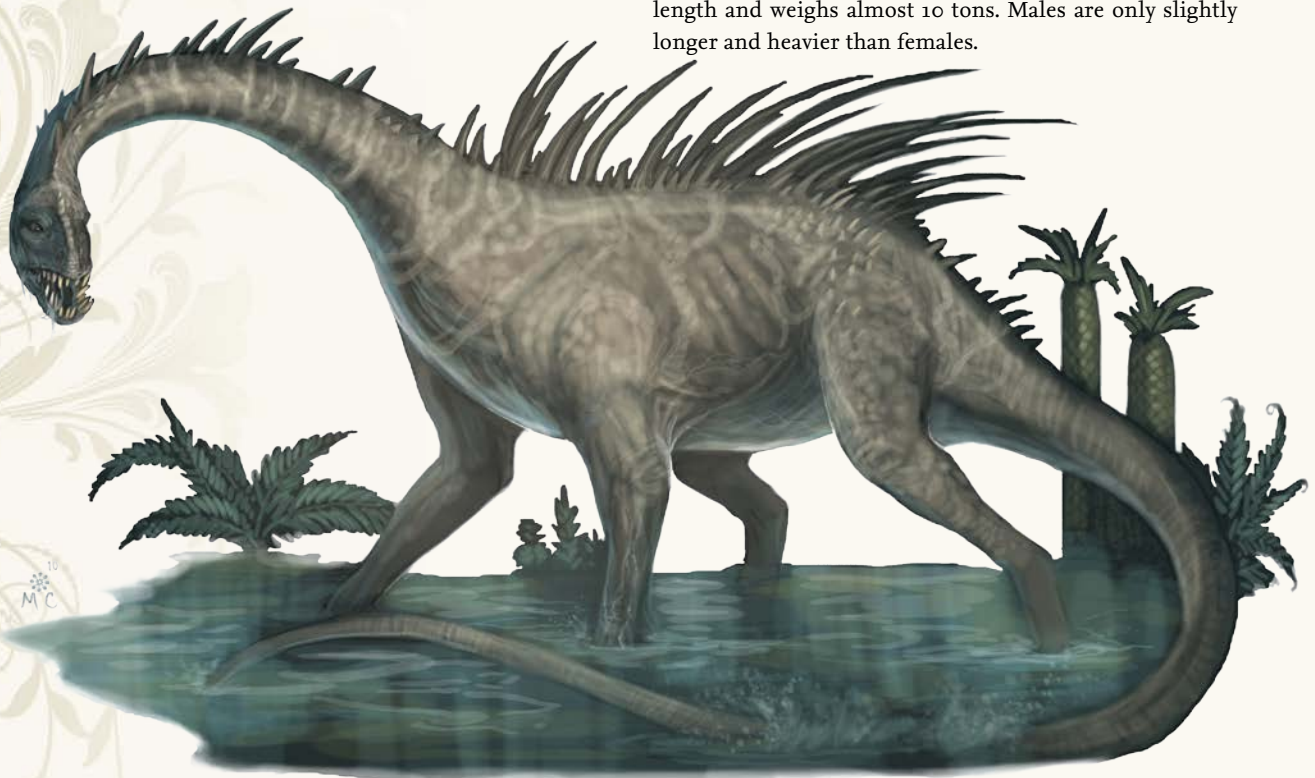


Illustration by Mike Corriero

MOLDWRETCH

This deformed mold creature has long, dragging arms and an even longer tentacle growing out of its back that spews clouds of spores.

MOLDWRETCH

CR 7



XP 3,200

N Small plant

Init +10; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +18

DEFENSE

AC 20, touch 17, flat-footed 14 (+6 Dex, +3 natural, +1 size)

hp 85 (10d8+40); fast healing 5

Fort +11, **Ref** +9, **Will** +8

Immune plant traits

OFFENSE

Speed 40 ft., burrow 20 ft., climb 20 ft.

Melee 2 slams +13 (1d8+5), tentacle +12 (1d8+2 plus spores)

Ranged spores +14 touch (spores)

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

STATISTICS

Str 20, **Dex** 22, **Con** 19, **Int** 14, **Wis** 21, **Cha** 15

Base Atk +7; **CMB** +11; **CMD** 27

Feats Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Climb +23, Knowledge (dungeoneering) +12, Perception +18, Stealth +29

Languages Undercommon

SQ mold symbiosis

ECOLOGY

Environment any swamps or underground

Organization solitary, cluster (2-3), or growth (4-9)

Treasure standard

SPECIAL ABILITIES

Mold Symbiosis (Ex) A moldwretch forms bonds with mold hazards by spending time within their areas of effect. A moldwretch can bond with only one mold at a time, and the symbiotic bond forms only after the moldwretch spends 8 hours in contact with the hazard. A moldwretch is immune to fungal hazards. Three example mold symbiosis effects are detailed below.

Brown Mold: The moldwretch is immune to fire, and fire-based attacks restore a number of hit points to it equal to half the damage the attacks would normally deal. Its spores deal 2d6 points of cold damage.

Russet Mold: The moldwretch's spores expose targets to the effects of russet mold (*Pathfinder RPG Bestiary* 273).

Yellow Mold: The moldwretch's spores expose targets to the effects of yellow mold (*Pathfinder RPG Core Rulebook* 416).

Spores (Ex) A moldwretch's tentacle and spore launch attacks expose their targets to the creature's spores, which have an effect linked to the moldwretch's mold symbiosis. A successful DC 19 Fortitude save negates the additional effect of a moldwretch's spores. The save DC is Constitution-based.

While they are usually reclusive and aren't actively malevolent, moldwretches often come into conflict with adventurers who clear away patches of mold during dungeon exploration. They get along well with vegepygmyies, but loathe and fear fungus queens (see page 130). A moldwretch is only 3 feet tall but is very dense and weighs 120 pounds.



Illustration by Will O'Brien

MONGREL GIANT

This stooped giant has large tusks and gray-green skin that carries the texture of weather-smoothed stone.

MONGREL CAVE GIANT

CR 7



XP 3,200

CE Large humanoid (giant)

Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 21, touch 9, flat-footed 21 (+4 armor, +8 natural, -1 size)

hp 76 (9d8+36)

Fort +10, Ref +3, Will +3

Defensive Abilities ferocity, improved rock catching

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee battleaxe +12/+7 (2d6+9/×3) or

2 slams +11 (1d8+6)

Ranged rock +6 (1d8+9)

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

Special Attacks improved rock throwing (140 ft.)

STATISTICS

Str 23, Dex 10, Con 19, Int 6, Wis 10, Cha 7

Base Atk +6; **CMB** +13 (+15 sunder); **CMD** 23 (25 vs. sunder)

Feats Cleave, Improved Sunder, Power Attack, Vital Strike,

Weapon Focus (battleaxe)

Skills Climb +7, Intimidate +7, Perception +5

Languages Giant

SQ axe wielder, stone giant ancestry

ECOLOGY

Environment any underground

Organization solitary, pair, or tribe (3-12)

Treasure standard

While most giants have the physical features of the type of giant of their immediate ancestors, occasionally a giant gives birth to a child who has physical traits associated with one of the other types of giants. Hill giants are the one type of giant whose traits don't arise in other giants.

CREATING A MONGREL GIANT

"Mongrel giant" is an inherited template that can be added to any creature with the giant subtype (referred to hereafter as the base creature). A mongrel giant retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature's CR + 1.

Special Qualities: A mongrel giant retains all the special attacks, qualities, and abilities of the base creature and gains the following special quality.

Giant Ancestry (Ex): A mongrel giant has traits and features of another variety of giant and gains additional abilities based on this ancestry (see Giant Ancestry Traits below).

Abilities: Con +2. Most mongrel giants gain an additional ability score increase as determined by their giant ancestry; if an ancestry grants a bonus to Constitution higher than +2, that higher bonus replaces this standard +2 bonus.

GIANT ANCESTRY TRAITS

A mongrel giant gains additional traits based on his ancestry. For spell-like abilities, the mongrel giant's caster level is equal to the base creature's HD or the caster level of the base creature's spell-like abilities, whichever is higher.

Ash Giant: Ash mongrels are deformed and covered in open sores and tumors. They gain immunity to disease and the ash giant's disease (ash leprosy) ability (*Pathfinder RPG Bestiary* 3 126). Constitution +4.

Cave Giant: Cave mongrels have prominent teeth and gray-green skin. They gain the cave giant's axe wielder ability (*Pathfinder RPG Bestiary* 3 127) and the ferocity universal monster ability. Strength +2.

Cliff Giant: Cliff mongrels have red-brown skin shot through with streaks of shimmering color. They gain tremorsense 30 feet when in contact with unworked stone or natural earth, and they can use the following spell-like abilities once per day: *cure moderate wounds*, *speaking with animals*, and *stone shape*. Wisdom +2.

Cloud Giant: Cloud mongrels have fine features and pale blue or white skin. They can use the following spell-like abilities once per day: *fog cloud*, *levitate* (self plus 2,000 pounds), and *obscuring mist*. They also gain the oversized weapon ability (the giant can wield a weapon of one size category larger than his size would normally allow without penalty). Wisdom +2.

Desert Giant: Desert mongrels have roughly textured tan or orange skin. They gain immunity to fire and Martial Weapon Proficiency (scimitar) as a bonus feat. Dexterity +2.

Eclipse Giant: Eclipse mongrels have dark gray skin and appear somewhat overweight. They gain immunity to death effects and can use the following spell-like abilities once per day: *daylight* or *deeper darkness* (choose one) and *heal* or *harm* (choose one). Wisdom +2.

Fire Giant: Fire mongrels have orange hair and red or black skin. They gain the fire subtype (including immunity to fire and vulnerability to cold), and gain Martial Weapon Proficiency (greatsword) as a bonus feat. Strength +2.

Frost Giant: Frost mongrels have light blue skin and dirty yellow hair. They gain the cold subtype (including immunity to cold and vulnerability to fire), and gain Martial Weapon Proficiency (greataxe) as a bonus feat. Constitution +4.

Jungle Giant: Jungle mongrels have brown and green skin that is textured like fibrous plant material or tree bark. They gain immunity to poison and gain the jungle giant's archery expert ability (*Pathfinder RPG Bestiary* 3 129). Dexterity +2.

Marsh Giant: Marsh mongrels have pale green skin and hairless bodies. They gain a swim speed of 20 feet and can

MONGREL GIANT

use the following spell-like abilities once per day: *augury*, *bestow curse*, and *fog cloud*. Strength +2.

Moon Giant: Moon giant mongrels have pale gray skin that sparkles faintly in dim light. They gain cold resistance 10 and fire resistance 10, and can use the following spell-like abilities once per day: *clairaudience/clairvoyance*, *dancing lights*, and *true seeing*. Wisdom +2.

Mountain Giant: Mountain mongrels have warty skin. They gain immunity to fear and can use the following spell-like abilities once per day: *deeper darkness*, *dimension door*, and *invisibility*. Strength +2.

Ocean Giant: Ocean mongrels have blue skin. They gain the amphibious special quality, the aquatic subtype, cold resistance 10, and electricity resistance 10. Strength +2.

Plague Giant: Plague mongrels are thin and their skin looks diseased. They gain immunity to disease and can use the following spell-like abilities once per day: *contagion*, *death knell*, and *wither limb^{HA}*. Wisdom +2.

River Giant: River mongrels have green skin marked with swirling patterns. They gain the hold breath universal monster ability and a +4 racial bonus on Swim checks. Constitution +4.

Rune Giant: Rune giant mongrels are among the rarest of all mongrel giants. They have black skin through which red runes shimmer, almost like faintly glowing tattoos. A rune mongrel's CR is the same as the base creature's CR + 2. They gain immunity to cold, electricity, and fire; gain the runes ability that rune giants have (*Pathfinder RPG Bestiary* 2 130); and can use the following spell-like abilities once per day: *air walk*, *charm person*, *demand*, *mass charm monster*, and *suggestion*. Strength +6, Constitution +8, Wisdom +4, Charisma +4.

Shadow Giant: Shadow mongrels have dark gray skin. They gain the shadow giant's militant special ability (see page 135 for details) and darkvision 60 feet. Wisdom +2.

Slag Giant: Slag mongrels have rust-colored skin. They gain fire resistance 10 and the slag giant's shattering blow ability (*Pathfinder RPG Bestiary* 4 129). Strength +2.

Stone Giant: Stone mongrels have elongated heads and brown or gray skin that resembles rock. They gain the stone giant's improved rock catching ability, and increase the range of their rock throwing ability by 40 feet. If the base creature doesn't have rock throwing, it gains that ability with a range increment of 120 feet. Natural armor bonus increases by 2.

Storm Giant: Storm mongrels gain immunity to electricity and the following spell-like abilities usable once per day: *call lightning*, *control weather*, and *levitate*. Strength +2.

Sun Giant: Sun mongrels have golden skin and faintly glowing flame-colored hair. They are immune to fire and blindness, and can use the following spell-like abilities once per day: *daylight* and *flame strike*. Wisdom +2.

Taiga Giant: Taiga mongrels have dark gray skin, red hair, and a strong lower jaw. They gain a +4 deflection bonus to their Armor Class from protective spirits and are immune to illusions. Constitution +4.

Tomb Giant: Tomb mongrels have milky-white, hairless flesh. They gain immunity to death effects and paralysis, gain the negative energy affinity defensive ability, and can use *control undead* once per day as a spell-like ability. Wisdom +2.

Wood Giant: Wood mongrels have pale pink skin and prominent brows. They can use the following spell-like abilities once per day: *charm animal*, *enlarge person* (self only), *pass without trace*, *quench*, *speak with animals*, *spike growth*, and *tree shape*. Dexterity +2.



Illustration by Ekaterina Burnak

MOSSLORD

This towering, four-armed humanoid seems to be made of moss and splintered wood, its face sinister and mouthless.

MOSSLORD

CR 18



XP 153,600

LE Large plant

Init +13; **Senses** darkvision 60 ft., greensight, low-light vision, *see invisibility*; **Perception** +35

DEFENSE

AC 33, touch 19, flat-footed 23 (+9 Dex, +1 dodge, +14 natural, -1 size)

hp 312 (25d8+200); regeneration 10 (cold)

Fort +22, **Ref** +17, **Will** +17

Defensive Abilities perennial; **DR** 15/magic and slashing;

Immune fire, plant traits; **Resist** electricity 30

OFFENSE

Speed 30 ft.

Melee 4 claws +28 (2d8+11/19-20 plus curse)

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

Special Attacks deadwood curse, sheets of moss, yellow mold blast

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*nondetection*, *pass without trace*, *see invisibility*, *speak with plants*

At will—*command plants* (DC 20), *fear* (DC 20), *mind thrust* ^{VP} (DC 22), *transport via plants*, *tree shape*

3/day—*animate plants*, *displacement*, *quicken fungal infestation* ^{UM} (DC 19)

1/day—*control plants* (DC 24), *microcosm* ^{OA} (DC 25)

STATISTICS

Str 32, **Dex** 28, **Con** 26, **Int** 27, **Wis** 25, **Cha** 23

Base Atk +18; **CMB** +30 (+34 sunder); **CMD** 50 (52 vs. sunder)

Feats Combat Casting, Combat Reflexes, Critical Focus, Dodge, Greater Sunder, Improved Critical (claw), Improved Initiative, Improved Sunder, Iron Will, Mobility, Power Attack, Quicken Spell-Like Ability (*fungal infestation*), Staggering Critical

Skills Climb +36, Intimidate +31, Knowledge (arcana, geography, nature) +33, Perception +35, Sense Motive +32, Spellcraft +33, Stealth +33, Survival +32

Languages Aklo, Common, Sylvan; *speak with plants*; telepathy 100 ft.

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Deadwood Curse (Su) When a mosslord confirms a critical hit with one of its claws, the victim must succeed at a DC 30 Fortitude save or a horrid curse transforms one of its limbs into an immobile wooden branch. Roll 1d4 to determine which limb is affected (1—right arm, 2—left arm, 3—right leg, 4—left leg; adjust the die as necessary for creatures with fewer or

more limbs). The cursed limb hardens and becomes entirely immobile until the curse is lifted. If an arm is affected, the victim's Strength is reduced by 2 and it cannot wield weapons in that hand or use the hand in any way. If a victim's leg is affected, the victim's Dexterity is reduced by 2 and its base speed is reduced by 15 feet. Each time a creature is affected by this curse, a new limb is affected, and the effects stack. If a cursed limb is amputated and regrown via magic, the new limb regrows as deadwood as long as the curse persists. This is a curse effect. The save DC is Constitution-based.

Perennial (Su) When a mosslord dies, its body decomposes normally but regrows in 60 days. A dead mosslord cannot regrow during winter months or when there is frost or snow on the ground where it was slain; in such a condition, its regrowth is delayed until the thaw. If the region where the mosslord was slain is affected by a lasting winter (either via magic or as a result of natural conditions), its regrowth can be delayed indefinitely. Even completely destroying a mosslord's body won't stop its eventual regrowth. A *blight* or *diminish plants* spell applied to a mosslord's remains can ensure its permanent death if the caster succeeds at a DC 30 caster level check. A mosslord slain on any plane other than the Material Plane remains dead permanently. Obscure rituals can also aid in the permanent death of a mosslord, at the GM's discretion.

Sheets of Moss (Su) Once every 1d4 rounds as a move action, a mosslord can cover a 20-foot-square area in a thick blanket of toxic moss at a range of up to 90 feet. Living creatures in the area are automatically entangled and sickened and must succeed at a DC 30 Fortitude save or take 1d4 points of Constitution damage per round until the moss dissipates or is destroyed. The moss has 25 hit points per 5-foot square, but can only be damaged by cold or effects that specifically target plants (such as *blight*) or deal additional damage to plants (such as *horrid wilting*). Otherwise, the sheets of moss wither away automatically after 1d4+4 rounds. The sickened effect and Constitution damage are poison effects. The save DC is Constitution-based.

Yellow Mold Blast (Su) As a standard action, a mosslord can swiftly extrude a puffball and hurl it up to 60 feet. Upon impact, the puffball bursts into an unusually thick and potent cloud of yellow mold spores. This cloud of spores fills a 10-foot-radius area, obscuring vision as if it were a *fog cloud* and affecting all creatures within the area with yellow mold (*Pathfinder RPG Core Rulebook* 416), except the Fortitude save to resist the mold's poisonous effects is DC 30. A creature that takes Constitution damage from these thick spores is also nauseated for 1 round. The cloud of spores persists for 1d4 rounds, after which it automatically dissipates. Creatures with greensight can see through these clouds of spores with ease. The save DC is Constitution-based.

Tales of the wretched mosslord have existed for as long as humanity has dared dwell amid the forests of

the world. It appears in grotesque pictographs of long dead civilizations, covering the walls of lost cities on sunken continents or hidden in overgrown jungles. So ancient is the creature that its true origin remains unknown. In the cultures whose lore and legend tell of the mosslord, it is described as the living incarnation of the forest's vengeance against the encroachment of civilization, a fury given mind and focus toward the destruction of humanity. To date, no one has ever reported spotting more than a single mosslord at a time, prompting speculation as to whether more than a single mosslord exists, or if it is a singular entity that simply regrows itself each time it is destroyed.

Most tales of the mosslord's intentions hold true, although the legends of there being but one mosslord are a false hope—in truth, multiple mosslords exist, and wherever one surfaces, ruin inevitably follows. Yet mosslords are hardly the simple, violent juggernauts that old legends purport. Instead, these wickedly intelligent creatures mastermind elaborate campaigns against civilization. Capable of commanding hordes of plant creatures, they typically spend months or even years seeding a target before launching an incursion—even if their attacks seem sudden and unprovoked to the victims. They are clever combatants, shielding themselves from direct attacks and avoiding melee if at all possible, in order to command and maneuver allies. Still, the creature is an able warrior in addition to having a potent arsenal of spells, and it doesn't shy from engaging opponents in melee when directly faced with an immediate opponent. Among all humanoid forms of life, they despise humans and halflings in particular.

A mosslord has no known or ties to the fey world or to those worlds or planes beyond the material realm. Though the mosslord is no deity, it is a wholly supernatural being and the apocalyptic texts of over a dozen different religions depict its wrath. These texts often revile the mosslord and condemn those who would worship it or pay it reverence. Despite ominous warnings, history reports a handful of occasions when doom cults praised, venerated, and pledged fealty to mosslords. Some even credit or blame such cults for the creation of the first mosslords, for it seems odd that plant creatures would naturally form upon the wooden frames that hold its fungal flesh in the form of a bipedal

humanoid. Regardless, such efforts tend to be short lived; as soon as the cultists capture the mosslord's attention, they find they have only attracted its relentless and utter destruction.

The mosslord's body consists of a large skeletal frame that towers over 15 feet tall, fashioned from rough-cut pieces of wood. A thick layer of moss encompasses this frame, creating the appearance of flesh. While a mosslord's body appears constructed, the creature is fully sentient and highly intelligent. Despite their similar hateful and destructive views of civilization, mosslords do not cooperate with blights or whisperers, and they often compete with these strange entities for control over their woodland territories.



Illustration by Crystal Sully

MUHURU

This reptilian beast has large fangs, a club-tipped tail, and a large, finlike sail on its back that shimmers radiantly in the light.

MUHURU

CR 10



XP 9,600

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 24, touch 14, flat-footed 19 (+5 Dex, +10 natural, -1 size)

hp 136 (13d10+65)

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

DR 15/slashing or piercing; **Immune** blindness

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +19 (4d8+7/19-20), slam +19 (2d8+7 plus overwhelm)

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

Special Attacks blinding blast, earth strike

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

Constant—*nonetection*, *pass without trace*

STATISTICS

Str 25, **Dex** 20, **Con** 21, **Int** 4, **Wis** 19, **Cha** 10

Base Atk +13; **CMB** +21 (+25 bull rush); **CMD** 36 (38 vs. bull rush, 40 vs. trip)

Feats Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Iron Will, Power Attack, Vital Strike

Skills Perception +20, Swim +15

Languages Aklo (cannot speak)

ECOLOGY

Environment warm forests

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

Treasure incidental

SPECIAL ABILITIES

Blinding Blast (Ex) A muhuru's fin absorbs light and heat, which the creature can release once every 1d4 rounds as a swift action to create a 30-foot cone of blinding light. All creatures within this area must succeed at a DC 21 Fortitude save or be blinded for 1d6 rounds. The muhuru itself gains the benefits of a *haste* spell for the remainder of the round in which it activated its blinding blast. The save DC is Constitution-based.

Earth Strike (Su) Once per minute as a standard action, a muhuru can strike the ground with its

tail to create a powerful but highly localized tremor in a 20-foot cone. All creatures standing on the ground in this area must succeed at a DC 21 Reflex save or be knocked prone. The save DC is Constitution-based.

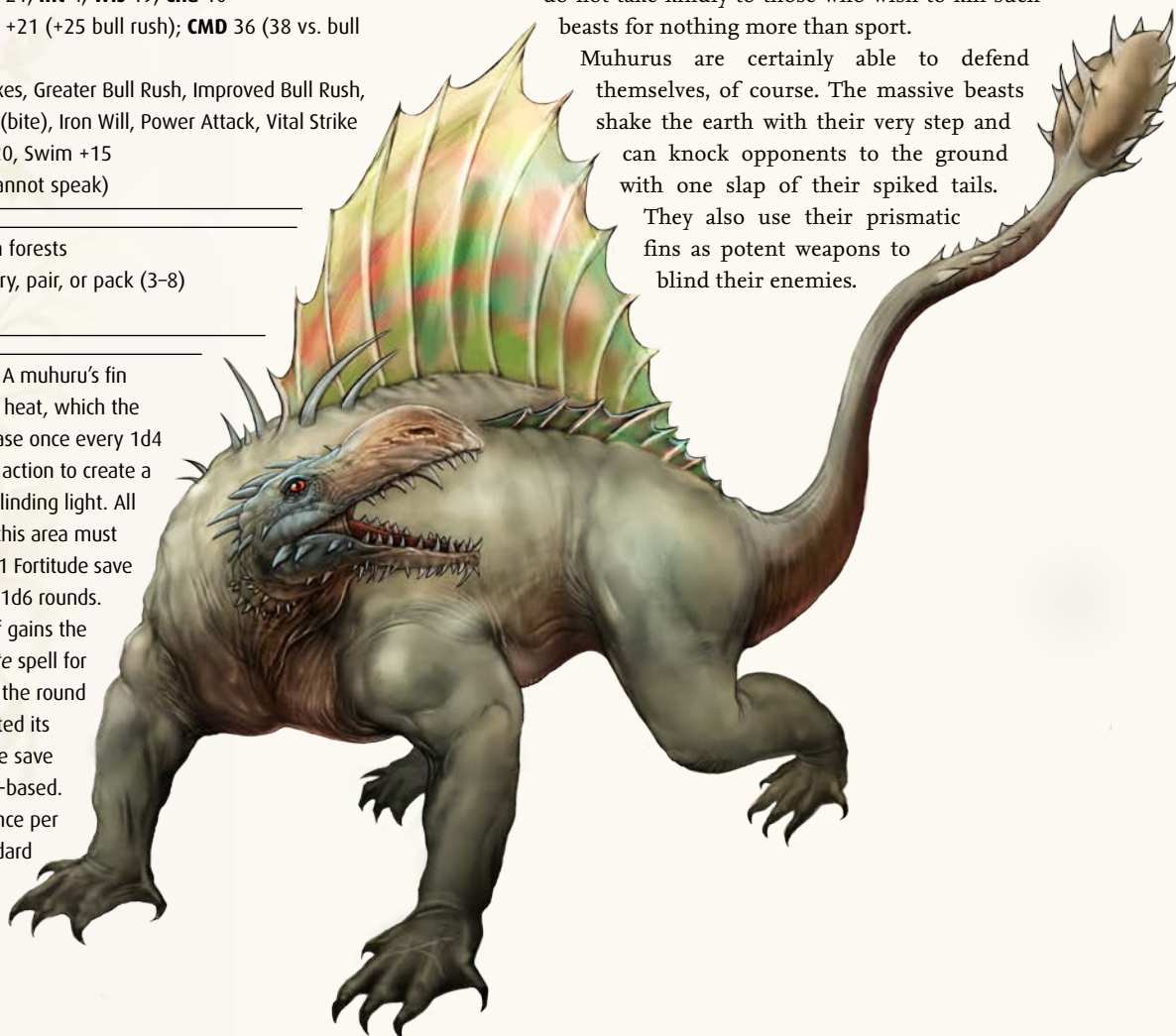
Overwhelm (Ex) A muhuru's tail delivers a powerful attack. A creature struck by this creature's slam attack must succeed at a DC 21 Fortitude save to resist being staggered for 1 round. A creature struck with a critical hit is stunned for 1d3 rounds on a failed saving throw, or staggered for 1d3 rounds on a successful saving throw. The save DC is Constitution-based.

Muhurus are elusive creatures that dwell in the most remote reaches of the world's jungles. They are so difficult to find that many scholars do not believe they exist, yet the fantastic tales of their amazing, reflective dorsal fins draw explorers and trophy hunters from far and wide in the hope of finding even a single specimen.

Muhurus are often considered to be nature spirits. Locals point to the creatures' ability to move through the densest parts of the forest without a trace as evidence of their otherworldly nature. At the very least, they believe muhurus are favored by the spirits of nature, and they do not take kindly to those who wish to kill such beasts for nothing more than sport.

Muhurus are certainly able to defend themselves, of course. The massive beasts shake the earth with their very step and can knock opponents to the ground with one slap of their spiked tails.

They also use their prismatic fins as potent weapons to blind their enemies.



MUNAVRI

Jade armor covers this lean albino humanoid, and her pale eyes have an eerie gleam.

MUNAVRI

CR 1



XP 400

Female munavri mesmerist (*Pathfinder RPG Occult Adventures* 38) 1

CG Medium humanoid (munavri)

Init +1; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 11 (1d8+3)

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

SR 9

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee rapier +1 (1d6+1/18–20)

Special Attacks hypnotic stare (–2), mesmerist trick 4/day (mesmeric mirror), painful stare (+1)

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

At will—*object reading*^{OA}

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

1st (2/day)—*demand offering*^{OA} (DC 14), *thought echo*^{OA}

0 (at will)—*detect magic*, *mage hand*, *prestidigitation* (DC 13), *unwitting ally*^{APG} (DC 13)

STATISTICS

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

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

Feats Intimidating Glance^{OA}

Skills Bluff +7, Diplomacy +7, Knowledge (arcana and dungeoneering) +5, Perception +6, Sense Motive +6, Spellcraft +5

Languages Munavri, Undercommon; telepathy 60 ft. (other munavris only)

SQ advanced object reading, consummate liar (+1)

ECOLOGY

Environment any underground

Organization solitary, pair, squad (3–7), or crew (10–40)

Treasure NPC gear (breastplate, rapier, other treasure)

SPECIAL ABILITIES

Advanced Object Reading (Su) A munavri can instantly learn how to use almost any device. Once per day, she can select one weapon, suit of armor, or spell trigger item on which she has cast *object reading*. For a number of minutes equal to her character level, she is considered proficient with that item or can make use of the spell trigger device as if she were a spellcaster of the appropriate class.

These pale humanoids, who hail from the distant shores of strange subterranean oceans, have long warred against the encroaching urdefhans (*Pathfinder RPG Bestiary* 2 276). Munavris pilot violet-sailed, intricately carved ivory ships



across the inky black depths of underground oceans and are adept at lightless naval battles. They sometimes find allies among the dark folk, but such pacts are far from universal and are marked by distrust.

MUNAVRI CHARACTERS

A munavri is defined by her class levels—she doesn't have racial Hit Dice. Despite having no racial Hit Dice, a munavri is a powerful creature, and her CR is 1 higher than a human of the same level. A munavri has the following racial traits.

–2 **Str**, +4 **Dex**, +2 **Con**, +2 **Int**, +2 **Wis**, +2 **Cha**: Descended from humans who were changed by the harsh lands in the depths of the earth, munavris have exceptional abilities.

Medium: Munavris are Medium creatures.

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

Darkvision: Munavris have darkvision 120 feet.

Light Blindness: Munavris have the light blindness universal monster ability.

Advanced Object Reading: See above.

Spell Resistance: A munavri has an amount of spell resistance equal to 8 + her total number of class levels.

Spell-Like Ability: A munavri can cast *object reading*^{OA} at will (the caster level is equal to her character level).

Telepathy (Su): A munavri is able to mentally communicate with other munavris within 60 feet.

Languages: Munavris begin play speaking Munavri. Munavris with high Intelligence scores can choose from the following: Aklo, Aboleth, Aquan, Dark Folk, Draconic, Terran, and Undercommon.

NAGA, DREAM

This large, flying serpent has a humanoid head outlined by a colorful, frilled hood.

DREAM NAGA

CR 9



XP 6,400

N Large aberration (extraplanar)

Init +6; **Senses** darkvision 60 ft., dreamsight; Perception +24

DEFENSE

AC 23, touch 15, flat-footed 17 (+6 Dex, +8 natural, -1 size)

hp 123 (13d8+65)

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

OFFENSE

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

Melee bite +15 (3d8+9 plus poison)

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

Psychic Spells Known (CL 7th; concentration +11)

3rd (5/day)—*synaptic pulse*^{OA} (DC 16), *synesthesia*^{OA} (DC 16)

2nd (7/day)—*misdirection*, *oneiric horror*^{OA} (DC 15),
see invisibility

1st (7/day)—*deja vu*^{OA}, *ill omen*, *mind thrust* ^{OA} (DC 14), *shield*, *silent image* (DC 14)

0 (6/day)—*dancing lights*, *daze* (DC 13), *detect psychic significance*^{OA}, *ghost sound* (DC 13),
mage hand, *read magic*, *telekinetic maneuver*^{OA}

STATISTICS

Str 22, **Dex** 23, **Con** 20, **Int** 18, **Wis** 15, **Cha** 17

Base Atk +9; **CMB** +16; **CMD** 32 (can't be tripped)

Feats Combat Casting, Flyby Attack, Lightning Reflexes, Lucid Dreamer^{OA}, Skill Focus (Perception), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +22, Bluff +16, Fly +20, Knowledge (arcana) +17, Knowledge (planes) +20, Perception +24, Sense Motive +15, Survival +18

Languages Aklo, Celestial, Common, Infernal

SQ dream passage

ECOLOGY

Environment any (Dimension of Dreams)

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

Treasure standard

SPECIAL ABILITIES

Dream Passage (Su) A dream naga can physically enter dreamscapes in the Dimension of Dreams (*Pathfinder RPG Occult Adventures* 241) and dwell within those dreams without disorientation or other debilitating effects. The naga can also attempt impossible feats while in a dreamscape in its physical body, and it gains the bonuses from the Lucid Dreamer^{OA} feat when it does.

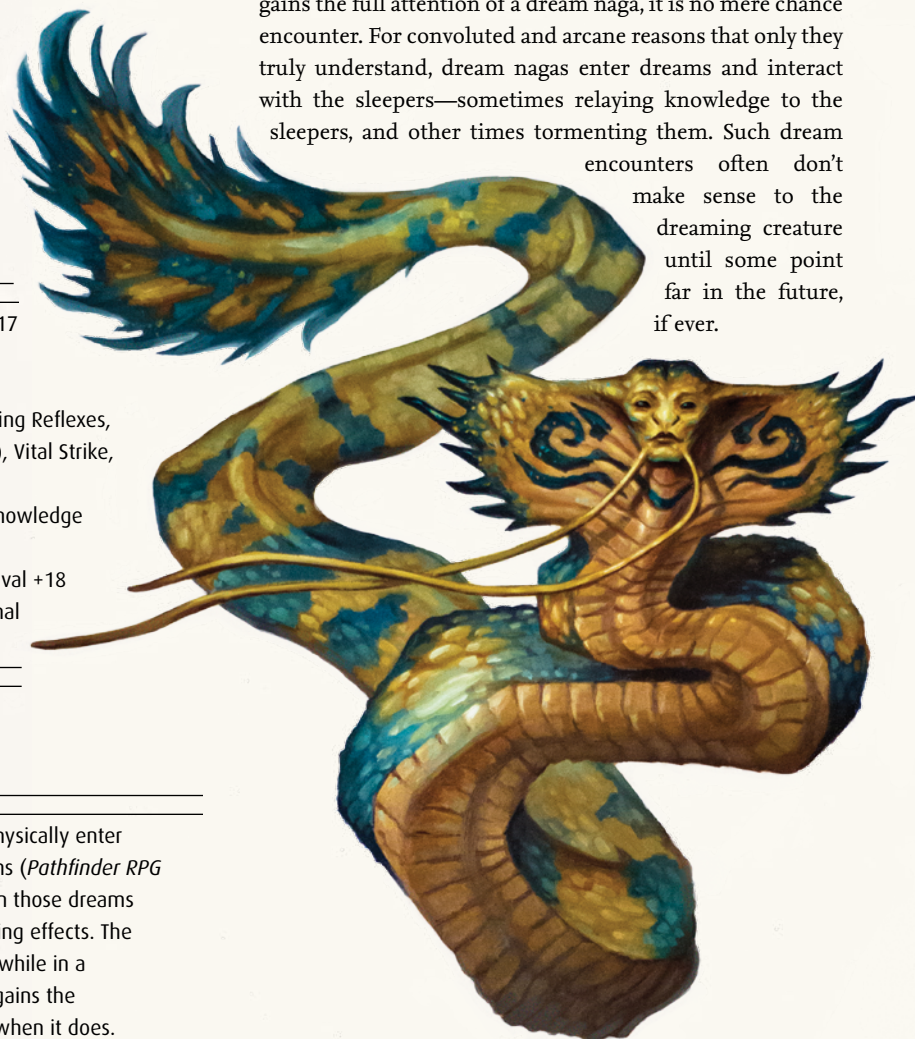
Dreamsight (Ex) Just by looking at a dreaming creature or when in a dreamscape in the Dimension of Dreams, a dream naga gains a general sense of the nature of the dream. While the dream naga's vision is not detailed, it gets a general impression of the dream's themes and the dreamer's current emotional state.

Poison (Ex) Bite—injury; *save* Will DC 21; *frequency* 1/round for 4 rounds; *effect* daze 1 round; *cure* 1 save.

Spells A dream naga casts spells as a 7th-level psychic (*Pathfinder RPG Occult Adventures* 60).

Inhabitants of the Dimension of Dreams, dream nagas fly through dreamscapes as part of an unknowable plan to alter the destiny of the multiverse. Most creatures that encounter dream nagas do so while they sleep, as their dreams provide convenient shortcuts for the dream nagas' paths through the various dreamscapes. Even after these dreamers awaken, the sight of these beautiful creatures remains ingrained in their minds. Many cultures consider seeing a dream naga a sign of a special destiny. But when a dreaming creature gains the full attention of a dream naga, it is no mere chance encounter. For convoluted and arcane reasons that only they truly understand, dream nagas enter dreams and interact with the sleepers—sometimes relaying knowledge to the sleepers, and other times tormenting them. Such dream

encounters often don't make sense to the dreaming creature until some point far in the future, if ever.



NAGA, SLIME

This slime-covered serpentine creature has a humanoid head resembling that of an angry old man.

SLIME NAGA	CR 9			
XP 6,400				
NE Large aberration				
Init +4; Senses darkvision 60 ft.; Perception +16				
DEFENSE				
AC 24, touch 14, flat-footed 19 (+4 Dex, +1 dodge, +10 natural, –1 size)				
hp 115 (11d8+66)				
Fort +9, Ref +9, Will +11				
Resist acid 10				
OFFENSE				
Speed 40 ft., swim 20 ft.				
Melee bite +12 (2d6+6 plus poison)				
Ranged spit +11 touch (entangle)				
Space 10 ft.; Reach 5 ft.				
Special Attacks ooze master, poison, spit				
Sorcerer Spells Known (CL 7th; concentration +11)				
3rd (5/day)— <i>lightning bolt</i> (DC 17), <i>stinking cloud</i> (DC 17)				
2nd (7/day)— <i>alter self</i> , <i>invisibility</i> , <i>spider climb</i>				
1st (7/day)— <i>charm person</i> (DC 15), <i>grease</i> (DC 15), <i>hydraulic push</i> ^{APG} , <i>mage armor</i> , <i>magic missile</i>				
0 (at will)— <i>acid splash</i> , <i>bleed</i> (DC 14), <i>dancing lights</i> , <i>ghost sound</i> (DC 14), <i>mage hand</i> , <i>open/close</i> , <i>touch of fatigue</i> (DC 14)				
STATISTICS				
Str 18, Dex 19, Con 22, Int 14, Wis 19, Cha 19				
Base Atk +8; CMB +13; CMD 28 (can't be tripped)				
Feats Combat Casting, Combat Reflexes, Dodge, Eschew Materials ^B , Lightning Reflexes, Point-Blank Shot, Weapon Focus (bite)				
Skills Bluff +10, Knowledge (arcana, dungeoneering, local) +8, Perception +16, Sense Motive +10, Spellcraft +14, Stealth +14, Swim +16, Use Magic Device +10				
Languages Aklo, Common, Undercommon				
SQ compression				
ECOLOGY				
Environment any underground				
Organization solitary or nest (2–4)				
Treasure standard				

SPECIAL ABILITIES

Ooze Master (Su) A slime naga can control any ooze within 100 feet. An unintelligent ooze automatically succumbs to the slime naga's control, but an intelligent ooze can resist this effect with a successful DC 19 Will save. A slime naga can command an ooze under its control no matter what language (if any) the ooze speaks. Oozes do not attack or harm slime nagas, even if they are not under a slime naga's direct control. A slime naga can control a number of oozes whose Hit Dice collectively total less than twice its own Hit Dice (22 Hit Dice for most slime nagas). Intelligent oozes can attempt a new saving throw each day to resist this effect. This ability ignores the immunity to mind-affecting effects granted by the ooze type, but not immunity granted by other sources. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves.

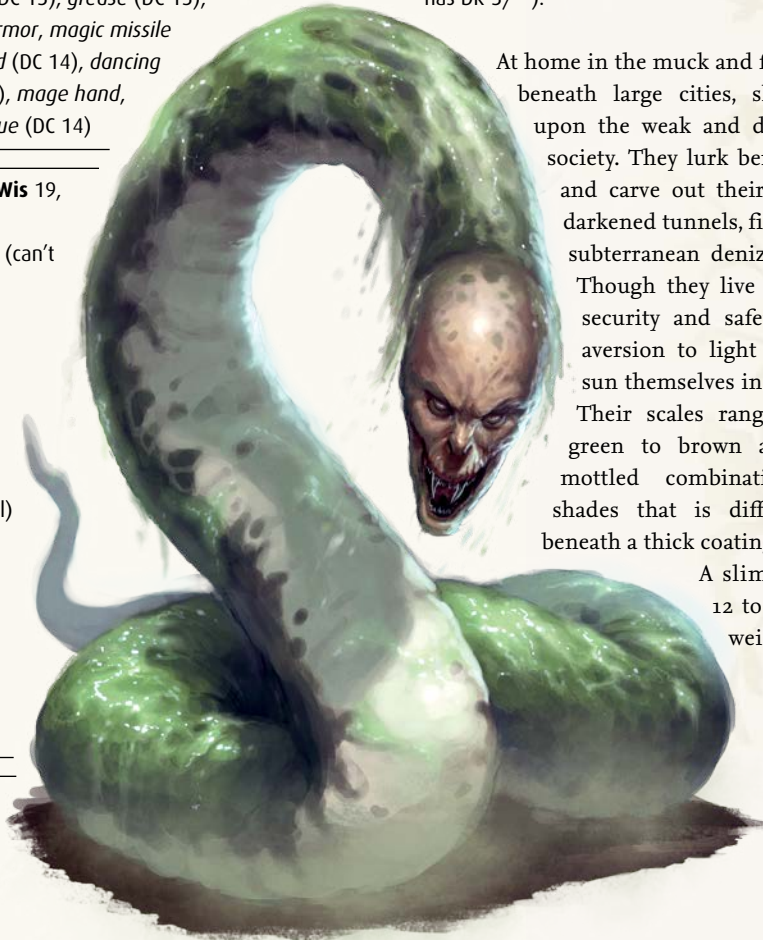
Spells A slime naga casts spells as a 7th-level sorcerer.

Spit (Ex) A slime naga can spit a glob of goo at enemies within 30 feet. If it hits with a ranged touch attack, the target is entangled. An entangled target can break free from the sticky goo as a full-round action with a successful DC 15 Strength check or DC 20 Escape Artist check. Alternatively, 10 points of slashing damage can cut an entangled creature free (the goo has DR 5/—).

At home in the muck and filth of the sewers beneath large cities, slime nagas prey upon the weak and dejected of urban society. They lurk beneath the surface and carve out their domains in the darkened tunnels, fighting with other subterranean denizens for territory. Though they live belowground for security and safety, they have no aversion to light and occasionally sun themselves in rancid cesspools. Their scales range in color from green to brown and are often a mottled combination of various shades that is difficult to discern beneath a thick coating of putrid slime.

A slime naga stretches 12 to 14 feet long and weighs 250 pounds.

Illustration by Maichel Quinto



NAIAD

This lovely woman's skin appears to be made of water. She has a fluid grace and wears clothing of woven reeds and leaves.

NAIAD

CR 1/2



XP 200

Naiad bard 1

NG Medium fey (water)

Init +3; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 9 (1d8+1)

Fort +1, **Ref** +5, **Will** +2

Defensive Abilities water bond

OFFENSE

Speed 30 ft., swim 30 ft.

Melee dagger –2 (1d4–2/19–20)

Ranged dagger +3 (1d4–2/19–20)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1)

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

1st (2/day)—*charm person* (DC 14), *cure light wounds*

0 (at will)—*detect magic*, *light*, *message*, *prestidigitation* (DC 13)

STATISTICS

Str 6, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +0; **CMB** –2; **CMD** 11

Feats Combat Casting

Skills Diplomacy +7, Handle Animal +6, Knowledge (nature) +8, Perception +4, Perform (wind instruments) +9, Sense Motive +4, Stealth +7, Swim +7; **Racial Modifiers** +2 Handle Animal, +2 Knowledge (nature)

Languages Aquan, Common, Sylvan

SQ inspiration, bardic knowledge +1

ECOLOGY

Environment any freshwater

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

Treasure standard (dagger, mwk flute, other treasure)

SPECIAL ABILITIES

Inspiration (Su) A naiad can choose another intelligent creature to inspire by giving that creature a token (typically a lock of her hair). As long as the creature carries the naiad's token and retains her favor, that creature gains a +1 insight bonus on

Will saving throws and Craft and Perform checks. The naiad retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The naiad can end this effect at any time as a free action. A single naiad can only inspire one other creature at a time in this manner.

Water Bond (Su) A naiad gains strength from a pond, lake, river, or other body of fresh water by bonding with it. While within 300 yards of her bonded body of water, she gains a +1 insight bonus to Armor Class and a +1 racial bonus on saving throws (these bonuses are not included in the stats above). Once per day as a full-round action that provokes attacks of opportunity, a naiad can forge a bond with a body of fresh water.

Naiads are protectors of freshwater areas such as lakes, ponds, and particularly rivers. While many naiads are reclusive, some choose to regularly visit settlements built near their bodies of water as long as those settlements are respectful to nature and the fey. Others explore the vast world, bonding to bodies of water as they travel. These naiads are the most likely to come in contact with other societies or visit other nations, but regardless, these fey enjoy inspiring others to artistic greatness. Some take this as proof that naiads originated long ago from the intermingling of nymph and mortal bloodlines.

NAIAD CHARACTERS

Naiads are defined by class levels—they don't have racial Hit Dice. Naiads have the following racial traits.

+2 Dexterity, +2 Charisma, –2 Strength:

Naiads have elegant fey grace and beauty but have delicate builds.

Medium: Naiads are Medium creatures.

Speed: Naiads have a base speed of 30 feet and a swim speed of 30 feet.

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

Fey Nature: Naiads have a +2 racial bonus on Handle Animal and Knowledge (nature) checks.

Inspiration, Water Bond: See above.

Languages: Naiads begin play speaking Common and Sylvan. Naiads that have high Intelligence scores are able to choose from any of the following bonus languages: Aklo, Aquan, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Sylvan, and any regional human tongue.



NEKOMATA

This oversized house cat has two twitching tails and a malevolent gleam in its eyes.

NEKOMATA

CR 6



XP 2,400

NE Medium magical beast (shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 68 (8d10+24); fast healing 5

Fort +9, **Ref** +10, **Will** +7

Immune ability damage, ability drain, death effects, disease, energy drain, fear, negative energy

OFFENSE

Speed 50 ft.

Melee bite +12 (1d8+4 plus disease), 2 claws +12 (1d6+4)

Special Attacks create undead

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

At will—*command undead* (DC 16), *ghost sound* (DC 14),
mage hand, *open/close*

3/day—*charm person* (DC 15), *halt undead* (DC 17),
telekinesis (DC 19)

STATISTICS

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

Base Atk +8; **CMB** +12; **CMD** 26

Feats Combat Casting, Combat Expertise, Improved Initiative, Iron Will

Skills Acrobatics +15, Bluff +12, Disguise +12,
Knowledge (religion) +12, Perception +14, Stealth +15

Languages Common

SQ change shape (cat and humanoid; *polymorph*),
perfect copy

ECOLOGY

Environment any land

Organization solitary, pair, or pride (3–8)

Treasure standard

SPECIAL ABILITIES

Create Undead (Su) Up to three times per day, a nekomata can turn a dead body into an undead creature by licking it as a standard action.

A skeleton rises as a skeletal champion, while a body with flesh animates as a juju zombie^{B2}.

Undead created in this way are free-willed.

Disease (Su) *Nekomata madness*: Bite—injury; save Fort DC 17; onset 1d6 hours; frequency 1/day; effect 1 Con damage and 1d4 Wis damage; cure 2 consecutive saves.

Perfect Copy (Su) When a nekomata uses change shape, it can assume the specific appearance of the last humanoid it damaged with its bite attack.

According to legend, when a house cat lives beyond its normally allotted years, it changes. The cat's tail splits and the beast becomes a malevolent spirit capable of casting evil spells and taking on humanoid form. It uses these abilities to prey upon mortals, starting with the family that once cared for the cat.

Nekomatas are cruel, vindictive spirit-creatures that seek to destroy households from within by sowing fear and discord, breaking bonds of love and friendship, and spreading mental and physical illness. A nekomata often starts its campaign of destruction by secretly killing and eating a household servant and then taking on the servant's appearance. In such a guise, the creature can infiltrate the home and begin working all kinds of mischief, using its innate magical abilities to terrorize the home's residents, often while enjoying all the comforts that home provides. Ultimately, the nekomata's goal is to ruin the health and reputation of the head of the house before killing every member of the family. Once its vile work is done, the creature moves on to find another home to destroy. In its true form, a nekomata appears as a two-tailed house cat about 7 feet long and weighing 200 pounds.



Illustration by Nikolai Osterag

OBLIVION

A single sinister eye glares from the heart of this roiling cloud of darkness as tentacles of smoke coil and writhe beneath it.

OBLIVION

CR 20



XP 307,200

NE Colossal ooze

Init +17; **Senses** blindsight 120 ft., see in darkness; Perception +17

Aura dubiety (60 ft.)

DEFENSE

AC 36, touch 15, flat-footed 23 (+13 Dex, +21 natural, -8 size)

hp 377 (26d8+260); regeneration 15 (positive energy or inspiration)

Fort +20, **Ref** +23, **Will** +19

Defensive Abilities all-around vision, negative energy affinity;

DR 15/epic and good; **Immune** annihilation, banishment, electricity, ooze traits; **Resist** fire 30; **SR** 31

Weaknesses susceptible to creation, talisman of the sphere

OFFENSE

Speed 30 ft., burrow 30 ft., fly 30 ft. (perfect)

Melee 4 slams +27 (2d8+16/19-20 plus 2d6 negative energy and grab)

Space 30 ft.; **Reach** 60 ft.

Special Attacks annihilation, constrict (4d8+24), servants of entropy

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

At will—*deeper darkness*, *disintegrate* (DC 21)

3/day—quicken *disintegrate* (DC 21)

1/day—*time stop*

STATISTICS

Str 43, **Dex** 36, **Con** 31, **Int** 7, **Wis** 28, **Cha** 21

Base Atk +19; **CMB** +43; **CMD** 66

Feats Blinding Critical, Combat Reflexes, Critical Focus, Flyby

Attack, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes,

Power Attack, Quicken Spell-Like Ability (*disintegrate*), Vital Strike

Skills Fly +21, Knowledge (planes) +3, Perception +17, Stealth +21;

Racial Modifiers +16 Stealth

Languages Common (cannot speak); telepathy 100 ft.

SQ compression, master of annihilation

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary

Treasure none

SPECIAL ABILITIES

Annihilation (Su) Any spaces an oblivion moves through are left fallow and lifeless in its wake. Ground that it moves over using its base speed becomes barren and is treated as if affected by a *diminish plants* spell to stunt growth. Dead bodies that the oblivion moves through immediately crumble into dust. Any constrict damage an oblivion deals to a creature automatically bypasses all damage reduction. A creature reduced to 0 or fewer hit points by this constrict damage is immediately slain and its remains (but not its gear) are disintegrated. Once per

round as a free action, an oblivion can target a single object in its space. A nonmagical object so targeted is immediately destroyed. A magical item must succeed at a DC 33 Fortitude save or be destroyed. The save DC is Constitution-based.

Aura of Dubiety (Su) An oblivion's presence is anathema to the gods and the forces that bind creation together. Its presence warps divine magic and severs living beings from the power of life. Any living creature that begins its turn within range of an oblivion's aura of dubiety takes 2d6 points of negative energy damage. This negative energy has no beneficial effect on undead. A creature attempting to cast a divine spell within 60 feet of an oblivion must succeed at a concentration check as if casting defensively (DC = 15 + double the spell level) or the spell is automatically subverted, allowing the oblivion to decide the spell's target and effect as if it were the original caster. If the affected spell uses positive energy, the subverted spell instead uses negative energy.

Immunity to Annihilation (Ex) An oblivion is immune to *destruction* spells, disintegrate effects, *spheres of annihilation*, and similar effects that completely destroy living creatures.

Immunity to Banishment (Ex) An oblivion is never treated as having the extraplanar subtype, regardless of what plane it currently inhabits, rendering it immune to *banishment*, *dismissal*, and similar effects. In addition to this, effects that force the oblivion onto another plane (such as *plane shift* or the violet beam of a *prismatic spray*) do not function against an oblivion unless the effect comes from an artifact, a creature capable of granting spells to its worshipers, or a mythic source.

Master of Annihilation (Ex) An oblivion can establish control over a *sphere of annihilation* (*Pathfinder RPG Core Rulebook* 545) as far away as 100 feet. When an oblivion controls a *sphere of annihilation*, it does so through force of will and an inborn understanding of the sphere's reality—the oblivion's control check is 1d20 + the oblivion's Hit Dice + its Charisma modifier (the typical oblivion has a control check bonus of +31, and thus can never fail to control a *sphere of annihilation* unless control of the sphere is opposed). When an oblivion establishes control, it can maintain control at a distance of 100 feet + 20 feet per Hit Die (620 feet for the typical oblivion), and the sphere's speed under the oblivion's control is 20 feet + 5 feet for every 5 points by which the oblivion's control check result in that round exceeded 30.

Servants of Entropy (Su) As a full-round action, an oblivion can reform any living creature it has slain within the past hour, forging an obedient duplicate from its own dark mass. Servants created in this manner are identical to their original forms, with all their associated memories, racial abilities, and class abilities, except the duplicate loses any divine spellcasting ability its original form had. A servant's alignment changes to neutral evil, its type changes to native outsider (do not recalculate hit points, saving throws, or similar abilities), and it gains negative energy affinity. An oblivion can communicate telepathically with its servants anywhere

on the same plane and can destroy a servant as a free action. An oblivion can manifest a total number of Hit Dice worth of servants equal to twice its own Hit Dice (52 for a typical oblivion), but no single servant can have more Hit Dice than the oblivion's CR. An oblivion cannot manifest more than one copy of any given creature at one time.

Susceptible to Creation (Ex) An oblivion is a manifestation of disbelief and decay, and the forces of compassion and creativity are anathema to it. It is vulnerable to positive energy, taking damage as if it were undead, though it retains its control over any divine spells, allowing it to often usurp and corrupt cure spells and similar curative magic. An oblivion loses its regeneration any round in which it either takes damage from positive energy or is within 30 feet of a creature that succeeds at a DC 35 Perform check. Creatures under the effect of a *good hope* spell, an inspire courage bardic performance, or any spell effect of 5th level or higher that grants a morale bonus gain immunity to the negative energy damage dealt by an oblivion's slams and aura of dubiety.

Talisman of the Sphere (Ex) The *talisman of the sphere* is anathema to an oblivion. A character who carries a *talisman of the sphere* can penetrate an oblivion's damage reduction with ease, ignores its spell resistance, is immune to its aura, and gains a +10 bonus on saving throws against the oblivion's special attacks and spell-like abilities.

Rare and powerful denizens of the Negative Energy Plane, oblivions are void and nothingness given terrible will. They lurk among crystalline sheets of accumulated entropy that line their home plane's darkest interior, hungering to unmake the walls of reality and drag all of the cosmos down to its eventual end, allowing themselves to also finally end. Once unleashed upon mortal worlds, oblivions crisscross the globe, destroying its denizens and laying waste to the land until destroyed themselves or until they strip a planet bare of substance, life, and heat. Despite its vast bulk, a single oblivion must often dedicate years or even centuries to ending a world, and each is so adept at scrubbing away all traces a being leaves upon the cosmos that people, nations, and entire worlds annihilated by an oblivion are soon forgotten

by outsiders. Some gods claim that the brutal efficiency of the oblivions are intended to someday be released upon the multiverse to cleanse away creation so a new cycle of life can begin from chaotic nothing, while other deities insist the oblivions' work is nearly complete, leaving only isolated specks of life floating in a vast, unfeeling void.

Unlike nightshades (*Pathfinder RPG Bestiary 2* 199) or other noteworthy denizens of their dark realm, oblivions serve no masters or agendas. They believe themselves to be the way all things must end. Though cunning, they rarely find reason to communicate with other creatures, leaving much of their motives, origins, and philosophy in the cosmos a mystery.

Like grim doll makers, oblivions can recreate slain victims from their own dark substance, transforming a world's heroes and villains into hollow pawns they can dispatch to slay would-be heroes or undermine organized resistance. Lacking any inherent ability to traverse the planes, most oblivions rely on such servants created in the shapes of powerful spellcasters or outsiders to provide routes to new worlds.

These hollow reproductions know little of their masters' will beyond sharing comfort in the coming end of days, and most desperately fill in the gaps with appealing philosophies. Some of the most powerful servants form doomsday cults on distant planets to prepare them for an oblivion's arrival.

Oblivions share a symbiosis with the artifacts known as *spheres of annihilation*, coveting their powerful, highly destructive magic. The towering oozes are unaffected by the artifact's destructive powers, and can move them as easily as a child might carry a toy. Some speculate that the spheres are in fact the eggs or spores of these apocalyptic beings, as rare survivors recount tales of spheres spontaneously birthing the roiling, devouring entities.

Oblivions typically measure several dozen feet across, though their presence corrupts and consumes life, making the roiling darkness that most people mistake for their bodies seem much larger. Despite their size, oblivions have no mass. Upon destruction, an oblivion collapses thunderously into nothing.

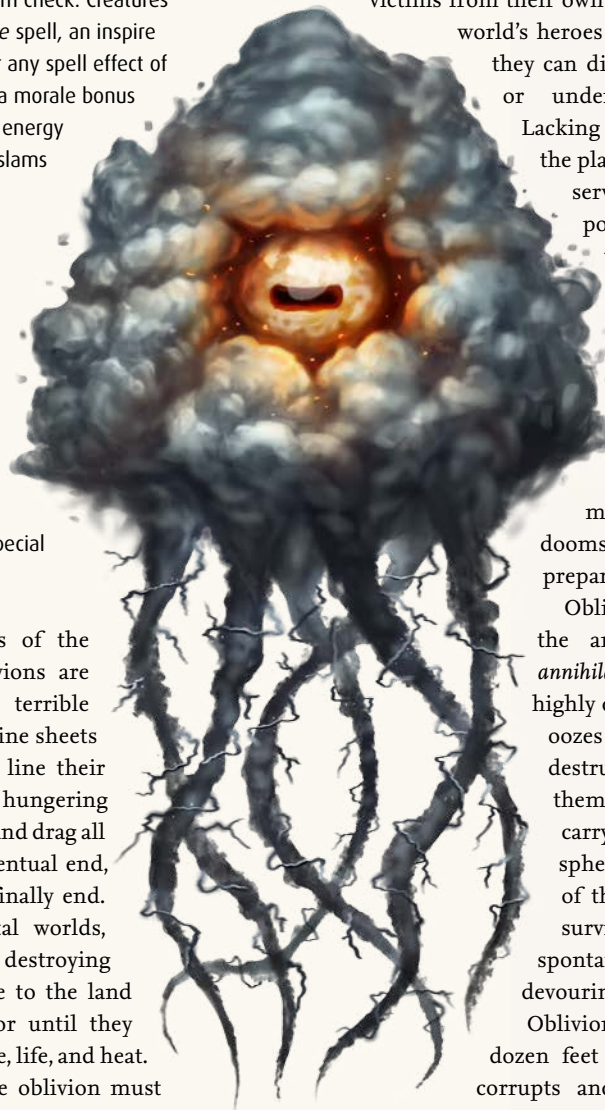


Illustration by Nikolai Osterlag

OMNIPATH

This monstrous eel-like creature has jaws within jaws, each lined with transparent, glassy teeth.

OMNIPATH

CR 18



XP 153,600

LE Gargantuan aberration (aquatic)

Init +13; **Senses** darkvision 60 ft., *detect magic*; Perception +30

DEFENSE

AC 33, touch 15, flat-footed 24 (+4 armor, +9 Dex, +14 natural, –4 size)

hp 300 (24d8+192); fast healing 10

Fort +18, **Ref** +19, **Will** +19

Immune electricity, mind-affecting effects; **Resist** cold 20; **SR** 29

OFFENSE

Speed 15 ft., swim 100 ft.

Melee triple-jawed bite +26 (3d6+11/19–20 plus slime), tail slap +23 (3d6+5 plus slime)

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

Special Attacks mucus cloud, slime, thought barrage

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

Constant—*detect magic*, *mage armor*, *tongues*

At will—*detect thoughts* (DC 19), *dominate person* (DC 22)

3/day—*arcane eye*, *dominate monster* (DC 26), *geas/quest* (DC 23), *mind fog* (DC 22), *mirage arcana* (DC 22)

1/day—*astral projection*, *veil* (DC 23)

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

7th (5/day)—*ectoplasmic eruption*^{OA} (DC 24), *psychic crush III*^{OA} (DC 24)

6th (7/day)—*incorporeal chains*^{OA}, *mind thrust VI*^{OA} (DC 23), *primal regression*^{OA} (DC 23)

5th (7/day)—*etheric shards*^{OA} (DC 22), *explode head*^{OA} (DC 22), *mind swap*^{OA} (DC 22), *possession*^{OA} (DC 22)

4th (7/day)—*condensed ether*^{OA}, *mindwipe*^{OA} (DC 21), *riding possession*^{OA} (DC 21), *stoneskin*

3rd (8/day)—*babble*^{OA} (DC 20), *catatonia*^{OA}, *displacement*, *synesthesia*^{OA} (DC 20)

2nd (8/day)—*aversion*^{OA} (DC 19), *invisibility*, *paranoia*^{OA} (DC 19), *resist energy*, *touch of idiocy*

1st (8/day)—*deja vu*^{OA}, *psychic reading*^{OA}, *shield*, *thought echo*^{OA}, *true strike*

0 (at will)—*arcane mark*, *bleed* (DC 17), *detect magic*, *grave words*^{OA}, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *telekinetic projectile*^{OA}

STATISTICS

Str 32, **Dex** 28, **Con** 27, **Int** 25, **Wis** 21, **Cha** 24

Base Atk +18; **CMB** +33; **CMD** 52

Feats Combat Casting, Combat Reflexes, Great Fortitude, Hidden Presence^{OA}, Improved Critical (bite), Improved Initiative, Intrusive Presence^{OA}, Lightning Reflexes, Manipulative Presence^{OA}, Multiattack, Power Attack, Weapon Focus (bite)

Skills Bluff +25, Diplomacy +23, Disguise +25, Intimidate +25,

Knowledge (all) +25, Perception +30, Sense Motive +24, Spellcraft +35, Stealth +24, Swim +28, Use Magic Device +30

Languages Aboleth, Aklo, Aquan, Azlanti, Common, Undercommon; telepathy 300 ft.; *tongues*

SQ servant of the mesh, telepathic mesh, vast knowledge

ECOLOGY

Environment any water

Organization solitary or mesh (1 plus 2–48 aboleths, veiled masters, and other dominated creatures)

Treasure double

SPECIAL ABILITIES

Mucus Cloud (Ex) An underwater omnipath exudes a cloud of clear slime 20 feet from itself in all directions. Any creature in this area must succeed at a DC 30 Fortitude saving throw each round or lose its ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with the mucus cloud and failing another saving throw extends the effect for another 24 hours. An omnipath can suppress or reactivate this ability as a swift action. The save DC is Constitution-based.

Servant of the Mesh (Su) Any creature that failed its saving throws against both an omnipath's mucus cloud and slime attack begins to transform into a creature better suited to serving as part of the omnipath's telepathic mesh. The creature takes a –6 penalty on Will saving throws to resist domination effects from the omnipath and on saving throws to resist becoming part of the telepathic mesh.

Slime (Ex) A creature hit by any of an omnipath's natural attacks must succeed at a DC 30 Fortitude saving throw or have its flesh and skin transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Spells An omnipath can cast spells as a 15th-level psychic (*Pathfinder RPG Occult Adventures* 60).

Telepathic Mesh (Su) An omnipath can form telepathic connections between a select group of creatures whose Hit Dice total no more than 10 × the omnipath's Hit Dice (240 HD for most omnipaths). This ability functions only for creatures that are on the same plane as the omnipath. Only aboleths, deep walkers, veiled masters, and creatures dominated by an aboleth, omnipath, or a veiled master can be added to the telepathic mesh. As a standard action, an omnipath can add a number of creatures equal to twice its Hit Dice to its telepathic mesh. Creatures added to the telepathic mesh must succeed at a DC 29 Will save or be incorporated into the mesh. Aboleths, deep walkers, and veiled masters must be within 30 feet of an omnipath to initially be included within the telepathic mesh, but targets dominated by creatures within the telepathic mesh can later be added to the mesh no matter

the distance, so long as all parties are on the same plane. A creature that leaves the same plane as the omnipath is no longer considered to be part of the telepathic mesh; if the creature immediately succeeds at another DC 29 Will saving throw upon returning to the plane, it becomes free from the telepathic mesh. As an immediate action, an omnipath can remove any creature from the telepathic mesh.

An omnipath can communicate telepathically with all individual creatures in the telepathic mesh simultaneously. All creatures within the mesh are considered valid targets for all forms of possession employed by the omnipath. As long as at least two creatures in the telepathic mesh are within 12 miles of each other, if one creature in the mesh is aware of a particular danger, all of the other creatures in the mesh are as well. No creature in the group is considered flanked or flat-footed unless all of them are.

An omnipath can share the senses of up to six creatures in the telepathic mesh at once. It can stop sharing the senses of one target and switch to another's senses as a standard action.

The telepathic mesh can be interrupted via a successful *break enchantment* spell (the DC of this spell's caster level check is equal to the save DC of the telepathic mesh). The save DC is Intelligence-based.

Thought Barrage (Su) As a standard action, an omnipath can fire three rays of shimmering blue-white energy from the glowing balls of light on its tail as a +23 ranged touch attack with a range of 300 feet (no range increment). Any creature struck must succeed at a DC 29 Will saving throw or be stunned for 1 round. The save DC is Charisma-based.

Triple-Jawed Bite (Ex) An omnipath has three sets of jaws nestled within one another. If an omnipath hits with its bite, it can make a second bite attack as a free action. If this second bite attack hits, the target must succeed at a DC 30 Will saving throw or be shaken for 1d4 rounds, and the omnipath can make a third bite attack as a free action. If the third bite attack is successful, the target must succeed at a DC 30 Fortitude saving throw or be staggered for 1d4 rounds. The save DCs are Constitution-based.

Vast Knowledge (Ex) Gleaning countless pieces of information from the vast network of active minds it can access at any time, an omnipath treats all Knowledge skills as class skills. In addition, it gains a +4 racial bonus on Intelligence-, Wisdom-, and Charisma-based checks when using skills in which it has ranks.

Hidden away in secret lairs, omnipaths serve as information hubs between the aberrant creatures known collectively as alghollthus (aboleths, deep walkers, veiled masters, and stranger creatures). Using their special ability to establish a network of minds, omnipaths allow veiled masters and aboleths—as well as those they mentally control—to orchestrate their nefarious plans with efficiency.

Very few surface dwellers have ever encountered an omnipath, but many omnipaths have walked in the light of the surface world through the use of their possession abilities. The omnipaths' library of experiences provides them with insight into the cultures and practices of the surface, allowing them to feign the expected responses on behalf of their dominated victims. In some cases, friends and family of a victim have failed to recognize that something was amiss with a victim's behavior for years, and sometimes the deception is never uncovered, giving the omnipaths—and those they serve—spies upon the surface world.

Omnipaths have a strange mindset, inscrutable to sane minds, though they are an orderly and meticulous race. While aboleths and veiled masters are skilled spellcasters, omnipaths' primary powers are in their minds, and they pursue psychic magic. Omnipaths have a strange obsession with eyes and consider them a delicacy. An omnipath is 45 feet long and weighs 3 tons.



Illustration by Yigit Koroglu

OUROBOROS

This serpentine creature chews at its own tail. Its body consists of a multitude of entangled serpents with countless hissing jaws.

OUROBOROS

CR 21



XP 409,600

N Colossal magical beast (extraplanar)

Init +12; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; Perception +23

Aura hypnotic coils (100 ft., DC 27)

DEFENSE

AC 38, touch 11, flat-footed 29 (+8 Dex, +1 dodge, +27 natural, –8 size)

hp 396 (24d10+264); regeneration 50 (mythic weapons or spells)

Fort +25, **Ref** +22, **Will** +18

Defensive Abilities perpetual renewal; **DR** 15/magic and slashing; **Immune** acid, aging, mind-affecting effects, negative energy, paralysis; **SR** 32

OFFENSE

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

Melee 8 bites +30 (1d6+14/19–20) or

8 bites +25 (1d6+7/19–20), maw +30 (4d8+21 plus grab)

Space 30 ft.; **Reach** 30 ft. (60 ft. with maw)

Special Attacks body of serpents, fast swallow, ruinous blood, swallow whole (6d8 bludgeoning plus 6d8 acid damage, AC 23, 39 hp)

STATISTICS

Str 38, **Dex** 27, **Con** 32, **Int** 3, **Wis** 27, **Cha** 20

Base Atk +24; **CMB** +46 (+48 bull rush); **CMD** 65 (67 vs. bull rush, can't be tripped)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Mobility, Power Attack, Staggering Critical

Skills Fly +23, Perception +23

Languages Aklo (cannot speak)

SQ no breath, self consumption

ECOLOGY

Environment any (Astral Plane)

Organization solitary or knot (2–4)

Treasure standard

SPECIAL ABILITIES

Body of Serpents (Su) An ouroboros is simultaneously one enormous serpent and a collection of smaller, entwined serpents. These smaller serpents can split from the whole and lash out at the ouroboros's enemies. An ouroboros can make up to 8 bite attacks each round. As the ouroboros is uniformly composed of serpents, it can even target creatures it has swallowed whole with these bite attacks, the serpents lining its stomach lashing out at the swallowed creature.

Hypnotic Coils (Su) The mere sight of an ouroboros overwhelms the minds of lesser creatures. Any creature within 100 feet that can see an ouroboros must succeed at a DC 27 Will save

or be paralyzed for 1d4+1 rounds, watching its endless consumption and churning coils. Any creature that begins its turn paralyzed by this ability must succeed at a DC 27 Will save or take 1d8 points of Wisdom damage as it slowly loses its grip on reality. Every time a creature takes Wisdom damage from this ability, it can immediately attempt a new DC 27 Will save; on a success, the paralysis effect from the hypnotic coils ends. Once a creature recovers from the hypnotic coils' paralysis effect, it is immune to further paralysis from that particular ouroboros's coils for 24 hours. This is a vision-based mind-affecting effect. The save DCs are Charisma-based.

Maw (Ex) An ouroboros gains a powerful bite attack while not engaged in self-consumption. This is a primary attack that always applies 1-1/2 times the ouroboros's Strength modifier to the damage roll. When it bites with its maw, its regular bite attacks become secondary attacks.

Perpetual Renewal (Su) An ouroboros continually consumes and regrows itself. The duration of any spell or effect that causes an ouroboros to be dazed, deafened, diseased, exhausted, fatigued, nauseated, poisoned, sickened, or stunned can never have a duration of longer than 1 round. Any ability damage or drain an ouroboros receives is automatically healed at a rate of 1d4 points per round per ability. Perpetual renewal functions only while the ouroboros consumes itself.

Ruinous Blood (Su) The blood that sprays from the ragged stump of an ouroboros's tail is so potent with positive energy that it warps the flesh of those exposed to it, transforming them into fractured pieces of the ouroboros itself. Once every 1d4 rounds as a move action, an ouroboros can spray a 60-foot line of blood from the stump of its tail. Creatures caught in this area must succeed at a DC 27 Fortitude save or be permanently transformed into a venomous snake swarm (*Pathfinder RPG Bestiary* 3 249) that retains no memories of its previous life, as per *baleful polymorph* when the target fails its Will save to resist the spell's secondary effect. This is a curse effect. The save DC is Charisma-based.

Self-Consumption (Su) An ouroboros continuously eats its own tail. So long as the ouroboros continues its self-consumption, its regeneration cannot be suppressed by any form of attack and it benefits from the effects of perpetual renewal, but it cannot use its maw attack or its ruinous blood ability. Any effect that would kill the ouroboros outright merely halves the ouroboros's remaining hit points. Once an ouroboros's hit points are reduced to less than half its normal maximum (198 hit points for a typical ouroboros), the monster ceases its self-consumption, loses its perpetual renewal ability, and gains its maw and ruinous blood abilities. All its movement speeds are doubled when the ouroboros is in this state, but its regeneration can now be suppressed via damage caused by mythic weapons or spells. An ouroboros can resume self-consumption as a standard action as long as it has more than half its hit points. An ouroboros need not eat or drink to survive—its own body is all the sustenance it needs.

The ouroboros—the serpent that eternally consumes itself—occupies a place in the mythology of many civilizations, yet few suspect that these legends are inspired by a real and terrifying race of creatures. Living ouroboroses dwell on the Astral Plane, where they are content to drift aimlessly through the silvery void.

Ouroboroses are capable of tremendous devastation, yet they have little reason to seek out such violence. They are each a world unto themselves, autonomous and reliant on no other creature for their sustenance or livelihood. An ouroboros can exist forever, constantly eating itself and replenishing its body with its own infinity. Barely sentient, an ouroboros has a powerful, almost pathological will to survive, which drives it to destroy any and all creatures that pose even the slightest threat to its well-being. This propensity to attack without clear provocation or warning has given ouroboroses a reputation for being engines of mindless destruction.

An ouroboros might appear to be a single creature, but closer inspection reveals the truth: its body is formed from a myriad of smaller entwined serpents, which are not independent creatures and become lifeless once separated from the main body. Those who have examined serpents detached from an ouroboros report that these creatures too are formed from smaller serpents that, when inspected under magnification, prove to be composed of tinier serpents still.

An ouroboros's most striking feature is its ability to almost instantly grow new flesh and heal from nearly any wound. This profound regenerative ability comes in part from an ouroboros's magical blood, which has many miraculous properties. Many have tried to harness the healing powers of the ouroboros's blood to restore life to the dead or regenerate grievous wounds. While such treatments can be successful, given the application of the correct but obscure occult rituals, ouroboros blood is uniquely suited to the generation of ouroboros flesh and no other. Patients treated in this way typically suffer the fate of those exposed directly to the ouroboros's blood and transform into serpents.



While ouroboroses seem mindless, they have crude intellects and can understand speech. Yet whatever motives the ouroboroses have for hiding away on the Material Plane are unclear. Most find their way to this reality by accident, tumbling through rents in reality from the Astral Plane or perhaps conjured here by powerful magic wielded by mad spellcasters eager to unleash devastation upon the world.

An ouroboros is usually coiled into a circle roughly 50 feet in diameter. It weighs 260 tons.

OUROBOROS BLOOD RITUAL

The most common ritual that utilizes ouroboros blood is detailed below; full rules for rituals are on page 208 of *Pathfinder RPG Occult Adventures*.

OUROBOROS BLOOD RITUAL

School conjuration (healing); **Level** 9

Casting Time 90 minutes

Components V, S, M (a gallon of blood harvested from an ouroboros within the previous month), SC (up to 8)

Skill Checks Heal DC 34, 4 successes; Knowledge (arcana) DC 34, 3 successes; Knowledge (planes) DC 34, 2 successes

Range touch

Target one dead creature

Duration instantaneous

Saving Throw none; **SR** no

Backlash The caster and secondary casters become exhausted.

Failure All casters are affected by the ouroboros's ruinous blood special attack. The dead body can't be the target of the ouroboros blood ritual in the future.

EFFECT

The caster uses the ouroboros blood to paint complex mathematical equations on the ground surrounding a dead body (or if lacking a body, in the area where the body was slain). Upon the ritual's completion, the dead body is restored to life, as per *true resurrection*. Unlike that spell's limitation, there is no limit as to how long the body has been dead before it can be restored to life in this manner, but bodies whose souls have been judged and sent on to the afterlife (GM's discretion) cannot be restored to life via this ritual. A creature can be restored to life via an ouroboros blood ritual only once through all time.

PROTEAN, AZURETZI

Brilliant blue scales with purple highlights cover this sinuous creature's body, and its slender reptilian maw is filled with tiny, sharp teeth.

AZURETZI

CR 5

XP 1,600

CM Small outsider (chaotic, extraplanar, protean, shapechanger)

Init +9; **Senses** blindsense 30 ft., darkvision 60 ft., *detect law*; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

hp 57 (6d10+24)

Fort +6, **Ref** +10, **Will** +7

Defensive Abilities amorphous anatomy, *freedom of movement*;

DR 5/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 16

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +11 (1d4+3), 2 claws +10 (1d3+3), tail slap +8 (1d4+1 plus grab)

Special Attacks constrict (1d4+3), grab (Medium), mocking touch, spell pilfer

Spell-Like Abilities (CL 6th; concentration +9)

Constant—*detect law*

At will—*dimension door*, *shatter* (DC 15)

3/day—*dispel magic*, *hideous laughter* (DC 15)

1/day—*chaos hammer* (DC 17)

STATISTICS

Str 16, **Dex** 21, **Con** 19, **Int** 16, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 23 (can't be tripped)

Feats Improved Initiative, Multiattack, Weapon Focus (bite)

Skills Acrobatics +14, Bluff +12, Disguise +12 (+32 when using mimic form), Fly +24, Knowledge (planes) +12, Perception +11, Sense Motive +11, Stealth +18, Survival +11, Swim +11; **Racial**

Modifiers +20 Disguise when using mimic form

Languages Abyssal, Protean

SQ change shape (*polymorph*), mimic form

ECOLOGY

Environment any (Maelstrom)

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

Treasure none

SPECIAL ABILITIES

Mimic Form (Su) An azuretzi

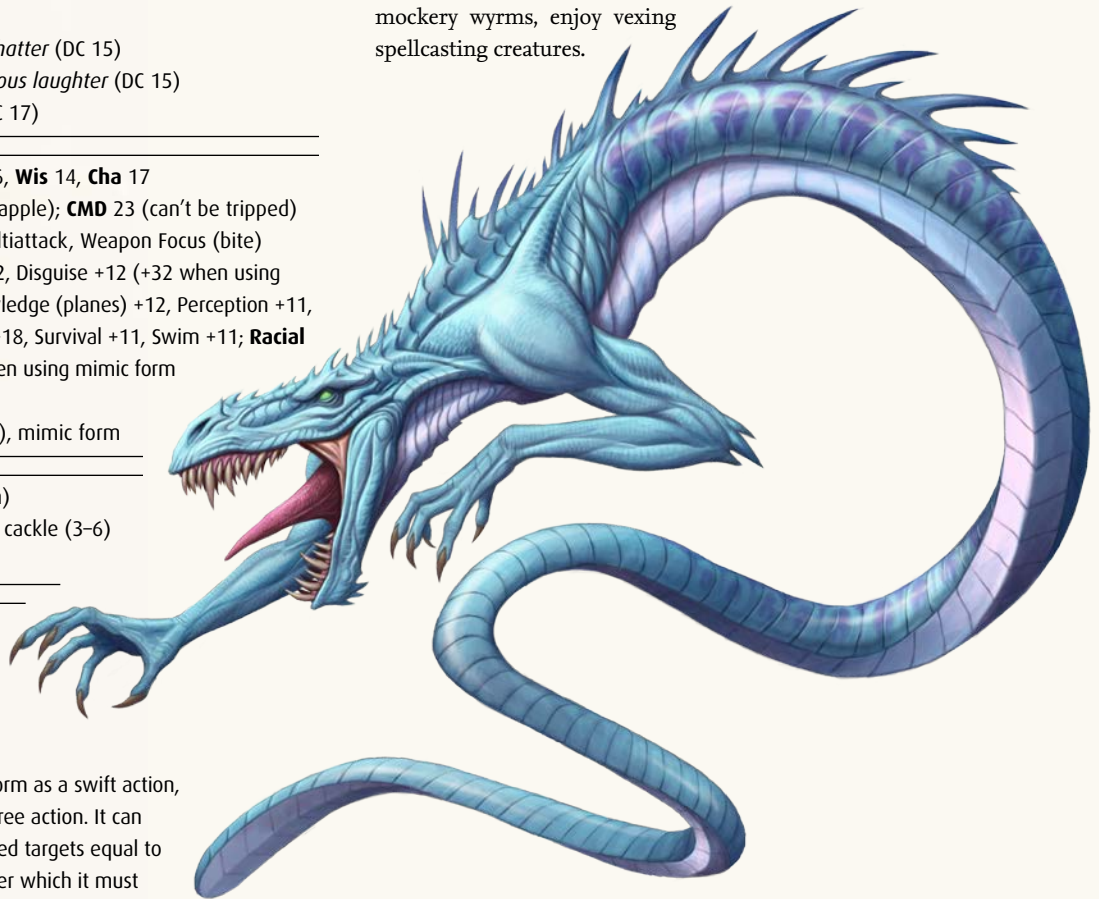
can mimic forms by spending a full-round action to study a creature.

It can use change shape to assume a studied target's form as a swift action, or revert to true form as a free action. It can maintain a number of studied targets equal to its Intelligence modifier, after which it must discard one to study a new creature.

Mocking Touch (Su) An azuretzi can borrow a creature's talents with a touch attack, suppressing the target's ability to use a single spell or spell-like ability (up to 4th level) of the protean's choice for 1d4 rounds. If the azuretzi suppresses the use of a spell, the target can't cast that spell. The azuretzi can cast it once, using its own caster level and Charisma modifier to determine the spell's effects and save DC. If the azuretzi suppresses a spell-like ability, it can use that ability up to three times, or as many times per day as its target could, whichever is fewer. Unwilling targets can resist the azuretzi's mocking touch with a successful DC 16 Will save. An azuretzi can't use mocking touch if it currently has access to a spell or ability from prior uses of this ability. The save DC is Charisma-based.

Spell Pilfer (Su) Two azuretzis can work together as a standard action to redirect an ongoing spell effect from one creature within 30 feet to another. They can move a spell's effect to themselves, sharing its effects as if they were one creature, or shift it to a single valid target of the original spell within 30 feet. The spell's effects, caster level, and duration are unaffected, and continue as if the new target were the caster's original target. With a successful DC 16 Will save, a creature can resist having a spell effect taken from it or applied to it. The save DC is Charisma-based.

Azuretzis, which are also known as mockery wyrms, enjoy vexing spellcasting creatures.



PROTEAN, AZURETZI-PROTEAN, HEGESSIK

PROTEAN, HEGESSIK

This serpentine creature has shimmering golden plumage that transitions into sparkling gemstones on its back.

HEGESSIK

CR 15

XP 51,200

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

Init +10; **Senses** blindsense 60 ft., darkvision 60 ft., *detect law*; Perception +26

Aura maddening whispers (20 ft., DC 24)

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, -1 size)

hp 212 (17d10+119)

Fort +17, **Ref** +13, **Will** +16

Defensive Abilities amorphous anatomy, *freedom of movement*; **DR** 10/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 26

OFFENSE

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

Melee bite +27 (2d8+11/19–20 plus warpwave), 2 claws +27 (1d8+11), tail slap +23 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+16), leaching gaze, telekinetic reach, warpwave (DC 25)

Spell-Like Abilities (CL 15th;

concentration +21)

Constant—*detect law*

At will—*confusion* (DC 20), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *slow* (DC 19)

3/day—*baleful*

polymorph (DC 21),

chaos hammer

(DC 20), quickened

displacement,

quickened

mirror image

1/day—*plane shift* (DC 23),

polymorph any object (DC 24)

STATISTICS

Str 32, **Dex** 23, **Con** 25, **Int** 18, **Wis** 22, **Cha** 23

Base Atk +17; **CMB** +29; **CMD** 45

Feats Combat Reflexes, Critical Focus, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Quickened Spell-Like Ability (*displacement*, *mirror image*), Staggering Critical

Skills Acrobatics +26, Bluff +26, Diplomacy +26, Fly +24, Knowledge (arcana, planes) +24, Perception +26, Sense Motive +26, Spellcraft +24, Swim +36

Languages Abyssal, Protean; telepathy 100 ft.

SQ change shape (*greater polymorph*)

ECOLOGY

Environment any (Maelstrom)

Organization solitary or cloister (2–6)

Treasure standard

SPECIAL ABILITIES

Leaching Gaze (Su) When opened, a hegessik's third eye produces a powerful gaze attack with a 30-foot range. A creature affected by this attack takes 1d3 points of Wisdom damage unless it succeeds at a DC 24 Will save. Proteans are immune to this effect. The save DC is Charisma-based.

Maddening Whispers (Su) A mind-bending susurrus of voices and false perceptions infuses reality in close proximity to a hegessik protean. Any creature within the range of the protean's aura must succeed at a DC 24 Will save or be confused for 1 round. A creature with a chaotic component to its alignment gains a +4 bonus on this save, and creatures with the chaotic subtype are immune. This is a mind-affecting effect, and the save DC is Charisma-based.

Telekinetic Reach (Su) Every 1d4 rounds, a hegessik protean can take a full-round action to make all of its natural attacks as a flurry of telekinetic force with a range of 60 feet. Such attack rolls take a -5 penalty when made at a distance of up to 30 feet, and a -10 penalty when made at a distance of 31–60 feet. A hegessik protean must have line of effect to a target in order to use this ability. A hegessik can't use its grab or warpwave ability with attacks made using this ability.

The reclusive hegessiks are the wandering clergy of the protean race, itinerant spiritual elders and voices in the supernatural wilderness. Detached from the ever-shifting pseudo-structure of powerful protean cabals, hegessiks serve as intermediaries between them and as agents of the protean lords.

Along with keketa proteans (*Pathfinder RPG Bestiary* 2 215), they deal with those gods who dwell within the Maelstrom.

The average hegessik is 14 feet long and weighs 1,400 pounds.

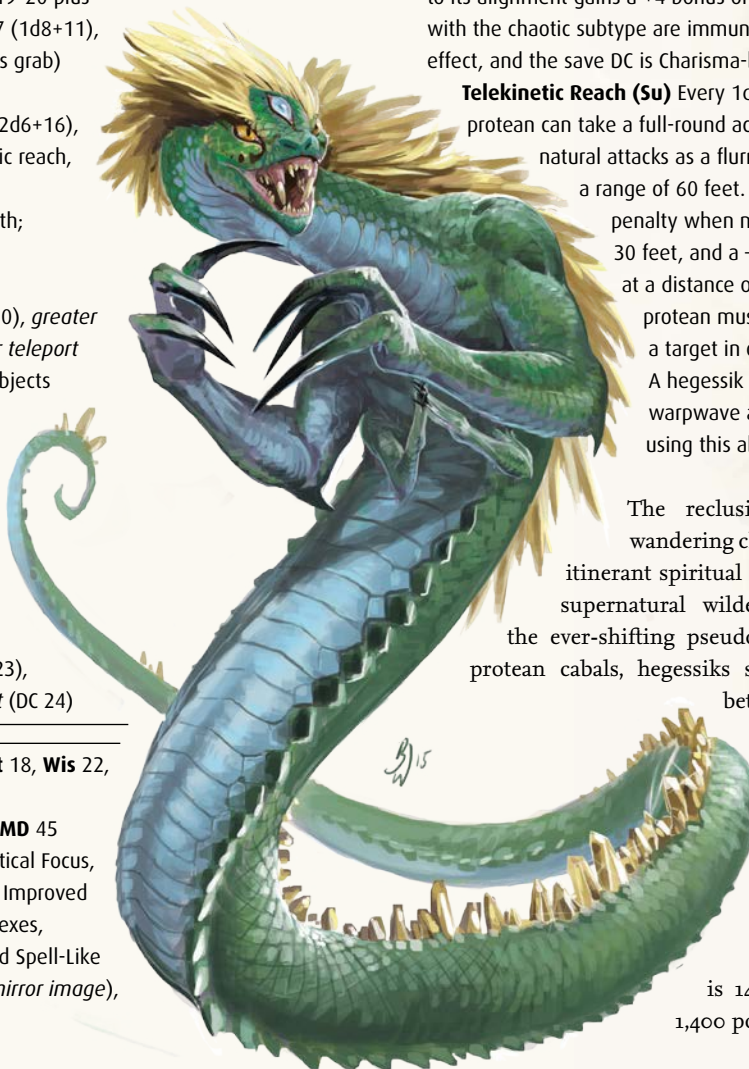


Illustration by Ben Wooten

PROTEAN, IZFIITAR

This serpentine monster has six arms and is crowned by a halo of ever-changing symbols.

IZFIITAR

CR 20



XP 307,200

CN Medium outsider (chaotic, extraplanar, protean, shapechanger)

Init +14; **Senses** blindsense 60 ft., darkvision 60 ft., *detect law*, *true seeing*; Perception +36

Aura cloak of chaos (DC 27)

DEFENSE

AC 36, touch 24, flat-footed 26 (+10 Dex, +4 deflection, +12 natural)

hp 362 (25d10+225)

Fort +27, **Ref** +22, **Will** +26

Defensive Abilities amorphous anatomy, *freedom of movement*; **DR** 15/lawful; **Immune** acid, polymorph effects;

Resist electricity 10, sonic 10; **SR** 31

OFFENSE

Speed 40 ft., fly 50 ft. (perfect), swim 40 ft.

Melee bite +34 (4d6+9/19–20 plus greater warpwave), 6 claws +34 (1d6+9 plus greater warpwave), 2 tail slaps +32 (1d8+4 plus grab)

Special Attacks constrict (1d8+13)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*cloak of chaos* (DC 27), *detect law*, *true seeing*

At will—*confusion* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *major creation*, *plane shift* (DC 26), *telekinesis* (DC 34)

3/day—quicken *confusion* (DC 23), quicken *disintegrate* (DC 25), *prismatic spray* (DC 26), *reshape reality* (DC 26), quicken *telekinesis* (DC 24), *word of chaos* (DC 26)

1/day—*heal*, *implosion* (DC 28), *mage's disjunction*, *prismatic sphere* (DC 28)

1/year—*miracle*

STATISTICS

Str 29, **Dex** 31, **Con** 28, **Int** 24, **Wis** 27, **Cha** 28

Base Atk +25; **CMB** +34; **CMD** 58 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell-Like Ability (*confusion*, *disintegrate*, *telekinesis*), Vital Strike

Skills Acrobatics +38, Bluff +37, Diplomacy +37, Fly +46, Knowledge (arcana, planes) +35, Knowledge (history, religion) +32, Perception +36, Sense Motive +36, Spellcraft +35, Stealth +38, Swim +42

Languages Abyssal, Protean; telepathy 100 ft.

SQ change shape (*shapechange*)

ECOLOGY

Environment any (Maelstrom)

Organization solitary or chorus (2–3)

Treasure double

SPECIAL ABILITIES

Greater Warpwave (Su) A creature struck by an izfiitar's bite or claw must succeed at a DC 31 Fortitude save or be affected by a greater warpwave. Roll 1d20 and consult the following list for exact effects on the creature. The save DC is Constitution-based.

d20 Warpwave Effect

- 1 Target takes 4 points of Strength damage.
- 2 Target takes 4 points of Dexterity damage.
- 3 Target takes 4 points of Constitution damage.
- 4 Target takes 4 points of Intelligence damage.
- 5 Target takes 4 points of Wisdom damage.
- 6 Target takes 4 points of Charisma damage.
- 7 Target gains 1d4 negative levels.
- 8 Target is blinded or deafened for 1d4+1 rounds.
- 9 Target is confused for 1d4 rounds, and all non-proteans that are within 20 feet are affected by *confusion* (Will DC 23 negates).
- 10 Target is struck by a *fireball* (Reflex DC 22 half) centered on its location that deals acid damage rather than fire.
- 11 Target is affected by *greater dispel magic* (CL 20th).
- 12 Target is sickened for 1d4+1 rounds.
- 13 Target is nauseated for 1d4+1 rounds.
- 14 Target is staggered for 1d4+1 rounds.
- 15 Target is stunned for 1d4+1 rounds.
- 16 Target gains 8d6 temporary hit points.
- 17 Target is affected by a *heal* spell (CL 20th).
- 18 Target is permanently turned to stone.
- 19 Target is temporarily shifted outside of the normal flow of time, as per *temporal stasis*, for 1d3 rounds.
- 20 Target is affected by *imprisonment* (CL 20th), and a keketar protean⁶² loyal to the izfiitar appears in the target's place.

Kiss of the Speakers (Ex) Moment by moment, an izfiitar tinkers with the myriad possibilities in which it can act or move, granting it the prescience to choose whichever possible moment best suits it. As a move action once every other round, an izfiitar can grant itself one of the following options on its next round's action: double all of its speeds for 1 round, gain the ability to roll one d20 roll twice in the next round and choose which result to use, or gain an additional standard action that can be used only to activate a spell-like ability.

Reshape Reality (Sp) This ability functions as *mirage arcana* heightened to a 9th-level spell, except the changes created are quasi-real, like those created by *shadow conjuration*. A creature that interacts with reshaped reality can attempt a DC 26 Will save to see through the illusion. Terrain thus created can provide concealment, and against foes who fail the Will save to see through it, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% of the normal hardness and hit points, and break DCs are 10 lower than normal. Damage caused by dangerous terrain can't exceed 5d6 points of damage per round (1d6 per

round against disbelievers). This ability can't damage existing structures, nor does it function in areas where planar travel is prohibited.

While the kekatar proteans (*Pathfinder RPG Bestiary 2* 215) hold vague ideological sway over their kind's infinite choruses, the izfiitars loom above them, cardinals among the slithering clergy. Aloof and distant even compared to the kekatars, izfiitars rarely venture beyond the Maelstrom's deepest reaches, content to divine the will of the plane's unknowable dualistic godhead, the Speakers of the Depths.

Bound to a single chorus, izfiitars are and yet are not distinct from the kekatars who pay them obeisance, leading many to speculate that they are essentially elevated kekatars, chosen for reasons unknown and propelled along a path of apotheosis either by the Maelstrom itself or by one of the so-called protean lords. Yet their position remains paradoxical, befitting the Maelstrom's rejection of stability and consistency. Not every chorus contains an izfiitar, while some contain multiple, and the size and influence of any given chorus is entirely independent of their presence.

Although smaller in size than kekatars, izfiitars have monstrous physical attacks and stupendous magical powers. They wield a more powerful version of lesser proteans' warpwave, as well as abilities that bend reality and alter probability, focused on the proteans' desire to return all of reality to the freedom of pure, unbound chaos.

HERALD OF THE SPEAKERS

Among the izfiitars, those termed Heralds of the Speakers wield greater power and authority than their kin and take a more direct hand in guiding the choruses than the much more distant protean lords. Each Herald of the Speakers is effectively a unique being; they often have additional Hit Dice or levels in a particular class (typically cleric or oracle), the advanced creature simple template, and possibly unique powers granted by their dualistic and inscrutable divine patron. Listed below are three sample unique abilities of Heralds of the Speakers, but these examples are by no means the entirety of the strange powers they might wield.

Planar Transposition (Su): The Herald's connection to the fabric of the Maelstrom that underlies every other plane of reality provides it a considerable ability to influence its surroundings even while on

other planes. As a standard action once every 1d4 rounds, the Herald can suppress one planar trait or add one of the Maelstrom's planar traits to an area equal to one 10-foot square per Hit Die it has. Alternatively, the Herald can effectively shift the area in a 90-foot radius centered on itself into the Maelstrom, swapping a corresponding region of the Maelstrom onto its current plane and choosing whether to move creatures or leave them in place. Creatures can resist being transported by succeeding at a Will save (DC = 10 + half the Herald's HD + the Herald's Charisma modifier).

Reality Flaunt (Su): The Herald can selectively ignore or redirect a spell or spell-like ability once every 1d4 rounds as an immediate action. The Herald can choose to buck the laws of reality and ignore such an effect by attempting a Wisdom check (DC = the caster level of the spell or spell-like ability). If the Herald exceeds the DC by 10 or more, it can choose to redirect any targeted effect to a new target of its choosing within 60 feet.

Voice of the Speakers (Su): The Herald of the Speakers has additional spell-like abilities (20 spell levels' worth of 1st- to 4th-level spells usable at will and 20 spell levels' worth of 5th- to 8th-level spells usable three times per day). All selected spells must come from the cleric spell list, the Chaos domain, or the Protean subdomain.



Illustration by Rayph Beisner

PROTEAN, OSHAGEROS

This crocodile-jawed creature has two talon-tipped hands and luminescent tentacles extending from its back.

OSHAGEROS

CR 13



XP 25,600

CN Medium outsider (chaotic, extraplanar, protean, shapechanger)

Init +11; **Senses** blindsense 30 ft., darkvision 60 ft., *detect law*; Perception +24

DEFENSE

AC 28, touch 18, flat-footed 20 (+7 Dex, +1 dodge, +10 natural)

hp 195 (17d10+102)

Fort +13, **Ref** +19, **Will** +16

Defensive Abilities amorphous anatomy, *freedom of movement*; **DR** 10/lawful; **Immune** acid, polymorph effects;

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

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +23 (1d8+6 plus warpwave), 2 claws +23 (1d8+6), tail slap +18 (1d4+3 plus grab), 4 tentacles +18 (1d4+3 plus drain)

Special Attacks constrict (1d4+6), draining tentacles, warpwave burst

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

Constant—*detect law*

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

3/day—*chaos hammer* (DC 19)

1/day—*dispel law* (DC 20), *dismissal* (DC 20), *summon* (level 5, 2 imenteshes^{B2} 75%)

STATISTICS

Str 22, **Dex** 25, **Con** 22, **Int** 21, **Wis** 18, **Cha** 21

Base Atk +17; **CMB** +23; **CMD** 41 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility

Skills Acrobatics +27, Bluff +25, Diplomacy +25, Fly +35, Intimidate +25, Knowledge (planes) +25, Perception +24, Sense Motive +24, Stealth +27, Survival +24, Swim +31

Languages Abyssal, Protean

SQ change shape (*greater polymorph*)

ECOLOGY

Environment any (Maelstrom)

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

Treasure standard

SPECIAL ABILITIES

Draining Tentacles (Ex) An oshageros's tentacles

flicker with chaotic energies that sap the vigor of those they strike. A creature struck by a tentacle takes 1 point of Dexterity drain and is staggered for 1 round; this effect is negated with a successful DC 24 Fortitude save, but a new saving throw must be attempted for each tentacle hit. The duration of the staggered effect stacks with multiple hits. The save DC is Constitution-based.

Warpwave Burst (Su) As a standard action once every 1d4 rounds, an oshageros can unleash a powerful chaotic force in a 20-foot-radius burst centered on itself. This burst affects all creatures in the area save for other proteans. Affected creatures are struck by a warpwave (see page 306) and are staggered for 1 round. A successful DC 24 Fortitude save negates this effect. The save DC is Constitution-based.

Oshageroses exist to destroy or ward away creatures seen as antithetical to true chaos.

An oshageros is 8 feet long and weighs 220 pounds.



PROTEAN, OSHAGEROS-PROTEAN, OURDIVAR

PROTEAN, OURDIVAR

The upper body of this creature is that of a multicolored bestial humanoid, while its lower section ends in a serpentine tail.

OURDIVAR

CR 4

XP 1,200

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

Init +5; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +10

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 42 (5d10+15)

Fort +4, **Ref** +5, **Will** +6

Defensive Abilities amorphous anatomy, freedom of movement;

Immune acid; **Resist** electricity 10, sonic 10; **SR** 15

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee slam +8 (1d6+4), tail slap +3 (1d8+2 plus grab)

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

Special Attacks adaptive strike, constrict (1d8+4), warpwave exit

Spell-Like Abilities (CL 5th; concentration +7)

3/day—*color spray* (DC 13)

1/day—*dispel magic*, *rage*

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 15, **Cha** 14

Base Atk +5; **CMB** +10; **CMD** 21

Feats Combat Reflexes, Improved Initiative, Power Attack

Skills Bluff +10, Fly +15, Intimidate +10, Perception +10, Sense

Motive +10, Stealth +5, Swim +12

Languages Abyssal, Protean

SQ change shape (humanoid or monstrous humanoid; *polymorph*)

ECOLOGY

Environment any (Maelstrom)

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

Treasure none

SPECIAL ABILITIES

Adaptive Strike (Su) An ourdivar's natural weapons count as chaotic and magical for the purpose of overcoming damage reduction. An ourdivar can change the physical shape of its slam attack to change the damage type it deals to bludgeoning, slashing, or piercing as a swift action.

Warpwave Exit (Su) An ourdivar that is killed or banished erupts in a wave of chaotic energy, affecting 1d4+1 non-protean corporeal creatures within 15 feet with a minor warpwave. Roll 1d10 and consult the following list for the effect it has on each creature. If a minor warpwave duplicates a spell effect, the caster level of that spell effect is equal to the ourdivar's CR (CL 4th for the typical ourdivar). Targets can resist the warpwave's effect with a successful DC 15 Fortitude save. The save DC is Constitution-based.

d10 Warpwave Effect

1	2 points of Str, Dex, or Con damage (random).
2	2 points of Int, Wis, or Cha damage (random).
3	Blinded or deafened (random) for 1d4 rounds.
4	Fatigued (or exhausted if already fatigued).
5	Target gains the effects of <i>slow</i> .
6	Target gains a +2 enhancement bonus to Strength, Dexterity, or Constitution (random) for 24 hours.
7	Target gains a +2 enhancement bonus to Intelligence, Wisdom, or Charisma (random) for 24 hours.
8	Target gains the effects of <i>protection from law</i> .
9	Target gains 3d6 temporary hit points.
10	Target gains the effects of <i>haste</i> .

Ourdivars are spontaneously formed when called forth via spells like *lesser planar ally*. They toil at the behest of their conjurer creators, acting as tools of chaos across the planes.

An ourdivar is 12 feet long and weighs 700 pounds.



Illustration by Kiki Moch Rizky

PROTEAN, PELAGASTR

This glittering serpent's body ends in a looping length of tail. Its scales glow softly in ever-changing patterns.

PELAGASTR

CR 8

XP 4,800

CN Medium outsider (chaotic, extraplanar, incorporeal, protean, shapechanger)

Init +10; **Senses** blindsight 30 ft., darkvision 60 ft., *detect law*; Perception +16

DEFENSE

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

hp 105 (10d10+50); fast healing 5

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

Defensive Abilities amorphous anatomy, *freedom of movement*, incorporeal; **DR** 5/lawful; Immune acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 19

OFFENSE

Speed fly 30 ft. (perfect)

Melee bite +16 touch (1d6), 2 claws +16 touch (1d4), tail slap +12 (1d6+6)

Special Attacks constrict (1d6+4), overshadowing ego, spirit coils, warpwave

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*comprehend languages*, *detect law*

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *mage hand*

3/day—*hypnotic pattern* (DC 16), *pilfering hand*^{UC}

1/day—*chaos hammer* (DC 18)

STATISTICS

Str —, **Dex** 23, **Con** 21, **Int** 16, **Wis** 16, **Cha** 19

Base Atk +10; **CMB** +16 (+20 grapple);

CMD 30 (can't be tripped)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Skill Focus (Bluff), Weapon Focus (tail slap)

Skills Acrobatics +19, Bluff +23, Diplomacy +17, Fly +27, Knowledge (planes) +16, Perception +16, Perform (sing) +17, Sense Motive +16, Stealth +19 (+39 when motionless); **Racial Modifiers** +20 Stealth when motionless

Languages Common, Protean; *comprehend languages*

SQ blending scales, change shape (*polymorph*)

ECOLOGY

Environment any (Maelstrom)

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

Treasure none

SPECIAL ABILITIES

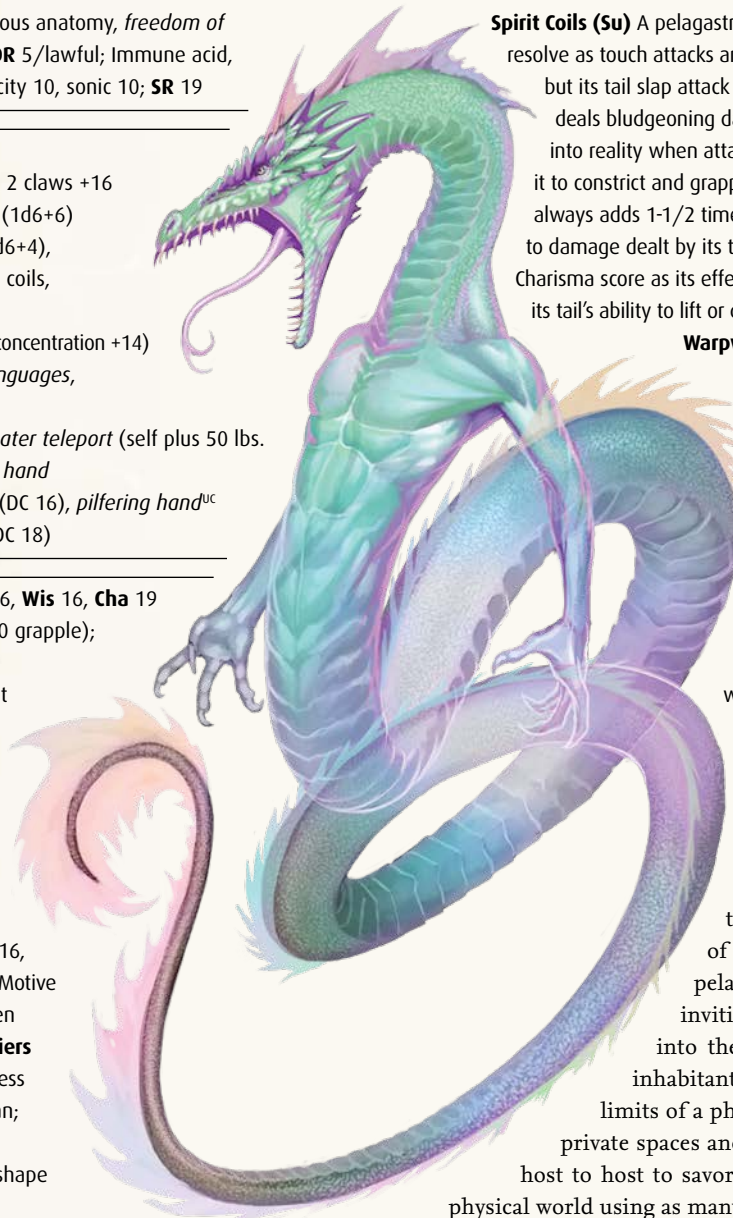
Change Shape (Su) When a pelagastr changes shape, it remains incorporeal in its assumed form.

Overshadowing Ego (Su) Once per round as a standard action, the pelagastr can merge its body with that of a corporeal creature. This ability is similar to a *greater possession*^{OA} spell (caster level equals the protean's Hit Dice). To use this ability, the pelagastr must be adjacent to the target. The target can resist the attack with a successful DC 19 Will save. A creature that successfully saves is immune to that same pelagastr's overshadowing ego for 24 hours. The save DC is Charisma-based.

Spirit Coils (Su) A pelagastr's bite and claw attacks resolve as touch attacks and deal force damage, but its tail slap attack resolves normally and deals bludgeoning damage, as the tail dips into reality when attacking; this also allows it to constrict and grapple foes. The pelagastr always adds 1-1/2 times its Charisma modifier to damage dealt by its tail slap and treats its Charisma score as its effective Strength score should its tail's ability to lift or drag objects come into play.

Warpwave (Su) A creature that takes damage from a pelagastr's constrict ability must succeed at a DC 20 Fortitude save or be affected by a warpwave (see page 307). To determine the effects of a pelagastr's warpwave, roll 1d12 and consult the warpwave effect table on page 306. The save DC is Constitution-based.

Just as other proteans delight in bringing change to subvert the awful stagnancy of the physical world, pelagastrs are dedicated to inviting chaos and freedom into the dull, stale lives of its inhabitants. Unrestrained by the limits of a physical body, they spy on private spaces and secrets, and hop from host to host to savor the strangeness of the physical world using as many senses as possible.



PSOGLAV

This one-eyed, wolf-headed creature walks upright on two hooved feet. It bares metal fangs while a thin, ratlike tail twitches behind it.

PSOGLAV

CR 13



XP 25,600

CE Medium monstrous humanoid

Init +8; **Senses** scent, see in darkness; Perception +20

DEFENSE

AC 28, touch 19, flat-footed 19 (+8 Dex, +1 dodge, +9 natural)

hp 187 (15d10+105)

Fort +12, **Ref** +17, **Will** +11

DR 10/cold iron and piercing

OFFENSE

Speed 40 ft.

Melee bite +24 (1d8+13/17-20 plus curse), 2 claws +24 (1d6+9)

Special Attacks consume prey, cursed bite, rend (2 claws, 1d6+13)

Spell-Like Abilities (CL 12th; concentration +11)
3/day—quicken *blur*, *darkness*, *slow* (DC 13)
1/day—*air walk*, *fear* (DC 14), *haste*

STATISTICS

Str 29, **Dex** 26, **Con** 25, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +15; **CMB** +24 (+28 sunder); **CMD** 43 (45 vs. sunder)

Feats Combat Reflexes, Dodge, Greater Sunder, Improved Critical (bite), Improved Sunder, Mobility, Power Attack, Quicken Spell-Like Ability (*blur*)

Skills Acrobatics +23, Perception +20, Stealth +26, Survival +20

Languages Common, Undercommon

ECOLOGY

Environment any underground

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

Treasure double (mostly gems)

SPECIAL ABILITIES

Consume Prey (Su) A psoglav gains power from eating human flesh. When a psoglav bites a human (or a half-human creature such as a half-elf or a half-orc), it regains a number of hit points equal to half the damage dealt by the bite and gains a +4 profane bonus to its AC and on attack and damage rolls for the following round.

Cursed Bite (Ex) A psoglav's bite attack always adds 1-1/2 times its Strength modifier to damage rolls, threatens a critical hit on a roll of 19-20, and is considered to be magic and cold iron for the purpose of overcoming damage reduction. The damage from a psoglav's bite doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature bitten by a psoglav must succeed at a DC 24 caster level check or the healing has no effect on the injured creature. When a psoglav bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Horrific, ravenous creatures that dwell underground but are all too eager to venture forth to the world above, psoglavs terrorize the living and desecrate the dead, all to sate their hunger for flesh. The creatures are a horrible amalgam of different animal and humanoid parts—a one-eyed wolf's head with teeth made of iron, a human's torso with vicious, clawed hands, and elongated horselike legs upon which it walks upright.

These foul monsters have the fearsome reputation for annihilating small villages and clearing out graveyards as they hunt for food. Though they feed on any humanoids they can find, they prefer to hunt humans, whose flesh grants them a dark boon when they eat it. Victims of a psoglav attack may survive the ordeal, but they can suffer the effects of the creature's cursed bite for months or even years.

Psoglavs prefer to make their lairs in the upper reaches of deep caverns near trade routes or clusters of villages to ensure a steady supply of victims. They prefer lairing in caverns that hold large numbers of gemstones. Whether they are actually attracted to the gems or simply use such treasures as bait is unclear, but psoglavs often collect gems and jewelry from the bodies they dig up, so their lairs may house a great deal of wealth. Some psoglavs even carry valuable trinkets with them; magical rings and jewelry are popular prizes for these creatures, even when the monsters don't fully comprehend the use of the items in question.

A typical psoglav stands 6 feet tall and weighs 200 pounds.



Illustration by Rafael Rivera

PSYCHIC STALKER

This horrific, ghostly skull's brain pulses within its cranium, the whorls and folds plainly visible through bone.

PSYCHIC STALKER

CR 7



XP 3,200

NE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., thoughtsense 60 ft.; Perception +16

Aura mental static (30 ft., DC 20)

DEFENSE

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

hp 84 (8d8+48)

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

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

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +10 (1d6 Charisma damage)

Special Attacks fleeting possession

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 13, **Wis** 15, **Cha** 23

Base Atk +6; **CMB** +10; **CMD** 26 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Fly +19, Intimidate +17, Perception +16, Sense Motive +13, Stealth +15

Languages Common

SQ formless

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

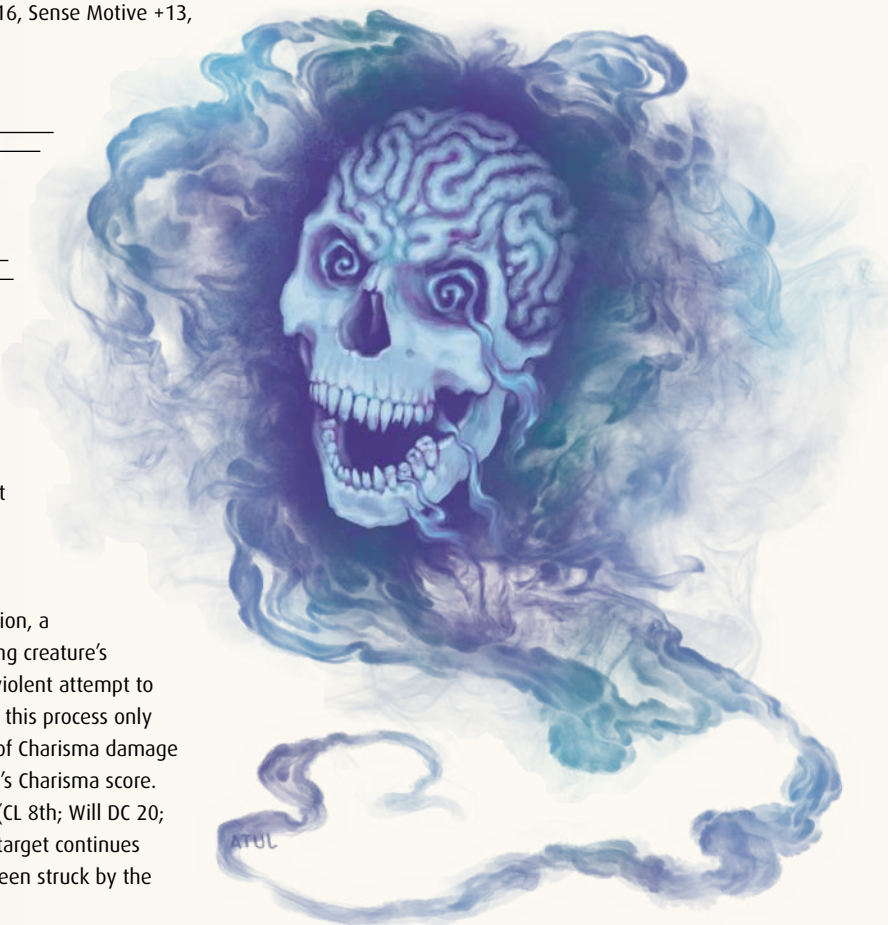
Charisma Damage (Su) A psychic stalker's touch deals 1d6 points of Charisma damage to a living creature. Each time a creature takes Charisma damage from a psychic stalker that would normally exceed the creature's current Charisma score, the creature must make a successful DC 20 Fortitude saving throw or die. This is a negative energy effect. The save DC is Charisma-based.

Fleeting Possession (Sp) As a standard action, a psychic stalker can enter an adjacent living creature's body and begin to destroy its mind in a violent attempt to feel alive. The psychic stalker can initiate this process only on a creature that has taken an amount of Charisma damage equal to or greater than half the creature's Charisma score. This effect functions as per *possession*^{OA} (CL 8th; Will DC 20; the save DC is Charisma-based), but the target continues to take damage each round as if it had been struck by the

psychic stalker's touch attack. Psychic stalkers delight in possessing creatures immune to negative energy, since the stalkers don't affect those creatures' Charisma scores and can inhabit them indefinitely. A creature that successfully saves is immune to that psychic stalker's *possession* for 24 hours.

Formless (Ex) A psychic stalker has no visible form, but creatures that have taken Charisma damage from its attacks hallucinate a screaming skull within a ghostly haze, allowing them to damage the creature normally. It is treated as invisible to all other creatures, but as it has no true form or substance, effects like *invisibility purge*, see *invisibility*, and even *faerie fire* or *glitterdust* don't negate this ability (though blindsight provided by *thoughtsense*^{OA} can be used to locate a psychic stalker). The ability to hallucinate a psychic stalker and negate its concealment after taking Charisma damage is a mind-affecting effect.

Psychic stalkers are the undead minds of psychic spellcasters who suffered unexpectedly violent deaths. Such minds are sometimes powerful enough to persist even after their bodies' destruction, transforming into incorporeal creatures composed entirely of thought, yet they retain no true memories or abilities from their former existence. Knowing only that they are missing a vital part of their being, psychic stalkers are ruled by the envious desire to take control of new bodies.



PSYCHOPOMP, ALGEA

This shrill swarm of whip-poor-wills flies in a spiral, their airborne antics infused with streamers of pale blue mist.

ALGEA

CR 11



XP 12,800

N Diminutive outsider (extraplanar, psychopomp, swarm)

Init +14; **Senses** darkvision 60 ft., *greater arcane sight*, low-light vision, *spiritsense*; **Perception** +26

Aura grief (30 ft., DC 24)

DEFENSE

AC 24, **touch** 24, **flat-footed** 14 (+10 Dex, +4 size)

hp 149 (13d10+78)

Fort +12, **Ref** +20, **Will** +16

Defensive Abilities swarm traits; **Immune** death effects, disease, poison, weapon damage; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 22

OFFENSE

Speed 20 ft., fly 80 ft. (good)

Melee swarm (3d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 22), drain magic, soul cage

Spell-Like Abilities (CL 11th; concentration +19)

Constant—*greater arcane sight*

At will—*mass invisibility* (self only), *speak with dead* (DC 21)

3/day—*call spirit*^{OA} (DC 23), *confusion* (DC 22)

1/day—*plane shift* (swarm counts as one creature; DC 27)

STATISTICS

Str 8, **Dex** 30, **Con** 23, **Int** 15, **Wis** 23, **Cha** 26

Base Atk +13; **CMB** —; **CMD** —

Feats Alertness, Combat Casting, Great Fortitude, Improved Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +26, Fly +36, Knowledge (planes, religion) +18, Perception +26, Sense Motive +26, Spellcraft +18, Stealth +38

Languages Abyssal, Aklo, Celestial, Infernal

SQ spirit touch

ECOLOGY

Environment any (Boneyard)

Organization solitary or spiral (2–6 swarms)

Treasure none

SPECIAL ABILITIES

Aura of Grief (Su) Each creature within 30 feet of an alga must succeed at a DC 24 Will save at the start of its turn or become stricken with intense grief for 1 round. A creature so affected can take no actions, takes a –2 penalty to AC, and loses its Dexterity bonus (if any). Once a creature successfully saves against this effect, it is immune to all algeas' auras of grief for 24 hours. Although this is an emotion and mind-affecting effect, it can still affect undead, despite their usual immunities to such effects. The save DC is Charisma-based.

Drain Magic (Su) Whenever the alga deals swarm damage to a creature, it also dispels an active spell on the creature or one of the creature's items as per a targeted *dispel magic* (CL 11th). The alga can choose which effect to dispel for each creature, targeting the most troublesome first.

Soul Cage (Su) An alga's distraction ability works against creatures normally immune to nausea. An incorporeal creature that fails its save against an alga's distraction is trapped within the alga's space for 1 round, during which it can't move out of that space (even via teleportation effects and the like). If the alga uses *plane shift* on any trapped creatures, they take a –4 penalty to save against the effect.

Algeas protect (and in some cases retrieve) souls that are at risk of being claimed by other entities, particularly spellcasters who dabbled with otherworldly forces but never officially pledged their souls. Algeas are particularly focused on intervening and "rescuing" souls in danger of being trapped within the Material Plane by powerful entities like the Great Old Ones or false prophets who have deluded minions into worshipping them as living gods.



Illustration by David Alvarez

PSYCHOPOMP, ESOBOK

This stout, hunched predator has a ruff of dirty feathers and a crocodilian skull for a head.

ESOBOK

CR 3



XP 800

N Medium outsider (extraplanar, psychopomp)

Init +3; **Senses** darkvision 60 ft., *detect undead*, low-light vision, scent, spiritsense; **Perception** +2

DEFENSE

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

hp 30 (4d10+8)

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

Defensive Abilities eater of the dead; **DR** 2/adamantine;

Immune death effects, disease, poison; **Resist** cold 10, electricity 10

OFFENSE

Speed 40 ft.

Melee bite +6 (1d6+2 plus grab), 2 claws +6 (1d4+2)

Special Attacks pounce, wrench spirit

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*detect undead*

3/day—*invisibility* (self only)

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 19

Feats Combat Reflexes, Power Attack

Skills Climb +8, Intimidate +8, Perception +2, Stealth +9, Survival +8

Languages Abyssal, Celestial, Infernal

SQ spirit touch

ECOLOGY

Environment any (Boneyard)

Organization solitary, pack (2–6), or hunting party (3–10 plus 1 vanth psychopomp⁶⁴)

Treasure none

SPECIAL ABILITIES

Eater of the Dead (Su) Esoboks enjoy eating undead flesh, and are immune to the nauseated and sickened conditions.

Wrench Spirit (Su) If an esobok begins its turn grappling a living or undead creature, it can attempt to wrench that creature's animating spirit free as a standard action. If the target succeeds at a DC 14 Will save, it takes 1d6 points of force damage; if the target fails, its spirit is stripped from its body. This effect instantly destroys mindless undead that have fewer Hit Dice than the esobok and leaves all other undead dazed. All other targets are paralyzed. Once per round, a creature dazed or paralyzed by this effect can attempt a new saving throw to free its soul from the esobok's jaws. An esobok can't use its bite attack while it holds a disembodied spirit, but it can release the spirit as a free action, at which point the daze or paralysis effect ends. Creatures without souls (such as constructs and oozes) and creatures whose bodies and souls are one unit (such as outsiders) are immune to this ability. The save DC is Charisma-based.

Esoboks constitute a vicious predator caste of psychopomps. They patrol graveyards as feral hunters, hungry for undead flesh. As outsiders, esoboks don't have to eat and draw no sustenance from this behavior, but the spark of undeath is a feast for their every sense, and they pursue and ravenously consume undead creatures at every opportunity.

Esoboks' unruly nature and limited intelligence make them ideal border guards and "attack animals," although their behavior can be alien and unsettling to those who expect them to display either more animalistic instincts or the sophisticated intellects of other psychopomps. These predators are never trusted to retrieve the souls of the fallen, but they are often called to the Material Plane to help contain outbreaks of undead—in such situations, their joy at the taste of undead flesh generally prevents them from attacking living targets, despite their lust for battle.

Some psychopomps (particularly vanths; *Pathfinder RPG Bestiary* 4 221) have developed methods of training esoboks to realize greater potentials, allowing the creatures to tap into newfound reservoirs of magical ability. These trained esoboks have the advanced creature simple template and gain access to the following spell-like abilities, each usable once per day: *ear-piercing scream*^{UM}, *haunting mists*^{UM}, and *teleport*.

The typical esobok stands 3 feet tall at the shoulder, is nearly as wide, and weighs upward of 300 pounds.

Illustration by Ben Wootten



PSYCHOPOMP, ESOBOK-PSYCHOPOMP, MEMITIM

PSYCHOPOMP, MEMITIM

Eyes with the dead cast of onyx glare from beneath the legionnaire's helmet worn by this ominous, black-winged woman.

MEMITIM

CR 15



XP 51,200

N Medium outsider (extraplanar, psychopomp)

Init +13; **Senses** darkvision 60 ft., *detect evil*, *detect good*, low-light vision, *spiritsense*, *true seeing*; Perception +24

Aura terminal aura (50 ft., DC 23)

DEFENSE

AC 32, touch 19, flat-footed 23 (+9 Dex, +13 natural)

hp 216 (16d10+128)

Fort +13, **Ref** +19, **Will** +15

Defensive Abilities *freedom of movement*; **DR** 10/adamantine;

Immune acid, death effects, disease; **Resist** cold 10, electricity 10; **SR** 26

OFFENSE

Speed 30 ft., fly 100 ft. (good)

Melee +3 *scythe* +27/+22/+17/+12 (2d4+13/19-20/x4)

Spell-Like Abilities (CL 14th; concentration +19)

Constant—*detect evil*, *detect good*, *freedom of movement*, *true seeing*

At will—*dimensional anchor*, *dispel magic*, *gaseous form*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *plane shift* (self only), *speak with dead*, *status*, *veil* (DC 21)

3/day—*quicken dispel magic*, *finger of death* (DC 22), *forbiddance*, *undeath to death* (DC 21)

1/day—*energy drain* (DC 24)

STATISTICS

Str 24, **Dex** 29, **Con** 26, **Int** 17, **Wis** 20, **Cha** 21

Base Atk +16; **CMB** +23; **CMD** 42

Feats Blinding Critical, Combat Casting, Critical Focus, Improved Critical (*scythe*), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*dispel magic*), Weapon Focus (*scythe*)

Skills Bluff +24, Diplomacy +24, Fly +32, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +22, Perception +24, Sense Motive +24, Stealth +28

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (owl, raven, or vulture; *beast shape* /), spirit touch

ECOLOGY

Environment any (Boneyard)

Organization solitary, pair, or dirge (3-7)

Treasure standard (+3 *scythe*, other treasure)

SPECIAL ABILITIES

Terminal Aura (Su) Every round, any creature within 50 feet of a memitim that has -1 or fewer hit points and is stable must succeed at a DC 23 Will saving throw or be affected by the spell *bleed*. Any dying creature within this range does not receive a Constitution check to stabilize, but can be healed as normal—though it can be affected by *bleed* in subsequent rounds if not restored to 0 or more hit points. Any creatures with fast healing or regeneration must succeed at a DC 23 Will save every round or that ability does not function for 1 round. The save DCs are Charisma-based.

Soldiers know memitims as the angels of death who protect fallen combatants and others who die as mass casualties from soul-hungry scavengers. While most memitims preside over massacres, their full wrath manifests against any who would cut numerous lives short in an unnatural pursuit of souls.

Illustration by Brynn Meheney



PSYCHOPOMP, OLETHROS

This moth-winged woman wears a spiral mask and a white, silken gown glimmering with tiny bronze mirrors.

OLETHROS

CR 17



XP 102,400

N Medium outsider (extraplanar, psychopomp)

Init +24; **Senses** darkvision 60 ft., *discern next of kin*^{ACG}, low-light vision, *spiritsense*, *true seeing*; Perception +30

DEFENSE

AC 32, touch 30, flat-footed 22 (+10 Dex, +10 insight, +2 natural)
hp 275 (19d10+171)

Fort +20, **Ref** +16, **Will** +19; +8 vs. mind-affecting effects

Defensive Abilities all-around vision, cyclic energy, fated, *mind blank*, mirror garb; **DR** 15/adamantine; **Immune** ability damage, ability drain, death effects, disease, energy drain, poison; **Resist** cold 10, electricity 10; **SR** 28

OFFENSE

Speed 40 ft., fly 100 ft. (good)

Melee 2 fated touches +23 (10d6)

Ranged silkbow +35/+30/+25/+20 (2d6+15/19–20/×3)

Special Attacks fated touch, fateful arrows

Spell-Like Abilities (CL 17th; concentration +27)

Constant—*discern next of kin*^{ACG}, *mind blank*, *tongues*, *true seeing*

At will—*breath of life*, *greater dispel magic*, *greater scrying* (DC 27), *greater teleport* (self plus 50 lbs. of objects only), *prognostication*^{UI}

3/day—*haste*, *mass cure critical wounds* (DC 28)

1/day—*moment of prescience*, *plane shift* (self plus 50 lbs. of objects only), *temporal stasis* (DC 28), *wail of the banshee* (DC 29)

STATISTICS

Str 18, **Dex** 30, **Con** 29, **Int** 20, **Wis** 27, **Cha** 31

Base Atk +19; **CMB** +23; **CMD** 53

Feats Deadly Aim, Greater Snap Shot, Improved Initiative, Improved Precise Shot, Improved Snap Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Snap Shot, Weapon Focus (silkbow)

Skills Bluff +32, Disguise +32, Fly +36, Intimidate +29, Knowledge (arcana, planes, religion) +27, Knowledge (history) +24, Perception +30, Sense Motive +30, Spellcraft +27

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

SQ change shape (Medium humanoid; *alter self*), spirit touch

ECOLOGY

Environment any (Boneyard)

Organization solitary, pair, or thread (3 plus 3–8 *morrignas*^{B4})

Treasure standard

SPECIAL ABILITIES

Cyclic Energy (Ex) To an olethros, the beginnings and endings of all things are inexorably connected, including the relationship between life and death. Olethroses are healed by both positive and negative energy effects and are immune to ability damage, ability drain, and energy drain.

Fated (Su) An olethros adds her Charisma modifier as an insight bonus to AC and on initiative checks.

Fated Touch (Su) An olethros's fated touch shows her target glimpses of its own fate and draws the creature inexorably closer to its doom. A fated touch deals 10d6 points of damage that bypasses all damage reduction. This is an aging effect when used against a living target. Against undead foes, it manifests as positive energy damage. Nonliving creatures (such as constructs) and creatures that are specifically immune to aging effects are immune to an olethros's fated touch. A creature that is critically hit by a fated touch is wracked by anguish and suffering for every bitter failure it has or shall experience, and is permanently shaken and sickened. This effect is a curse and a mind-affecting fear effect.

Fateful Arrows (Su) Each time an olethros deals damage to a creature with an arrow fired from her silkbow, the creature gains 1 fateful arrow point. These points persist for 24 hours. As long as a creature has any fateful arrow points, it takes a penalty equal to that point total on all saving throws against effects created by a psychopomp. This is a curse effect.

Mirror Garb (Ex) Each tiny bronze mirror woven into an olethros's gown is a suitable focus for *greater scrying*, and she can view the world through them all easily with her all-around vision, allowing her to keep track of numerous situations at once. Her mind can process hundreds of streams of information simultaneously in this way. When an olethros succeeds at her saving throw against a spell or spell-like ability that targets only the olethros, there's a 50% chance that one of these mirrors reflects the effects of the attack back upon the caster as per *spell turning*.

Silkbow (Su) An olethros's strange bow functions only for the olethros who created it. In her hands, it counts as a +5 *longbow*. If an olethros's silkbow is destroyed or set aside, it collapses into nonmagical silk; an olethros can create a new silkbow as a standard action. Arrows are created automatically as the olethros fires her silkbow and deal an amount of piercing damage equal to 2d6 + the olethros's Charisma modifier.

Psychopomps embody the natural cycle of birth and death; while most psychopomps are focused mainly on the transition between death and the afterlife, olethroses focus on birth, death, and the fate of those hanging in the balance between them. Olethroses are among the Boneyard's most powerful agents in the mortal world, and they work outside that plane's normal hierarchy, answering to only the psychopomp ushers and the enigmatic goddess of death herself. They move among mortals in disguise, watching the strands of fate interweave and acting to promote their view of fate and stymie those who fight against fate's flow. An olethros might appear in the guise of a wise midwife or a person's former mentor, offering words of wisdom or advice that open up new possibilities.

Olethroses often see themselves as extraplanar rivals to the fey norns (*Pathfinder RPG Bestiary* 3 202), though stories tell of at least one star-crossed romance between a norn and an olethros. Although inveterate meddlers themselves, olethroses can't abide lipika aeons (*Pathfinder RPG Bestiary* 5 8), disapproving of their manipulation of the cycle of life for some alien sense of karma. Occasionally, a shadow war of manipulation breaks out between an olethros and a lipika that can span lives, families, and even dynasties. Among psychopomps, morrignas (*Pathfinder RPG Bestiary* 4 219) look upon olethroses with respect and adulation, while nosois (*Bestiary* 4 220) sometimes consider them bossy. Yamarajes (*Bestiary* 4 222) respect their independence but sometimes requisition one to serve as an expert witness or an advocate during a particularly difficult judgment. Olethroses never refuse such a requisition, but most chafe at being assigned such tasks more than once in a long while.

While all psychopomps loathe undead, olethroses only incidentally spar with those abominable exceptions to the cycle. Instead, the focus of their enmity is upon sahkils (*Bestiary* 5 212). Olethroses sometimes use their *plane shift* ability to hunt their traitorous kin on the Ethereal Plane. While none know for sure precisely why olethroses fixate on sahkils, legends say that one of the first sahkil tormentors to rise was an olethros who went rogue.

Many psychopomps use manufactured weapons, such as scythes or staves, in their war against those who would endanger the flow of souls to the afterlife, but olethroses use strange weapons that function only for their kind. These are silkbows, ranged weapons built from diaphanous strands of cloth and silk that function as magical longbows.

While most psychopomps are forged from mortal souls in Purgatory, olethroses are born from other olethroses via rarely occurring immaculate conception. Olethroses claim that new members of their kind are born when a new branch of fate forks off, and the newcomers are destined to study and nurture that branch and the lineages involved. Whatever the case, very few olethroses become pregnant in this way, but those who do grow enormously in power. Olethros mothers range in CR from 20 to 25. A few of the more powerful olethros mothers advance with levels in a spellcasting class (typically cleric), but most of them advance by gaining additional Hit Dice and unique powers over birth, fate, and death. Olethros mothers occasionally use weapons other than their usual bows, either because they have developed the ability to create a different sort of weapon or because they've acquired a particularly powerful weapon and augmented it with their own powers. Such olethros mothers trade away the silkbow

and fateful arrows abilities for amazing abilities related to their new weapons.

Olethros mothers are much more likely to have subsequent daughters than an ordinary olethros is to have a first daughter, so olethros mothers are far less common than other olethroses. Each one develops her own distinct specialty, and in that area of expertise, even yamarajes defer to her; in fact, the most powerful olethros mothers serve as advisors and near peers of even the psychopomp ushers themselves.

A typical olethros stands only 5 feet tall and weighs 100 pounds. An olethros mother is much taller; it is not uncommon for such powerful psychopomps to be nearly 8 feet in height and weigh 250 pounds.



Illustration by David Alvarez

PSYCHOPOMP, SHOKI

A wooden staff topped with a silver cage containing a ghostly face keeps this grizzled, snail-backed creature upright.

SHOKI

CR 9

XP 6,400

N Medium outsider (extraplanar, psychopomp)

Init +4; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, low-light vision, *spiritsense*; Perception +22

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 115 (10d10+60)

Fort +9, **Ref** +11, **Will** +14

DR 10/adamantine; **Immune** acid, charm, cold, death effects, disease, fear, poison, sleep; **Resist** electricity 10; **SR** 20

OFFENSE

Speed 30 ft.

Melee +2 *cold iron quarterstaff* +19/+14 (1d6+12)

Special Attack soul lock

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

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will—*etherealness*, *invisibility* (self only), *mass cure moderate wounds* (DC 19, harm undead only), *protection from evil*, *protection from good*, *searing light*
1/day—*plane shift* (self only)

STATISTICS

Str 24, **Dex** 19, **Con** 22, **Int** 18, **Wis** 21, **Cha** 17

Base Atk +10; **CMB** +17; **CMD** 32

Feats Alertness, Combat Casting, Dodge, Iron Will, Persuasive

Skills Bluff +16, Diplomacy +20, Intimidate +20, Knowledge (arcana, planes) +17, Knowledge (religion) +14, Perception +22, Sense Motive +22, Spellcraft +17, Stealth +17

Languages Abyssal, Celestial, Common, Infernal

SQ spirit touch

ECOLOGY

Environment any (Boneyard)

Organization solitary

Treasure double (+2 *cold iron quarterstaff*, other treasure)

SPECIAL ABILITIES

Soul Lock (Su) Once per day as a standard action, a shoki can use its +2 *cold iron quarterstaff* to capture the soul of a creature at the threshold of death—any undead creature or any living being with 0 or fewer hit points. The target must succeed at a DC 20 Will save or be slain (if living) or disrupted (if undead), its spirit locked within the shoki's staff. A corporeal undead transforms into a corpse if affected by this ability, while an incorporeal undead is trapped bodily within the staff (this ability negates a ghost's ability to rejuvenate). A spirit trapped within a shoki's staff cannot be returned to life through any means short of *miracle*, *true resurrection*, or *wish*. A trapped soul can be freed if the shoki wills it, or by casting *banishment*, *dismissal*, or *freedom* upon the staff. The trapped soul can also be freed by destroying the staff. A shoki's staff can contain only one soul at a time. The save DC is Wisdom-based.

Shokis are the collectors of lingering souls, tasked with compelling even the most deluded beings to take the first step into the afterlife. Their tactics are varied, but most start by counseling the wayward dead using theosophical arguments and blunt warnings about the ravenous things that wait to feed upon lost spirits. Each shoki bears powerful tools to aid it in such pursuits—eclectic collections of holy symbols and withered staves of cold iron capable of imprisoning a single soul at a time. Shokis use their staves against only the most stubborn or demented souls, whom they capture and personally escort to the Boneyard for judgment.



Illustration by Brynn Metheney

PSYCHOPOMP, SHOKI-PSYCHOPOMP, VIDUUS

PSYCHOPOMP, VIDUUS

This dour being has a mostly humanoid form with its lower body wrapped in a cocoon-like husk.

VIDUUS

CR 4



XP 1,200

N Medium outsider (extraplanar, psychopomp)

Init +4; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +14

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 47 (5d10+20)

Fort +5, **Ref** +4, **Will** +10

DR 5/adamantine; **Immune** death effects, disease, mind-affecting effects, poison; **Resist** cold 10, electricity 10; **SR** 15

OFFENSE

Speed 30 ft., climb 30 ft.

Melee quill +5 touch (1d4 plus censor or expurgate)

Special Attacks censor, expurgate, quill

STATISTICS

Str 10, **Dex** 11, **Con** 18, **Int** 15, **Wis** 19, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 15

Feats Alertness, Improved Initiative, Iron Will

Skills Bluff +11, Climb +8,

Diplomacy +11, Knowledge

(history, planes, religion) +10,

Perception +14, Sense

Motive +14, Stealth +8

Languages Abyssal, Celestial,

Common, Infernal

SQ spirit touch, transformation

ECOLOGY

Environment any (Boneyard)

Organization solitary, pair, or library (3-12)

Treasure standard

SPECIAL ABILITIES

Censor (Su) A viduus that strikes a living creature with its quill rewrites memories. The target must succeed at a DC 15 Will save or its memories are affected similarly to *modify memory*. The viduus can rewrite 1 day's worth of the target's memories with a single strike. The target is confused for the next 1d4 rounds. A creature's memories can be restored by *lesser restoration*, *modify memory*, or similar spells. Memories lost in this manner are copied into one of the numerous tomes protected by the viduus and can be relearned by reading that tome. This is a mind-affecting effect. The save DC is Charisma-based.

Expurgate (Su) A viduus that strikes an undead creature with its quill can obliterate that creature's memories and rob it of its will to act. The undead creature must succeed at a DC 15 Will save or have all of its memories erased. This renders the undead immobile, as if under the effects of *halt undead*. An intelligent undead can attempt a saving throw at the end of each of its turns to end the effect, but unintelligent undead remain halted until the effect is removed by an outside force. The effect is broken if the halted creature is attacked or takes damage. The save DC is Charisma-based.

Quill (Su) A viduus's quill deals piercing damage and is treated as a light weapon and a touch attack. It cannot be used by other creatures as anything other than a standard writing quill.

Transformation (Su) A viduus that is reduced to 0 hit points transforms. Its cocoon body bursts open, expelling a swarm of biting black-and-white centipedes (same statistics as a spider swarm) and a bank of *mind fog* (CL 4th) centered on the viduus's square. A viduus can purposefully transform by spending 3 consecutive full-round actions, in which case it reforms somewhere in the Boneyard 1 month later.

Viduuses occupy the many libraries and scriptoriums of the Boneyard, where they catalog the comings and goings of extraordinary souls: their lives, deeds, deaths, and secrets.

Existence holds many mysteries, and those mortals who had brushes with the extraordinary have their tales and confessions recorded by these semi-cocooned scholars and added to the volumes of the Boneyard's expansive libraries. Although pretentious in the extreme, viduuses prove quite knowledgeable about many historical and planar secrets, and what they don't know they generally have a decent idea of how to research, potentially summoning assistants from across the planes to aid them.

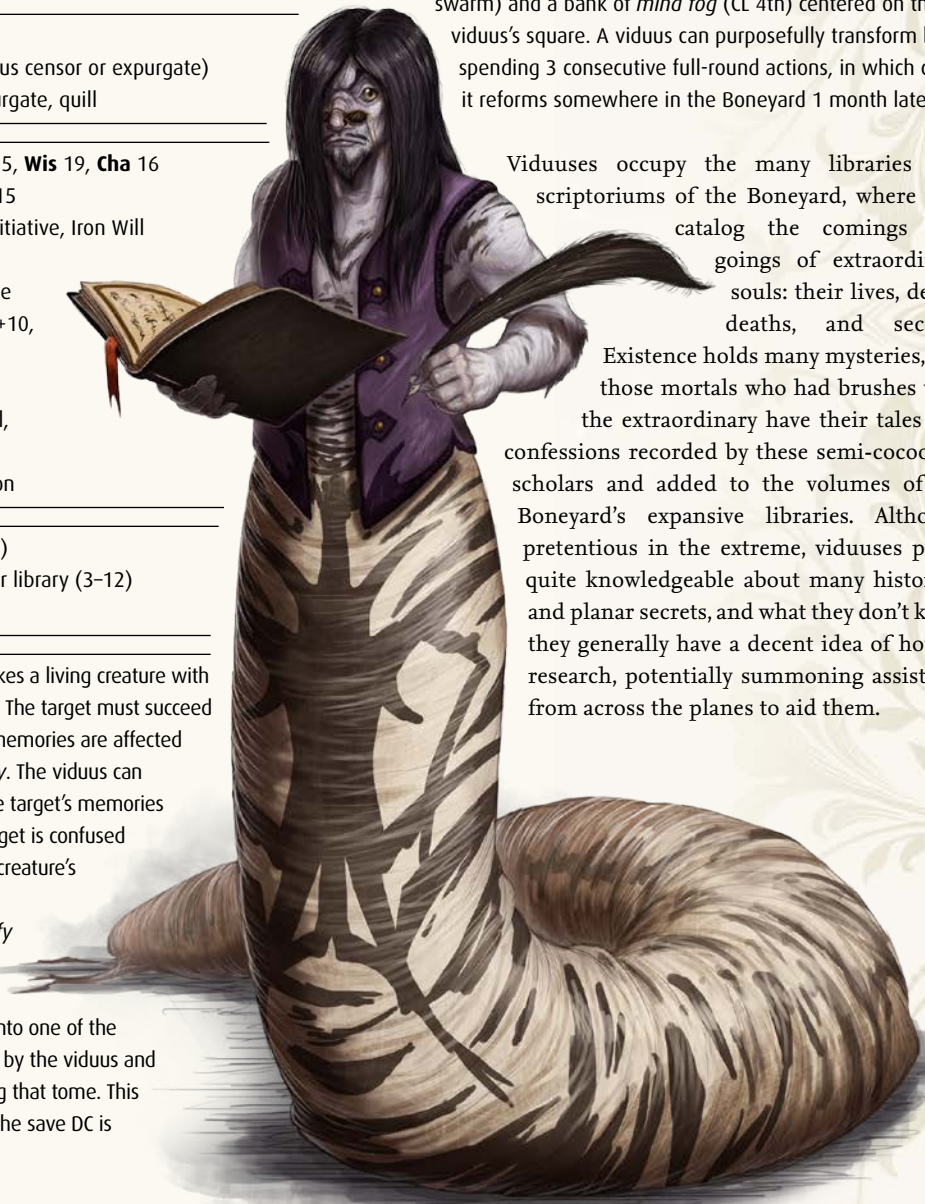


Illustration by Brynn Menherry

QLIPPOTH, BEHIMIRON

This monstrous fiend resembles a titan beetle with a sagging, elephantine hide stretched over its spiny carapace.

BEHIMIRON

CR 13

XP 25,600

CE Huge outsider (chaotic, evil, extraplanar, qlippoth)

Init +9; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +15 natural, -2 size)

hp 189 (14d10+112)

Fort +17, **Ref** +11, **Will** +15

Defensive Abilities spines; **DR** 10/lawful; **Immune** cold, mind-affecting effects, negative energy, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 24

OFFENSE

Speed 30 ft.

Melee bite +23 (4d6+11), slam +23 (2d8+16), 4 antennae +18 touch (rot)

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

Special Attacks create spawn, horrific appearance (DC 20), rot

Spell-Like Abilities (CL 13th; concentration +16)

At will—*ray of exhaustion* (DC 16)

3/day—*enervation, hold monster* (DC 18)

1/day—*power word stun*

STATISTICS

Str 32, **Dex** 21, **Con** 26, **Int** 7, **Wis** 22, **Cha** 17

Base Atk +14; **CMB** +27; **CMD** 42 (can't be tripped)

Feats Blind-Fight, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +28, Knowledge (planes) +15, Perception +23, Stealth +14

Languages Abyssal; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

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

Treasure incidental

SPECIAL ABILITIES

Create Spawn (Ex) Once per day, a behimiron can plunge its trunk into a small or larger corpse to swiftly consume the body's entrails, muscles, and skeleton, then shed its trunk in the hollowed-out body. This takes only 1 round, during which time the behimiron can activate its horrific appearance as a free action (creatures take a -4 penalty on saves against this activation of this ability). After this, the behimiron loses its slam attack for 1 hour, at which point the behimiron is affected by *heal* (CL 13th) and grows a new trunk. During the course of this hour,

the corpse swells and bloats, then rises as a fully grown, free-willed behimiron. A corpse savaged in this way can be restored to life only via *wish*, *miracle*, or *true resurrection*.

Horrific Appearance (Su) Creatures that succumb to a behimiron's horrific appearance become nauseated for 1d4 rounds as they imagine the hideous sensation of the monster's trunk digging through their flesh.

Powerful Slam (Ex) The behimiron's trunk can make a slam attack with a reach of 20 feet. Attacks from this trunk always apply 1-1/2 times the qlippoth's Strength modifier to damage.

Rot (Su) A behimiron's antennae are secondary natural touch attacks. A creature touched by an antenna must succeed at a DC 25 Fortitude save or portions of its flesh rot away. This deals 1 point of Strength damage and 1 point of Constitution damage. The save DC is Constitution-based.

Spines (Ex) When a creature makes a non-reach melee attack against a behimiron, it must attempt a DC 22 Reflex save. A creature that fails this save takes 1d8 points of piercing damage as the qlippoth's spines reflexively stab at the attacker. The save DC is Dexterity-based.

Behimiron is an unholy creature born from the corruption of death itself. In a profane parody of natural birth, they slay living beings in order to use the corpses as incubators for their insectoid spawn. As with all qlippoth, behimiron is concerned more with the demons infesting the Abyss than with mortal life, and prefer butchering demons to serve as hosts for their spawn.

A behimiron's body measures 15 feet across, or 20 feet with trunk and antennae, and it weighs over 6 tons.



QLIPPOTH, BEHIMIRON-QLIPPOTH, CATABOLIGNE

QLIPPOTH, CATABOLIGNE

Spiked clubs extend from each end of this six-legged fiend. A spiky growth sticks up from its back, and a mouth yawns in its belly.

CATABOLIGNE

CR 16

XP 76,800

CE Gargantuan outsider (chaotic, evil, extraplanar, qlippoth)

Init +9; **Senses** blindsight 120 ft., darkvision 60 ft.; Perception +26

DEFENSE

AC 31, touch 31, flat-footed 26 (+5 Dex, +20 natural, -4 size)

hp 241 (21d10+126)

Fort +18, **Ref** +17, **Will** +11

Defensive Abilities deflective carapace; **DR** 15/cold iron and lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 27

OFFENSE

Speed 50 ft.

Melee bite +26 (4d8+7 plus poison), 2 slams +31 (3d6+14/19-20)

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

Special Attacks demolish, devastating strike, disintegration beam, horrific appearance (DC 24)

STATISTICS

Str 38, **Dex** 21, **Con** 22, **Int** 3, **Wis** 14, **Cha** 19

Base Atk +21; **CMB** +39 (+41 bull rush, +43 sunder); **CMD** 54 (56 vs. bull rush and sunder)

Feats Awesome Blow, Bleeding Critical, Combat Reflexes, Critical Focus, Greater Sunder, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack

Skills Perception +26, Swim +38

Languages Abyssal; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or siege (3-4)

Treasure incidental

SPECIAL ABILITIES

Bite (Ex) A cataboligne's bite is a secondary attack.

Deflective Carapace (Su) A cataboligne's touch AC is modified by armor and natural armor bonuses.

Demolish (Ex) As a full-round action, a cataboligne deals 12d6+28 points of damage to an adjacent structure.

Devastating Strike (Ex) A cataboligne's slam attacks ignore the first 10 points of hardness of objects and creatures it damages. A creature struck with a critical hit from a cataboligne's tail slap must succeed at a DC 34 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Disintegration Beam (Su) As a standard action once every 1d4 rounds, a cataboligne can unleash a concentrated beam of pure obliteration from the spiky growth on its back. The cataboligne makes a separate ranged touch attack roll against each creature in a 60-foot line. Roll to confirm each critical threat separately. A creature or object hit by the disintegration

beam takes 20d6 points of damage. An affected creature can reduce the damage to 5d6 with a successful DC 26 Fortitude save. Any creature reduced to 0 hit points or fewer by the disintegration beam is turned to dust and killed, as per *disintegrate*. The save DC is Constitution-based.

Horrific Appearance (Su) Creatures that succumb to a cataboligne's horrific appearance feel as though their bodies were falling to pieces. Affected creatures take 1d4 points of Dexterity damage.

Poison (Ex) Bite—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution drain plus stunned for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Catabolignes are the devastating siege engines of the qlippoth, rampaging among demonic fortifications and unmaking everything in their path. The treelike growth on a cataboligne's back is capable of unleashing a beam of entropic power that turns all it touches to dust, while its mouth drools a terrible flesh-eating poison. Oddly, catabolignes do not seem hostile toward proteans, who will often merrily lead these devastating qlippoth on destructive sprees.

A cataboligne is 30 feet tall and 40 feet long, and weighs 16 tons.



Illustration by Alexandur Alexandrov

QLIPPOTH, GONGORINAN

This human-sized, crab-like creature scuttles on six stumpy legs, and each of its four arms sports a different method of inflicting pain.

GONGORINAN

CR 11



XP 12,800

CE Medium outsider (chaotic, evil, extraplanar, qliploth)

Init +10; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 137 (11d10+77)

Fort +14, **Ref** +13, **Will** +7

Defensive Abilities all-around vision, *freedom of movement*;

DR 10/lawful; **Immune** acid, cold, mind-affecting effects, polymorph effects; **Resist** electricity 10, fire 10; **SR** 22

OFFENSE

Speed 40 ft., climb 40 ft.; *air walk*

Melee +1 *scimitar* +18/+13/+8 (1d6+7/15–20), claw +15

(1d8+3 plus bleed), pincer +15 (1d6+3 plus grab), sting +15 (1d4+3 plus poison)

Special Attacks bleed (1d6), constrict (1d6+7), horrific appearance (DC 20), oviposition, web (+17 ranged, DC 22, 11 hp)

Spell-Like Abilities (CL 11th; concentration +16)

Constant—*air walk*, *freedom of movement*

At will—*statue*

3/day—*baleful polymorph* (DC 20), *protection from law*

1/day—*dimension door*, *mass reduce person* (DC 19), *polymorph any object* (DC 23)

STATISTICS

Str 23, **Dex** 23, **Con** 24, **Int** 13, **Wis** 18, **Cha** 20

Base Atk +11; **CMB** +17; **CMD** 34 (42 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Initiative, Multiattack, Power Attack

Skills Acrobatics +20, Climb +28, Disguise +19 (+27 as a boulder while in statue form), Knowledge (arcana) +15, Perception +18, Stealth +20 (+28 among rocks), Swim +17;

Racial Modifiers +8 Disguise as a boulder while in statue form, +8 Stealth among rocks

Languages Abyssal; telepathy 100 ft.

ECOLOGY

Environment any underground (Abyss)

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

Treasure standard (+1 *scimitar*, other treasure)

SPECIAL ABILITIES

Horrific Appearance (Su) Those who succumb to a gongorinan's horrific appearance become confused for 1d4 rounds.

Oviposition (Su) A gongorinan can implant a stony egg the size of a human heart in the body of any Small or larger pinned, helpless, or willing creature as a full-round action that provokes attacks of opportunity. This action deals 1d4 points of Constitution damage to the victim. If the victim survives this damage, the egg takes root deep in the victim's body,

links to its mind, and begins gestating. The egg grows rapidly, dealing 1 point of Intelligence drain every day. Once this Intelligence drain affects a creature that has an effective Intelligence score of 1, the egg “hatches” inside of the victim. This causes the victim to immediately transform into a horrid animal, aberration, magical beast, or vermin (the exact choice is made by the gongorinan according to its strange goals and unknowable desires), whereupon it begins living out its new life via pure instinct—this effect otherwise functions as *baleful polymorph* with the creature having failed its secondary Will save to retain its personality. A gongorinan can command the actions of a creature that has undergone this transformation as if the victim had been affected by *dominate monster* (this works even on creatures that are normally immune to such effects as a result of being mindless) as long as the gongorinan is within 120 feet of the creature. The effect can be reversed by *break enchantment* (DC 22—treat the gongorinan's Hit Dice as the caster level), but cannot be dispelled.

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

The gongorinans are the spawn of the qliploth lord Yamasoth, although one could be forgiven for thinking of them less as offspring and more as parasites. A gongorinan's basic shape resembles that of an immense, stocky crab, save that it lacks crabs' aquatic adaptations—gongorinans are terrestrial creatures. A typical gongorinan has no fewer than a dozen stalked eyes, and is capable of extending these eyes from the upper edges of its body just above its mouth to a length of nearly 3 feet, giving it extraordinary vision in all directions. A gongorinan's mouth is a complex tangle of sliding plates and toothy ridges that rasp and shriek against each other as it speaks and chews, but despite their frightening shapes, these mouthparts are ill-suited for making physical attacks; the gongorinan relies upon its arms for that. Each gongorinan has four arms, and each is a different, highly specialized appendage. The humanoid arm is used for fine manipulation or wielding weapons, while the mantis-like claw is used to shred flesh and create deep, bleeding wounds. The needle-covered tentacle is used to sting and inject a painful poison to stagger foes, while the pincer is used to snatch and hold victims close for oviposition.

A typical gongorinan stands about 6 feet tall and weighs 800 pounds. When at rest, a gongorinan retracts its limbs into its rock-encrusted body, allowing it to appear remarkably like nothing more than a large, misshapen boulder. Larger specimens known as elder gongorinans exist (and often have additional and even more dangerous arms), but these are quite rare save for in realms where Yamasoth's influence is strong.

All gongorinans carry a brood of horrific egg masses, yet these eggs are not used for the propagation of their kind (a process governed by a more traditional and nightmarish method best left undescribed). Instead, these eggs carry within their stony shells a raw quintessence of the Abyss, infused with the ichor-seed of the gongorinans' lord Yamasoth. Whereas most creatures are driven to breed and multiply, the gongorinans are instead driven to seek out humanoid hosts for their eggs. The implantation happens via the gongorinan's mouth and a hideous ovipositor that's neither tongue nor toothed, prolapsing throat, but something worse. Fortunately for most who might encounter a gongorinan, the oviposition process leaves the horrid qlippoth open to attack and cannot be performed quickly, yet to a lone adventurer caught and overwhelmed by a gongorinan, this is small comfort indeed.

Once an egg has been implanted, it takes many days to grow, and the gongorinan prefers to carry the unfortunate host off to restrain it in a hidden location for the duration. Victims are often cocooned in webs while the egg gestates. As it grows, the egg feeds on the victim's mind, absorbing the victim's intellect until it has reduced the host to a drooling wreck. At this point, the egg doesn't hatch so much as it merge with the host, effecting a horrific and permanent transformation into a monstrous form. The gongorinan can influence this ultimate form as it lays its egg. It typically chooses powerful creatures already found in the region, for these "young" are loyal to their parent and serve it as guardians or playthings. Victims retain no portion of their previous personality, but those who have been rescued from this horrific fate via powerful magic do retain memories of their time as a monstrosity. Many never quite recover from these ordeals, and often develop a peculiar form of madness in which they regard their life as a monster as having been their true life, and their true form and life as the curse. The most despondent seek the promise of peace through suicide rather than endure the dreams of their life as a monster—dreams that carry within them a most horrible longing to return to the qlippoth's arms.

Gongorinans are an industrious breed of qlippoth, and wherever they find themselves, they invariably form hive-like complexes in which to live. These gongorinan "cities" are labyrinthine affairs with plenty of chambers for their transformed children. In the Abyss, gongorinan hives can grow truly immense, with populations in the thousands, but the Material Plane is no stranger to their hive cities.

ELDER GONGORINAN

An elder gongorinan is a Large creature with at least 4 additional Hit Dice. For every 4 additional Hit Dice an elder gongorinan has, it gains an additional arm—these additional arms may duplicate an existing claw, sting, pincer, or hand. An elder gongorinan with additional hands can make additional weapon attacks, but these are all treated as off-hand attacks. The final CR of an elder gongorinan should be calculated after comparing its statistics to the expected values on Table 1–1 on page 289.

Some elder gongorinans have different arms; listed below are four examples of potential additional limbs.

Club: This whiplike arm ends in a bony growth that delivers a slam attack. A creature struck by this attack must succeed at a Fortitude saving throw or be staggered for 1 round (DC = 10 + 1/2 the gongorinan's Hit Dice + its Strength modifier).

Serpent: This arm is a serpent capable of delivering a bite attack injecting poison that deals Constitution damage rather than Strength damage.

Whip: This arm is a thin, segmented limb tipped with a long tendril. The arm deals slashing damage on a hit, has 5 feet more reach than normal, and attempts a free trip attack if it hits a target.

Worm: This arm ends in a maw capable of making a bite attack. On a hit, the bite inflicts confusion for 1d3 rounds unless the victim makes a successful Will save (DC = 10 + 1/2 the gongorinan's Hit Dice + its Charisma modifier).



Illustration by Alexandur Alexandrov

QLIPPOTH, GORGOROS

Numerous writhing, coiling tails support this serpent-headed beast. Its three eyes glow a sickly yellow.

GORGOROS

CR 9



XP 6,400

CE Large outsider (chaotic, evil, extraplanar, qliploth)

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 114 (12d10+48)

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

Defensive Abilities *freedom of movement*; **DR** 10/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 20

OFFENSE

Speed 40 ft., burrow 40 ft., earth glide

Melee bite +21 (4d6+15)

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

Special Attacks feast of stone, gaze, horrific appearance (DC 22), writhing tails

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*freedom of movement*

At will—*soften earth and stone*, *stone shape*

1/day—*transmute rock to mud*, *wall of stone*

STATISTICS

Str 30, **Dex** 19, **Con** 18, **Int** 15, **Wis** 20, **Cha** 19

Base Atk +12; **CMB** +23; **CMD** 37 (can't be tripped)

Feats Ability Focus (horrific appearance), Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +19, Bluff +19, Climb +19, Knowledge (dungeoneering, planes) +17, Perception +20, Sense Motive +20, Stealth +15, Swim +19

Languages Abyssal, Aklo; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or circle (3-7)

Treasure standard

SPECIAL ABILITIES

Feast of Stone (Su) As a standard action, a gorgoros can devour a Large or smaller petrified creature. When it consumes a creature this way, it regains 4d8+8 hit points and it gains hardness 8 for 1 minute. A petrified creature is slain by this effect.

Gaze (Su) A gorgoros's gaze turns creatures to stone permanently (Fortitude DC 20 negates)

and has a range of 30 feet. The gorgoros can make a gaze attack against a grappled creature as a swift action. The save DC is Charisma-based.

Horrific Appearance (Su) Creatures that succumb to a gorgoros's horrific appearance find their eyes drawn to the creature's gaze and must immediately attempt a saving throw against its gaze attack. Affected creatures can't avert or close their eyes, and treat creatures other than the gorgoros as having concealment.

Writhing Tails (Ex) A gorgoros's tails coil around any creature that draws near. All squares adjacent to a gorgoros are considered difficult terrain. At the beginning of its turn, the gorgoros's tails can attempt a grapple combat maneuver check against each adjacent creature as a free action. On a successful check, its tails deal 1d6+6 points of damage and the foe is grappled, but the gorgoros is not considered grappled. The tails gain a +5 bonus on grapple combat maneuver checks against foes they're already grappling. Each time the tails succeed at such a check, they deal 1d6+6 points of damage but can't pin foes. If the gorgoros moves, all grappled creatures automatically move with it, but it can't take creatures along when earth gliding.

The gorgoros delights in petrifying living creatures to serve as material for twisted artistic endeavors. These fiends emerge from walls to petrify and devour, and use their stone-altering magic to reshape battlefields—or petrified foes. Their grotesque art, made from resculpted victims, is short-lived; while gorgoroses don't require sustenance, they enjoy feeding on the statues they create.

Even those who avoid petrification may not escape unscathed; it is rumored that the daughters of survivors are born with petrifying gazes and serpents for hair. Blasphemous whispers hint that this is how medusas originated.

A gorgoros measures a full 15 feet in length and weighs 6,000 pounds.



QLIPPOTH, GORGOROS-QLIPPOTH, HYDRAGGON

QLIPPOTH, HYDRAGGON

This eellike monstrosity has a gaping, fanged mouth from which lolls a long, red tongue split into three tendrils, two of which wield weapons.

HYDRAGGON	CR 3
XP 800	
CE Medium outsider (aquatic, chaotic, evil, extraplanar, qlippoth)	
Init +4; Senses darkvision 60 ft.; Perception +8	
DEFENSE	
AC 15, touch 10, flat-footed 15 (+5 natural)	
hp 34 (4d10+12)	
Fort +7, Ref +4, Will +4	
Immune cold, mind-affecting effects, poison; Resist acid 10, electricity 10, fire 10	
OFFENSE	
Speed 10 ft., swim 40 ft.	
Melee mwk short sword +6 (1d6+1/19–20), mwk trident +6 (1d8+3), tongue +2 (1d3+1 plus cloud memory) or 3 tongues +2 (1d3+1 plus cloud memory) or bite +7 (1d6+4 plus cloud memory)	
Special Attacks horrific appearance (DC 15)	
STATISTICS	
Str 17, Dex 10, Con 16, Int 10, Wis 12, Cha 16	
Base Atk +4; CMB +7; CMD 17	
Feats Improved Initiative, Iron Will, Two-Weapon Fighting ^B	
Skills Escape Artist +11, Knowledge (planes) +7, Perception +8, Stealth +7, Survival +8, Swim +18; Racial Modifiers +4 Escape Artist	
Languages Abyssal; telepathy 100 ft.	
SQ amphibious, beacon	
ECOLOGY	
Environment any water	
Organization solitary, pair, or shoal (3–10)	
Treasure standard (mwk short sword, mwk trident other treasure)	
SPECIAL ABILITIES	
Beacon (Su) Once per day as an immediate action, a hydraggon can emit a telepathic warning of danger to all hydraggons in a 100-mile radius. A qlippoth that receives this warning during or just before an initiative check gains a +4 bonus on that check.	
Bite (Ex) A hydraggon cannot make a bite attack during a round in which it uses its tongue to attack (either with weapons or as a secondary tongue attack).	

Cloud Memory (Su) When a hydraggon hits a creature with its tongue or bite attack, the target must succeed at a DC 15 Will save or have its memories clouded for 1d6 rounds (the creature takes a –3 penalty on this save if it was bitten instead of being struck by a tongue). During this time, the creature takes a –2 penalty on all attack rolls and skill checks, and it cannot use thought components when casting psychic spells. The save DC is Charisma-based.

Horrific Appearance (Su) A creature that succumbs to a hydraggon's horrific appearance becomes distracted by the monster's slithering coils and undulating tongues, and takes a –4 penalty on Perception checks and ranged attacks for 1d6 rounds.

Tongue (Ex) A hydraggon's strange tongue splits into three tentacles, each of which is capable of feats of manipulation equal to that of a human hand. A hydraggon can wield weapons in these tongues, but if it wields more than one weapon, it must fight as if using the two-weapon fighting option. Although most hydraggons opt to wield a one-handed weapon and a light weapon, some choose instead to wield a two-handed weapon and a one-handed or light weapon—doing so uses all three of its tongues and doesn't leave one free to make a tongue attack. When a hydraggon wields a two-handed weapon in this manner, it takes a –4 penalty on attacks with the two-handed weapon and a –8 penalty on attacks with its "off-hand" weapon. If a hydraggon has a free tongue, it can use it to make a secondary natural attack that deals 1d3 points of bludgeoning damage and clouds a victim's memory (see above).

The hydraggon is a strange qlippoth that has mastered the use of weapons, despite its lack of hands. These creatures enjoy swimming in the waters of the River Styx, and their immunity to mind-affecting effects shields them from the river's memory-draining properties.

A hydraggon is 7 feet long and weighs 200 pounds.



Illustration by Alexandur Alexandrov

QLIPPOTH, UTUKKU

Wriggling tendrils surround this creature's single eye where a face should be, and sucker-tipped tentacles stretch from its shoulders.

UTUKKU

CR 8

XP 4,800

CE Medium outsider (chaotic, evil, extraplanar, qlippoth, shapechanger)

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

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 103 (9d10+54)

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

DR 10/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **SR** 19

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d6+7 plus consume humanity) or touch +16 (consume humanity)

Special Attacks consume humanity, horrific appearance (DC 18)

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*nondetection*

8/day—*calming touch* (1d6+8), *rebuken death* (1d4+4)

3/day—*aid*, *cure moderate wounds*, *enthrall* (DC 16), *major image* (DC 17)

1/day—*create food and water*, *mass cure light wounds*, *plane shift* (self only)

STATISTICS

Str 25, **Dex** 20, **Con** 23, **Int** 18, **Wis** 21, **Cha** 18

Base Atk +9; **CMB** +16; **CMD** 31

Feats Combat Reflexes, Deceitful, Improved Initiative, Lunge, Skill Focus (Stealth)

Skills Bluff +18, Diplomacy +13, Disguise +18, Knowledge (planes, religion) +16, Perception +17, Sense Motive +17, Spellcraft +16, Stealth +20, Use Magic Device +16

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SQ change shape (consume humanity target; *alter self*), false prophet (Community, Healing), healer's blessing, unity (1/day)

ECOLOGY

Environment any (the Abyss)

Organization solitary or cult (1 utukku plus 2–20 cultists)

Treasure double

SPECIAL ABILITIES

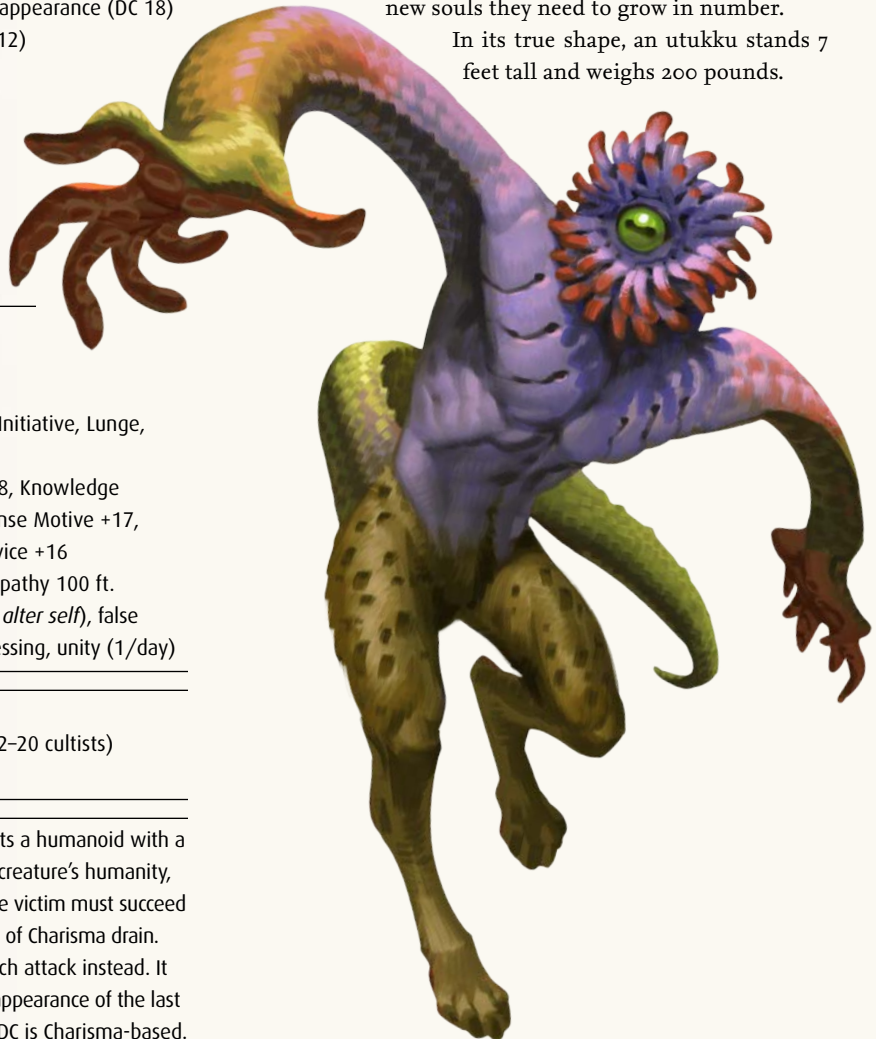
Consume Humanity (Su) When an utukku hits a humanoid with a slam attack, it siphons away some of that creature's humanity, leaving its victim warped and deformed. The victim must succeed at a DC 18 Fortitude save or take 1d4 points of Charisma drain. An utukku can consume humanity as a touch attack instead. It can use change shape only to assume the appearance of the last humanoid it used this ability on. The save DC is Charisma-based.

False Prophet (Su) An utukku gains access to the granted powers of two domains as per a cleric of a level equal to its CR (8th level for the typical utukku), chosen from among the following: Community, Healing, Nobility, Protection, or Repose. Some utukku may have access to different domains.

Horrific Appearance (Su) Creatures that succumb to an utukku's horrific appearance are staggered for 1d4 rounds.

The utukku specializes in a viciously subtle method of removing sinful souls from the cycle of mortal life. When an utukku builds a cult, it teaches its followers that if they follow its teachings, they will be rewarded not via transformation into a powerful outsider, but by assimilation into the Great Beyond itself. What greater glory than to be immortal as a fundamental part of reality? The souls of devout utukku cultists, as wicked and destructive as they were in life, do not transform into outsiders upon being judged, but instead form into new quintessence that then merges with the Abyss. In this way, these souls bolster the Abyss while simultaneously starving demonkind of the new souls they need to grow in number.

In its true shape, an utukku stands 7 feet tall and weighs 200 pounds.



QLIPPOTH LORD

The creatures known as qlippoth (the singular and plural forms are the same) are as mysterious as they are horrifying, as one might expect of the first form of life imagined by reality. These monsters hail from a time when morality did not exist, when gods and mortals were unknown, when, perhaps, time itself had not yet begun to unfurl. Certainly, the qlippoth were old when the first proteans brought order to chaos and discovered the endless tunnels of the Abyss running through the underworld of the Outer Planes. What the race's goals and desires may have been in that unimaginably distant past is unknown, and more to the point, cannot be known to minds that have the current reality as their only point of reference. Just as reality changes what it touches, so did the introduction of the qlippoth to the reality of the Outer Planes change them. Enemies of all they encounter, they warred on any who would dare encroach upon their domains. And when no enemies dared approach, the qlippoth took their wars to others instead, boiling up out of the Abyss in seemingly endless armies.

But as vast and potent as the qlippoth may be, there are those among them that eclipse the power of them all—unique and powerful qlippoth lords that rule the deepest and darkest Abyssal depths. The number of qlippoth lords active today represents only a small fraction of those that existed at the dawn of creation. As the eons wore on, the qlippoth lords were opposed by nearly all who learned of their existence. Demon lords, archdevils, empyreal lords, and the deities themselves have taken offense at the blasphemy of the qlippoth lords, and have destroyed many of the more powerful among them. Those who remain are either shadows of the qlippoth lords' one-time glory or are so adept at hiding their true natures that none have yet glimpsed even hints of their forms.

The bulk of qlippoth lords range in strength from CR 21 to 25. More powerful creatures akin to the Horsemen or archdevils in stature may still exist in the deepest parts of the Abyss, but for now, these theoretical qlippoth demigods remain mysteries. Certainly, any active qlippoth lords are potent enough to threaten and endanger the bulk of mortal life when they choose to turn their attention to the Material Plane.

Some qlippoth have chosen to abandon their roots and accept the demonic as the new order of the Abyss. Qlippoth lords who accept sin and allow themselves to be transformed often gain a significant boost in power that catapults them out of this lower tier directly into the ranks of demon lords, but only at the cost of forever losing any tenuous alliances they may have had with the first lords of the Abyss. These former qlippoth lords are seen as the worst kind of traitors by the qlippoth and their masters,

but for these qlippoth, the trade-off is more than worth it, as the power they now wield as demon lords is formidable. Demon lords who began existence as qlippoth lords include primeval entities like Dagon and Jubilex, but are hardly limited to these alone.

The four qlippoth lords presented on the following pages have interests in multiple Material Plane worlds. Others, such as the Polymorph Plague Yamasoth, the Warmonger Queen Shiggarreb, and the Enigma Clot Aonaurious, have focused their wrath on specific worlds or have yet to fully emerge from the deepest recesses of the Abyss to turn their attentions to the worlds beyond, and are not detailed in this book.

QLIPPOTH LORD SANCTUMS

Although the qlippoth lords are powerful, their strength does not equal that of their most hated enemies, the demon lords. But in their deepest, hidden lairs in the most remote corners of the Abyss, qlippoth lords are much more potent threats. As long as they remain in these domains (or can at least retreat there in times of need), they are well protected from retribution. These lairs are known as sanctums, and while methods of reaching and entering them are occult and obscure, a sanctum can be vast in size.

Within its sanctum, a qlippoth lord gains the following additional powers (with the exception of the mythic ability, the statistics presented on the following pages do not include these abilities).

- **Mythic:** A qlippoth lord functions as a 10th-rank mythic creature (*Pathfinder RPG Mythic Adventures* 176), including having the mythic power ability (10/day, surge +1d12). It can expend uses of mythic power to use the mythic version of any spell-like ability denoted with a superscript "M," just as if the ability were a mythic spell.
- **Rejuvenation:** The mind of a qlippoth lord that is slain in its sanctum merges with a qlippoth of the lord's choosing, selected from any living qlippoth within the lord's sanctum. This functions as per *major mind swap* (*Pathfinder RPG Occult Adventures* 176), except there is no save to avoid its effect and the typical qlippoth immunity to mind-affecting effects offers no protection. After 1d100 years, the qlippoth transforms into a new incarnation of its previous body as a qlippoth lord, but if slain before this transformation, the qlippoth lord is forever dead.
- A qlippoth lord can use the following spell-like abilities once per day: *astral projection*, *binding*, *demand*, *discern location*, *fabricate*, *major creation*, *miracle* (limited to physical effects that manipulate the sanctum or to effects that are relevant to the qlippoth lord's interests), and *polymorph any object* (when used on objects or creatures that are native to the sanctum, the polymorph duration factor increases by 6).

QLIPPOTH LORD, CHAVAZVUG

This towering, steaming mass of slithering entrails drags ropes of mouthed intestines below his five spidery legs.

CHAVAZVUG

CR 22



XP 614,400

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

Init +11; **Senses** darkvision 60 ft., *detect good*, *detect law*, tremorsense 60 ft., *true seeing*; Perception +34

Aura cloak of chaos (DC 24)

DEFENSE

AC 39, touch 14, flat-footed 31 (+4 deflection, +7 Dex, +1 dodge, +25 natural, -8 size)

hp 437 (25d10+300); regeneration 15 (lawful)

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

Defensive Abilities *freedom of movement*, rejuvenation, searing flesh; **DR** 15/cold iron and lawful; **Immune** cold, death effects, fire, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **SR** 33

OFFENSE

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

Melee 4 bites +30 (2d6+13/19-20 plus 2d6 fire and grab), 2 talons +30 (2d8+13/19-20 plus 2d6 fire)

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

Special Attacks boiling spray, fast swallow, horrific appearance (DC 28), slaughter demon, swallow whole (10d6 bludgeoning plus 10d6 fire damage, AC 22, 43 hp)

Spell-Like Abilities (CL 22nd; concentration +28)

Constant—*cloak of chaos* (DC 24), *detect good*, *detect law*, fly, *freedom of movement*, *true seeing*

At will—*contagious flame*^{APG}, *desecrate*^M, *fireball*^M (DC 19), *greater dispel magic*, *greater teleport*, *wall of fire*^M

3/day—quicken *contagious flame*^{APG}, *delayed blast fireball* (DC 23), *harm*^M (DC 22), *resurrection* (see tainted resurrection), *wall of lava*^{APG}

1/day—*meteor swarm*^M (DC 25), summon qlippoth

^M Chavazvug can use the mythic version of this ability within his sanctum.

STATISTICS

Str 36, **Dex** 25, **Con** 34, **Int** 23, **Wis** 23, **Cha** 22

Base Atk +25; **CMB** +46; **CMD** 68 (74 vs. trip)

Feats Combat Reflexes, Critical Focus, Dodge, Greater Spell Penetration, Improved Critical (bite, talon), Improved Initiative, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*contagious flame*), Spell Penetration, Staggering Critical, Vital Strike

Skills Acrobatics +35, Fly +42, Intimidate +34, Knowledge (arcana, religion) +31, Knowledge (planes) +34, Perception +34, Sense Motive +34, Spellcraft +31, Stealth +19, Survival +34, Use Magic Device +34

Languages Abyssal; telepathy 300 ft.

SQ tainted resurrection

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Boiling Spray (Su) Once every 1d4 rounds as a swift action, Chavazvug can expel blasts of boiling bile, blood, and other bodily fluids from his dozens of seeping, dangling intestinal extrusions. This spray of boiling fluid strikes all creatures in a 60-foot burst centered on Chavazvug. A creature struck takes 10d10 points of fire damage and 10d10 points of acid damage from this spray of toxic fluids (Reflex DC 34 half). Any creature that takes any damage at all from this boiling spray (regardless of whether it succeeded at the Reflex save) must also succeed at DC 34 Fortitude save or become nauseated by the foul fluids for one round. This nausea effect is a poison effect. The save DCs are Constitution-based.

Horrific Appearance (Su) A creature that succumbs to Chavazvug's horrific appearance feels its temperature rise swiftly, as if suddenly beset by a powerful fever. A creature that succeeds at a DC 28 Will save suffers no other effect from the qlippoth lord's horrific appearance, but one that fails gains a fiery red or orange tinge to its flesh. An affected creature takes a permanent -4 penalty on saving throws against fire effects and gains vulnerability to fire. All forms of fire resistance the creature benefits from function at half capacity (fire resistance 30 effectively functions as fire resistance 15, for example). All forms of immunity to fire that the creature has or later gains are suppressed, but in this case, the creature does not take any other penalty from this horrific appearance. If a creature has the fire subtype, it loses that subtype as long as it is affected by this effect. This is a mind-affecting curse effect.

Rejuvenation (Ex) If Chavazvug is slain, his mind is catapulted back to one of the many boiling lakes of bile located in his Abyssal sanctum, where a new body grows around the qlippoth lord over the course of 1d10 days. During this period, Chavazvug is technically alive, but immobile and unable to take any actions other than float in the lake. If this new body is slain before the 1d10 days required to completely regrow have passed, Chavazvug is slain forever (although it should be noted that these boiling lakes of bile are rife with dangerous qlippoth and other monstrosities that are quite capable of defending and protecting Chavazvug's body). This rejuvenation ability replaces the rejuvenation ability that most qlippoth lords have (see page 231); Chavazvug is easier to track down and permanently slay, but his rejuvenation ability functions anywhere in the multiverse.

Searing Flesh (Ex) Any creature that strikes Chavazvug with a melee weapon takes 1d6 points of fire damage from sprays of boiling matter and the mere proximity of the qlippoth lord's superheated body. A creature that strikes Chavazvug with an unarmed strike or natural weapon takes 2d6 points of fire damage. A creature that is grappling or grappled by

Chavazvug takes 4d6 points of fire damage at the start of the creature's turn.

Slaughter Demon (Ex) Chavazvug gains a +4 bonus on attack rolls and damage rolls against demons, and deals ×3 damage on a confirmed critical hit against a demon (including tieflings of demonic descent). Whenever Chavazvug slays a demon, he gains the effects of *death knell* for 1 hour.

Tainted Resurrection (Sp) When Chavazvug resurrects a creature with his *resurrection* spell-like ability, the creature restored to life becomes corrupted and its alignment shifts one step closer to chaotic evil. The creature takes a -4 penalty on saving throws against the spell-like abilities and supernatural attacks of all qliploth (this penalty is permanent, but can be removed if the creature dies and is resurrected in some way other than via Chavazvug). A creature resurrected by Chavazvug gains the possessed creature corruption template (*Pathfinder RPG Horror Adventures* 250).

Chavazvug appears as a towering mound of greasy, slithering intestines and internal organs held aloft by five long, slender legs that taper to razor-sharp points. Twitching coils and ropes of entrails dangle below the shuddering bulk, and the entire thing steams and glows with heat. Known as the Crawling Inferno, the very touch of this immense qliploth lord can set flesh alight and his presence can cause living creatures normally immune to fire to burn alive. Chavazvug stands 50 feet high and weighs 20,000 pounds.

Unlike other qliploth lords, Chavazvug has chosen to focus on battling demons themselves rather than the sinful souls that spawn them. This makes Chavazvug the least antagonistic of the known qliploth lords to mortal worshipers, yet the qliploth lord remains uncaring in the long term for the health and prosperity of "lesser beings" that worship him.

Chavazvug's Abyssal sanctum is a vast, crater-strewn wasteland in an immense underground cavern deep in the Abyss. Many of these craters are filled with bile and seepage, boiling hot lakes in which strange creatures roil and froth. New craters form constantly as portions of the ceiling miles above fall and plummet to impact the floor. In time, the constantly collapsing ceiling may well cause subsidence in other demonic realms far above, or even break through into the Astral Plane, at which point cultists of Chavazvug hold that their god will rise in power to become a deity.

CHAVAZVUG'S CULT

Chavazvug is known as the Crawling Inferno to his worshipers, who venerate the qliploth lord as a patron of fiery consumption and monstrous recursion.

For the typical worshiper of Chavazvug, nothing could be closer to perfection than perishing from an unexpected bout of spontaneous combustion, only to have some form of horrific monster spawn from the steaming ashes left behind by the supplicant's fiery doom. These worshipers believe such a fate is a reward for service, and never seek to trigger such combustion on their own. Worshipers of Chavazvug tend to be solitary lunatics, arsonists, and sadists who delight in burning helpless victims as much as they do in the choking scent of seared flesh or the hypnotic glow of a fiery conflagration consuming a building or woodland. Chavazvug's sacred sites are the burnt-out husks of buildings—particularly buildings where demonic worship once took place.

Chavazvug's symbol is a burning tentacled rune, and his favored weapon is the heavy flail. He grants access to the domains of Chaos, Evil, Fire, and Repose, and to the subdomains of Ash^{APG}, Entropy (see page 317), Smoke^{APG}, and Souls^{APG}.



Illustration by Alexandr Alexandrov

QLIPPOTH LORD, ISPH-AUN-VULN

A cloud of smoke the size of a human condenses, forming a clot of tentacles and eyes surrounding a fanged mouth.

ISPH-AUN-VULN

CR 25



XP 1,638,400

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, qlippoth)

Init +16; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +40

Aura cloak of chaos (DC 27)

DEFENSE

AC 44, touch 32, flat-footed 31 (+12 armor, +9 deflection, +12 Dex, +1 dodge)

hp 546 (28d10+392); regeneration 15 (lawful)

Fort +34, **Ref** +27, **Will** +31

Defensive Abilities *freedom of movement*, incorporeal, reflect compulsion, soul shell; **DR** 15/cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **SR** 36

OFFENSE

Speed fly 100 ft. (perfect)

Melee bite +40 touch (destruction)

Special Attacks destructive commands, horrific appearance (DC 33), insidious possession, toxic storm

Spell-Like Abilities (CL 25th; concentration +34)

Constant—*cloak of chaos* (DC 27), *detect good*, *detect law*, *freedom of movement*, *tongues*, *true seeing*

At will—*charm monster* (DC 23), *desecrate*[™], *greater command* (DC 25), *greater dispel magic*, *greater object possession*[™] (DC 26), *greater teleport*

3/day—*dominate monster* (DC 28), *greater possession*[™] (DC 27), quickened *mass suggestion* (DC 25), quickened *mind fog* (DC 24), *whirlwind*[™] (DC 27)

1/day—*summon qlippoth*, *wish*[™]

[™] Ispth-Aun-Vuln can use the mythic version of this ability within her sanctum.

STATISTICS

Str —, **Dex** 35, **Con** 38, **Int** 31, **Wis** 28, **Cha** 29

Base Atk +28; **CMB** +40; **CMD** 60 (can't be tripped)

Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*mass suggestion*, *mind fog*), Skill Focus (Bluff)

Skills Acrobatics +40, Bluff +46, Diplomacy +37, Fly +51, Intimidate +37, Knowledge (arcana, history, local, nobility, religion) +38, Knowledge (planes) +41, Perception +40, Sense Motive +40, Spellcraft +38, Stealth +43, Use Magic Device +37

Languages Abyssal; telepathy 300 ft., *tongues*

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Destruction (Su) Ispth-Aun-Vuln's bite resolves as a primary touch attack. A creature bitten by the qlippoth lord must succeed at a DC 33 Fortitude save or take 1d6 points of Wisdom drain and 150 points of negative energy damage. If the creature successfully saves, it takes 1 point of Wisdom drain and 20d6 points of negative energy damage. If a creature is slain by this damage, its body is immediately consumed in unholy fire, leaving behind only its possessions. The only way to restore such a slain creature to life is via *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*. This is a death effect. The save DC is Charisma-based.

Destructive Commands (Ex) When Ispth-Aun-Vuln magically controls a creature via a charm or compulsion effect, she may issue commands to the creature that are self-destructive or against the target's nature. When such a command is issued, the magically controlled creature can resist the command with a successful Will save against the DC of the spell effect in question, but success at this save does not cause the effect to end and does not prevent Ispth-Aun-Vuln from attempting to issue the same or a similar command on a subsequent round.

Horrific Appearance (Su) A creature that succumbs to Ispth-Aun-Vuln's horrific appearance becomes convinced that it has already succumbed to the qlippoth lord's mental control and can take no action other than to approach. An affected creature gains *freedom of movement* and a fly speed of 60 feet (perfect maneuverability) that can be used only to approach Ispth-Aun-Vuln. Once an affected creature is adjacent to Ispth-Aun-Vuln, it becomes dazed as long as it remains adjacent to the qlippoth lord. This dazed affect ends as soon as the creature is no longer adjacent, at which point the compulsion to approach Ispth-Aun-Vuln returns. If Ispth-Aun-Vuln is not present, the creature is free to act normally, but as soon as Ispth-Aun-Vuln reappears, the compulsion to approach returns as well. This is a mind-affecting compulsion and a curse effect. If not removed via magic, this curse ends only after the creature remains outside Ispth-Aun-Vuln's presence for 24 consecutive hours.

Insidious Possession (Ex) When Ispth-Aun-Vuln tries to possess an object or creature via a spell-like ability, she automatically attempts to dispel any *protection from evil* or similar spell effect on the creature via *greater dispel magic*. In addition, once a creature fails a saving throw against Ispth-Aun-Vuln's possession spell-like abilities, it takes a -4 penalty on all future saving throws against mind-affecting effects created by any qlippoth. This lingering penalty is a curse effect.

Reflect Compulsion (Ex) Even though Ispth-Aun-Vuln is immune to mind-affecting effects, when a creature targets her with a compulsion spell or spell-like ability and that effect fails to

penetrate her spell resistance, that effect is reflected back upon the caster. Treat the compulsion spell or effect as if Isph-Aun-Vuln had been the caster, except that the save DC remains unchanged.

Soul Shell (Su) Isph-Aun-Vuln is constantly surrounded by a swirling vortex of soul fragments from the countless creatures that have perished while she was dominating or possessing them. This vortex is a force effect that grants Isph-Aun-Vuln a +12 armor bonus and serves to deflect incoming ranged touch attacks. All ranged touch attacks against this qlippoth lord have a 50% miss chance. The soul shell does not impede Isph-Aun-Vuln's ability to move through solid objects as an incorporeal creature.

Toxic Storm (Su) As a standard action once every 1d4 rounds, Isph-Aun-Vuln can create a blast of hurricane-strength wind around herself. This blast of wind blows either outward from the qlippoth lord to a radius of 120 feet or inward toward the qlippoth lord from a radius of 60 feet, as chosen by Isph-Aun-Vuln. The wind affects creatures as described for hurricane-force winds on page 439 of the *Pathfinder RPG Core Rulebook*. The blast of wind lasts for 1 round. These winds are highly toxic, and all creatures exposed to the poisonous winds are affected by the following poison effect. The save DC for the poison effect is Constitution-based.

Winds of Isph-Aun-Vuln: Toxic storm—contact; save Fort DC 38; frequency 1/round for 6 rounds; effect 1d6 Wis damage plus confused for 1 round; cure 2 consecutive saves.

Isph-Aun-Vuln appears as a human-sized mass of roiling tentacles arrayed around a large toothy maw. These tentacles slip in and out of reality, never fully existing as anything more than vapor, yet despite her immaterial form and relatively small size, she is among the most powerful of the qlippoth lords. Whereas others overwhelm their opponents through size and strength, Isph-Aun-Vuln opts for a more subversive and subtle approach, using possession and mental control of others to achieve her goal of slaughtering every creature with the capacity for sin—in other words, all free-willed mortals. Those she has no such use for she devours, adorning herself with fragments of their souls as vaporous, incandescent trophies—such will be the fate of all who remain should Isph-Aun-Vuln ever succeed at eliminating free will from the universe.

ISPH-AUN-VULN'S CULT

Isph-Aun-Vuln is perhaps the most powerful of the qlippoth lords, so it should come as no surprise that her

cult is the most widespread among mortals on hundreds of different worlds throughout the Material Plane. Many who pay homage to Isph-Aun-Vuln, who is often referred to only as the Feaster Within, do so without knowing fully what sort of entity they worship, and only follow the commands of a charismatic but insane cult leader. In many cases, such leaders have been dominated or otherwise mentally controlled by Isph-Aun-Vuln so often that they have lost all remnants of their previous personalities. Isph-Aun-Vuln's worshipers venerate her amid standing stones perched on the edges of towering cliffs or rugged, wind-scoured mountain tops, and sacrifices to the demigoddess generally involve using magic to hurl a victim into the sky, where it is buffeted by winds before being allowed to fall to the earth below, broken and ruined.

Isph-Aun-Vuln's holy symbol is a rune within a cloud of tentacles, and her favored weapon is the longbow. She grants access to the domains of Air, Chaos, Evil, and Trickery, and to the subdomains of Deception^{APG}, Fear (see page 318), Venom (see page 319), and Wind^{APG}.



Illustration by Alexandur Alexandrov

QLIPPOTH LORD, OAUROUNG

The sides of this tentacled monstrosity—part jellyfish, part mushroom forest—swell with opaque, pulsing blisters.

OAUROUNG

CR 23

XP 819,200

CE Colossal outsider (aquatic, chaotic, evil, extraplanar, qlippoth)

Init +12; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +35

Aura cloak of chaos (DC 24)

DEFENSE

AC 40, touch 14, flat-footed 32 (+4 deflection, +8 Dex, +26 natural, -8 size)

hp 481 (26d10+338); regeneration 15 (lawful)

Fort +32, **Ref** +27, **Will** +18

Defensive Abilities *freedom of movement*, reactive swarms;

DR 15/cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **SR** 34

OFFENSE

Speed 20 ft., fly 60 ft. (good), swim 80 ft.

Melee slam +35 (6d6+17/19–20 plus poison), 6 tentacles +30 (2d8+8/19–20 plus grab and poison)

Space 60 ft.; **Reach** 60 ft. (plus prodigious reach)

Special Attacks blisterwomb, constrict (2d8+17 plus poison), create spawn, horrific appearance (DC 29)

Spell-Like Abilities (CL 23rd; concentration +29)

Constant—*cloak of chaos* (DC 24), *detect good*, *detect law*, *fly*, *freedom of movement*, *true seeing*

At will—*black tentacles*^M, *cloudkill*^M (DC 21), *control water*, *desecrate*^M, *greater dispel magic*, *greater teleport*

3/day—*control plants* (DC 24), quickened *heal*^M, *horrid wilting*^M (DC 24), *plundered power*^{HA} (DC 23), *vortex*^{APG} (DC 23)

1/day—*tsunami*^M (DC 25), summon qlippoth

^M Oaur-Oung can use the mythic version of this ability within her sanctum.

STATISTICS

Str 44, **Dex** 27, **Con** 36, **Int** 21, **Wis** 23, **Cha** 22

Base Atk +26; **CMB** +51 (+53 bull rush); **CMD** 73 (75 vs. bull rush, can't be tripped)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (slam, tentacle), Improved Initiative, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*heal*), Staggering Critical, Vital Strike

Skills Fly +44, Knowledge (arcana, geography, nature, planes, religion) +34, Perception +35, Sense Motive +35, Spellcraft +31, Stealth +21, Swim +54

Languages Abyssal; telepathy 300 ft.

SQ amphibious, compression, massive, swarm mastery

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Blisterwomb (Su) Once per day as a standard action, Oaur-Oung can cause one of the immense, pulsating blisters on her body to erupt. This creates a 30-foot cone of freezing fluid that deals 20d6 points of cold damage and knocks creatures standing in the area prone. With a successful DC 36 Reflex save, a creature takes half the damage and avoids being knocked prone. At the same time, a number of fully-grown qlippoth equal to a CR 20 encounter emerge from the blister—typically, this consists of four catabolignes (see page 225), but Oaur-Oung can create any qlippoth she wishes with this ability. The save DC is Constitution-based.

Create Spawn (Su) Once per round as a swift action as she slays a living non-outsider with her slam attack, Oaur-Oung can transform that slain creature into a qlippoth. The qlippoth she creates must be of a CR no greater than the slain creature's CR – 2, but otherwise the nature of the new qlippoth is chosen by Oaur-Oung. Once created, the new qlippoth is free-willed and retains no memories of its previous life. A slain creature subjected to this transformation can resist the change with a successful DC 29 Will save. If the save fails, the slain creature cannot be restored to life until the qlippoth it spawned is slain, and even then, only via *miracle*, *true resurrection*, or *wish*. The save DC is Charisma-based.

Horrific Appearance (Su) A creature that succumbs to Oaur-Oung's horrific appearance is overwhelmed by the scope and size of the immense qlippoth lord, and falls prone in a stupor. In addition to falling prone, the victim is dazed for 1d6 rounds. Each round the victim remains dazed, it takes 1d4 points of Constitution damage. If a creature is killed by this damage, its body splits open and a new qlippoth (of a CR equal to no more than that of the target) emerges from the remains.

Massive (Ex) Oaur-Oung is unhindered by uneven ground and other environmental features that qualify as difficult terrain, though settlements and forested areas are considered difficult terrain for her. A Huge or smaller creature can move through any square occupied by Oaur-Oung, and vice versa. Unlike kaiju, which are similarly massive, Oaur-Oung can make attacks of opportunity against foes of any size and can be flanked by foes of any size. She gains a bonus for being on higher ground only if her entire space is on higher ground than the target. A Huge or smaller creature can climb Oaur-Oung, but this requires a successful DC 30 Climb check.

Poison (Su) Slam, tentacle, or constrict—injury: *save* Fort DC 36; *frequency* 1/round for 6 rounds; *effect* 1d4 Con drain; *cure* 2 consecutive saves. A creature slain by this poison splits open to spawn a new qlippoth (of a type chosen by Oaur-Oung and of a CR no greater than that of the victim). The save DC is Constitution-based.

Prodigious Reach (Ex) Once per round as an immediate action, Oaur-Oung can unfurl her central tentacle to attack any creature she can see within 600 feet with her slam attack.

This attack can be used to make an attack of opportunity. She cannot grapple a foe outside of her normal reach of 60 feet.

Reactive Swarms (Ex) Once per round when a creature strikes Oaur-Ooung with a melee weapon, her flesh splits and releases a nauseating spray of swarming vermin that immediately cloud around the attacker. This swarm deals 6d6 points of damage, and the attacker must succeed at a DC 36 Fortitude save or become nauseated for 1d4 rounds. This does not require an action on Oaur-Ooung's behalf. The save DC is Constitution-based.

Swarm Mastery (Ex) Oaur-Ooung is immune to swarm damage and cannot be distracted by swarm attacks.

Immense Oaur-Ooung is a horrifically prolific source of soldiers for the qlippoth's war against mortals. It is from this qlippoth lord that a significant number of the Abyss's qlippoth hordes emerge. If through some chance event Oaur-Ooung were permanently slain, the production of qlippoth by the Abyss would not cease entirely, but it would diminish by a noticeable amount—at least, until the Abyss churned out some sort of equally vile and fecund replacement for the slain qlippoth lord.

Oaur-Ooung's Abyssal sanctum is a poisoned ocean with no shoreline. Here and there in its inky depths, submerged mountaintops reach in vain for the churning sea's surface, and leviathans swim through the vastness. Oaur-Ooung is the largest among them, but she keeps no lair as her own, content to drift through the eternal ocean spawning qlippoth large and small. Some are drowned, some she consumes, but enough escape her clutches and the ocean's depths to make their way elsewhere into the Abyss, often via churning vortices to other realms.

Sometimes, the creatures born from Oaur-Ooung's blisterwombs are particularly powerful; it's rumored that at least one of the Abyss's demon lords began its existence as a qlippoth lord emerging from Oaur-Ooung. Those few who have recently seen Oaur-Ooung (and survived) claim that a blisterwomb of unprecedented size boils on her flank, suggesting that she is about to spawn something of immense power. What this new addition to the Abyss might be and what form it might take is unknown, but it surely bodes ill for mortal life on countless worlds.

Oaur-Ooung's body is 120 feet long, but her central tentacular stalk can unfurl to a length of miles for brief moments to lash out at creatures that have the distinct misfortune of having attracted her attention.

Oaur-Ooung's Cult

Worshippers of Oaur-Ooung tend to be obsessed with one thing: the overwhelming desire to be transformed

into a qlippoth. These cultists are not to be pitied, for their desires are not born out of shame. They believe that the qlippoth will win, and that by securing early transformation into one of these destructive beings, they will live on in the world they know will eventually replace all of reality. That they will retain none of their mortal memories or personalities is no deterrent to these people, as long as they survive in some form while the rest of their kind do not. Many have already abandoned their racial identities, repudiating their original cultures and pursuing magical or surgical alteration. Oaur-Ooung is worshiped on desolate coastlines and within the ruins of wracked or sunken ships, and sacrifices to her are often subjected to vile fleshwarping rituals in which their bodies become unholy components for transformative rituals designed to "evolve" the faithful and consume worshippers' foes.

Oaur-Ooung's symbol is a jellyfish-shaped rune, and her favored weapon is the trident. This qlippoth lord grants access to the domains of Chaos, Evil, Plant, and Water, and to the subdomains of Decay^{APG}, Fear (see page 318), Growth^{APG}, and Oceans^{APG}.



Illustration by Alexandur Alexandrov

QLIPPOTH LORD, THUSKCHOON

This sluglike creature leaves a swath of tar wherever he goes, and his upper body opens into a gaping, sludge-dripping mouth.

THUSKCHOON

CR 21



XP 409,600

CE Gargantuan outsider (chaotic, evil, extraplanar, qlippoth)

Init +14; **Senses** darkvision 60 ft., *detect good*, *detect law*, tremorsense 120 ft., *true seeing*; Perception +36

Aura cloak of chaos (DC 23)

DEFENSE

AC 37, touch 21, flat-footed 26 (+4 deflection, +10 Dex, +1 dodge, +16 natural, -4 size)

hp 396 (24d10+264); regeneration 15 (lawful)

Fort +23, **Ref** +28, **Will** +27

Defensive Abilities *freedom of movement*; **DR** 15/cold iron and lawful; **Immune** acid, cold, death effects, mind-affecting effects, poison; **Resist** electricity 30, fire 30; **SR** 32

Weakness nearly mindless

OFFENSE

Speed 40 ft., burrow 20 ft., fly 60 ft. (good)

Melee bite +33 (6d8+13/19-20 plus 2d6 acid and grab), 4 talons 33 (2d6+13)

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

Special Attacks breath weapon (120-ft. line, 20d10 acid damage, Reflex DC 33 half, every 1d4 rounds), fast swallow, horrific appearance (DC 27), swallow whole (10d6 bludgeoning damage, 10d6 acid damage, and 1d6 Intelligence damage; AC 18; 39 hp)

Spell-Like Abilities (CL 21st; concentration +26)

Constant—*cloak of chaos* (DC 23), *detect good*, *detect law*, fly, *freedom of movement*, *true seeing*

At will—*acid fog*, *blindness/deafness*^M (DC 17), *desecrate*^M, *greater dispel magic*, *greater teleport*, *slow*^M (DC 18)

3/day—*foresight*^M, *mass hunger for flesh*^M (DC 21), *power word blind*^M, quickened *slow* (DC 18), *vision*, *waves of exhaustion*

1/day—*imprisonment* (DC 24), summon qlippoth

^MThuskchoon can use the mythic version of this ability within his sanctum.

STATISTICS

Str 36, **Dex** 30, **Con** 33, **Int** 3, **Wis** 28, **Cha** 21

Base Atk +24; **CMB** +41 (+43 bull rush); **CMD** 66 (68 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*slow*), Vital Strike

Skills Fly +45, Perception +36

Languages Abyssal (can't speak); telepathy 300 ft.

SQ entangling acid, false intellect, intellectual flash, no breath, trailing tar

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Entangling Acid (Ex) Any creature that takes acid damage from any of Thuskchoon's attacks or abilities (whether an extraordinary, supernatural, or spell-like ability) becomes entangled by the thick, sticky acid this qlippoth lord generates. *Freedom of movement* prevents this entangle effect; otherwise, it persists until a character peels off and discards the acidic sludge; doing so requires a successful DC 20 Strength check. Attempting to do so is a standard action that provokes attacks of opportunity.

False Intellect (Su) In any round that Thuskchoon causes any Intelligence damage to a creature via his swallow whole ability, the qlippoth lord can use that digested intellect to gain the benefits of his intellectual flash ability for 1 round per point of Intelligence damage dealt in that round. This duration stacks if Thuskchoon has swallowed multiple creatures, or if the Intelligence damage continues for more than 1 round.

Horrific Appearance (Su) A creature that succumbs to Thuskchoon's horrific appearance has its mind flooded with horrific recollections that may or may not be real, repressed terrors knocked loose and brought to the conscious mind by the presence of the monstrosity that is Thuskchoon. Often these memories are a strange mix of racial memory and flashes from past lives. The victim also experiences genetic reversions. The victim is immediately affected by *feeblemind* (as per the spell), and its body is deformed and hideously twisted. Select (or choose randomly) from the list of deformities gained from the mutant template (see page 180 of *Pathfinder RPG Bestiary 5*) to apply to the victim. Alternatively, simply reduce one of the victim's physical ability scores by 4 points (feel free to devise an appropriate cosmetic atrocity to add flavor to this reduction). The *feeblemind* effect can be cured normally by any effect that removes that condition (see the spell description for more details), but the mutation is permanent and can be removed only via a *miracle* or *wish* spell, or by death and subsequent resurrection. Thuskchoon's horrific appearance has no effect on creatures with an Intelligence score of 1 or 0.

Intellectual Flash (Ex) When Thuskchoon enters combat, there's a cumulative 20% chance per round that he receives a flash of intellect. Check for this flash at the start of the qlippoth lord's turn in combat. If the chance succeeds, for that round Thuskchoon loses his nearly mindless weakness and can use his spell-like abilities freely and engage in combat tactics on par with those of a typical human. During that round, Thuskchoon can attempt Knowledge checks untrained with a +20 insight bonus (he retains his -4 penalty from his Intelligence score of 3, so this means his Knowledge checks are attempted with a +16 bonus for this round). The next round, the chance of an intellectual flash

occurring is reduced to 0%, but then increases by 20% each subsequent round.

Nearly Mindless (Ex) Thuskchoon's limited intellect and his overwhelming hunger combine to make the creature nearly mindless in his actions. Unless he uses his intellectual flash ability or gains the benefit of false intellect, he cannot activate any spell-like abilities and his tactical choices in combat are those of a violent animal. While in his nearly mindless state, Thuskchoon gains a +8 bonus on all saving throws against mind-affecting effects.

Trailing Tar (Ex) Thuskchoon exudes a thick swath of sticky, tar-like sludge whenever he moves using his base speed. Any square he passes over using this base speed is transformed into difficult terrain for 1 hour. *Freedom of movement* allows free passage through this sticky terrain, and a dose of *universal solvent* can cleanse one 5-foot-square area of tar. Spell effects that cleanse an area of filth or detritus can also remove this difficult terrain, provided the spell effect in question is 6th level or higher.

Not all of the qliploth lords have alien intelligences that outstrip the minds of most mortals. In the case of Thuskchoon, the qliploth lord's intellect is replaced almost entirely by a ravenous need to consume and feed. Now and then, the qliploth lord gains flashes of insight and momentarily comprehends vast puzzles of reality, yet those brief insights fade quickly. These periods of insight are lengthened when Thuskchoon consumes prey, for as he digests flesh, he also digests thought, and can parasitize his victim's minds in order to act with purpose.

Thuskchoon's Abyssal sanctum is a vast warren of tunnels that wind through the depths of the Abyss and connect most, if not all, of the other qliploth sanctums. Rarely does he spend time in this maze of caves, though, instead aimlessly wandering the depths of the Abyss in constant search of anything to sate his eternal hunger. Now and then, the qliploth lord blunders through portals that bring his ravenings to other planes, whereupon it is but a matter of time before he is banished or slain and forced to start his wanderings over anew from his sanctum's heart.

Thuskchoon measures 40 feet in length and weighs 16,000 pounds.

THUSKCHOON'S CULT

The worshipers of Thuskchoon refer to the qliploth lord as the Everglutton to honor his nearly mindless and nigh-constant hunger. Cultists of this unusual qliploth lord venerate him while not expecting much in the way of intentional reward, for a core part of the faith is the acknowledgement that Thuskchoon is not particularly

driven by intellect. The secrets he reveals are potent and world-shaking, yet they are accidental revelations—the circumstantial repercussions of the meandering swaths of destruction the Everglutton leaves in his wake as he lumbers through creation. Temples of Thuskchoon are converted from large caverns or ruined buildings, but the cult is nomadic and never remains in one location for long. Visions of new regions to savage and destroy constantly plague the leaders of this qliploth lord's cults, but now and then they may settle in a region for a few years. In these cases, they tend to carve hideous pictographs and foul Abyssal prayers into the stones that make up their temporary shrines. Just as the qliploth lord himself can gain momentary flashes of insight from the minds of digested victims, so do his cultists constantly seek new drugs, poisons, and exotic consumables to feed upon in hopes of being granted strange visions or unexpected answers to questions they haven't dared ask.

Thuskchoon's symbol is a triangular rune with teeth, and his favored weapon is the greatclub. He grants access to the domains of Chaos, Destruction, Evil, and Knowledge, and to the subdomains of Catastrophe^{APG}, Entropy (see page 317), Rage^{APG}, and Thought^{APG}.



Illustration by Alexandur Alexandrov

RAVEN, GIANT

This glossy, jet-black bird stands as tall as a dwarf. Its eerily intelligent black eyes are quick to take in everything around it.

GIANT RAVEN

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +2; +4 vs. ingested disease

OFFENSE

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

Melee bite +3 (1d6+3)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 15

Feats Skill Focus (Perception)

Skills Fly +6, Perception +9

SQ scavenger

ECOLOGY

Environment any temperate

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

Treasure incidental

SPECIAL ABILITIES

Scavenger (Ex) Giant ravens are hardy birds that often feed on carrion or even undead flesh. As a direct result of this unusual dietary habit, they gain a +4 bonus on saves to resist ingested diseases.

Some ravens can reach astonishing sizes, making them a threat to foxes, raccoons, and on occasion even larger animals. Like their smaller cousins, giant ravens are omnivorous, able to subsist on nearly anything, though they favor large insects, small mammals, and other birds. They are also consummate scavengers, often feeding on the remains of creatures left behind by larger predators. These large corvids share the keen and vengeful intellect of smaller ravens.

Giant ravens grow to be nearly 5 feet in height and weigh 45 pounds.



RAVEN SWARM

The pitch-black birds that make up this torrent of claws and feathers glare ominously from hundreds of beady eyes.

RAVEN SWARM

CR 3



XP 800

N Tiny animal (swarm)

Init +6; **Senses** low-light vision; Perception +11

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 27 (5d8+5)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities swarm traits

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks blindness, distraction (DC 13)

STATISTICS

Str 3, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +3; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +11, Perception +11

ECOLOGY

Environment any temperate

Organization solitary or unkindness (2–6 swarms)

Treasure none

SPECIAL ABILITIES

Blindness (Ex) Raven swarms target their opponents' vulnerable faces. Whenever a creature becomes distracted by a raven swarm, it must succeed at a DC 13 Reflex save to avoid being blinded for 1 round from the swarm. A raven swarm deals 2 additional points of damage to creatures it blinded in the previous round.

This abnormally aggressive flock of ravens forgoes scavenging in favor of more active hunting for food. Multiple swarms of ravens make uncanny use of strategy, with one swarm flushing out prey and driving it directly into the onslaught of an allied swarm. The statistics for a raven swarm can also be used to represent any large, aggressive flock of flying birds.

RAWHEAD

This slim figure's proportions are wrong, and its disturbingly long arms end in claws, save for an oversized, boneless index finger.

RAWHEAD

CR 14



XP 38,400

NE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +24

Aura frightful presence (120 ft., DC 23)

DEFENSE

AC 29, touch 17, flat-footed 22 (+4 armor, +6 Dex, +1 dodge, +8 natural)

hp 200 (16d10+112)

Fort +12, **Ref** +16, **Will** +15

Defensive Abilities *blur, freedom of movement*, negative energy affinity; **DR** 15/good and silver; **Immune** bleed, fear; **SR** 25

OFFENSE

Speed 40 ft., *air walk*

Melee bite +23 (1d6+7), 2 claws +23 (1d4+7 plus 1d4 Cha damage)

Special Attacks create bloody bones, sneak attack +3d6

Spell-Like Abilities (CL 14th; concentration +19)

Constant—*air walk, blur, freedom of movement*

At will—*command undead* (DC 17), *suggestion* (DC 18)

3/day—*clairaudience/clairvoyance, deeper darkness, hold person* (DC 19), *phantasmal killer* (DC 19)

1/day—*gaseous form, greater scrying* (DC 22), *shadow walk*

STATISTICS

Str 24, **Dex** 23, **Con** 24, **Int** 18, **Wis** 21, **Cha** 21

Base Atk +16; **CMB** +23; **CMD** 40

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Feint, Improved Feint, Improved Initiative, Mobility, Skill Focus (Stealth)

Skills Acrobatics +22, Bluff +21, Intimidate +24, Knowledge (local, religion) +12, Perception +24, Sense Motive +21, Stealth +31, Survival +24

Languages Abyssal, Aklo, Common, Infernal

SQ bloody bones mastery, hidden terror

ECOLOGY

Environment any land

Organization solitary or terror (1 rawhead plus 3–6 bloody bones)

Treasure double (+2 *leather armor*, other treasure)

SPECIAL ABILITIES

Bloody Bones Mastery (Su) A rawhead can sense the direction and condition of all bloody bones within a 1-mile radius. This functions as if via a *status* spell (even though undead normally cannot be affected by this spell).

Charisma Damage (Su) A rawhead's tentacle fingers strip away flesh and emotion alike, dealing 1d4 points of Charisma damage on every hit with its claw attack (Will DC 23 negates). The save DC is Charisma-based.

Create Bloody Bones (Su) A rawhead can create a bloody bones from a Small or Medium helpless, living humanoid. As a full round action, the rawhead extends

its finger tentacle to pierce the creature's flesh, ensnares its bones, and attempts to rip the creature's skeleton free. This deals 10d6 points of damage to the victim. If the victim is helpless as a result of Charisma damage, it takes 10d8 points of damage from this attack instead. If this damage is enough to reduce the creature's hit points below 0, it is instantly slain as its skeleton is extracted from its body. The skeleton immediately animates as a bloody bones (see page 49) under the rawhead's control. This is a death effect.

Hidden Terror (Ex) A rawhead can activate its frightful presence ability as a swift action, and can affect creatures that are unaware of its presence or aren't within line of sight.

Some believe rawheads to be nothing more than figments from scary stories, typically associated with the childhood terror known as bloody bones (see page 49). But others know rawheads to be all too real and live in fear of attracting their attention.

A rawhead stands almost 7 feet tall and weighs 200 pounds.



Illustration by Florian Stitz

ROUGAROU

This muscular, wolf-headed humanoid is covered in brown and gray fur.

ROUGAROU

CR 1/2



XP 200

Female rougarou ranger 1

LN Medium humanoid (shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 12 (1d10+2)

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

OFFENSE

Speed 30 ft.

Melee bite +4 (1d6+4)

Ranged longbow +3 (1d8/x3)

Special Attacks favored enemy (humanoid [shapechanger] +2)

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 16

Feats Point-Blank Shot

Skills Climb +7, Heal +5, Knowledge

(nature) +4, Perception +5,

Stealth +6, Survival +5

Languages Common, Rougarou

SQ change shape (wolf; *beast shape I*), track +1, wild empathy +0

ECOLOGY

Environment any land

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

Treasure standard (leather armor, longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A rougarou can change shape once per day into a wolf as a standard action, as *beast shape I*. A rougarou can revert to its true form as a swift action.

Rougarous are wolf-headed humanoids who can transform into wolves. While this sometimes confuses others into mistaking a rougarou for a werewolf, these humanoids are not lycanthropes. In fact, most detest werewolves and hunt them mercilessly.

The race isn't numerous or widespread, and rougarous tend to live in secluded communities. They are very protective of their families and friends, and the communities they form tend to be strict and lawful. In their homeland, rougarous are most plentiful in southern swamps and marshes, where it is believed they originated, but have since spread throughout the rest of the world.

While most of rougarou society is upstanding and trustworthy, as with any group there are some violent and aggressive members. These evil, loner rougarous occasionally form into packs that raid the countryside and prey upon the just and kind. Thankfully, rougarous are generally civilized and loyal, and most are quick to hunt down and punish their feral kin for their foul deeds.

Rougarous age like humans, but they tend to be slightly taller and heavier than typical humans.



ROUGAROU CHARACTERS

Rougarous are defined by their class levels—they do not have racial Hit Dice. All rougarous have the following racial traits.

+2 Str, +2 Wis, –2 Int: Rougarous are strong and alert, but simplistic.

Medium: Rougarous are Medium creatures.

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

Senses: Rougarous have low-light vision and the scent special ability.

Change Shape: See above.

Natural Weapon: Rougarous have a bite attack that deals 1d4 points of damage.

This is a secondary attack if a rougarou wields a manufactured weapon.

Languages: Rougarous speak Common and their own racial language of Rougarou. Rougarous with high Intelligence scores can choose from these bonus languages: Aklo, Elven, Gnoll, Gnome, Goblin, or Sylvan.

SAHKIL, ICHKOH

This monstrosity looks like a massive cockroach made from putrid hair. A humanoid face leers in place of an insectile head.

ICHKOH

CR 7



XP 3,200

NE Medium outsider (evil, extraplanar, sahkil)

Init +8; **Senses** darkvision 60 ft., *detect good*, *detect magic*, low-light vision, *see invisibility*; **Perception** +15

DEFENSE

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

hp 85 (9d10+36)

Fort +9, **Ref** +10, **Will** +11

DR 10/good; **Immune** death effects, disease, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (2d6+6)

Special Attacks fall apart, look of fear (30 ft., DC 21)

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

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door*, *invisibility*, *mage hand*

3/day—*alter self*, *blindness/deafness* (DC

18), *blur*, *inflict pain*^{OA} (DC 18)

1/day—*enervation*

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 12, **Wis** 17,

Cha 21

Base Atk +9; **CMB** +15; **CMD** 29

(33 vs. trip)

Feats Combat Reflexes, Great

Fortitude, Improved Initiative,

Iron Will, Skill Focus (Stealth)

Skills Acrobatics +16, Bluff +18,

Knowledge (arcana) +13, Perception +15, Sense Motive +15,

Spellcraft +13, Stealth +19

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ easy to call, emotional focus, skip between, spirit touch

ECOLOGY

Environment any (Ethereal Plane)

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

Treasure standard

SPECIAL ABILITIES

Fall Apart (Su) As a standard action once every 1d4 rounds, an ichkoh can cause all creatures within 30 feet of it to feel as if their bodies were falling apart unless they succeed at a DC 19 Will save. Those affected by this ability take 1d3 points of Constitution damage. In addition, they take a –2 penalty on attack rolls, damage rolls, and skill checks for 1d6 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Look of Fear (Su) A creature affected by an ichkoh's gaze is shaken for 1d4 rounds.

Ichkohs savor the fear of the failure of the flesh, and enjoy tormenting those who take pride in their bodies. When an ichkoh selects victims, it torments them with the knowledge of how they failed to maintain their bodies in their youth. Sometimes an ichkoh pursues a single creature for years, encouraging increasingly self-destructive behavior that, if allowed to continue, can drive a victim to suicide.

An ichkoh stands 6 feet tall and weighs 140 pounds.

Illustration by Jose Parodi



SAHKIL, XIMTAL

A rat's head sprouts from the front of a crab-like body, and two tentacular tails ending in hands erupt from the towering bulk.

XIMTAL

CR 17



XP 102,400

NE Large outsider (evil, extraplanar, sahkil)

Init +11; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness, *true seeing*; **Perception** +27

DEFENSE

AC 33, touch 17, flat-footed 25 (+7 Dex, +1 dodge, +16 natural, -1 size)

hp 279 (18d10+180)

Fort +21, **Ref** +13, **Will** +17

DR 15/good; **Immune** death effects, disease, fear effects, poison; **Resist** cold 15, electricity 15, sonic 15; **SR** 28

OFFENSE

Speed 50 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +31 (2d8+14 plus disease), 2 claws +31 (3d6+14/19-20 plus grab)

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

Special Attacks constrict (3d6+14), disease, isolation, look of fear (60 ft., DC 25), miasma

Spell-Like Abilities (CL 17th; concentration +23)

Constant—*detect good*, *detect magic*, *fly*, *greater magic fang*, *true seeing*

At will—*feast on fear*^{ACG} (DC 23), *putrefy food and drink*^{APG} (DC 16)

3/day—*cloudkill* (DC 21), quickened *displacement*, *suggestion* (DC 19)

1/day—*horrid wilting* (DC 24), *imprisonment* (DC 25), *maze*, *sequester*

STATISTICS

Str 30, **Dex** 25, **Con** 30, **Int** 15, **Wis** 22, **Cha** 23

Base Atk +18; **CMB** +29; **CMD** 47 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Critical Focus, Dodge, Improved Critical (claw), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*displacement*), Staggering Critical

Skills Bluff +27, Climb +18, Fly +17, Intimidate +27, Knowledge (arcana, planes) +23, Perception +27, Sense Motive +27, Spellcraft +23, Stealth +24

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ despoil, easy to call, emotional focus, skip between, spirit touch

ECOLOGY

Environment any (Ethereal Plane)

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

Treasure standard

SPECIAL ABILITIES

Despoil (Su) The DCs of saving throws against diseases, poisons, and drugs within 1,000 feet of a ximtal increase by 2.

Disease (Su) A creature bitten by a ximtal is exposed to a debilitating disease called forsaken agony. As the disease progresses, it causes the sufferer to grow pale and distracted,

to suffer increasing loss of sensory input, and to eventually die of ennui induced by isolation and despair. Those who suffer from forsaken agony are strangely contagious to others—the sickness can be spread by touch, but only when the creature suffering from the disease touches another creature when no other creatures are within line of sight. Forsaken agony is not contagious when the sufferer can see two or more creatures. When transmitted via contact with another victim, the save DC to resist the disease decreases by 4, so that only a successful DC 27 Fortitude save is needed to resist contracting the sickness from an infected host or to avoid its ongoing ravages.

Forsaken Agony: Bite—injury; save Fort DC 29; *onset* immediate; *frequency* 1/day; *effect* 1d6 Wisdom drain plus sensory loss; *cure* 2 consecutive saves. Each time a creature fails a saving throw against forsaken agony, it must also roll 1d6 to determine what sense it permanently loses, as follows.

d6 Sense

- 1 Taste: The creature takes a -2 penalty on all saving throws against ingested toxins and on Perception checks based on the sense of taste, such as using the skill to identify the powers of a sipped potion.
- 2 Smell: The creature loses scent and scent-related abilities.
- 3 Touch: The creature's Dexterity is reduced by 2.
- 4 Hearing: The creature becomes deaf.
- 5 Sight: The creature becomes blind.
- 6 All: The creature immediately loses all of its senses.

If a creature rolls a result that it's already suffering from, it instead suffers the next highest result that it's not currently suffering. A creature that has lost the use of all senses that fails a saving throw against forsaken agony instead takes 1d4 points of Constitution drain. The save DC is Constitution-based and does not include the +2 bonus from the ximtal's despoil ability.

Isolation (Su) Once per day as a standard action, a ximtal can attempt to isolate up to four creatures adjacent to it, obstructing the way in which they normally work alongside their allies. A creature can resist this effect with a successful DC 25 Will save. A creature that fails to resist isolation becomes intangible to all creatures it regards as an ally. The target is essentially incorporeal, invisible, and silenced to its allies, though it can't move through objects and can interact normally with items. In addition, an isolated creature can no longer see, hear, or perceive creatures it considers allies. The target can see and hear itself, cast spells with verbal components, and use command words normally, but any effect that requires allies to see, hear, or touch the target doesn't function. Any creature with an attitude of indifferent or worse toward the target or that wishes the target harm can see and interact with the target normally. *True seeing* pierces this effect, but *see invisibility* can't be used to perceive the targets of this effect. Once every 24 hours, a victim of isolation can attempt a new DC 25 Will save to end the effect. This is a curse effect. The save DC is Charisma-based.

Look of Fear (Su) A creature affected by a ximtal's gaze is panicked for 1d6 rounds and shaken for 1 minute thereafter, or shaken for 1 minute on a successful save.

Miasma (Su) As a standard action, a ximtal can disincorporate into a dark, greasy fog that damages creatures caught in it. When a ximtal uses miasma, its space increases to 20 feet and it is treated as if under the effects of *gaseous form*. A ximtal can remain in miasma form indefinitely and can revert to its solid form as a free action. Within the miasma's space, all sight—including darkvision—is reduced to 5 feet. A creature within 5 feet has concealment, and creatures farther away have total concealment. On the start of the ximtal's turn, creatures in the area of its miasma take 4d6 points of damage (this damage bypasses all damage reduction and energy resistance). A successful DC 25 Will save negates this damage. Any creature within the miasma can attack the ximtal but takes a -4 penalty on its attacks and can't attempt saving throws against the damage from being within the miasma at the start of the ximtal's next turn. The save DC is Charisma-based.

While psychopomps usher mortal souls to the proper judgment, sahkils have no care for souls and want to only torment and frighten mortals, often toying with their feelings of unease about their very mortality. Sahkils want to remind mortals that they are just that—mortal and alone in a complex and dangerous universe. Ximtals feed on the fear of not belonging, and on the fear of isolation from the rest of a community or society. A ximtal stands 14 feet tall and weighs nearly 1,000 pounds.

Ximtals are manipulative schemers by nature. Having no concern whatsoever for any law, and feeling only contempt for joy and freedom as well as a total disdain for the overarching principles of society, a ximtal uses any insecurities and other weaknesses it perceives in order to slowly erode positive thoughts and actions and keep strong-willed mortals from acting on beliefs that would aid the greater good. They foster the vulgar and abusive voices in all sides of a

conflict, subjecting the sensible and sensitive to ill treatment from the loud and malignant. These sinister outsiders instill feelings of dread and hopelessness, and make people feel as if they were alone and unacknowledged even in the presence of their friends and allies.

Ximtals delight in finding impressionable and aggressive voices to do their work. They know that if they can get someone who thinks she is fighting for a good cause to use terrible tactics in her pursuit of the ideal, they can corrupt that message and seed fear, shame, and dread in what would normally be seen as a constructive endeavor. In this way, ximtals hope to transform the righteous into fanatics.

More subtly, ximtals sometimes focus their attention on friends and allies of the truly virtuous—their ultimate targets—to indirectly discredit these paragons. In these cases, ximtals encourage associates of a target to misrepresent the target's intended cause.

They work their way into the minds and ideologies of people who focus their actions on advertising their ideals and motivations; they gradually corrupt such folk, leading them to treat other voices with barely concealed aggression and contempt and make hasty decisions that run counter to their final goals. Eventually, the ximtals hope, these agents of discord will subvert the paragon's message and mire her in despair and isolation.

Ximtals tend to remain isolated from others of their kind. They don't often cooperate to target a certain individual or cause unless it holds some fascination specific to individual ximtals or sahkils. Instead, they spread themselves out through the multiverse to focus on divergent ideologies or selective societal crusades. Despite their tendency to be alone, some ximtals work in partnerships with pakalchis (*Pathfinder RPG Bestiary* 5 216), as pakalchis focus on breaking down the bonds of friendship. Working in parallel, these two types of sahkil can destroy not only friendships, but entire families or organizations.



Illustration by Jose Parodi

SAHKIL, ZOHANIL

This monster is vaguely humanoid, but stands on three legs. A foul liquid drips from the needlelike tips of its long, hooked arms.

ZOHANIL

CR 10



XP 9,600

NE Medium outsider (evil, extraplanar, sahkil)

Init +8; **Senses** darkvision 60 ft., *detect good*, *detect magic*, low-light vision, *see invisibility*; **Perception** +19

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 138 (12d10+72)

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

DR 10/good; **Immune** death effects, disease, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 21

OFFENSE

Speed 50 ft., climb 50 ft.

Melee bite +19 (1d10+7), 2 talons +19 (2d6+7/19–20 plus addition)

Special Attacks look of fear (30 ft., DC 22)

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*detect good*, *detect magic*, *see invisibility*

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

3/day—*foe to friend*^{APG} (DC 19), *greater invisibility*, *overwhelming grief*^{UM} (DC 20), *protection from good*, *suggestion* (DC 17)

1/day—*nightmare* (DC 19)

STATISTICS

Str 25, **Dex** 18, **Con** 22, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +12; **CMB** +19; **CMD** 34 (36 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Critical (talon), Improved Initiative, Iron Will

Skills Acrobatics +19, Climb +30, Craft (alchemy) +17, Intimidate +19, Knowledge (arcana, planes) +11, Perception +19, Sense Motive +19, Stealth +19

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ easy to call, emotional focus, skip between, spirit touch

ECOLOGY

Environment any (Ethereal Plane)

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

Treasure standard

SPECIAL ABILITIES

Addiction (Ex) When a zohanil damages a creature with its talons, it injects the target with a severely addictive fluid that blurs vision and deadens reflexes. A creature can resist the effects of this injected toxin with a successful DC 22 Fortitude save. On a failed save, the victim takes a –2 penalty to all Wisdom- and Dexterity-based checks for 1 hour. After this hour passes, the penalty fades but the victim suffers the effects of withdrawal, taking a –2 penalty to Strength, Dexterity, Constitution,

and Wisdom. These ability score penalties are negated on any round the victim takes the Wisdom- and Dexterity-based check penalty from further addiction attacks from the zohanil, but are otherwise permanent (as per a severe addiction; see page 236 of the *Pathfinder RPG GameMastery Guide* for details). This is a disease effect. The save DC is Constitution-based.

Look of Fear (Su) A creature affected by a zohanil's gaze is panicked for 1 round and shaken for 1d4 rounds thereafter. A creature that successfully saves is instead shaken for 1 round.

Zohanils delight in haunting those who fear needles and invasive medical procedures. They also enjoy sowing addiction in hopes of heightening despair. A zohanil stands over 6 feet tall and weighs roughly 200 pounds.



SAURIAN

This creature has the head, legs, and tail of a tyrannosaurus, but humanoid chest and arms.

SAURIAN

CR 16



XP 76,800

N Huge monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent; Perception +31

DEFENSE

AC 32, touch 13, flat-footed 27 (+5 armor, +4 Dex, +1 dodge, +11 natural, +3 shield, -2 size)

hp 241 (21d10+126)

Fort +15, **Ref** +16, **Will** +19

Defensive Abilities *death ward*; **Resist** fire 20

OFFENSE

Speed 30 ft. (40 ft. without armor); *air walk*

Melee +1 *returning shortspear* +25/+20/+15/+10 (2d6+10/19-20), heavy spiked shield +24 (2d6+4), bite +23 (2d6+4/19-20) or bite +28 (2d6+9), 2 claws +28 (1d8+9)

Ranged +1 *returning shortspear* +24 (2d6+10/19-20)

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

Special Attacks roar

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

Constant—*air walk*, *death ward*, *speak with animals*

3/day—*animal growth*, *volcanic storm*^{UM}

1/day—*commune with nature*, *heal*, *meteor swarm* (DC 24), *summon nature's ally VIII* (dinosaurs only)

STATISTICS

Str 28, **Dex** 18, **Con** 23, **Int** 16, **Wis** 25, **Cha** 21

Base Atk +21; **CMB** +32; **CMD** 47

Feats Blind-Fight, Diehard, Dodge,

Endurance, Great Fortitude,

Improved Critical (bite),

Improved Critical

(shortspear),

Improved Initiative,

Improved Shield

Bash, Intimidating

Prowess, Two-

Weapon Fighting

Skills Craft (weapons)

+27, Intimidate +38,

Knowledge (geography, nature) +24,

Perception +31, Sense Motive +28, Survival +31

Languages Common, Ignan, Sylvan; *speak with animals*

SQ dinosaur empathy +26

ECOLOGY

Environment warm mountains

Organization solitary, pair, or clan (3-12 plus 2-8 tyrannosaurus)

Treasure NPC gear (+1 *hide armor*, +1 *spiked heavy shield*, +1 *returning shortspear*, other treasure)

SPECIAL ABILITIES

Dinosaur Empathy (Ex) This ability functions as a druid's wild empathy ability, save that it works only on dinosaurs. A saurian gains a bonus on this check equal to its Hit Dice + its Charisma modifier (+26 for most saurians).

Roar (Su) As a standard action once every 1d4 rounds, a saurian can unleash a terrible roar, affecting all creatures in a 60-foot cone. Creatures in the area must succeed at a DC 25 Will save or be stunned for 1d4 rounds. A creature that successfully saves is instead staggered for 1d4 rounds. This ability is a sonic mind-affecting effect. The save DC is Charisma-based.

Saurians make their homes on the sides of tropical volcanoes or tropical mountains. Though they respect all life, saurians consider themselves the protectors of primordial creatures and defend them violently when the need arises.

Saurians stand 20 feet tall and weigh 8,000 pounds.

Illustration by Mary Jane Pujaron



SEA ANEMONE, COFFIN ANEMONE

This coffin-shaped anemone features a ridged, dark brown trunk topped with waving yellow tendrils surrounding a soft, pale blue center.

COFFIN ANEMONE

CR 1



XP 400

N Medium vermin (aquatic)

Init +2; **Senses** blindsight 30 ft.; Perception +0

DEFENSE

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

hp 16 (3d8+3)

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

Defensive Abilities amorphous, anchored; **Immune** gaze attacks, mind-affecting effects, poison, vision-based effects

OFFENSE

Speed 5 ft.

Melee tentacles +2 (2d4 plus poison)

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** —, **Wis** 11, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 14 (can't be tripped)

SQ sightless

ECOLOGY

Environment temperate coastlines or oceans

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

Treasure incidental

SPECIAL ABILITIES

Anchored (Ex) As a full-round action, a coffin anemone can affix itself to a solid surface. While anchored, it cannot move and gains a +4 bonus to its CMD against bull rush, drag, overrun, and reposition combat maneuvers. This bonus increases by 4 for each size category larger the sea anemone is compared to the opponent. It can unanchor as a full-round action.

Poison (Ex) Tentacle—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 save.

Sightless (Ex) A coffin anemone is blind and thus unaffected by effects that rely on sight, such as blindness or gaze attacks.

Named for its distinctive oblong shape, the coffin anemone is well-suited to swallow its favored prey: swimming humanoid creatures.

SEA ANEMONE, SIREN'S BED

This enormous polyp is crowned with bright red-and-blue striped tentacles. A long, thin stinger darts from the center.

SIREN'S BED ANEMONE

CR 9



XP 6,400

N Gargantuan vermin (aquatic)

Init +4; **Senses** blindsight 60 ft.; Perception +1

DEFENSE

AC 23, touch 10, flat-footed 19 (+4 Dex, +13 natural, –4 size)

hp 119 (14d8+56)

Fort +13, **Ref** +8, **Will** +5

Defensive Abilities amorphous; **Immune** gaze attacks, mind-affecting effects, poison, sonic, vision-based attacks

OFFENSE

Speed 10 ft.

Melee bite +16 (2d8+10 plus grab), sting +16 (2d4+10 plus poison), tentacles +11 (2d6+5 plus grab and poison)

Space 20 ft.; **Reach** 20 ft. (40 ft. with sting)

Special Attacks constrict (2d6+10), shriek, swallow whole (4d6+15 bludgeoning damage, AC 16, 11 hp)

STATISTICS

Str 30, **Dex** 19, **Con** 18, **Int** —, **Wis** 13, **Cha** 3

Base Atk +10; **CMB** +24; **CMD** 38 (can't be tripped)

SQ anchored, sightless (see coffin anemone)

ECOLOGY

Environment warm coastlines or oceans

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

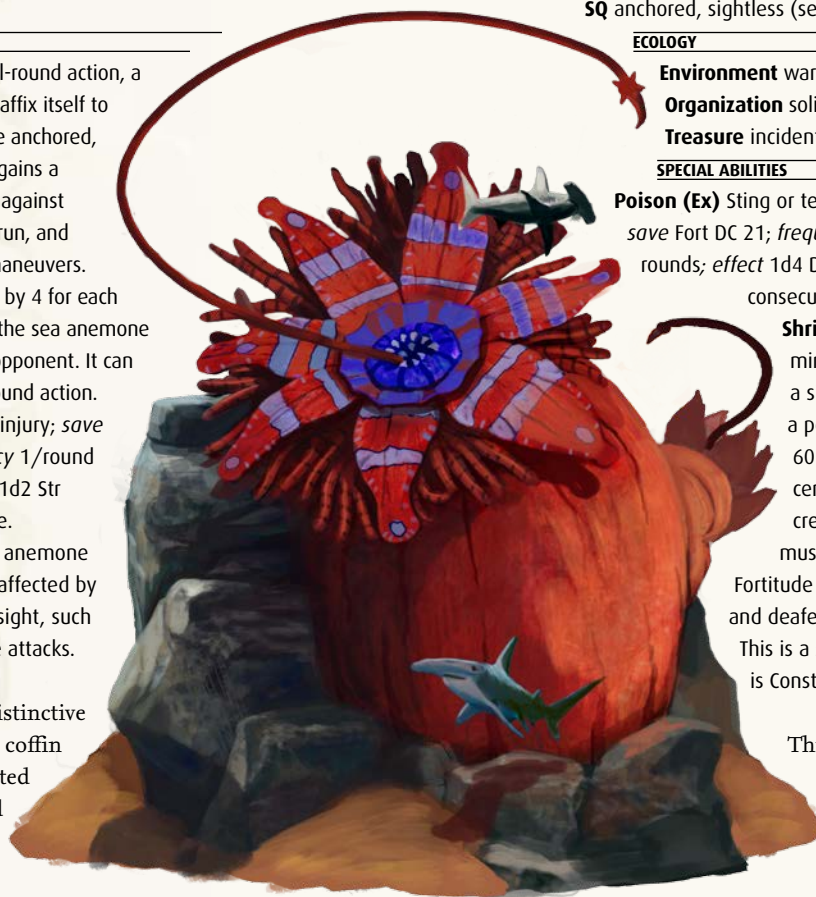
Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Sting or tentacles—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 2 consecutive saves.

Shriek (Ex) Once per minute as a swift action, a siren's bed can emit a powerful shriek in 60-foot-radius burst centered on itself. All creatures within the area must succeed at a DC 21 Fortitude save or be staggered and deafened for 1d4 rounds. This is a sonic effect. The save is Constitution-based.

This massive anemone can emit a deafening screech that can be heard for miles under the water.



SEA ANEMONE, COFFIN-SEA WORM, HOOKFANG

SEA WORM, GIANT TUBE WORM

Several thin tendrils extend aggressively from the open tip of this red tube made of a coralline substance.

GIANT TUBE WORM	CR 2
XP 600	
N Medium vermin (aquatic)	
Init +4; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +0	
DEFENSE	
AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)	
hp 19 (3d8+6)	
Fort +5, Ref +5, Will +1	
Defensive Abilities tube armor; Immune mind-affecting effects	
OFFENSE	
Speed 10 ft., swim 20 ft.	
Melee 2 stings +4 (1d4+2 plus poison)	
STATISTICS	
Str 14, Dex 18, Con 15, Int —, Wis 11, Cha 3	
Base Atk +2; CMB +4; CMD 18 (can't be tripped)	
Skills Swim +10	
ECOLOGY	
Environment any oceans	
Organization solitary, pair, or cluster (3–12)	
Treasure incidental	
SPECIAL ABILITIES	

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Dex damage and staggered 1 round; *cure* 2 consecutive saves.

Tube Armor (Ex) A giant tube worm's shell grants it a +4 natural armor bonus, but is somewhat brittle. Once a giant tubeworm is reduced to fewer than half its hit points (9 hp for the typical specimen), its tube shatters and it loses its natural armor bonus.

The giant tube worm resides entirely within its constructed, armored tube. It extends its stinging tendrils out into the water to search for prey. This and the hookfang are but two varieties of the giant sea worm—some grow much larger, such as the gargantuan reef worm or the truly colossal trench worm. Others, like the brine worm and the crimson worm, are much smaller.

SEA WORM, HOOKFANG

This long, orange, segmented worm's colorful head unfolds like a horrific flower to reveal five large, black, hooklike teeth.

HOOKFANG WORM	CR 7
XP 3,200	
N Huge vermin (aquatic)	
Init +8; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +3	
DEFENSE	
AC 20, touch 12, flat-footed 16 (+4 Dex, +8 natural, –2 size)	
hp 85 (9d8+45)	
Fort +11, Ref +7, Will +6	
Immune mind-affecting effects	
OFFENSE	
Speed 20 ft., swim 50 ft.	
Melee bite +12 (2d8+12 plus grab and poison)	
Space 15 ft.; Reach 15 ft.	
Special Attacks constrict (2d8+12), sudden bite	
STATISTICS	
Str 27, Dex 19, Con 21, Int —, Wis 16, Cha 2	
Base Atk +6; CMB +16; CMD 30 (can't be tripped)	
Feats Improved Initiative ⁸	
Skills Swim +16	
ECOLOGY	

Environment any oceans

Organization solitary, pair, or shoal (3–8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage and 1d2 Con damage; *cure* 2 consecutive saves.

Sudden Bite (Ex) During surprise rounds, a hookfang worm's bite threatens a critical hit on a roll of 18–20.

The hookfang is primarily an ambush predator; it swims quickly, but only in brief bursts. When hunting, it covers most of its body under the sands of the ocean floor and remains perfectly still until potential prey swims nearby. When it lunges, its bite is so quick and powerful that its hook-teeth can cut targeted creatures in half. A smaller (but still sizable) variant of the hookfang is the vampire worm, which drains blood from its victims.



Illustration by Alexander Gustafson

SIABRAE

This petrified skeleton is clad in rotting furs. Stone antlers grow from the crown of its skull, and its eyes are polished white orbs.

SIABRAE

CR 15



XP 51,200

Female old human siabrae druid 14

NE Medium undead (augmented humanoid, earth)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +32

DEFENSE

AC 27, touch 11, flat-footed 27 (+6 armor, +2 deflection, -1 Dex, +10 natural)

hp 178 (14d8+112)

Fort +15, **Ref** +5, **Will** +16; +4 vs. fey and plant-targeted effects

Defensive Abilities blighted rebirth, channel resistance +4;

DR 10/adamantine and bludgeoning; **Immune** fire, poison, undead traits; **Resist** acid 20

OFFENSE

Speed 30 ft. (20 ft. in armor), burrow 30 ft.; earth glide

Melee +2 *defending quarterstaff* +13/+8 (1d6+3), gore +11 (1d8+1 plus petrification [DC 23])

Special Attacks blight mastery, wild shape 6/day

Druid Spell-Like Abilities (CL 14th; concentration +21) 10/day—*acid dart* (1d6+7 acid)

Druid Spells Prepared (CL 14th; concentration +21)

7th—*quickened contagion* (DC 20), *creeping doom* (DC 24), *elemental body IV^o* (earth only), *fire storm* (DC 24)

6th—*antilife shell*, *quickened barkskin*, *greater dispel magic*, *stone tell*, *stoneskin^o*

5th—*animal growth* (DC 22), *baleful polymorph* (DC 22), *quickened entangle* (DC 18), *transmute rock to mud*, *wall of stone^o*

4th—*blight* (DC 21), *dispel magic*, *freedom of movement*, *extended greater magic fang*, *rusting grasp*, *spike stones^o* (DC 21)

3rd—*extended bull's strength*, *call lightning* (DC 20), *contagion* (DC 20), *meld into stone*, *poison* (DC 20), *extended spider climb*, *stone shape^o*

2nd—*flaming sphere* (2, DC 19), *fog cloud*, *heat metal* (DC 19), *extended longstrider*, *soften earth and stone^o*, *tree shape*

1st—*entangle* (2, DC 18), *faerie fire*, *magic stone^o*, *obscuring mist*, *produce flame* (2)

0 (at will)—*detect magic*, *flare* (DC 17), *guidance*, *light*

D domain spell; **Domain** Earth

STATISTICS

Str 12, **Dex** 9, **Con** —, **Int** 12, **Wis** 24, **Cha** 22

Base Atk +10; **CMB** +11; **CMD** 26

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Quickened Spell, Toughness^o

Skills Intimidate +16, Knowledge (nature) +20, Knowledge (planes) +11, Knowledge (religion) +18, Perception +32,

Sense Motive +32, Stealth +22, Survival +9; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Druidic, Sylvan

SQ blightbond (Earth domain), nature sense, a thousand faces, trackless step, wild empathy +20, woodland stride

ECOLOGY

Environment any blighted land

Organization solitary or circle (2–8 plus 3–12 undead minions or undead-friendly monsters)

Treasure NPC gear (+2 *wild hide armor*, +2 *defending quarterstaff*, *headband of mental prowess* +2 [*Wis*, *Cha*], *ring of protection* +2)

When druids are faced with threats to the natural world, they are steadfast and, at times, relentless in their defense of the land. Even in the face of overwhelming odds—an incursion of demons from the Abyss, a creeping plague of necromantic corruption, an unstoppable blight of magical radiation, or a similar supernatural threat to the natural world—some sects of druids refuse to give up or abandon their duties. In these tragic cases, the desperate druids adopt the blasphemous tactic of accepting the corruption into themselves and becoming powerful undead guardians. They fight on not only against the original source of the corruption, but against all living creatures, for these druids become siabraes, and are filled with bitterness and hatred for all others—particularly other druids, whom they regard as cowards.

Siabraes do not form spontaneously; they arise only as the result of the following horrific ritual (see page 208 of *Pathfinder RPG Occult Adventures* for full rules on rituals).

WELCOME THE BLIGHTED SOUL

School necromancy [evil]; **Level** 9

Casting Time 9 hours (only during a new moon)

Components V, S, F (ring of standing stones empowered with necromancy that cost 25,000 gp to create via Craft Wondrous Item), sacrifice (18 living intelligent beings of the same type as the caster, sacrificed every 30 minutes during the ritual's casting time)

Skill Checks Intimidate DC 31, 2 successes; Knowledge (nature) DC 31, 3 successes; Knowledge (religion) DC 31, 4 successes

Range touch

Target caster

Duration instantaneous

Saving Throw none; **SR** no

Backlash The caster is reduced to -1 hp.

Failure The caster is immediately slain.

EFFECT

After sacrificing 18 lives (traditionally, these lives are those of unwilling druids who would have tried to stand against the blasphemy the caster is attempting), the caster sacrifices himself and immediately rises from death as a siabrae.

CREATING A SIABRAE

“Siabrae” is an acquired template that can be added to any druid who successfully performs the welcome the blighted soul ritual (hereafter referred to as the base creature). A siabrae can’t have the blight druid archetype (*Pathfinder RPG Advanced Player’s Guide* 98). A siabrae retains all the base creature’s statistics and special abilities except as noted here.

CR: Base creature’s CR + 2.

Alignment: Neutral evil.

Type: The creature’s type changes to undead with the earth subtype. Do not recalculate BAB, saves, or skill ranks.

Senses: A siabrae gains darkvision and tremorsense, both with a range of 60 feet.

Armor Class: A siabrae has a +10 natural armor bonus or the creature’s normal bonus, whichever is better.

Hit Dice: Change the creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels are unchanged. As an undead, a siabrae uses its Charisma modifier to determine its bonus hit points (rather than using its Constitution modifier).

Defensive Abilities:

In addition to all the abilities granted by its undead traits, a siabrae gains channel resistance +4, DR 10/adamantine and bludgeoning, and immunity to fire. A siabrae also gains the following defensive ability.

Blighted Rebirth (Su): When a siabrae is destroyed, it can attempt a DC 20 Fortitude save in order to avoid this end. The siabrae automatically succeeds at this saving throw if it is in contact with blighted or diseased terrain. On a successful save, the siabrae’s body crumbles to dust as the blighted earth absorbs its essence. Its enduring essence begins forming a new body in a random location within 1d10 miles (this new location must contain a mass of unworked stone large enough for the siabrae’s body to form within). This process takes 1d10 days, after which the siabrae emerges from the stone with a peal of thunder, though without any of its gear.

Speed: A siabrae gains a burrow speed equal to its land speed, as well as the earth glide ability.

Attacks: A siabrae grows a pair of stony antlers from its skull, granting it a gore attack that deals damage based on the siabrae’s size, but as if it were one size category larger than its actual size. This gore attack is always a primary attack, even when the siabrae also uses weapons. If the siabrae wishes, it can retain these antlers in any form it assumes via wild shape. Shards of the stony antlers break off in wounds—a siabrae’s antlers constantly replenish themselves as these shards break off. A creature damaged by a siabrae’s gore attack must succeed at a Fortitude save (DC = 10 + 1/2 the siabrae’s HD + the siabrae’s Charisma modifier) or turn to stone permanently.

Special Attacks and Abilities: A siabrae retains all the special attacks and abilities of the base creature. If it had the ability to use wild shape, it retains this ability, but it can assume only the form of creatures that cannot fly. Any form it assumes (via wild shape or *polymorph* effects) and any creature it summons appears diseased, malnourished, or even in an advanced state of decay, although these are cosmetic effects; they do not impact actual game statistics. In addition, a siabrae gains the following special attacks.

Blight Mastery (Su): Any of a siabrae’s spells or effects that would normally be restricted to affecting animals can also affect undead animals.

Blightbond (Ex): A siabrae has an unholy bond with the blighted earth. It loses any animal companion or access to domains it had from its druidic nature bond ability. In place of nature bond, the siabrae’s close ties to the blighted landscape grant it one of the following cleric domains: Animal, Death, Destruction, Earth, Madness, or Repose. The blightbond ability otherwise functions the same as nature bond.

Ability Scores: Str +2, Wis +2, Cha +2. Being undead, a siabrae has no Constitution score.

Skills: A siabrae gains a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A siabrae always treats Intimidate, Knowledge (planes), Knowledge (religion), Sense Motive, and Stealth as class skills. Otherwise, a siabrae’s skills are the same as those of the base creature.

Feats: A siabrae gains Toughness as a bonus feat.

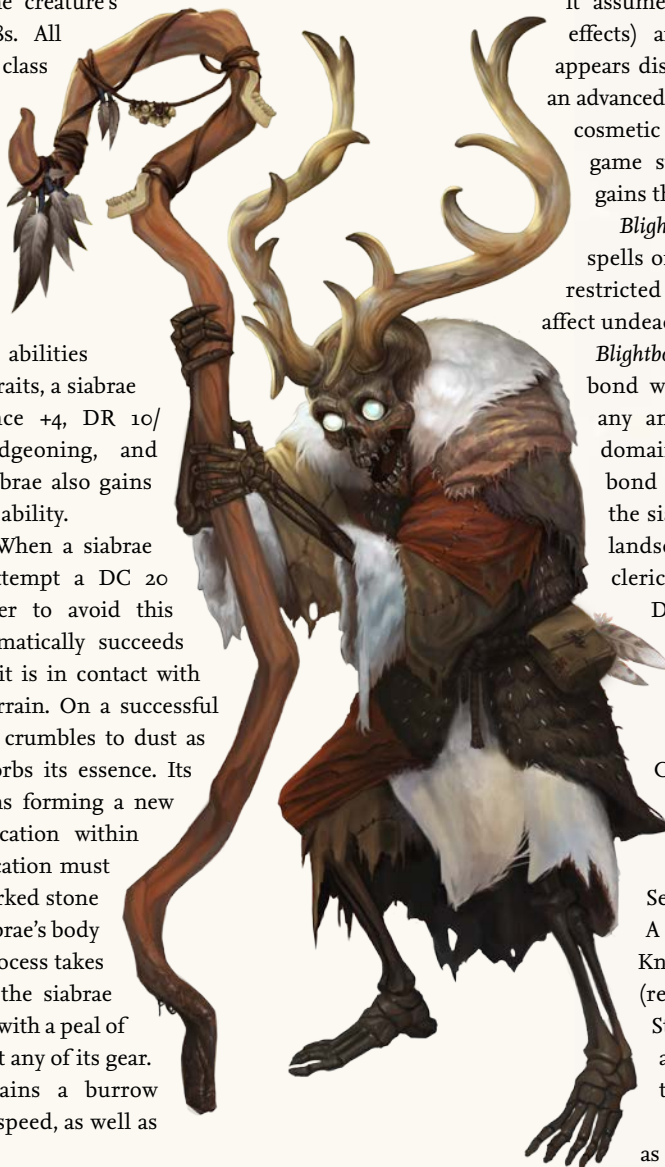


Illustration by Damien Mammoliti

SKINCRAWLER

What appears to be a heap of freshly flensed skin ripples and flexes; it has a long tendril tipped with a single sharp fingernail.

SKINCRAWLER

CR 1/2



XP 200

N Tiny ooze

Init -1; **Senses** blindsight 30 ft.; **Perception** -5

DEFENSE

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

hp 9 (1d8+5)

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

Immune ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee sting +2 (1d2 plus attach and memory lapse)

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

Special Attacks attach, memory lapse, siphon vitality

STATISTICS

Str 10, **Dex** 9, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +0; **CMB** -3 (+7 grapple when attached); **CMD** 7

Skills Climb +8

SQ adaptive attachment, freeze (strip of flesh)

ECOLOGY

Environment any

Organization solitary or rash (2-12)

Treasure none

SPECIAL ABILITIES

Adaptive Attachment (Ex) When a skincrawler successfully attaches itself to a creature, it swiftly adapts its coloration and texture to match the creature's flesh. Doing so heals any damage it caused with the sting attack it used to attach to the host. When it uses its freeze ability in conjunction with this, it can take 20 on Stealth checks to remain hidden—in most cases, this means a successful DC 27 Perception check is required to spot a skincrawler attached to a creature. A skincrawler cannot duplicate fur or scales, thus all Perception checks to spot the attached skincrawler on such a host automatically succeed.

Memory Lapse (Su) A target struck by a skincrawler's sting must succeed at a DC 15 Will save or become momentarily befuddled and unaware of its surroundings. This condition does not last long enough for other creatures to take advantage of the victim's disoriented state of mind, but is long enough for the ooze to attach itself to the target. The affected creature retains no memory of the skincrawler's sting attack or of the

creature attaching to its body. It perceives sensations through the attached ooze as if the ooze were part of its own skin. The save DC is Constitution-based.

Siphon Vitality (Ex) Once a skincrawler is attached to a host, it slowly feeds on the victim's fluids. This deals 1 point of Constitution damage per day. Since a night's rest is enough to heal this damage, the host of a skincrawler can continue to function relatively normally; however, a creature with a skincrawler attached to its body in this manner takes a -2 penalty on all saving throws against effects that cause exhaustion and fatigue. Furthermore, the host suffers from mild headaches, slightly blurred vision, a nagging feeling of being watched, and other minor but discomforting distractions that impart a -1 penalty on all Will saving throws and Wisdom-based skill checks. All of these effects (the Constitution damage and the penalties on checks and saves) stack when multiple skincrawlers feed on a single host.

Skincrawlers are parasitic oozes that feed on the fluids of living hosts. They stalk isolated prey, but due to their mindlessness, skincrawlers do not recognize that feeding on a host already infested by other skincrawlers can swiftly shorten the lifespan of their food source.

When a skincrawler's host dies, the ooze detaches and crawls into the host's body through a convenient orifice, whereupon it enters the last stages of its life cycle. As the host decays around it, the skincrawler suffuses the host's flesh; 24 hours after the host's death, the host's skin splits apart into a rash of up to a dozen skincrawlers that then slither away to seek new prey.

When unattached to a host, a skincrawler appears to be a protoplasmic blob of flesh with visible veins and capillaries.

A skincrawler is about 1 foot square in size and weighs 3 pounds.



SKRIMSL

Four gleaming, yellow eyes leer above the tooth-rimmed maw of this massive, blue-scaled and eellike creature.

SKRIMSL

CR 13



XP 25,600

N Huge magical beast (aquatic)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, -2 size)

hp 178 (17d10+85)

Fort +15, **Ref** +14, **Will** +13

Defensive Abilities absorb

lightning, elusive; **Immune**

cold, electricity; **Resist**

fire 20

OFFENSE

Speed 20 ft.,

swim 50 ft.

Melee bite +25

(4d6+10/19-20

plus 2d6 electricity

and grab), tail slap

+20 (2d10+5 plus

2d6 electricity)

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

Special Attacks electricity field, swallow

whole (3d6+10 bludgeoning plus 2d6

electricity damage, AC 18, 17 hp)

Spell-Like Abilities (CL 12th;

concentration +16)

3/day—*lightning bolt* (DC 17)

1/day—*chain lightning* (DC 20)

STATISTICS

Str 31, **Dex** 18, **Con** 21, **Int** 4, **Wis** 23, **Cha** 18

Base Atk +17; **CMB** +29 (+33 sunder); **CMD** 43 (45 vs. sunder)

Feats Combat Casting, Critical Focus, Greater Sunder, Improved

Critical (bite), Improved Initiative, Improved Sunder, Iron Will,

Power Attack, Staggering Critical

Skills Perception +26, Swim +18

Languages Aquan (cannot speak)

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pod (3-9)

Treasure none

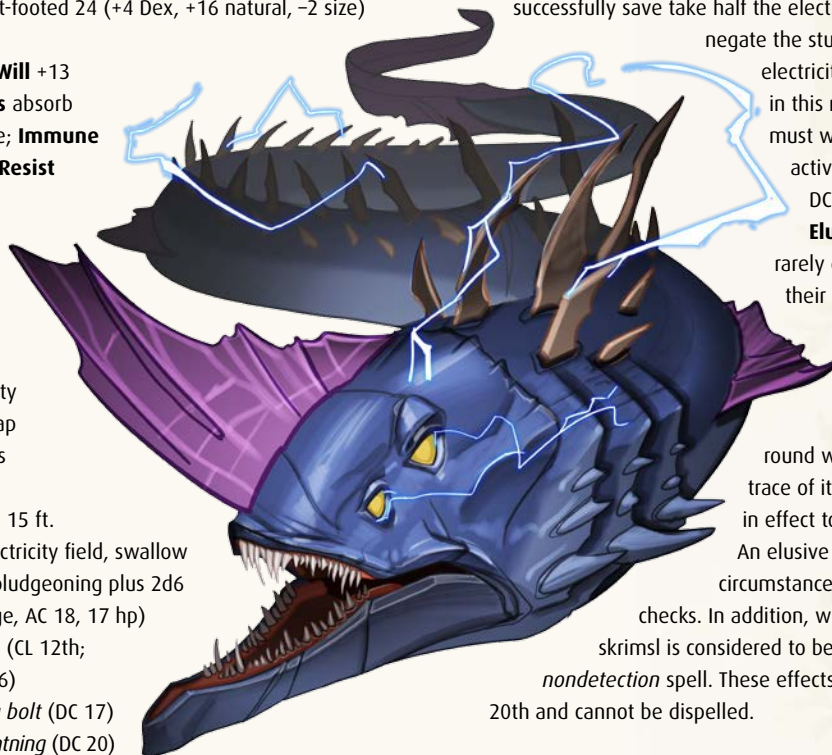
SPECIAL ABILITIES

Absorb Lightning (Su) A skrimsl is immune to electricity damage. However, if it is subjected to an electricity attack (not including skrimsls' electricity attacks), it regains 2d6 hit points and gains a bonus use of its *lightning bolt* spell-like ability. This bonus *lightning bolt* lasts for 24 hours and functions as if under the effects of Empower Spell-Like Ability when used.

A skrimsl can have only one bonus *lightning bolt* stored up in this manner at any one time.

Electricity Field (Su) As a swift action, a skrimsl can generate a field of electricity that deals 2d6 points of electricity damage to all creatures within a 10-foot radius at the start of the skrimsl's turn (no save). At the start of the skrimsl's turn on the 4th round after the field is activated, it discharges this field. All creatures within a 10-foot radius of the skrimsl that fail a DC 23 Fortitude save take 12d6 points of electricity damage and become stunned for 1d3 rounds. Creatures that successfully save take half the electricity damage and negate the stun effect. Once the electricity field discharges in this manner, the skrimsl must wait 10 rounds before activating it again. The save DC is Constitution-based.

Elusive (Su) Skrimsls are rarely discovered except by their own choice. As a full-round action while in water, a skrimsl can swim at a speed of up to 200 feet per round without leaving any trace of its passage (identical in effect to *pass without trace*). An elusive skrimsl gains a +40 circumstance bonus on its Stealth checks. In addition, when not in combat, a skrimsl is considered to be under the effects of a *nondetection* spell. These effects function at caster level 20th and cannot be dispelled.



Skrimsls are mysterious eellike creatures that dwell in the world's most frigid remote waters, particularly the deep waters of fjords. They prefer to avoid contact with humanoids, but communities near the lakes and fjords where skrimsls make their homes have no doubt that these beasts are very real and should be given proper respect. Skrimsls have a glimmer of intelligence and remember those who have wronged them as well as those who have treated them well.

Skrimsls resemble massive eels with blue scales matching the cold, clear waters they live in. They can be found in the deepest freshwater lakes and the salt waters of the sea, and are capable of thriving in both environs. The creatures use their electricity fields and spell-like abilities both for defense and to catch prey. They also have a dangerous bite and powerful tail, which they use to destroy oars, weapons, and other implements used by land-dwelling foes.

A typical adult skrimsl measures 45 feet long and weighs 4,000 pounds.

SLITHERING PIT

Weathered cobblestones give way to a deep, rough pit, the edges of which wriggle and contract of their own accord.

SLITHERING PIT

CR 2



XP 600

N Medium ooze

Init +3; **Senses** blindsight 60 ft., breach sense; Perception +2

DEFENSE

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

hp 25 (3d8+12)

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

Immune acid, ooze traits

Weaknesses breach vulnerability

OFFENSE

Speed 10 ft.

Melee tentacle +5 (1d4+4 plus pull)

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

Special Attacks pit, pull (tentacle, 5 ft.)

STATISTICS

Str 16, **Dex** 16, **Con** 19, **Int** 2, **Wis** 5, **Cha** 1

Base Atk +2; **CMB** +5; **CMD** 18

Feats Skill Focus (Stealth, Perception)

Skills Perception +2, Stealth +15; **Racial Modifiers** +8 Stealth

SQ transparent

ECOLOGY

Environment any land

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Breach Sense (Su) A slithering pit can detect the presence and location of extradimensional spaces within the range of its blindsense, including those created by magic items like *bags of holding*, *handy haversacks*, and *portable holes*, as well as spell effects such as *mage's magnificent mansion* and *rope trick*. This ability also allows slithering pits to detect others of their kind.

Breach Vulnerability (Su) If a slithering pit consumes an extradimensional space, such as one created by a *bag of holding*, a *handy haversack*, or a *portable hole*, the competing energies cause violent spasms that deal 2d6 points of damage to the slithering pit each round it contains the item. If killed in this way, the slithering pit explodes; anything trapped within the ooze takes 2d6 points of damage and is ejected to a random empty space within 30 feet of the slithering pit.

Pit (Su) As a standard action, a slithering pit can cause its surface to open into an extradimensional space in order to capture and digest food. A slithering pit can use this ability only while on a solid horizontal surface of sufficient size to support it. The extradimensional space created by this ability is 10 feet deep, and any Medium or smaller creatures stepping into its space must succeed at a DC 15 Reflex save or fall into the pit, taking 1d6 points of damage from the fall. A slithering

pit can also actively try to trap creatures by moving into their space. A target of this attack can make an attack of opportunity, but immediately falls into the extradimensional space following the attack. If the target forgoes this attack of opportunity, it can attempt a Reflex save to avoid falling into the extradimensional space as if it had wandered into the slithering pit's space. At any one time, a slithering pit can contain up to one Medium creature, two Small creatures, or four Tiny creatures. The save DC is Constitution-based.

The interior surface of the pit is as hard as rough stone. While the pit is open, a creature inside can climb out with a successful DC 15 Climb check. A slithering pit can close its extradimensional space as a move action, trapping a creature inside. A trapped creature takes 1 point of acid damage each round it remains in the extradimensional space. A creature thus trapped can attack the walls of the space to damage the slithering pit. The walls have an AC of 10 and hardness 8.

A slithering pit can forcibly eject the contents of its extradimensional space as a standard action, dealing 1d6 points of damage to creatures inside. Ejected creatures end up in a random square adjacent to the slithering pit. If a slithering pit is killed, its extradimensional space collapses and ejects its contents immediately.

Transparent (Ex) A slithering pit is difficult to discern from its surroundings in most environments. The slithering pit gains a +8 racial bonus on Stealth checks and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering pit and walks into it risks falling into its pit (if its pit is open) or taking damage as if struck by the slithering pit's tentacle attack.

Bizarre oozes born from magical mishaps, slithering pits use their naturally occurring extradimensional spaces to attack and trap prey. An extradimensional breach coats the top surface of these oozes, and the creatures prowl lazily, hunting for well-traveled routes and then quietly lying down for hours—or even days—until tasty morsels literally fall into their waiting grasps. Like most oozes, slithering pits lack true mouths and any digestive organs. While they can trap creatures within their extradimensional wells, they must wait for their prey to dissolve in digestive acids before they can absorb any nutrition. Luckily, slithering pits can survive for weeks between feedings, and in lean times they can even hibernate for months, appearing to be nothing but a slick spot in an alleyway or a shallow puddle.

Slithering pits frequent ruins and neglected urban areas, where their transparency allows them to blend in with the shadows of darkened alleys and crumbling corridors. No thicker than a few inches at the center, slithering pits are difficult to distinguish from natural features when immobile. Their slimy exteriors pick up debris and rubble as they stalk, further helping them blend into city streets and ruined floors. Beyond their mobility and slight thickness, slithering

pits' only revealing feature is their shiny mucus, which leaves a glistening trail wherever the creatures travel—but even this dries up and flakes away in a few hours once the ooze settles in at a favored ambush site. While slithering pits are camouflaged on top, their undersides reveal their true appearance: moist and decorated in scintillating patterns of red, green, and blue. Slithering pits are 5 feet in diameter and weigh less than 20 pounds.

As ambush predators, slithering pits are most successful when inactive. Because of their transparent appearances, most slithering pits are hardly noticed or are mistaken for shallow puddles by locals. When periods between feedings grow too long, the oozes become more aggressive. Despite their usually patient tactics, slithering pits become vicious when hungry or threatened, lashing out with a thin pseudopod from their perimeter. When desperate, they dispense with stealth and attempt to drag prey into their maws or throw themselves beneath stumbling feet. The fall into the pit is often enough to kill their prey; those who survive the fall instead die from being slowly digested if they can't quickly clamber back out. These creatures even show rudimentary strategy, sometimes trapping a child or small animal, whose cries for help eventually draw larger victims.

A slithering pit's inner well functions much like a *bag of holding*, allowing it to carry more prey than its small body could normally contain and potentially feeding it for months after a good hunting season. Anyone or anything inside moves along with the ooze wherever it travels without any sense of outside momentum.

A slithering pit can sometimes come into existence when an intelligent ooze—in most cases, a slithering tracker (*Pathfinder RPG Bestiary* 2 250)—consumes a *bag of holding* or another magic item that makes use of extradimensional spaces. The residual magical energies are infused within the ooze, and when it dies, the ooze's remaining material is reborn as a slithering pit.

Slithering pits become dangerous urban blights as they prowl congested cities and cramped slums. They especially flourish in decaying or neglected areas, where potholes filled with water are overlooked. In areas plagued by crime, slithering pits are sometimes used to dispose of bodies. Some clever and opportunistic creatures—especially those immune to the pit's digestive acids—sometimes use slithering pits as roaming lairs, dragging their own kills into the oozes' cave-like interiors to share leftovers, and scavenging the freely available

prey that the oozes trap. Some spellcasters consider the mucus of a slithering pit to be an ideal component for magic concerned with interdimensional travel and storage.

Those researching these oozes claim that there are different varieties of slithering pits. Scattered reports exist of slithering pits that are much larger, sometimes stretching across an entire narrow street or setting up an ambush in the opening of a wide alley. Some lurk within the darkened expanses of warehouses or beneath boardwalks in dockside settlements. Scholars are unclear whether these larger oozes are simply regular slithering pits that have fed and lived long enough to grow, or if they form when larger oozes consume more powerful magic items.

SLITHERING RIFT




The most dangerous variant slithering pit is the slithering rift, an ooze that not only traps its prey in an extradimensional space, but also has the ability to serve as a wandering portal that can transport its prey across great distances—maybe even across the barriers of the planes themselves. Slithering rifts are much more powerful than the typical slithering pit—they are Huge, have 16 Hit Dice, and can manifest four tentacles per round to attack foes. A slithering rift's interaction with reality creates a significant warping of space, granting it a +20 deflection bonus to its AC. These powerful and dangerous oozes are CR 14 terrors.



Illustration by Dave Allsop

SOLIFUGID, DUNESHAKER

This enormous spiderlike creature has a tremendous pair of jagged fangs as menacing as its oversized claws.

DUNESHAKER	CR 18	  
XP 153,600		
N Colossal vermin		
Init +8; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +16		
DEFENSE		
AC 33, touch 10, flat-footed 25 (+8 Dex, +23 natural, -8 size)		
hp 290 (20d8+200)		
Fort +22, Ref +14, Will +14		
Immune mind-affecting effects		
OFFENSE		
Speed 60 ft., burrow 30 ft.		
Melee bite +26 (4d6+19), 2 claws +26 (2d8+19)		
Space 30 ft.; Reach 30 ft.		
Special Attacks pounce, rend (2 claws, 2d8+19), venom spray		
STATISTICS		
Str 48, Dex 27, Con 31, Int —, Wis 26, Cha 3		
Base Atk +15; CMB +42; CMD 60 (72 vs. trip)		
Skills Perception +16, Stealth +4 (+28 in deserts); Racial		
Modifiers +8 Perception, +12 Stealth (+36 in deserts)		
ECOLOGY		
Environment warm deserts		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		




Venom Spray (Ex) Once every 1d4 rounds as a swift action, a duneshaker can spew toxin in a 30-foot cone. A creature in this area must succeed at a DC 30 Reflex save or be exposed to the duneshaker's poison (see below). The save DC is Constitution-based.

Duneshaker Poison: Spray—contact; save Fort DC 30; frequency 1/round for 6 rounds; effect 1d4 Con damage plus permanent blindness; cure 2 consecutive saves.

The largest of the known solifugids in the entire world, the duneshaker has a fearsome reputation for dealing death and destruction to caravans and other travelers in the deep desert. Beyond its reputation for carnage, the beast also is known for its extreme toxicity.

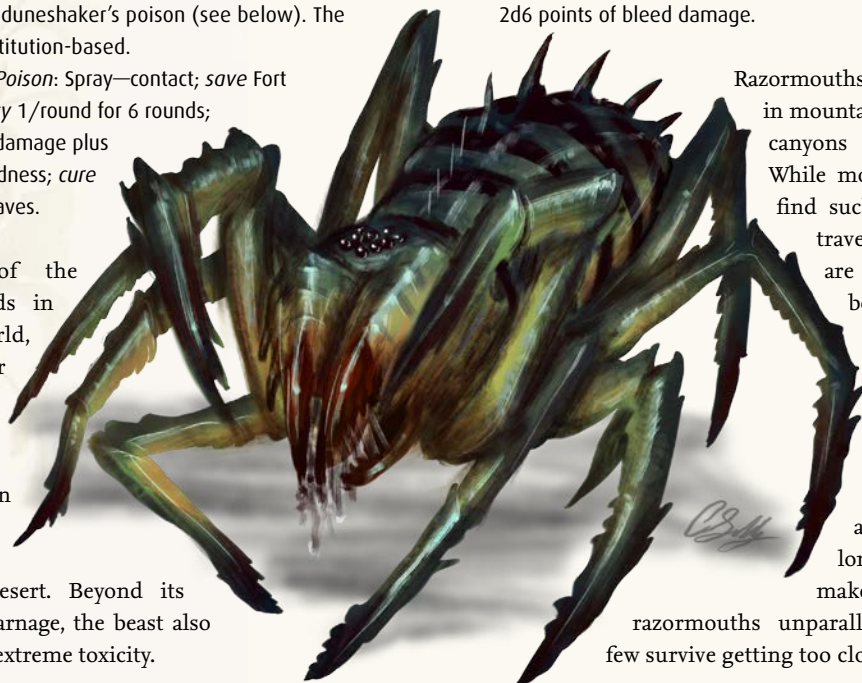
SOLIFUGID, RAZORMOUTH

This creature has a hairless body and a black-striped abdomen. It prominently displays a pair of large, serrated, bright red fangs.

RAZORMOUTH	CR 11	  
XP 12,800		
N Huge vermin		
Init +5; Senses darkvision 60 ft.; Perception +12		
DEFENSE		
AC 25, touch 13, flat-footed 20 (+5 Dex, +12 natural, -2 size)		
hp 149 (13d8+91)		
Fort +15, Ref +9, Will +4		
Immune mind-affecting effects		
OFFENSE		
Speed 50 ft., climb 30 ft.		
Melee bite +17 (2d6+10/19–20/×3), 2 claws +17 (1d8+10)		
Space 15 ft.; Reach 15 ft.		
Special Attacks bleed (1d6), pounce, rend (2 claws, 1d8+15)		
STATISTICS		
Str 31, Dex 20, Con 25, Int —, Wis 11, Cha 2		
Base Atk +9; CMB +21; CMD 36 (48 vs. trip)		
Skills Acrobatics +13, Climb +22, Perception +12; Racial		
Modifiers +8 Acrobatics, +4 Climb, +12 Perception		
SQ savage bite		
ECOLOGY		
Environment temperate mountains		
Organization solitary, pair, or colony (3–6)		
Treasure none		
SPECIAL ABILITIES		

Savage Bite (Ex) A razormouth's bite threatens a critical hit on a 19–20, and on a confirmed critical hit deals ×3 damage and 2d6 points of bleed damage.

Razormouths most often reside in mountainous areas or large canyons with steep cliffs. While most creatures would find such areas difficult to traverse, razormouths are especially mobile, being choice climbers that are able to leap from cliff faces to outcrops with singular alacrity. This exceptional mobility, along with a devastating pair of long, serrated fangs, make the fearsome razormouths unparalleled hunters, and few survive getting too close to their fangs.



STARFISH, GIANT

This bright orange creature has seven arms radiating from its core and is covered with thick, ridged hide.

GIANT STARFISH

CR 8



XP 4,800

N Large vermin (aquatic)

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +0

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 104 (11d8+55)

Fort +12, **Ref** +4, **Will** +3

Defensive Abilities slow regeneration; **Immune** mind-affecting effects

OFFENSE

Speed 10 ft., climb 10 ft.

Melee 3 slams +12 (1d8+5 plus grab), stomach +12 (1d6+5 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with stomach)

Special Attacks firm grip, stomach, swallow whole (2d6+7 bludgeoning, AC 15, 10 hp)

STATISTICS

Str 20, **Dex** 13, **Con** 20, **Int** —, **Wis** 11, **Cha** 3

Base Atk +8; **CMB** +14 (+22 grapple); **CMD** 25 (can't be tripped)

Skills Climb +13

ECOLOGY

Environment any coastlines or oceans

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

Treasure incidental

SPECIAL ABILITIES

Firm Grip (Ex) The giant starfish excels at grappling prey, and gains a +8 racial bonus on grapple checks (rather than the standard +4 bonus most monsters gain as a result of having the grab ability).

Slow Regeneration (Ex) A giant starfish has regeneration but heals very slowly, regaining a number of hit points each hour equal to its Hit Dice (11 hp per hour for the typical giant starfish). Acid, cold, or fire damage suppresses this regeneration for 24 hours.

Stomach (Ex) The giant starfish can invert its stomach to attack prey up to 20 feet away. The hook-lined opening to the starfish's stomach is a primary attack that deals piercing damage. If a giant starfish successfully grapples a foe with its stomach, it gains the benefit of the fast swallow universal monster rule and can swallow the target immediately rather than waiting until the start of its next turn. It does not trigger a fast swallow effect if it grapples a foe with a slam attack.

starfish's arms are lined with thousands of small tube feet that propel it along and aid in grappling and pinning its prey. The tube feet at the end of the arms are also sensory organs, detecting scents and textures. The starfish moves via a water vascular system, drawing in ocean water and pumping the water throughout its body and out to its tube feet. Because of this, the giant starfish is highly dependent on water to remain mobile and alive.

The giant starfish can be an active hunter, relentlessly attacking marine mammals and coastal avian life alike, but just as often it lies in wait along the water's edge for its prey to venture into reach. When attacking, the giant starfish latches on with up to three of its arms and attempts to pin its opponent. It then extends its stomach outside of its inner cavity in order to begin digesting the pinned or grappled creature. The giant starfish's stomach can also shoot out as an elongated tubelike stalk to strike potential prey up to 20 feet away. When the series of barbed hooks at the end of the stomach stalk catch the targeted creature, the starfish begins to pull it closer, in order to more thoroughly secure its meal with its multiple arms. A giant starfish can have anywhere from five to 24 arms, and while the total number of arms can result in a wildly different-looking creature, the number of limbs has no effect on its statistics since a giant starfish of any size can attack with only up to three of its limbs at a time.

A giant starfish typically measures 15 feet in diameter and weighs 800 pounds.

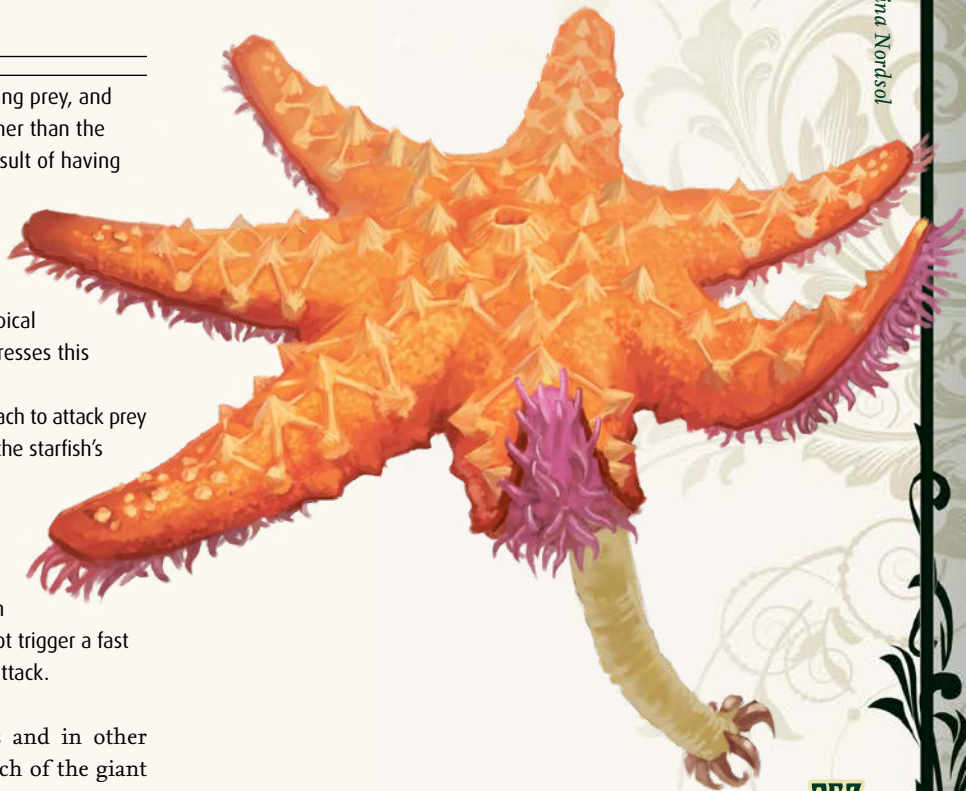


Illustration by Irina Nordsol

The giant starfish dwells along coastlines and in other shallow marine areas. The undersides of each of the giant

SUNDEW, GIANT

This plant is covered with dozens of clear tendrils, each tipped with a glistening red bulb. Whiplike fronds unfurl from the center.

GIANT SUNDEW

CR 12



XP 19,200

N Huge plant

Init +12; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +28

DEFENSE

AC 27, touch 17, flat-footed 18 (+8 Dex, +1 dodge, +10 natural, –2 size)

hp 153 (18d8+72)

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

Defensive Abilities stupefaction pollen; **DR** 10/slashing;

Immune acid, plant traits

OFFENSE

Speed 20 ft.

Melee 2 slams +21 (2d6+10/19–20 plus 1d6 acid and adhesive)

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

Special Attacks constrict (2d6+10 plus 1d6 acid)

STATISTICS

Str 31, **Dex** 26, **Con** 18, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +13; **CMB** +25; **CMD** 44

Feats Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Power Attack, Skill Focus (Perception)

Skills Perception +28

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or grove (3–8)

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) A giant sundew secretes a potent, flesh-eating acid that quickly dissolves most organic material but does not affect metal or stone.

Adhesive (Ex) A giant sundew's body exudes a sticky adhesive, holding fast any creatures or items that touch it. A giant sundew automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the sundew is alive without first removing the adhesive. A weapon that strikes a giant sundew is stuck fast unless the wielder succeeds at a DC 23

Reflex save. A successful DC 20 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the giant sundew can still grapple normally. The substance breaks down naturally 5 rounds after a sundew dies and is rendered inert for 1 round immediately after the giant sundew takes 10 or more points of cold damage. The save DC is Constitution-based.

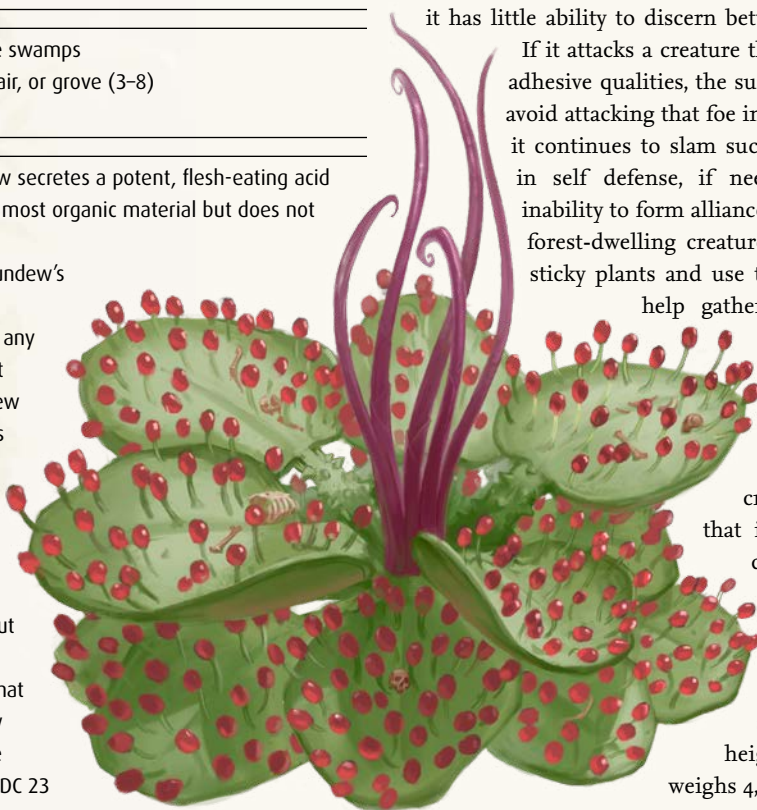
Stupefaction Pollen (Ex) Once per day, the first time a giant sundew has fewer than half its hit points (76 or fewer for the typical giant sundew), it releases a transparent cloud of pollen; this effect happens automatically and does not require an action of any sort on the giant sundew's behalf. The pollen cloud fills the area in a 20-foot radius around the giant sundew. All creatures caught in the area of effect must succeed at a DC 23 Fortitude save or take 1d6 points of Intelligence damage and be staggered for 1d4 rounds. This is a poison effect. The save DC is Constitution-based.

Unlike its smaller, insect-eating cousin, a giant sundew actively seeks out prey using its shallow but sturdy roots to slowly pull itself through its boggy environs. When a giant sundew attacks, it does so by slamming targets with its thick, leaflike fronds, each of which is covered with globules of sticky, acidic goo. The giant sundew exudes an unmistakable scent of honey—an attractive odor that often proves irresistible to nearby creatures.

Although the giant sundew is not quite a mindless monstrosity, its intellect is barely more than instinctive, and it has little ability to discern between allies and enemies.




If it attacks a creature that is immune to acid or adhesive qualities, the sundew is smart enough to avoid attacking that foe in future rounds (although it continues to slam such targets with its fronds in self defense, if needed). Despite sundews' inability to form alliances, many more intelligent forest-dwelling creatures take advantage of the sticky plants and use them as organic traps to help gather prey. Will-o'-wisps in particular are quite fond of the methods a sundew uses to capture and consume prey, for the anguish and fear of creatures stuck to a plant that is slowly dissolving and digesting them form quite a delicious tonic of horror for the wisps to feed upon.

A full-grown giant sundew can reach a height of over 20 feet and weighs 4,000 pounds.



TANIWHA

This creature has a long, sinuous, eellike body but the scaly head of a crocodile with large, piercing blue eyes.

TANIWHA	CR 6	  
XP 2,400		
CG Large magical beast (aquatic)		
Init +2; Senses darkvision 60 ft., <i>detect poison</i> , low-light vision; Perception +16		
DEFENSE		
AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)		
hp 68 (8d10+24); fast healing 5		
Fort +9, Ref +8, Will +7		
DR 5/magic; SR 17		
OFFENSE		
Speed 30 ft., swim 40 ft.		
Melee bite +14 (3d6+10)		
Space 10 ft.; Reach 10 ft.		
Special Attacks fearful memory, seize magic		
Spell-Like Abilities (CL 6th; concentration +10)		
Constant— <i>detect poison</i>		
At will— <i>hydraulic push</i> ^{APG} , <i>purify food and drink</i> , <i>slow poison</i> , <i>water breathing</i>		
3/day— <i>aqueous orb</i> ^{APG} (DC 17), <i>control water</i> , <i>hydraulic torrent</i> ^{APG} , <i>neutralize poison</i> , <i>remove disease</i>		
STATISTICS		
Str 25, Dex 14, Con 16, Int 12, Wis 17, Cha 19		
Base Atk +8; CMB +16; CMD 28		
Feats Alertness, Improved Iron Will, Iron Will, Power Attack		
Skills Knowledge (nature) +5, Perception +16, Sense Motive +13, Swim +22		
Languages Aquan, Common, Sylvan		
SQ amphibious		
ECOLOGY		
Environment warm rivers		
Organization solitary		
Treasure standard		
SPECIAL ABILITIES		

Fearful Memory (Su) Once per day as a standard action, a taniwha can manipulate the memories of any number of creatures within 100 feet. All targets of the attack must be within 30 feet of each other and each can attempt a DC 18 Will save to resist the fearful memory. Creatures that fail become frightened for 2d6 rounds and flee the area; furthermore, their memories of encountering the taniwha are erased, as if via *modify memory* (CL 6th). When the frightened effect passes, the creature continues to harbor vague fears of the region where it first succumbed to the fearful memory, although it cannot remember exact details. Such a creature

must succeed at a DC 18 Will save to approach within 100 feet of this location. On a successful save, the creature can enter the area but is shaken for as long as it remains there. On a failed save, the creature cannot willfully enter the area and can't attempt a new saving throw to enter the area for 1 hour. This is a mind-affecting fear effect and a curse effect. The save DCs are Charisma-based.

Seize Magic (Su) Once per day as a standard action, a taniwha can attempt to seize a spellcasting creature's ability to use magic. The target must be within 100 feet of the taniwha. If the target fails a DC 18 Will save, its ability to cast spells is hindered. Whenever the victim attempts to cast a spell, it must succeed at a concentration check (DC = 15 + the level of the spell being cast). On a failed check, the spellcaster fails to cast the spell—the spell is not expended, but the action is wasted. This is a curse effect that lasts for 24 hours, but the taniwha can opt to end the effect at any time as a swift action. The save DC is Charisma-based.

Taniwhas are supernatural aquatic creatures that dwell within tropical lakes and rivers, preferably deep within remote jungles far from areas civilized by humanoids. Taniwhas claim these locations as their own, working to maintain the area's natural purity and protect it from careless or evil interlopers who would defile the place. They especially hate poachers who hunt the jungles around their aquatic lairs and any who pollute the water.

Although taniwhas are ferocious looking, with their serpentine bodies and crocodilian heads, these river-dwelling creatures are actually quite friendly and often eager to befriend spellcasting creatures. Taniwhas adore magic and take great delight in "tasting" magic from other creatures. A spellcaster who lets a taniwha use its seize magic ability to enjoy the flavor of a stolen spell in this manner often finds that, for the minor cost of enduring the curse for a day, she can secure a lifelong friend.

With their ability to seize magic and their own inborn spell-like abilities and deadly bite attacks, taniwhas are more than capable of defending their lairs from most intruders, yet they prefer to rely upon fear rather than violence in securing their homes. It generally doesn't take many uses of their fearful memory ability for taniwhas to seed a local populace with the notion that the area around their lairs is a dangerous one to trespass upon. While fear is often regarded as a cruel or negative emotion, to taniwhas it is a preferred alternative to violence in the safekeeping of their homes.

A typical taniwha is 15 feet long and weighs 900 pounds, although rumors abound of much larger specimens.

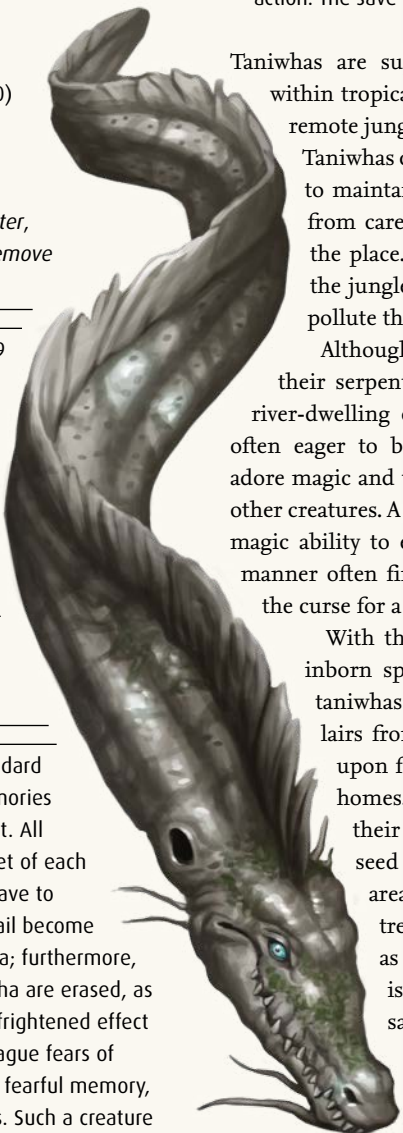


Illustration by Nikolai Ostertag

TARANTULA TREE

This towering mass of vegetation balances itself upon several long and misshapen tree trunks.

TARANTULA TREE

CR 19



XP 204,800

CN Colossal plant

Init +14; **Senses** greensight 60 ft., low-light vision, tremorsense 90 ft.; **Perception** +36

DEFENSE

AC 34, touch 12, flat-footed 24 (+10 Dex, +22 natural, -8 size)

hp 325 (26d8+208); fast healing 20

Fort +23, **Ref** +18, **Will** +17

Defensive Abilities *freedom of movement*; **DR** 20/slashing;

Immune plant traits

OFFENSE

Speed 40 ft.

Melee 4 vines +28 (2d8+16/19-20 plus grab)

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

Special Attacks constrict (2d8+16), encage, trample (4d6+24, DC 39)

Spell-Like Abilities (CL 17th; concentration +20)

Constant—*freedom of movement*

At will—*entangle* (DC 14), *hallucinatory terrain* (DC 17)

3/day—quicken *entangle* (DC 14)

1/day—*wall of thorns*

STATISTICS

Str 42, **Dex** 30, **Con** 26, **Int** 13, **Wis** 25, **Cha** 17

Base Atk +19; **CMB** +43 (+45 bull rush, +47 grapple);

CMD 63 (65 vs. bull rush, 71 vs. trip)

Feats Awesome Blow, Combat Expertise, Critical

Focus, Improved Bull Rush, Improved Critical

(vine), Improved Initiative, Improved

Vital Strike, Iron Will, Power Attack,

Quicken Spell-Like Ability (*entangle*),

Staggering Critical, Vital Strike,

Weapon Focus (vine)

Skills Knowledge (nature) +27,

Perception +36, Stealth +23 (+39 in forests);

Racial Modifiers +16 Stealth in forests

Languages Sylvan (cannot speak)

SQ freeze (as grove of trees)

ECOLOGY

Environment temperate or tropical forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Encage (Ex) When a tarantula tree uses its freeze ability, it appears as a grove of trees with a tangled, shared canopy. Since the tarantula tree is Colossal, Large or smaller creatures can move through its space with ease, and the tarantula tree

can move through a square occupied by a Large or smaller creature with ease. The tarantula tree never provokes attacks of opportunity from Large or smaller creatures as a result of such movement. As a swift action, a tarantula tree can extend thick, thorny branches from the sides of its trunk-like legs, forming a cage of sorts that functions as a *wall of thorns* (CL 17th) for the purposes of creatures attempting to move into or out of the tarantula tree's space. While using its encage ability, a tarantula tree cannot move, but gains a +4 bonus on attack rolls and damage rolls against creatures in its space. It can retract these vines and resume its normal mobility as a move action.

Vines (Ex) A tarantula tree's thorn-laced vines are a primary natural attack that deals bludgeoning and piercing damage.

Terrifying predators, tarantula trees claim dominion over vast swaths of territory. Within these regions, they tend to be nomadic until they find a productive hunting spot. While they cannot speak, these plants are quite intelligent and have been known to live in peace with creatures willing to engage them in entertaining conversation.

The typical tarantula tree stands upward of 100 feet in height and weighs nearly 200 tons.



TARANTULA TREE-TARGOTHA

TARGOTHA

This eyeless serpentine beast has a menacing mouth and sharp fins running down its long, deep-purple body.

TARGOTHA

XP 51,200

N Huge aberration

Init +1; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +16

DEFENSE

AC 28, touch 10, flat-footed 26 (+1 Dex, +1 dodge, +18 natural, -2 size)

hp 253 (22d8+154)

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

Defensive Abilities all-around vision, slippery; **Immune** electricity, fire, poison; **Resist** acid 20, cold 20

OFFENSE

Speed 10 ft., swim 50 ft.

Melee bite +25 (3d6+11), razor fins +25 (2d6+11/17-20), tail slap +20 (2d8+16 plus bull rush)

Ranged jolt +15 touch (12d6 plus stun)

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

Special Attacks volatile breath

STATISTICS

Str 33, **Dex** 13, **Con** 24, **Int** 2, **Wis** 14, **Cha** 13

Base Atk +16;

CMB +29; **CMD** 41 (can't be grappled)

Feats Blind-Fight, Critical Focus, Dodge, Great Fortitude, Improved Critical (razor fins), Improved Vital Strike, Lightning Reflexes, Mobility, Spring Attack, Staggering Critical, Vital Strike

Skills Perception +16, Swim +33

SQ no breath

ECOLOGY

Environment any swamps (tar seeps)


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

Treasure incidental

SPECIAL ABILITIES

Jolt (Ex) A targotha stores electrical potential that it can expend as a ranged touch attack with a range of 240 feet. Using this ability within oil or tar reduces its range to 30 feet. A targotha can't use this ability in water. A jolt deals 12d6 points of electricity damage, and the target is stunned for 1d4 rounds (Fortitude DC 28 negates the stun effect). It can use this ability once every 1d4+1 rounds. The save DC is Constitution-based.

Razor Fins (Ex) A targotha's razor fins are a primary attack that deal slashing damage and threaten a critical hit on a 19 or 20, augmented to 17-20 by its Improved Critical feat.



Slippery (Ex) A targotha secretes a thick mucus that allows it to move gracefully through viscous fluids like tar and oil. This mucus dissolves away adhesives (such as *sovereign glue*, tanglefoot bags, and webs) in 1d4 rounds. Additionally, all combat maneuver checks to grapple a targotha automatically fail, and the targotha automatically succeeds at any combat maneuver checks and Escape Artist checks to escape a grapple or a pin.

Tail Slap (Ex) A targotha adds 1-1/2 × its Strength modifier to damage rolls for its tail slap. A targotha can attempt a bull rush combat maneuver check against a creature struck by its tail slap as a free action without provoking attacks of opportunity. The targotha can't move as part of this bull rush.

Volatile Breath (Ex) A targotha can breathe a 60-foot cone of flammable gas as a breath weapon. As a swift action, it can ignite the gas by using its jolt ability. When ignited, the gas explodes, dealing 15d6 points of fire damage to all creatures in the area (Reflex DC 23 half). If not ignited, the gas lingers in the area until dissipating at the start of the targotha's next turn. All creatures that breathe this gas in are confused for 1d4 rounds (Fortitude DC 23 negates). The save DCs are Constitution-based and have a -5 racial penalty.

Targothas are unusual creatures that thrive in the thick, inky fluids of naturally occurring tar seeps or pits of oil, although they are equally at home in swampy waters or muddy bogs. They depend upon their blindsense when lurking within opaque fluids like tar or ooze, and will even lurch out of their lairs and flop along the ground if necessary to pursue a meal. A targotha is a patient ambush predator, and without the need to breathe, it can lie in wait for weeks for food.

A typical targotha measures 30 feet in length and weighs 7,000 pounds. Larger specimens are known to exist, but they prefer to dwell far from areas inhabited by civilized folk in the largest and deepest of tar pits or fens. Truly enormous targothas have multiple sets of razor fins and are capable of making two, three, or even four devastating attacks with their fins in a round.

Illustration by Christopher Orcini

TENOME

This wrinkled, pale humanoid has an eyeless head and a wide, fanged mouth; its eyes glare freakishly from the palms of its hands.

TENOME

CR 4



XP 1,200

NE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp 39 (6d10+6)

Fort +3, **Ref** +7, **Will** +7

Weaknesses obscuring grapple

OFFENSE

Speed 30 ft.; burst of speed

Melee bite +8 (1d6+2), 2 claws +8 (1d4+2 plus grab)

Special Attacks bone drink, terrifying gaze

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 10,

Wis 11, **Cha** 12

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

Feats Dodge, Improved Initiative, Iron Will

Skills Intimidate +10, Perception +9, Stealth +11, Survival +9

Languages Common

ECOLOGY

Environment any urban

Organization solitary, pair, or scourge (3–5)

Treasure standard

SPECIAL ABILITIES

Bone Drink (Su) Any round in which a tenome establishes or maintains a pin, it attaches its mouth to the victim and uses a sonic attack that liquefies the victim's bones, allowing the monster to drink them through flesh and skin. This deals 1d3 points of Constitution damage to the victim. A creature damaged in this way must succeed at a DC 14 Fortitude saving throw or be fatigued by the pain. A fatigued creature is instead exhausted, and an exhausted creature is rendered unconscious for 1 minute. A tenome regains 5 hit points for each round that it drinks liquefied bone. If a creature's Constitution score is reduced to 0 in this way, its skeleton is liquefied and it dies. This is a sonic effect. The save DC is Constitution-based.

Burst of Speed (Ex) A tenome can move twice its base speed once every 1d4 rounds.

Obscuring Grapple (Ex) While a tenome is grappling a creature, all other opponents gain total concealment against the tenome.

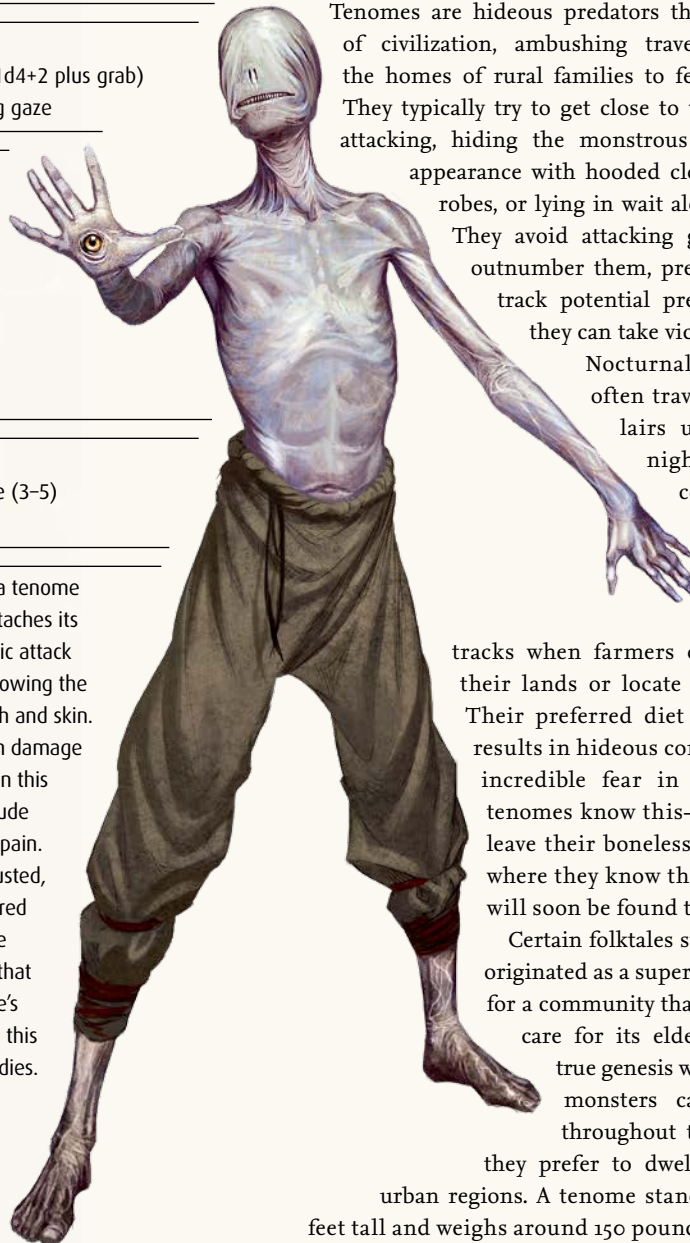
Terrifying Gaze (Su) A tenome can gaze at one opponent within 30 feet by presenting one of its eyes (a standard action) or both of its eyes (a full-round action). An opponent that fails a DC 14 Will save is frightened if it is the target of a single eye's gaze, or paralyzed if it is the target of both eyes. These effects last for 1d3 rounds. A tenome must activate its gaze attack; opponents need not attempt saving throws if they otherwise meet the tenome's gaze. Once a creature succeeds at its save against this ability, it is immune to that tenome's terrifying gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Tenomes are hideous predators that stalk the fringes of civilization, ambushing travelers and invading the homes of rural families to feast on their bones. They typically try to get close to their victims before attacking, hiding the monstrous elements of their appearance with hooded cloaks or voluminous robes, or lying in wait along darkened trails. They avoid attacking groups that heavily outnumber them, preferring to patiently track potential prey and strike when they can take victims one at a time.

Nocturnal creatures, tenomes often travel miles from their lairs under the cover of night to terrorize rural communities. They typically rotate their hunting grounds and try to cover their

tracks when farmers organize to defend their lands or locate the tenomes' lairs. Their preferred diet of liquefied bones results in hideous corpses that can cause incredible fear in communities, and tenomes know this—they often seek to leave their boneless victims on display where they know the disgusting bodies will soon be found to deter pursuit.

Certain folktales suggest that tenomes originated as a supernatural punishment for a community that did not adequately care for its elderly. Whatever their true genesis was, these frightening monsters can now be found throughout the world, although they prefer to dwell in the fringes of urban regions. A tenome stands between 5 and 6 feet tall and weighs around 150 pounds.



THESALHYDRA

This four-legged reptile has eight serpentine heads arrayed around a central maw. Its long, thrashing tail ends in a crab-like pincer.

THESALHYDRA

CR 18



XP 153,600

N Gargantuan aberration

Init +15; **Senses** darkvision 60 ft., low-light vision, scent; Perception +31

DEFENSE

AC 33, touch 21, flat-footed 18 (+15 Dex, +12 natural, -4 size)

hp 310 (20d8+220); fast healing 15

Fort +17, **Ref** +21, **Will** +19

Defensive Abilities all-around vision; **Immune** acid

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +27 (3d6+10/19-20 plus 2d6 acid), 8 snake bites +25 (1d8+5/19-20 plus 1d6 acid), pincer +24 (2d8+5 plus grab)

Ranged 8 acid spits +26 touch (2d6 acid)

Space 20 ft.; **Reach** 20 ft. (30 ft. with snake bites, 40 ft. with pincer)

Special Attacks breath weapon (160-ft. line, 20d6 acid damage, Reflex DC 31 half, usable every 1d4 rounds), constrict (2d6+10), pounce

STATISTICS

Str 31, **Dex** 40, **Con** 32, **Int** 2, **Wis** 24, **Cha** 9

Base Atk +15; **CMB** +29; **CMD** 54 (58 vs. trip)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (bite, snake bites), Multiattack, Skill Focus (Perception), Weapon Finesse, Weapon Focus (bite), Weapon Focus (snake bites)

Skills Perception +31, Swim +26

ECOLOGY

Environment temperate swamps

Organization solitary

Treasure incidental

SPECIAL ATTACKS

Acid Spit (Su) As a standard action, a thessalhydra can spit acid from its eight snake mouths, making eight ranged touch attacks at any number of targets within a range of 120 feet. On a hit, an acid spit deals 2d6 points of acid damage. A creature hit by multiple acid spits from a single thessalhydra in 1 round takes the damage as if from one source for the purposes of applying acid resistance. For example, a creature hit by eight acid spits would take 16d6 points of acid damage, not 2d6 points of acid damage eight times. A creature critically hit by acid spit must succeed at a DC 31 Reflex save to avoid being blinded for 1 round by the acid. The save DC is Constitution-based.

Snake Bite (Ex) A thessalhydra's serpent heads strike as secondary attacks that deal piercing and slashing damage plus an additional 1d6 points of acid damage.

The dreaded thessalhydra is a fearsome predator that has an unexpected agility. Despite its lumbering shape and looming size, the monster's nimbleness makes it almost beautiful as it attacks. Thessalhydraz are relatively rare, though their notorious speed and savagery have featured in countless legends. They are often whispered of in fear and awe by willful children in rural areas, whose exasperated parents have warned them to "be good, or the thessalhydra will pluck you out of your bed through the window when you sleep!"

A thessalhydra is 40 feet long, with its pincer-tipped tail adding another 30 feet to its overall length.



Illustration by Florian Stitz

TRAILGAUNT

This filthy, pallid figure lurches forward as if it were not entirely in control of its twitching limbs.

TRAILGAUNT

CR 3



XP 800

NE Medium undead

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

DEFENSE

AC 15, touch 8, flat-footed 15 (–2 Dex, +7 natural)

hp 25 (3d8+12)

Fort +5, **Ref** –1, **Will** +5

Defensive Abilities channel resistance +2; **DR** 5/slashing;

Immune undead traits

Weaknesses loathing

OFFENSE

Speed 10 ft., burrow 10 ft., climb 10 ft.

Melee bite +4 (1d4+2 plus pain), 2 claws +4 (1d4+2 plus pain)

Special Attacks create spawn, mutter, vengeful strike

STATISTICS

Str 15, **Dex** 6, **Con** —, **Int** 7, **Wis** 14, **Cha** 19

Base Atk +2; **CMB** +4; **CMD** 12

Feats Improved Initiative, Step Up

Skills Climb +10, Perception +7, Stealth +7, Survival +4 (+12 following tracks);

Racial Modifiers +4 Stealth, +8 Survival following tracks

Languages Common

SQ sudden lunge, sure stride

ECOLOGY

Environment any land (wilderness)

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

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Any

humanoid creature killed by a trailgaunt becomes a trailgaunt itself at the next sunset as long as the body is both unburied and not within line of sight of a well-maintained road. Spawn so created are free-willed and do not have any of the abilities they had in life.

Loathing (Ex) A trailgaunt cannot cross a well-maintained road. It can burrow under it or climb over it, but it cannot walk across such a barrier. A trailgaunt forced onto a well-maintained road must succeed at a DC 15 Will save at the start of each round or be unable to take any actions.

Mutter (Su) A trailgaunt's pain-filled muttering and groaning is distressing

to hear. A creature that begins its turn within 10 feet of a trailgaunt must succeed at a DC 15 Will save or become shaken for 1 minute. Multiple failed saving throws against a trailgaunt's mutter do not increase this effect to frightened. This is a mind-affecting sonic fear effect. The save DC is Charisma-based.

Pain (Su) A creature damaged by a trailgaunt's bite or claws must succeed at a DC 15 Fortitude save or become staggered by pain in its legs and feet for 1 round. Creatures in contact with the ground take a –1 penalty on this saving throw. The save DC is Charisma-based.

Sudden Lunge (Ex) Once per minute, a trailgaunt can lurch into a burst of motion, gaining a speed of 40 feet for 1 round.

Sure Stride (Su) A trailgaunt's speed is never reduced by difficult terrain, and it can take a 5-foot step in such conditions.

Vengeful Strike (Ex) A trailgaunt hates merchants, pilgrims, and others who spend lots of time traveling, and gains a +2 bonus on all attack rolls, Perception checks, and Survival checks against such targets.

The dreaded trailgaunt is a form of undead that plagues regions where travelers have long trod the roads. Legends hold that trailgaunts rise from the remains of seasoned travelers who became lost and then perished from exposure or starvation, suffering great shame and humiliation to have come to such unexpected and lonely ends in addition to their physical torment.

Trailgaunts seek travelers to avenge themselves upon and are driven to feast upon the feet of those they slaughter, often leaving the maimed bodies to rise as new trailgaunts with the setting of the next sun. Trailgaunts with intact feet are rare, yet even those fortunate enough to retain all their toes are slow and clumsy.

Trailgaunts are particularly feared in nomadic societies, and stories of how these undead creatures relentlessly stalk those who commit crimes are popular. The most common tales focus on a hunter who abandons a partner in the wild and then prospers on the profits of the hunt for a year before the betrayed partner finally catches up to the traitor and kills him as he sleeps. Many variations on this tale exist, but they inevitably revolve around themes of treachery and relentless pursuit.



TROOP

Wherever there are battles to be fought or spoils to be claimed, troops march forward to do the dirty work of war. Whether they are hungry brigands eager to raid merchant caravans, frantic goblins scrambling to put a local settlement to the torch, or a cabal of drow spellcasters on a religious crusade for their demonic faith, troops heed the call and move as a single unit to accomplish what one lone mercenary, arsonist, or cabalist could not.

Of course, brigands, drow, and goblins aren't the only types of troop that could exist—they're merely the three presented on the following pages. The troop subtype (see page 307) provides rules for the creation of groups of like-minded individuals of all kinds, functioning in a way similar to how the swarm subtype allows for the modeling of a vast flight of creatures acting as a single whole. With a troop, running an encounter against a large number of lower-level foes becomes much more manageable, and allows for normally low-CR threats to band together and challenge more powerful PCs.

Troops can be created in innumerable variations, and you should feel free to use the three examples on the following pages as inspiration for the creation of troops of your own design. Troops are not as meant as exact simulations of tactical warfare, and when creating them you should not be overly concerned with trying to emulate the compounded abilities of the troop's component individuals. Troops are created just like other creatures of their creature type, with basic elements such as Hit Dice and statistics assigned so the completed troop conforms to the approximate hit points, Armor Class, and other values for its desired Challenge Rating as found Appendix 9: Monsters by CR, which begins on page 313. Once that foundation is established, apply the subtype rules and use the examples and variations provided here to fine-tune it with flavorful abilities and feats that approximate how a homogenous group of creatures of this sort might fight. With troops at your command, PCs may think twice next time they encounter a seemingly outmatched group of opponents.

ADDITIONAL TROOP ABILITIES

Troops hail from a variety of cultures, and can represent vast differences in wealth, training, and motivation—any type of creature capable of forming an army could form a troop. You can use some of the variations below to diversify the troops on the following pages or as specific abilities for troops of your own design. When applying one of these variant powers to an existing troop, a suggested CR adjustment is listed to represent the troop's change in power. As a general rule, you should not apply more than one of the following variants to a single troop.

Elite Troop (CR +2): Some troops enjoy the sponsorship of a wealthy benefactor, whether an ambitious noble or a powerful warlord eager to fund a band of highly-trained guards. Such troops gain the benefit of better recruitment, better training, and higher-quality arms and armor. Elite troops gain a +4 armor bonus to their Armor Class, increase the damage dice of either their melee or ranged troop attack by one die type—d6 increases to d8, for example—and gain 2 hit points per Hit Die. Their movement is reduced by 10 feet.

Phalanx Troop (CR +2): Troops that train together in the use of polearms or spears can gain special advantages on the battlefield. The long reach of such a troop's weapons grants it an additional 5 feet of reach with its troop melee attack. In addition, these troops gain a +4 bonus on saves against trample attacks, and their troop melee attack deals an additional 2d6 points of damage against mounted opponents. Phalanx troops gain 2 hit points per Hit Die.

Rabble (CR -2): Some troops are not so much organized regiments of warriors as they are hasty assemblies of angry citizens or leaderless bands of creatures intent on chaos and destruction. Ill-prepared for real battle, these troops have 2 fewer hit points per Hit Die than normal and their troop damage is reduced by one die (rabble versions of troops that would normally deal 1d6 points of damage instead deal 1d3 points of damage). Their lack of training and effective protection reduces the troop's Armor Class by 2.

Savage Troop (CR +1): Some troops are able to tap into the collective fury of their culture, unleashing a berserk wave of ferocity on the battlefield. A savage troop can enter a rage as a free action for a number of rounds per day equal to 4 + its Constitution modifier, gaining a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to AC. When the rage ends, the troop is immediately fatigued for the duration of the battle.

Skirmishers (CR +1): Skirmishers are effective and versatile hit-and-run troops. In exchange for reducing their Armor Class by 2 and their troop melee damage by one die (troops that normally deal 1d6 points of damage instead deal 1d3 points of damage), the troop's primary movement speed increases by 10 feet. In addition, the troop gains a ranged special attack that takes the form of up to two lines starting from the corner of any square in the troop's space, with a range equal to the base range increment of a selected weapon type, such as crossbows or javelins. Like with the troop's melee attack, all creatures in the lines' areas of effect are hit by the attack automatically, though targets can attempt a Reflex saving throw for half damage (DC = 10 + 1/2 the troop's HD + the troop's Dexterity modifier). This attack deals the same base amount of damage as the troop's unmodified base melee troop attack, with thrown weapons' damage modified by the troop's Strength score as appropriate.

TROOP, CULTIST

A band of violet-skinned elves raises their hands high as vile magic swirls in the air above them.

CULTIST TROOP

CR 11



XP 12,800

CE Medium humanoid (elf, troop)

Init +9; **Senses** darkvision 120 ft.; Perception +22

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +5 Dex, +1 dodge)

hp 144 (17d8+68); fast healing 5

Fort +11, **Ref** +12, **Will** +15; +2 vs. enchantments

Defensive Abilities swift healing, troop traits; **Immune** sleep; **SR** 16

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee troop (4d6+5 plus poison)

Space 20 ft.; **Reach** 5 ft.

Special Attacks channel negative energy (DC 14, 3d6)

Spell-Like Abilities (CL 5th; concentration +7)

3/day—quickened *blindness/deafness* (DC 14), quickened *dancing lights*, quickened *darkness*, quickened *dispel magic*, quickened *faerie fire*, quickened *hold person* (DC 14)

1/day—*resist energy*, *shield of faith*

STATISTICS

Str 20, **Dex** 21, **Con** 18, **Int** 10, **Wis** 17, **Cha** 15

Base Atk +12; **CMB** +17; **CMD** 33 (can't be tripped)

Feats Combat Casting, Dodge, Great Fortitude, Improved

Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Selective Channeling

Skills Knowledge (arcana)

+5, Knowledge

(religion) +5,

Perception +22, Sense

Motive +5, Spellcraft +5;

Racial Modifiers +2 Perception

Languages Elven, Undercommon

SQ poison use, spellcasting

ECOLOGY

Environment any underground

Organization solitary or band (2–4)

Treasure standard

SPECIAL ABILITIES

Fast Channeling (Su) Each

round as a free action, one cultist activates its ability to channel negative energy. Note that the cultist can't use Selective Channeling to select out a troop (this feat works normally for

selecting out individual allies), so typically the troop places this effect outside of the troop's area entirely.

Fast Healing (Sp) The troop's fast healing is a reflection of the fact that each round, some cultists cast cure spells on others. Not all cultists use this ability simultaneously. The troop can gain fast healing in this manner for only up to 20 rounds per day. Activating this ability is a free action.

Poison (Ex) Troop—injury; *save* DC 13, *frequency* 1/minute for 2 minutes; *effect* unconscious 1 minute/2d4 hours; *cure* 1 save.

Spell-Like Abilities (Sp) This cultist troop's spell-like abilities come from a mix of actual spell-like abilities and spells the individual cultists have prepared. When the troop uses a quickened spell-like ability, only one troop member creates the effect. This effect resolves normally. (These abilities are swift actions since the action of one member does not significantly change the troop's overall actions). When a troop casts *resist energy* or *shield of faith*, this represents all the troop's members casting the spell on themselves. The effects of the spell apply to the entire troop, and successful attacks of opportunity do not have a chance to disrupt the spell-like ability. Likewise, readied actions to disrupt spell-like abilities function only if they can affect the entire area occupied by the troop.

This troop of drow nobles is composed of clerics devoted to a demon lord. They have trained well to fight together and serve their fiendish master.



TROOP, GOBLIN

The pint-sized humanoids who make up this chattering, shrieking mob hold jagged swords and bare jagged teeth.

GOBLIN TROOP	CR 5	  
XP 1,600		
NE Small humanoid (goblinoid, troop)		
Init +7; Senses darkvision 60 ft.; Perception +8		
DEFENSE		
AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 size)		
hp 52 (8d8+16)		
Fort +6, Ref +9, Will +4		
Defensive Abilities troop traits		
OFFENSE		
Speed 30 ft.		
Melee troop (2d6)		
Space 20 ft.; Reach 5 ft.		
Special Attacks overwhelm		
STATISTICS		
Str 10, Dex 17,		
Con 14, Int 10,		
Wis 10, Cha 6		
Base Atk +6; CMB +5;		
CMD 19 (can't be tripped)		
Feats Dodge, Great		
Fortitude, Improved		
Initiative, Iron Will		
Skills Perception +8,		
Stealth +15		
Languages Goblin		
ECOLOGY		
Environment temperate		
forests or plains (usually		
coastal regions)		
Organization solitary or band (2–6)		
Treasure standard		
SPECIAL ABILITIES		
Overwhelm (Ex) A goblin troop deals		
3d6 points of damage with its troop		
attack to foes with whom it shares		
a space.		

A troop of goblins is a frenzied mass of gnashing teeth, thrashing limbs, and wildly swinging knives. Goblins in a troop gain bravery in numbers and eagerly assault creatures they should have no business attacking. Horses and dogs are particularly hated targets and, if present, generally endure the brunt of the goblin troop's attention.



TROOP, OUTLAW

Over two dozen men and women clad in chain shirts and leather armor brandish their knives and swords menacingly.

OUTLAW TROOP	CR 7	  
XP 3,200		
CN Medium humanoid (human, troop)		
Init +8; Senses Perception +12		
DEFENSE		
AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)		
hp 82 (11d8+33)		
Fort +6, Ref +13, Will +6		
Defensive Abilities evasion, troop traits		
OFFENSE		
Speed 30 ft.		
Melee troop (3d6+5)		
Space 20 ft.; Reach 5 ft.		
STATISTICS		
Str 20, Dex 18, Con 16, Int 12, Wis 12, Cha 10		
Base Atk +8; CMB +13; CMD 28 (can't be tripped)		
Feats Dodge, Improved Initiative, Improved Lightning		
Reflexes, Iron Will, Lightning Reflexes, Mobility		
Skills Acrobatics +11, Perception +12,		
Stealth +12, Survival +11		
Languages Common		
SQ protect ally		
ECOLOGY		
Environment any land		
Organization solitary or band (2–4)		
Treasure standard		
SPECIAL ABILITIES		
Protect Ally (Ex) The troop		
provides soft cover to allies		
sharing its space. Such allies		
treat squares occupied by the		
troop as difficult terrain, must		
succeed at a concentration		
check (DC = 15 + spell		
level) to cast spells while so		
protected, and don't		
take troop damage		
from being within		
the troop's space.		

While individually not much of a threat, these low-level fighters turn into a serious menace to travelers on remote roads when they work together as a troop.

Illustration by Andrew Sonera

UNRISEN

This grotesque tangle of twisted bones, decayed flesh, and rotted organs is shaped into a vague parody of the human form.

UNRISEN

CR 5



XP 1,600

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

Aura awfulness (60 ft., DC 16)

DEFENSE

AC 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)

hp 52 (7d8+21)

Fort +5, **Ref** +3, **Will** +8

Defensive Abilities meant to live, rise again; **Immune** undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 40 ft.

Melee bite +10 (1d4+5), 2 claws +10 (1d4+5)

STATISTICS

Str 21, **Dex** 8, **Con** —, **Int** 6, **Wis** 17, **Cha** 16

Base Atk +5; **CMB** +10; **CMD** 19

Feats Improved Initiative, Lightning Reflexes, Power Attack, Step Up

Skills Climb +15, Perception +13

Languages Common (cannot speak)

SQ essential salts

ECOLOGY

Environment any

Organization solitary, pair, or blasphemy (3–14)

Treasure incidental

SPECIAL ABILITIES

Awfulness (Ex) An unrisen's form is horrifically distorted. Any creature that sees an unrisen within 60 feet must succeed at a DC 16 Fortitude save or become nauseated for 1d4 rounds. Once a creature is subjected to an unrisen's awfulness aura, it is immune to that unrisen's awfulness aura for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Essential Salts (Ex) An unrisen destroyed by fire damage, disintegration, or as a result of its resurrection vulnerability is reduced to a handful of metallic blue-green salts. Reducing an unrisen to 0 hit points while the undead is in the area of a *consecrate* or *hallow* effect also reduces the creature to its essential salts. These salts can be used as a material component for the casting of spells that restore life (such as *raise dead*, *resurrection*, and *true resurrection*), reducing the total cost of that spell's material components by 1,500 gp per handful of salts.

Meant to Live (Su) An unrisen takes no damage from positive energy. Whenever a positive energy effect would otherwise deal damage to an unrisen, the unrisen heals half that amount of hit points instead.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on an unrisen destroys it (Will negates). Using the spell in this way does not require a material component.

Rise Again (Su) One round after an unrisen is destroyed (unless it was reduced to its essential salts—see above), it returns to unlife at half its maximum hit points (26 hp for most unrisen), reforming in the square in which it was destroyed. Any creature that witnesses an unrisen rising again must succeed at a DC 16 Will save or be stunned for 1 round; this is a mind-affecting fear effect. An unrisen can rise again no more often than once per hour; if killed a second time within this hour it is permanently destroyed (note that this does not reduce it to its essential salts). The save DC is Charisma-based.

Even by the standards of the undead, unrisen are an affront to life. An unrisen is rarely created intentionally, as most come about when a resurrection attempt is poorly performed and results in a mishap, or through experimental alchemical processes that attempt to restore life to the dead.

The unrisen cling to unlife with unparalleled resilience. Their half-living organs drink in positive energy, taking a form of healing from the life-giving power. Even devastating violence cannot truly slay an unrisen, as the magic that created them reforms them over and over in a horrifying rebirth. Only the purifying touch of fire or the unrisen's dissolution to essential salts can grant these undead creatures permanent rest.

An unrisen is 6 feet tall and weighs 200 pounds.



URHAG

This bat-like creature's body is mostly a large, toothy maw, held aloft by leathery wings. Its whip-thin tail ends in a slender stinger.

URHAG

CR 3



XP 800

NE Medium aberration

Init +5; **Senses** blindsense 30 ft., see in darkness; Perception +10

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 30 (4d8+12)

Fort +4, **Ref** +2, **Will** +7

Defensive Abilities all-around vision; **Immune** disease

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee bite +6 (1d6+3 plus grab), sting +6 (1d4+3 plus red plague)

Special Attacks gnaw into flesh (2d6+6 and 2 Str damage), grab (Huge), infest flesh

STATISTICS

Str 16, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +6; **CMD** 17

Feats Improved Initiative, Iron Will

Skills Fly +9, Perception +10, Stealth +9; **Racial**

Modifiers +4 Perception, +4 Stealth

Languages Aklo (cannot speak)

ECOLOGY

Environment cold mountains

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

Treasure incidental

SPECIAL ABILITIES

Gnaw into Flesh (Ex) When the urhag grapples a creature, it gnaws into that creature's flesh, eventually hollowing it out to serve as a host. An urhag that grapples a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most urhags) plus 2 points of Strength damage as it consumes the victim's muscle and sinew.

Infest Flesh (Su) If the urhag kills a Medium or larger creature it is grappling, it slithers into the creature's body as a free action, sliding its tendrils into the victim's limbs and controlling the body like a puppet. This functions similarly to a *greater possession*^{0A} spell, except that the creature uses the urhag's Strength, Dexterity, and hit points instead of its own, and the urhag's tail emerges from the host's mouth like a blistered tongue, allowing it to make sting attacks. If the host body is slain, the urhag emerges as a free action but is staggered for 1 round. Otherwise, this effect lasts for 3 days or until the urhag emerges as a standard action. When the effect ends or the urhag emerges, the corpse collapses into rotten scraps of infected flesh. Anyone who touches these scraps is exposed to red plague. An urhag can infest a recently dead body (one killed within an hour) with 3 full rounds of gnawing.

Red Plague (Ex) Whenever an urhag hits with its sting attack, it inflicts a hideous infection. Creatures suffering from red plague quickly develop large, red, pus-leaking blisters across their bodies; when a creature dies of red plague, all of these blisters pop at once, each releasing a tadpole-sized larval urhag. Red plague is a disease effect.

Red Plague: Sting—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Int damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Urhags are unnatural creatures that flop and scuttle through ancient ruins and barren canyon-lands. Originally native to the nightmare Plateau of Leng, they can slip into the waking world via an infected dreamer's flesh.

Urhags crave the meat of sapient beings and enjoy infesting such hosts, even though urhags are barely capable of cohesive thought. Once an urhag's victim dies, the urhag wears it like armor for a time while slowly consuming its flesh. Strangely, urhags avoid eating creatures incapable of dreaming, as they find their taste repellent. An urhag is about 4 feet long and weighs roughly 50 pounds.



Illustration by Irina Nordsohl

VEILED MASTER

This monstrosity has six eyes and six long tentacles—four that end in glowing spheres, and two with what look like hands.

VEILED MASTER

CR 14



XP 38,400

LE Large aberration (aquatic, shapechanger)

Init +10; **Senses** darkvision 120 ft.; Perception +23

Aura mucus cloud (30 ft.)

DEFENSE

AC 30, touch 15, flat-footed 24 (+4 armor, +6 Dex, +11 natural, –1 size)

hp 200 (16d8+128)

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

Immune electricity, mind-affecting effects; **Resist** cold 20;
SR 25

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +17 (2d6+6 plus consume memory and slime),
2 claws +17 (1d6+6 plus slime), 4 tentacles +12 touch
(2d6 electricity plus thoughtlance)

Space 10 ft.; **Reach** 10 ft. (20 ft. with claws and tentacles)

Special Attacks delayed suggestion

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

Constant—*mage armor*

At will—*detect thoughts* (DC 18), *dominate person* (DC 21),
hypnotic pattern (DC 18), *illusory wall* (DC 20), *mirage*
arcana (DC 21), *persistent image* (DC 21), *programmed*
image (DC 22), *project image* (DC 23), *veil* (DC 22)

3/day—*dominate monster* (DC 25), quickened *dominate*
person (DC 21), *geas/quest*, *mass suggestion* (DC 22)

Sorcerer Spells Known (CL 12th; concentration +18)

6th (4)—*symbol of persuasion* (DC 23)

5th (6)—*symbol of pain* (DC 22), *teleport*

4th (7)—*dimension door*, *phantasmal killer* (DC 20), *symbol of*
slowing^{UM} (DC 21)

3rd (7)—*clairaudience/clairvoyance*, *explosive runes* (DC 20),
hold person (DC 19), *secret page*

2nd (8)—*blindness/deafness* (DC 18), *invisibility*, *levitate*,
symbol of mirroring^{UM} (DC 19), *touch of idiocy*

1st (8)—*charm person* (DC 17), *comprehend languages*,
erase, *ray of enfeeblement* (DC 17), *silent image* (DC 17)

0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 16), *detect*
magic, *ghost sound* (DC 16), *mage hand*, *message*, *read*
magic, *touch of fatigue* (DC 16)

STATISTICS

Str 22, **Dex** 22, **Con** 27, **Int** 21, **Wis** 19, **Cha** 22

Base Atk +12; **CMB** +19; **CMD** 35

Feats Arcane Strike, Combat Casting, Combat Expertise,

Eschew Materials^B, Extend Spell, Improved Initiative,

Lightning Reflexes, Quicken Spell, Quicken Spell-Like Ability

(*dominate person*)

Skills Knowledge (arcana, history, nature) +21, Perception +23,
Sense Motive +20, Spellcraft +24, Stealth +21, Swim +33, Use
Magic Device +22

Languages Aboleth, Aklo, Aquan, Common, Undercommon

SQ change shape (any Small or Medium; *greater polymorph*),
runemastery, swift transformation

ECOLOGY

Environment any water

Organization solitary or shoal (1 and 2–8 aboleths)

Treasure triple

SPECIAL ABILITIES

Consume Memory (Su) When a veiled master bites a creature, it consumes some of that creature's memories. The creature bitten must succeed at a DC 24 Fortitude save or gain 1 negative level. A veiled master has 5 hit points restored each time it gives a creature a negative level in this way, and it also learns some of the target creature's memories (subject to the GM's discretion). This is a mind-affecting effect. A veiled master can suppress this ability as a free action. The save DC is Charisma-based.

Delayed Suggestion (Sp) Whenever a veiled master successfully uses *dominate person* or *dominate monster* on a creature, it can also implant a delayed *suggestion* that triggers when the *dominate* effect ends. Typically, this *suggestion* (which functions as a spell-like ability, CL 20th, Will DC 19 negates) is for the previously dominated creature to seek out the veiled master and submit to a new domination attempt, but sometimes, a veiled master implants other *suggestions* (such as a *suggestion* to attack the first person the creature sees).

Mucus Cloud (Ex) While underwater, a veiled master exudes a 30-foot-radius cloud of transparent slime. All creatures in this area must succeed at a DC 26 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

Runemastery (Ex) A veiled master is particularly skilled at casting spells that create magical writing, such as *explosive runes*, *secret page*, and spells with the word "symbol" in their names. It never requires material components or focus components when casting such spells, and the save DC of these spells increases by 1. A veiled master's symbol spells are difficult to disarm—the Disable Device DC for these symbols increases by 2.

Slime (Ex) A creature hit by any of a veiled master's bite or claw attacks must succeed at a DC 26 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the creature takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to

disease offers no protection from this attack. The save DC is Constitution-based.

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

Swift Transformation (Su) A veiled master can use its change shape ability as a swift action.

Thoughtlance (Su) Four of a veiled master's tentacles end in glowing spheres of light. These spheres deal 2d6 points of electricity damage on a successful touch attack and also blast a creature's mind with waves of mental energy. A creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 24 Will save or be staggered for 1 round. Additional touches increase the duration of this effect by 1 round. While a creature is staggered in this manner, it must attempt concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level). The save DC is Charisma-based.

Aboleths are among the oldest of the world's denizens, creatures that can trace back their presence in the deepest reaches of the world's oceans to times far before humanity came to dwell upon the globe—or before even most deities turned their attention to this tiny sphere of water and stone. In those ancient times, only elder forces and eldritch entities knew of the world. Even the gods were dismissed and ignored by the aboleth race, for while they were not gods as are known today, aboleths knew themselves capable, given time, of anything the gods could accomplish. And the aboleths have always had time.

During an ancient era, when aboleths manipulated humanity like puppets, some of their kind disguised themselves to walk among their pets, veiling themselves with magic to appear as humanoids. These were the veiled masters—if one were to foolishly attempt to impose human hierarchies upon this alien race, veiled masters would be considered the nobility among their aboleth kin. In truth, while aboleths do treat veiled masters with utmost respect and defer to their decisions, they are not regarded as the rulers of the race. Stranger and still more dangerous entities rule over veiled masters from the deepest trenches below the sea.

Aboleths are undoubtedly skilled at domination and illusion, but veiled masters are the true experts of the arcane. Veiled masters engineered the deceptions and manipulations of ancient humanity's culture. Their hidden gifts and subtle coaxings did much to encourage humanity's first rise to glory in that age, and in many of those first empires, veiled masters walking among the populace, whispering into their leaders' ears.

The people knew the veiled masters as powerful wizards, and there were murmurs that the mysterious cabal was more than human, but few suspected the truth for very long. The veiled masters quelled such suspicions by doing violence to the bodies and minds of those who proved too curious. When the veiled masters first learned of humanity's growing hubris—of their belief that they were greater than their patrons—these manipulators punished humanity. At first, the punishments were minor, yet to the veiled masters' surprise and frustration, they only strengthened humanity's resolve. In the end, destruction was deemed the answer, and as human culture fell into ruins, the veiled masters retreated to the depths of the sea, content for now that the devastation above would serve as a lesson that would never be forgotten.

Today, veiled masters live on. They walk among the humanoid races again, watching and waiting. The time to teach a new lesson draws ever closer.

The average veiled master measures 14 feet in length and weighs 1,500 pounds.



Illustration by Brynn Meheney

VESPERGAUNT

This amorphous mass of eyes, tentacles, and protoplasm exudes thick, roiling clouds of green vapor.

VESPERGAUNT

CR 12



XP 19,200

NE Medium ooze

Init +9; **Senses** blindsight 60 ft., *true seeing*; Perception +19

Aura madness (60 ft., DC 21)

DEFENSE

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

hp 195 (17d8+119)

Fort +14, **Ref** +12, **Will** +9

Defensive Abilities all-around vision, amorphous; **DR** 10/aligned;

Immune cold, ooze traits

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee 2 slams +21 (2d8+8 plus siphon spirit)

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

Spell-Like Abilities (CL 17th; concentration +20)

Constant—*tongues*, *true seeing*

At will—*deeper darkness*

3/day—*contact other plane*

1/month—*wish*

STATISTICS

Str 27, **Dex** 20, **Con** 24, **Int** 15, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 36

Feats Combat Reflexes, Dodge, Great Fortitude,

Improved Initiative, Iron Will, Lightning

Reflexes, Persuasive, Power Attack,

Weapon Focus (slam)

Skills Diplomacy +10, Fly +17,

Intimidate +17, Knowledge

(geography) +7, Knowledge

(planes) +12, Perception +19,

Sense Motive +12, Stealth +15

Languages telepathy 100 ft.;

tongues

SQ no breath

ECOLOGY

Environment any (outer space)

Organization solitary or convocation (2–4)

Treasure none

SPECIAL ABILITIES

Aura of Madness (Su) Once per round, any creature within a 60-foot radius of the vespergaunt must succeed at a DC 21 Will save or be confused for 1d4 rounds. Once a creature successfully saves, it cannot be affected by the same vespergaunt's aura

again for 24 hours. As a free action, the vespergaunt can suppress its aura. This is a mind-affecting effect. The save DC is Charisma-based.

Damage Reduction (Su) Weapons that are chaotic-, evil-, good-, or lawful-aligned overcome a vespergaunt's damage reduction.

Siphon Spirit (Su) Any creature struck by a vespergaunt must succeed at a DC 21 Will save or gain 1 negative level as the vespergaunt rips away a portion of its soul. A divine spellcaster gains an additional negative level with each failed save. A creature killed by this attack disintegrates except for its eyes and strands of brain matter, which become part of the vespergaunt. Only powerful magic such as *miracle*, *true resurrection*, or *wish* can resurrect a creature slain in this manner. The save DC is Charisma-based.

Often called “heresy oozes,” vespergaunts are emissaries of the horrible god-things of deep space and are found primarily on befouled, remote planets.

A vespergaunt is 8 feet tall and 6 feet wide, and weighs just 50 pounds.



DRYKOLAKAS

This twisted, barely-humanoid monstrosity has rancid-looking flesh, an unnaturally long neck, and a mouth full of fangs.

VRYKOLAKAS

CR 10



XP 9,600

NE Medium undead (shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +13

Aura pestilent aura (5 ft., DC 22)

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 126 (12d8+72)

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

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

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (1d6+8 plus energy drain), 2 claws +18 (1d8+8)

Special Attacks create spawn, energy drain (1 level, DC 22), rend (2 claws, 1d6+12)

Spell-Like Abilities (CL 10th; concentration +16)

3/day—*charm animal* (DC 17), *fear* (DC 20), *vampiric touch*

STATISTICS

Str 26, **Dex** 19, **Con** —, **Int** 7, **Wis** 18, **Cha** 23

Base Atk +9; **CMB** +17; **CMD** 32

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Stealthy, Weapon Focus (claw)

Skills Climb +25, Disguise +15 (+25 when disguised as former living self), Escape Artist +6, Perception +13, Stealth +15; **Racial Modifiers** +10 Disguise when disguised as former living self

Languages Common

SQ change shape (as its previously living humanoid form; *alter self*), feral possession

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a vrykolakas becomes a free-willed vrykolakas itself in 1d4 days if not blessed and given proper funerary rites. A blessing might entail either the spell *bless* or a more mundane consecration, but at the very least requires a proper prayer (with a successful DC 15 Knowledge [religion] check) invoking a good-aligned deity.

Feral Possession (Su) Upon being reduced to 0 hit points, a vrykolakas attempts to possess any animal within 100 feet. This ability is similar to *possession*^{DA} and has a duration equal to 1 day for every Hit Die the vrykolakas has. The target must succeed at a DC 22 Will save or be possessed. If the possession fails, the vrykolakas immediately dies. If the possession succeeds, the animal immediately retreats to the vrykolakas's lair, where it attempts to bury itself in the earth.

If left uninterrupted for 1d4 days, the animal transforms into a new vrykolakas with all the same statistics as the original. If discovered and slain during this time, both the animal and the vrykolakas are destroyed. If discovered and the possession effect is ended via *dispel magic* or a similar effect, the animal returns to normal and the vrykolakas is destroyed (caster level is equal to the vrykolakas's CR for the purposes of resolving this *dispel magic* attempt). The save DC is Charisma-based.

Pestilent Aura (Su) Creatures within 5 feet of a vrykolakas must succeed at a DC 22 Fortitude save or contract bubonic plague. Any creature that successfully saves against a vrykolakas's pestilent aura cannot be affected by the aura of that same vrykolakas for 24 hours. The save DC is Charisma-based.

Bubonic Plague: save Fort DC 21; onset 1 day; frequency 1/day; effect 1d4 Con damage and 1 Cha damage and target is fatigued; cure 2 consecutive saves.

The vrykolakas knows only rage and relishes the suffering of those who failed it in life. Reanimated corpses of wicked and vengeful souls denied even the most basic burial rites, these unreasoning, vampire-like creatures unleash their wrath against the living indiscriminately, spreading disease and death among all in their paths.



Illustration by Andrew Kim

WARMONGER

This massive wood-and-metal giant wields a scythe, a wicked spiked wrecking ball, an immense pick, and a huge crossbow.

WARMONGER

CR 19



XP 204,800

N Huge construct

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +7

DEFENSE

AC 34, touch 14, flat-footed 28 (+6 Dex, +20 natural, -2 size)

hp 344 (28d10+190)

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

DR 15/adamantine and bludgeoning; **Immune** construct traits

OFFENSE

Speed 40 ft.

Melee reaper +37 (3d6+11/×4), siege pick +37 (2d6+11/×4), wrecking ball +37 (3d6+11 plus stun), 2 slams +37 (1d8+11)

Ranged 4 automatic crossbow bolts +32 (3d8/19-20), rock +33 (3d6+11)

Space 15 ft.; **Reach** 15 ft. (30 ft. with wrecking ball)

Special Attacks rock throwing (140 ft.), warmonger weaponry

STATISTICS

Str 32, **Dex** 23, **Con** —, **Int** —, **Wis** 25, **Cha** 11

Base Atk +28; **CMB** +41; **CMD** 57

SQ fortified construction

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Automatic Crossbow (Ex) Bolts fired

from a warmonger's automatic crossbow have a range increment of 100 feet and deal 3d8 points of piercing damage, with a critical threat range of 19-20. The weapon creates ammunition magically as needed and can fire up to four bolts per round as part of a full attack. A warmonger can throw one rock in the same round that it attacks with its automatic crossbow, but cannot throw rocks or use its crossbow in the same round it makes melee attacks.

Fortified Construction (Ex) A warmonger gains an additional 150 bonus hit points in addition to the 40 bonus hit points a Huge construct gains.

Warmonger Weaponry (Ex) A warmonger's weapons are all primary natural attacks. The reaper deals slashing damage, the siege pick piercing damage, and the wrecking ball bludgeoning damage. Creatures damaged by the wrecking ball are stunned for 1 round unless they succeed at a DC 24 Fortitude save. The save DC is Constitution-based.

Warmongers are the scourges of battlefields, unleashed by creators seeking decisive ends to large-scale conflicts.

CONSTRUCTION

Crafting a warmonger requires materials scavenged from battlefields, weighing 2,200 pounds and worth 100,000 gp.

WARMONGER

CL 20th; **Price** 350,000 gp

CONSTRUCTION

Requirements Craft Construct, *fabricate*, *geas/quest*, *wish*, creator must be CL 20th; **Skill** Craft (weapons) DC 35; **Cost** 225,000 gp






WARMONGER-WHIP SPIDER, TITANIC

WHIP SPIDER, TITANIC

Two of this spiderlike creature's spindly legs are whiplike feelers, and it has two hooked appendages lined with spines.

TITANIC WHIP SPIDER

CR 16

XP 76,800
 N Colossal vermin
Init +7; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE
AC 31, touch 9, flat-footed 24 (+7 Dex, +22 natural, -8 size)
hp 250 (20d8+160)
Fort +20, **Ref** +13, **Will** +6
Immune mind-affecting effects

OFFENSE
Speed 60 ft., climb 30 ft.
Melee bite +24 (4d6+17 plus poison), 2 claws +24 (2d8+17 plus grab), 2 whip legs +19 touch (1d4, see below)
Space 30 ft.; **Reach** 30 ft. (50 ft. with claws and whip legs)
Special Attacks constrict (2d8+17), poison, poison cloud

STATISTICS
Str 44, **Dex** 24, **Con** 27, **Int** —, **Wis** 11, **Cha** 3
Base Atk +15; **CMB** +40; **CMD** 57 (65 vs. trip)
Skills Climb +25, **Perception** +16; **Racial Modifiers** +16 **Perception**

ECOLOGY
Environment temperate or warm hills
Organization solitary or pair
Treasure none

SPECIAL ABILITIES
Poison (Ex) Bite—injury; *save* Fort
 DC 28; *frequency* 1/round for 6 rounds;
effect 1d4 Con drain and nauseated for 1 round; *cure*
 2 consecutive saves.
Poison Cloud (Ex) As a standard action up to twice per day, a titanic whip spider can release a cloud of poisonous gas in a 30-foot-radius spread, centered on any point within its space. Any creature in the area must succeed at a DC 28 Fortitude save or be nauseated for 1d6 rounds and sickened for 1d4 hours afterward. The poison cloud does not obscure vision and persists for 1d4 rounds, but a strong or stronger wind disperses it immediately. This is a poison effect that does not affect whip spiders of any type. The save DC is Constitution-based.
Whip Legs (Ex) The whip spider's two front legs are extremely long, antennae-like "whips" that give the whip spider the ability to locate potential prey and give it additional information about the target. These whip legs are secondary natural attacks that resolve as touch attacks and deal 1d4 points of slashing damage

on a hit. If a whip leg hits a target, the whip spider gains additional sensory information about the target, gaining a +2 insight bonus on any further attacks against that target in the same round. If both whip legs hit, then any additional attacks the whip spider makes that round against that target gain a +4 insight bonus instead. As long as a whip spider benefits from this insight bonus against a foe, that foe can't gain concealment against the whip spider.

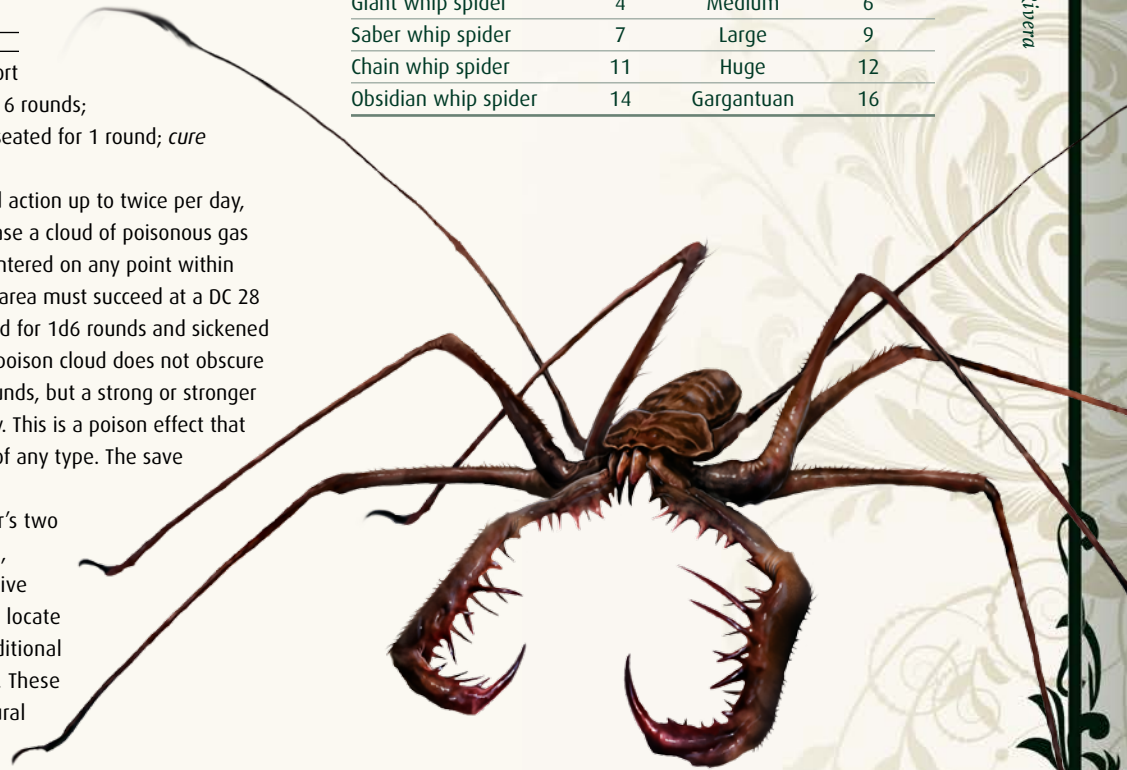
Whip spiders have eight legs, but walk on only the rear six. The remaining legs are longer and used as antennae-like feelers, the "whips" that give the creature its name.

A whip spider's pedipalps are long, spined appendages highly adapted to striking and grasping prey. The titanic whip spider is also referred to as the "mancatcher" whip spider, so named for its extremely long pedipalps that end in slender, spiked claws resembling the weapon. The pedipalps vary in size and function in other species, such as the obsidian whip spider's stout, spiked pedipalps, or the saber whip spider's long blades in place of claws.

While the titanic whip spider is the largest known of the species, other species exist in different sizes and with various special abilities. The following table lists the most common variants.

Species	CR	Size	Hit Dice
Jungle whip spider	1	Small	2
Giant whip spider	4	Medium	6
Saber whip spider	7	Large	9
Chain whip spider	11	Huge	12
Obsidian whip spider	14	Gargantuan	16

Illustration by Rafael Rivera



WHISPERER

This luminous shape stands twice the height of a human. A pale light shines where its face should be.

WHISPERER

CR 20



XP 307,200

NE Large fey (extraplanar, incorporeal)

Init +20; **Senses** blindsight 360 ft., low-light vision, see in darkness; Perception +37

Aura whispers (120 ft., DC 30)

DEFENSE

AC 35, touch 35, flat-footed 24 (+9 deflection, +10 Dex, +1 dodge, +6 insight, -1 size)

hp 363 (22d6+286)

Fort +20, **Ref** +23, **Will** +21

Defensive Abilities anticipation, incorporeal, rejuvenate; **DR** 15/cold iron; **Immune** cold, disease, mind-affecting effects, poison, sonic; **SR** 31

OFFENSE

Speed fly 100 ft. (perfect)

Melee 6 mist tendrils +20 touch (3d10/19–20 plus cursed wound)

Space 10 ft.; **Reach** 20 ft.

Special Attacks compel sacrifice, inescapable curse

Spell-Like Abilities (CL 20th; concentration +29)

At will—*animate plants*, *arbooreal hammer*^{UMA}, *control water*, *control weather*, *dominate animal* (DC 22), *dream*, *etherealness*, *greater dispel magic*, *nightmare* (DC 24), *telekinesis* (DC 24), *transport via plants*, *triggered suggestion*^{ACG} (DC 23), *wind walk*
3/day—*commune with nature*, *quickened confusion* (DC 23), *quickened greater dispel magic*, *green caress*^{HA} (DC 25)
1/day—*earthquake*, *reverse gravity*, *whirlwind* (DC 27), *wish* (to duplicate druid spells of 7th or lower level only)

STATISTICS

Str —, **Dex** 31, **Con** 36, **Int** 24, **Wis** 23, **Cha** 29

Base Atk +11; **CMB** +22; **CMD** 48 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (touch), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (*confusion*, *greater dispel magic*), Skill Focus (Perception)

Skills Bluff +34, Disable Device +32, Fly +41, Knowledge (arcana, planes, religion) +29, Knowledge (geography, nature) +32, Perception +37, Sense Motive +31, Spellcraft +29, Stealth +31, Survival +28

Languages Aklo, Sylvan; telepathy 300 ft.

SQ primeval landscape, unsuspected

ECOLOGY

Environment any wilderness

Organization solitary

Treasure double

SPECIAL ABILITIES

Anticipation (Ex) A whisperer applies its Wisdom modifier to initiative checks and as an insight bonus to its Armor Class.

Aura of Whispers (Su) Within 120 feet of a whisperer, the effects of its primeval landscape are significantly quickened. Creatures in the primeval landscape must attempt Will saves once per round to avoid its effects, rather than once per day.

Compel Sacrifice (Su) When a whisperer uses its *triggered suggestion* spell-like ability on a creature currently under the influence of its primeval landscape, it can implant a suggestion to perform an act of self-destruction, such as "The next time you speak to someone you love, you will instead tell them you have found something better to love and then walk into the nearest body of water and drown yourself."

Cursed Wound (Su) Damage caused by a whisperer's mist tendrils overcomes all damage reduction and ignores all hardness, but damage the tendrils deal to objects is halved. Mist tendril damage does not heal naturally. A character attempting to use magical healing on a creature damaged in this way must succeed at a DC 31 caster level check or the healing has no effect on the injured creature. Mist tendrils are primary natural touch attacks that create deep, bloodless, crater-shaped wounds.

Inescapable Curse (Su) Once per day, a whisperer can focus its attention on a single sentient creature (any living creature with an Intelligence score of 3 or higher) within 120 feet to plant a potent curse on the target. The victim can resist this curse with a successful DC 30 Will save. If successful, that creature is immune to that whisperer's inescapable curse for 24 hours. If the victim fails the save, she grows increasingly obsessed with the whisperer's primeval landscape and will not voluntarily leave this region. If forced to exit this area, the victim becomes sickened, and the next time the victim falls asleep, she vanishes and returns to the exact point where the whisperer first placed the inescapable curse upon her, as per *greater teleport*. This is a curse effect. The save DC is Charisma-based.

Primeval Landscape (Su) When a whisperer arrives on the Material Plane, it can spend 24 hours in a wilderness area to lay claim to a region of up to 10 miles in diameter as its territory, which then becomes its primeval landscape. While in a whisperer's primeval landscape, the DCs of Survival checks to navigate or avoid becoming lost are increased by 20. A divination that offers guidance, such as *find the path*, requires a successful DC 31 caster level check as it is cast or the result is corrupted and it instead leads explorers into the whisperer's embrace. A whisperer's primeval landscape is always under the effects of a grand perilous demesne curse (*Pathfinder RPG Horror Adventures* 144), as if the whisperer had cast *supreme curse terrain*^{HA}. The total CR of hazards encountered simultaneously must be 18 or lower, rather than 15, and each individual hazard is CR 17 or lower, rather than 14. If any of the hazards are defeated, the whisperer automatically replaces them 24 hours later. A primeval landscape can be removed via *remove curse* or similar methods (against DC 30), as detailed for all cursed lands (*Horror Adventures* 143).

Any creature that enters a primeval landscape begins to suffer increasingly vivid and maddening hallucinations. After

spending 24 hours in the region, and again every 24 hours thereafter as long as it remains in the area, a creature can attempt a DC 30 Will save to resist being increasingly affected by the primeval landscape. Upon each failed saving throw, the creature moves one step down the following track. Casting *greater restoration* or *psychic surgery*^{OA} on an affected creature moves it one step up the track. *Miracle* or *wish* removes all cumulative effects. Every full 24 hours spent outside of the primeval landscape, the victim moves one step up along this track. At the GM's discretion, the whisperer can choose to not to affect specific creatures or to stop their progression at a specific step. While the effects of a primeval landscape are not mind-affecting, mindless creatures and creatures with an Intelligence score of 2 or lower are immune to the effects. The save DC is Charisma-based.

First Failed Save: Things seem strange, and otherwise normal events or objects become ominous and unsettling. The victim gains the sickened condition.

Second Failed Save: The terrain seems to shift and warp while sounds are twisted into atonal parodies or blocked out by eerie whispering. In addition to being sickened, an affected creature moves at half speed and treats all other creatures as if they had concealment.

Third Failed Save: The subject's hallucinations crowd out actual events, and her perception bears little relationship to reality. In addition to the effects of earlier failed saves, an affected creature is staggered.

Fourth Failed Save: The subject's autonomic processes begin to fail as pain and paranoia take hold. The subject is nauseated.

Fifth Failed Save: The victim is slain.

Rejuvenate (Su) A whisperer that is killed reappears in its primeval landscape at the next new moon. The only way to prevent a whisperer from rejuvenating is to remove the primeval landscape effect before the whisperer's rejuvenation.

Unsuspected (Su) A creature that attempts a save against any of a whisperer's abilities is unaware that it has done so unless obvious visual evidence is present. Under such circumstances, the GM should roll saving throws for player characters in secret.

Civilization spreads like an invasive species, destroying and consuming, transforming and dominating. There are some realms, though—primeval and pristine tracts of wilderness—that civilization will never claim. These are the whisperers' domains.

The whisperers are fey in the most otherworldly and alien way possible. They resent those who trespass on their primeval landscapes,

the lone exceptions being the undead that rise from the spirits of their victims or those fey who, by their natures or through cruel fate, have fallen to evil. These fey seek out the whisperer's realm, both for the protection it provides and because they find its alien presence strangely euphoric; they often delight in leading intruders into the whisperer's grasp.

A whisperer's domain is nearly as hostile to intruders as the whisperer itself is. Lethal hazards, unexplainable occurrences, and eerie happenings are common in a primeval landscape, as are haunts formed from previous trespassers. Plant creatures and animals attack viciously, and even "ordinary" plants seem hostile to intruders.

A whisperer is 15 feet tall and, being incorporeal, is completely weightless.

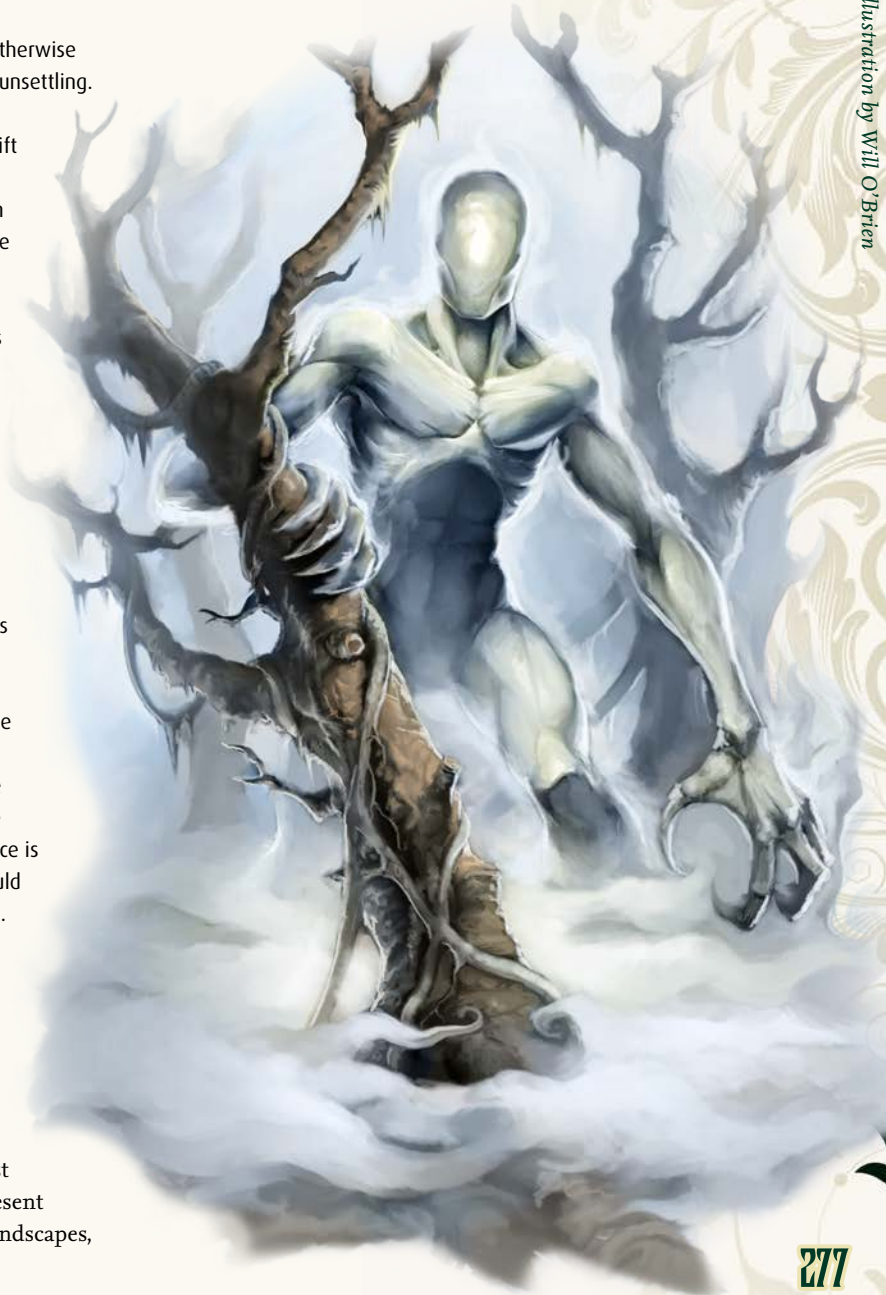


Illustration by Will O'Brien

WILD HUNT

The wild hunt is an awe-inspiring and enigmatic group of fey who stalk and pursue their chosen prey between worlds. Those few who have caught glimpses of these elusive beings and lived to tell the tale speak of clouds of green mist filled with spectral hounds, archers who fire bolts of magic with inhuman accuracy, and the sound of a melodious horn echoing for miles across the landscape.

Although some believe the wild hunt is nothing more than a mere legend, or perhaps groups of vengeful spirits that hunt the living, the riders of the wild hunt are real, and are powerful fey indeed. Countless members of these fey compose the wild hunt—the term “wild hunt” refers to the race as a whole as well as to individual groups of these fey who gather to pursue their quarry.

All fey of the wild hunt ultimately serve a legendary leader they refer to only as the Horned King. The Horned King’s nature is unknown, but its ability to command such powerful followers suggests that it is a fey lord with the power of a demigod—or perhaps even that of a true deity. When the Horned King calls, several wild hunts join into a legion and ride together against legendary opponents. Because of their occasional role as the agents of a reclusive fey divinity, the members of the wild hunt are sometimes classified among powerful entities known collectively as the Tane. In support of this theory, wild hunt fey share the Tane’s ability to instantly acclimate themselves to a new plane. However, the relationship between wild hunts and the Tane is more complex, as the Tane can sometimes become targets of a wild hunt, and on other occasions, wild hunt masters strike bargains to gain the temporary assistance of one of the Tane.

The Horned King’s call is rare, however, and wild hunts are normally left to direct themselves. Each wild hunt follows a wild hunt monarch, who travels effortlessly between the realm of the fey and the Material Plane in search of new quarry. While most missions come from rumors gathered by the wild hunt monarch, they occasionally consider proposals from those rare few brave and knowledgeable enough to seek them out. They accept tasks only from worthy sources, and the payments they demand for their services vary significantly, though they have no interest in material wealth. Wild hunt monarchs take grave offense at unfavorable deals. Those who attempt to cheat a wild hunt monarch or involve one in trivial matters often become the enraged fey’s next target.

Members of the wild hunt usually hail from the fey’s primal homeland, but they frequently venture to the Material Plane to pursue their quarry. Reasons for individual wild hunts vary, ranging from tests or demonstrations of skill to missions of vengeance and even drives to improve a wild hunt’s own numbers.

When they hunt for the thrill of the chase, they choose difficult quarry or intentionally place convoluted restrictions upon themselves to increase the challenge of the task. They try to avoid killing their targets, at least at first, but if their quarry refuses to understand that the purpose of the exercise is a battle of wits and responds with particularly lethal tactics, they reply in kind. After all, if a mortal is too foolish to recognize a friendly competition, it is his own ignorance that is to blame for his death, rather than the actions of a wild hunt.

At other times, a wild hunt fights to kill its prey. In this role, its members act as assassins. If they expect that their prey has means to revive itself, they may transport the remains to another plane before turning the corpse into dust. Should their foes return to life anyway, the wild hunt fey’s reaction is unpredictable, ranging from amused detachment to furious bloodlust. Foes that the wild hunt chases for a second time face a far more ignoble fate than death. For example, some wild hunt monarchs keep a small menagerie of animals made from their most irritating prey. Others simply disappear without a trace, seemingly beyond the reach of resurrection magic.

The rarest reason a wild hunt rides is to seek new hunters for its ranks. Although most members of the wild hunt originate from the realm of the fey, a scant few trace their origins back to the fateful day when they failed to escape a wild hunt’s interest. A wild hunt’s reasons for seeking out any particular mortal are shrouded in mystery, though wild hunts seldom pursue mortals who lack significant strength or power. After a lengthy pursuit, a wild hunt’s monarch ritually slays the quarry, which reincarnates the following morning as a new member of the hunt. When mortals join the wild hunt, memories from their previous lives fade away, though they sometimes retain a measure of personality. If the wild hunt master finds the mortal’s talents or skills particularly impressive, he may choose to preserve these abilities, transforming the mortal into a unique member of the hunt. These specialized hunters retain most of their memories as well. While they occasionally spend time with their old friends and family, the call of the hunt master’s horn is far stronger than any loyalty they felt in their previous lives, making the maintenance of old relationships a fraught endeavor.

Traditionally, the fey of the wild hunt consist of five distinct races. While these five types of fey can be encountered alone or in small groups, they are at their most dangerous when banded together into a true wild hunt. This gathering of fey consists of a specific number and combination: one wild hunt monarch, one wild hunt scout, three wild hunt archers, three wild hunt horses, and four wild hunt hounds. As a whole, this dangerous group constitutes a CR 21 encounter, and thus could make an excellent capstone encounter for a campaign.

WILD HUNT ARCHER

This lithe, androgynous humanoid has pointed ears, glowing green eyes, and six fingers on each slender hand.

WILD HUNT ARCHER

CR 13



XP 25,600

CN Medium fey (wild hunt)

Init +13; **Senses** greensight 60 ft., low-light vision, scent, see in darkness; **Perception** +31

DEFENSE

AC 28, touch 24, flat-footed 19 (+5 deflection, +9 Dex, +4 natural)

hp 187 (22d6+110)

Fort +12, **Ref** +22, **Will** +19

Defensive Abilities instinctive cooperation, wild grace; **DR** 10/cold iron; **Immune** cold; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee gore +16 (1d6+7)

Ranged +5 icy burst seeking composite longbow +26/+21/+16 (1d8+10/19-20/x3 plus 1d6 cold)

Special Attacks infuse arrow, wild gaze (DC 26)

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

Constant—*know direction, speak with animals, speak with plants*

At will—*vampiric touch*

3/day—*black tentacles, haste, slay living* (DC 20), *sleet storm, stone tell*

1/day—*cloudkill* (DC 20), *disintegrate* (DC 21), *freezing sphere* (DC 21)

STATISTICS

Str 20, **Dex** 28, **Con** 21, **Int** 16, **Wis** 23, **Cha** 21

Base Atk +11; **CMB** +16; **CMD** 40

Feats Deadly Aim, Far Shot, Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Mounted Archery, Mounted Combat, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Acrobatics +34, Handle Animal +27, Intimidate +27, Knowledge (nature) +28, Perception +31, Ride +31, Sense Motive +31, Stealth +34, Survival +28

Languages Aklo, Common, Sylvan; *speak with animals, speak with plants*

SQ living bow, planar acclimation, wild hunt link

ECOLOGY

Environment any land

Organization solitary, squad (2–6), ride (1–4 wild hunt archers mounted on wild hunt horses), or wild hunt (see page 278)

Treasure standard (mwk composite longbow, other treasure)

SPECIAL ABILITIES

Infuse Arrow (Su) A wild hunt archer can cast a single spell-like ability with the range of touch as a part of a full attack. If he does so, the spell infuses his bow and travels with the next arrow he fires. If he hits a creature with that arrow, the target is also subject to the effects of the spell. If he misses, the spell vanishes from the arrow. Alternatively, he can infuse his bow with a spell-like ability that affects an area as a standard action. The spell's area of effect centers around wherever the arrow lands. If he hits a creature with such an arrow, that creature takes a –4 penalty on saves and checks it attempts against the effects of the spell, and also to its CMD against the spell effects (if applicable).

Living Bow (Su) Any nonmagical bow that a wild hunt archer picks up gains a spark of life, sprouting small leaves and becoming a +5 icy burst seeking composite longbow for as long as the archer holds it. The archer's quiver produces arrows automatically as the archer draws them; these arrows vanish after 1 round.

Wild Hunt Link (Su) The weapon attacks and natural attacks of all creatures in a wild hunt archer's wild hunt link ignore miss chances from concealment, as long as they target the correct square.

Wild hunt archers are methodical hunters who fire their bows with uncanny accuracy. Since wild hunt archers tend to be slower on foot than most of their companions, they will often rely on wild hunt horses to provide increased mobility. Rather than carrying normal arrows, they can produce arrows from magical quivers—these quivers do not function in this manner for anyone other than wild hunt archers. Rarely, they carry specific slaying arrows to augment particularly dangerous hunts.



Illustration by Roberto Pitturru

WILD HUNT HORSE

This powerful steed stands upon wispy puffs of air, its grassy mane and tail swishing majestically in the wind.

WILD HUNT HORSE

CR 11



XP 12,800

CN Large fey (wild hunt)

Init +4; **Senses** greensight 60 ft., low-light vision, scent, see in darkness; **Perception** +23

DEFENSE

AC 25, touch 17, flat-footed 20 (+3 deflection, +4 Dex, +1 dodge, +8 natural, -1 size)

hp 142 (19d6+76)

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

Defensive Abilities *freedom of movement*, instinctive cooperation, wild grace; **DR** 10/cold iron; **Immune** cold;

Resist electricity 10, fire 10

OFFENSE

Speed 100 ft.; *air walk*

Melee bite +21 (2d6+12), 2 hooves +19 (1d10+6 plus bleed)

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

Special Attacks bewildering hoofbeats, bleed 1d6, deafening cry, wild gaze (DC 22)

Spell-Like Abilities (CL 13th; concentration +16)

Constant—*air walk*, *freedom of movement*, *know direction*, *speak with animals*, *speak with plants*

At will—*transport via plants* (self and rider only)

3/day—*stone tell*

STATISTICS

Str 34, **Dex** 19, **Con** 18, **Int** 9, **Wis** 12, **Cha** 17

Base Atk +9; **CMB** +22 (+26 overrun); **CMD** 40 (42 vs. overrun, 44 vs. trip)

Feats Dodge, Endurance, Great Fortitude, Greater Overrun, Improved Overrun, Multiattack, Power Attack, Run, Weapon Focus (bite, hoof)

Skills Acrobatics +26, Perception +23, Sense Motive +23, Stealth +22, Survival +20

Languages Common, Sylvan; *speak with animals*, *speak with plants*

SQ planar acclimation, rider synergy, wild hunt link

ECOLOGY

Environment any land

Organization solitary, herd (2–10), or wild hunt (see page 278)

Treasure none

SPECIAL ABILITIES

Bewildering Hoofbeats (Su) As a standard action, a wild hunt horse can make it seem as though hundreds of horses are approaching from all directions. All creatures

within 60 feet must succeed at a DC 22 Will save or become confused for 1d4 rounds. A creature that succeeds at this save is immune to the bewildering hoofbeats ability of all wild hunt horses for 24 hours. The save DC is Charisma-based.

Deafening Cry (Su) As a standard action up to three times per day (but no more than once every 1d4 rounds), a wild hunt horse can emit a thundering cry. All creatures in a 30-foot cone emanating from the horse take 10d6 points of sonic damage and are deafened for 1 minute. Creatures that succeed at a DC 23 Fortitude save take half damage and are not deafened. The save DC is Constitution-based.

Rider Synergy (Su) When a wild hunt horse carries a rider with the wild hunt subtype, the two act as one. If either the rider or the mount would take damage, the rider and mount decide how to divide the damage (typically splitting it equally). Additionally, the rider's movement as a part of the horse's overrun combat maneuver does not provoke attacks of opportunity, unless that movement would also cause the horse to provoke attacks of opportunity.

Wild Hunt Link (Su) A wild hunt horse increases the speed of all creatures in its wild hunt link by 30 feet. This increase is an enhancement bonus. It also grants the members of its link the effects of *freedom of movement*.




When they are not participating in a hunt, wild hunt horses enjoy constructing complicated courses through land and sky and racing each other for ever-changing stakes.



WILD HUNT HORSE-WILD HUNT HOUND

WILD HUNT HOUND

Green smoke billows from the bared teeth and flared nostrils of this muscular, sharp-eared hound.

WILD HUNT HOUND		CR 10	  
XP 9,600			
CN Medium fey (wild hunt)			
Init +4; Senses blindsense 60 ft., blindsight 30 ft., <i>greater arcane sight</i> , greensight 60 ft., low-light vision, scent, see in darkness, <i>see invisibility</i> ; Perception +22			
DEFENSE			
AC 24, touch 17, flat-footed 20 (+3 deflection, +4 Dex, +7 natural)			
hp 133 (14d6+84)			
Fort +12, Ref +13, Will +14			
Defensive Abilities instinctive cooperation, wild grace; DR 10/cold iron; Immune cold; Resist electricity 10, fire 10			
OFFENSE			
Speed 60 ft.			
Melee bite +17 (2d6+9 plus trip), 2 claws +17 (1d8+9)			
Special Attacks summon pack, wild gaze (DC 20)			
Spell-Like Abilities (CL 10th; concentration +13)			
Constant— <i>greater arcane sight</i> , <i>greater magic fang</i> , <i>know direction</i> , <i>mage hand</i> , <i>see invisibility</i> , <i>speak with animals</i> , <i>speak with plants</i>			
At will— <i>locate creature</i> , <i>locate object</i> , <i>residual tracking</i> ^{APG}			
3/day— <i>discern location</i> , <i>dispel magic</i> , <i>stone tell</i>			
STATISTICS			
Str 24, Dex 19, Con 22,			
Int 13, Wis 20, Cha 17			
Base Atk +7; CMB +14 (+18 trip);			
CMD 31 (37 vs. trip)			
Feats Combat Expertise, Combat Reflexes, Great Fortitude, Greater Trip, Improved Trip, Weapon Focus (bite, claw)			
Skills Acrobatics +21, Intimidate +17, Perception +22, Sense Motive +22, Stealth +21, Survival +19 (+26 when following tracks), Swim +24;			
Racial Modifiers +7 Survival when following tracks			
Languages Common, Sylvan; <i>speak with animals</i> , <i>speak with plants</i>			
SQ planar acclimation, track, wild hunt link			
ECOLOGY			
Environment any land			
Organization solitary, pack (2–10), or wild hunt (see page 278)			
Treasure standard			



SPECIAL ABILITIES

- Summon Pack (Su)** Once per day as a standard action, a wild hunt hound can let forth a mighty howl, summoning a fog that coalesces into spectral dogs. The fog surrounds the wild hound in a 20-foot radius, traveling with the hound as it moves for 10 minutes. The spectral hounds provide concealment as per the spell *fog cloud* and grant the wild hunt hound a +4 circumstance bonus on its combat maneuver checks to trip opponents. They also harry their foes with a relentless assault of bite and claw attacks. Any enemy that ends its turn within the fog takes 2d6 points of slashing damage (Reflex DC 20 half). The save DC is Charisma-based.
- Track (Ex)** A wild hunt hound adds a bonus equal to half its Hit Dice on Survival checks to follow tracks (+7 for a typical wild hunt hound).
- Wild Hunt Link (Su)** All creatures in a wild hunt hound's wild hunt link share some of its sensory abilities, gaining blindsense 60 feet, *greater arcane sight*, and *see invisibility*.

Wild hunt hounds are expert trackers that take the lead against elusive prey. When left to their own devices, they seek out creatures that are notoriously difficult to track, collecting minor trinkets as trophies of their achievements (using their *mage hand* ability to carry their prizes home or to adorn themselves if possible). While they can be competitive when engaged in separate tasks, wild hunt hounds working together on a hunt never allow these rivalries to become a distraction.

These fey hounds are never truly alone, as they are always surrounded with green mist composed of fragments of the spirits of the wild hunt's victims. Stripped of all thoughts beyond a desire to chase and hunt, this fog eagerly answers the hound's baying call and forms into dogs that loyally fight at the hound's side.

Although the hounds of the wild hunt may seem outwardly to be mere animals, they are quite intelligent. Wild hunt hounds are fond of taking advantage of their bestial appearance, and when left as guardians or allowed to wander freely, make excellent spies among those who don't recognize the creatures' ability to understand language. When not tracking a quarry, wild hunt hounds enjoy relaxing and capering in any natural environment—but even in their play they engage in complex pursuits, testing each other's ability to track and evade simultaneously.

Illustration by Roberto Pitturru

WILD HUNT MONARCH

This limber and regal humanoid has an elk's antlers, long pointed ears, flowing white hair, and luminescent green eyes.

WILD HUNT MONARCH

CR 19



XP 204,800

CN Medium fey (wild hunt)

Init +11; **Senses** greensight 60 ft., low-light vision, mistsight, scent, see in darkness; **Perception** +37

DEFENSE

AC 34, touch 26, flat-footed 26 (+8 deflection, +7 Dex, +1 dodge, +8 natural)

hp 325 (26d6+234)

Fort +19, **Ref** +22, **Will** +23

Defensive Abilities instinctive cooperation, wild grace; **DR** 15/cold iron; **Immune** cold; **Resist** electricity 10, fire 10

OFFENSE

Speed 50 ft.

Melee monarch's glaive +30/+25/+20 (1d10+21/19-20/×3 plus 2d6), gore +19 (1d8+5)

Ranged monarch's glaive +26 (1d10+21/19-20/×3 plus 2d6)

Special Attacks call to the hunt, monarch's glaive, staggering gore, wild gaze (DC 31), wild reincarnation

Spell-Like Abilities (CL 17th; concentration +25)

Constant—*know direction*, *speak with animals*, *speak with plants*

At will—*charm monster* (DC 22), *command* (DC 19), *dominate person* (DC 23), *ghost sound* (DC 18), *major image* (DC 21)

3/day—*quicken charm monster* (DC 22), *greater command* (DC 23), *hallucinatory terrain* (DC 22), *mass suggestion* (DC 24), *plane shift* (DC 25), *stone tell*, *veil*

1/day—*dominate monster* (DC 27), *summon* (level 9, 1 wild hunt horse 100%), *wind walk*

Druid Spells Prepared (CL 17th; concentration +25)

9th—*foresight*

8th—*finger of death* (DC 26), *mass cure serious wounds*, *word of recall*

7th—*control weather*, *fire storm* (DC 25), *heal*, *sunbeam* (DC 25)

6th—*greater dispel magic* (2), *move earth*, *transport via plants* (2)

5th—*baleful polymorph* (DC 23), *call lightning storm* (DC 23), *death ward*, *tree stride*, *wall of thorns*

4th—*air walk*, *cure serious wounds* (2), *dispel magic*, *flame strike* (DC 22), *freedom of movement*

3rd—*cure moderate wounds* (2), *daylight*, *snare*, *spike growth*, *wind wall*

2nd—*barkskin*, *hold animal* (DC 20), *lesser restoration*, *resist energy*, *stone call*^{APG}, *tree shape*

1st—*cure light wounds* (2), *entangle* (DC 19), *faerie fire*, *obscuring mist*, *produce flame*

0—*detect magic*, *guidance*, *mending*, *stabilize*

STATISTICS

Str 33, **Dex** 25, **Con** 28, **Int** 22, **Wis** 26, **Cha** 27

Base Atk +13; **CMB** +24; **CMD** 50

Feats Blind-Fight, Combat Reflexes, Critical Focus, Dodge, Furious Focus^{APG}, Great Fortitude, Improved Critical (glaive), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*charm monster*), Step Up, Tiring Critical, Weapon Focus (glaive)

Skills Acrobatics +36, Diplomacy +37, Intimidate +34, Knowledge (geography, nature) +35, Perception +37, Perform (wind) +37, Ride +33, Sense Motive +37, Stealth +36, Survival +34, Use Magic Device +37

Languages Aklo, Common, Draconic, Sylvan; *speak with animals*, *speak with plants*

SQ planar acclimation, wild hunt link

ECOLOGY

Environment any land

Organization solitary or wild hunt (see page 278)

Treasure double (+3 *glaive*, other treasure)

SPECIAL ABILITIES

Call to the Hunt (Su) Once per day as a full-round action, a wild hunt monarch can blow his hunt monarch's horn to summon a number of other wild hunt fey up to a CR 18 encounter. For example, he may summon one wild hunt scout, two wild hunt archers, two wild hunt horses, and two wild hunt hounds. These fey appear within 100 feet of him at locations of his choosing, and they remain on the Material Plane for 1 hour or until reduced to 0 hit points. In the hands of any other creature, the hunt monarch's horn functions as an ornate masterwork horn.

Monarch's Glaive (Su) A wild hunt monarch wields a +3 *thundering glaive* that functions as a bane weapon against any creature (thus effectively functioning as a +5 *thundering glaive* that deals an additional 2d6 points of damage on a hit to all targets). A wild hunt monarch can summon his glaive to his hand across any distance as a free action. He can make attacks with the glaive in any square between himself and the end of his reach, even if a glaive would not normally threaten that square. Additionally, he can hurl his glaive at opponents. When he uses his glaive in this way, it counts as a thrown weapon with a range increment of 100 feet. If the wild hunt monarch dies, the glaive reverts to a +3 *glaive*.

Spells A wild hunt monarch casts spells as a 17th-level druid.

Staggering Gore (Ex) A wild hunt monarch's gore attack knocks the breath out of his foes. A target that takes damage from this attack must succeed at a DC 32 Fortitude save or be staggered for 3 rounds. The save DC is Constitution-based.

Wild Gaze (Su) A wild hunt monarch has increased control over his gaze. Each round as a free action, he can select any number of visible creatures to exclude from his gaze. Humanoids and monstrous humanoids that fail the save are dazed as well as paralyzed, and animals and magical beasts are panicked. All other creatures are confused and can never receive the result of "act normally"; on such a result, they instead move in a random direction at full speed, as if pursuing an imaginary target. Succeeding at a save against any wild hunt fey's wild gaze attack (whether it is that of the monarch or any other

member of the hunt) does not grant the normal 24 hour period of immunity to the monarch's wild gaze attack.

Wild Hunt Link (Su) The monarch can maintain a wild hunt link to a range of 1 mile. He expands the range of the wild hunt link ability for all members of the wild hunt within his range to 1 mile as well, allowing the hunters to spread out with almost a mile between them without breaking the connection. All members of a monarch's wild hunt link gain regeneration 10; this regeneration cannot be suppressed as long as the wild hunt monarch lives. A wild hunt monarch's *plane shift* spell-like ability can transport any number of creatures in his link, as long as they all join hands or are similarly in contact with one another.

Wild Reincarnation (Su) Once per day as a free action when a wild hunt monarch slays an adjacent creature by any means, he can attempt to reincarnate it as a wild hunt fey, even if the creature would not normally wish to be restored to life. The slain creature can resist this reincarnation if it succeeds at a DC 31 Fortitude save, but creatures slain while under the effects of any of the wild hunt monarch's charm or compulsion spell-like abilities take a -4 penalty on this saving throw. The wild hunt monarch can reincarnate the creature into his choice of wild hunt creature whose CR is equal to or less than the target's CR in its previous life. Alternatively, if the target was a humanoid or fey creature, the monarch can use the creature's own natural abilities to create a unique member of the wild hunt. Such a creature maintains all of its abilities. Its type changes to fey (do not recalculate any statistics), and it gains the wild hunt subtype. Its appearance changes to blend in with the wild hunt, granting it features such as long ears and glowing green eyes. Once reincarnated, the creature retains only faint memories of its previous life, but is now chaotic neutral and loyal to the wild hunt. A creature reincarnated in this way can be restored to its original life only via a *miracle* or *wish*—slaying the creature and raising it from the dead merely restores it to its latest incarnation as a member of the wild hunt, unless the effect of the wild reincarnation is first removed from the body via a successful *break enchantment* spell against a DC of 31. The save DC is Charisma-based.

Wild hunt monarchs command dozens of other wild hunt fey. While their followers can travel on personal missions, these majestic leaders (who can be female or male, and are referred to as wild hunt queens or wild hunt kings as appropriate) can rally the hunt to follow them anywhere without question. Wild hunt monarchs set the terms of each specific hunt, depending upon the prey and their own whims. The easier the prey, the more likely a monarch is to impose rules to make the hunt more entertaining, such as forbidding anyone but his hounds from injuring

the quarry, or holding back his forces to give the target creature time to rest and recover.

Many members of a wild hunt monarch's following join as soon as they are born from the fey realm, but others are born out of his own prey, or come to serve him after the demise of their previous leader. Monarchs do not typically interact with their own kind, but they occasionally collaborate on an exceptionally challenging hunt, testing their wits against nascent demigods or beasts of legend.



Illustration by Roberto Pitturru

WILD HUNT SCOUT

This lithe humanoid has pointed ears, glowing green eyes, and a ram's horns.

WILD HUNT SCOUT

CR 15



XP 51,200

CN Medium fey (wild hunt)

Init +13; **Senses** greensight 60 ft., low-light vision, scent, see in darkness; **Perception** +34

DEFENSE

AC 31, touch 25, flat-footed 21 (+5 deflection, +9 Dex, +1 dodge, +6 natural)

hp 228 (24d6+144)

Fort +16, **Ref** +23, **Will** +21

Defensive Abilities instinctive cooperation, wild grace; **DR** 15/cold iron; **Immune** cold, blindness; **Resist** electricity 10, fire 10

OFFENSE

Speed 50 ft.

Melee force scimitar +18/+13/+8 touch (1d6+5 force/15–20)

Ranged crystal +21 touch (3d6 force plus blindness)

Special Attacks sneak attack +4d6, wild gaze (DC 27)

Spell-Like Abilities (CL 15th; concentration +20)

Constant—*know direction, pass without trace, speak with animals, speak with plants*

3/day—*clairaudience/clairvoyance, dimension door, stone tell*

1/day—*true seeing*

STATISTICS

Str 20, **Dex** 29, **Con** 22, **Int** 17, **Wis** 24, **Cha** 21

Base Atk +12; **CMB** +17; **CMD** 42

Feats Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Greater Feint, Improved Critical (scimitar), Improved Feint, Improved Initiative, Mobility, Skill Focus (Bluff), Spring Attack, Weapon Focus (scimitar)

Skills Acrobatics +36, Bluff +38, Intimidate +29, Knowledge (nature) +30, Perception +34, Ride +33, Sense Motive +34, Stealth +36, Survival +31

Languages Aklo, Common, Sylvan; *speak with animals; speak with plants*

SQ planar acclimation, wild hunt link

ECOLOGY

Environment any land

Organization solitary, invasion (2–6), or wild hunt (see page 278)

Treasure standard

SPECIAL ABILITIES

Crystal (Su) A wild hunt scout can manifest a green crystal in her free hand as a swift action; this crystal vanishes as soon as it leaves her possession. As a swift action, a wild hunt scout can fire a beam of green energy from her crystal. This is a ranged touch attack with a range increment of 40 feet

that deals 3d6 points of force damage on a hit. A creature struck by this beam must succeed at a DC 27 Fortitude save or be permanently blinded. The save DC is Charisma-based.

Force Scimitar (Su) As a swift action, a wild hunt scout can summon a crystalline scimitar. Attacks with this scimitar resolve as if they were touch attacks and deal force damage. Outside of its creator's hands, a force scimitar vanishes.

Wild Hunt Link (Su) All creatures in a wild hunt scout's wild hunt link share each other's senses. As long as a creature benefits from this link, it gains a +4 insight bonus on initiative and Perception checks. If at least one creature in the link disbelieves an illusion, all creatures in the link are considered to disbelieve the illusion. Wild hunt fey in this link are never considered flat-footed against a foe unless all of them are considered flat-footed against that foe.

Wild hunt scouts relish the chance to seek revenge upon those who have wronged or insulted the wild hunt. They grow bored quickly when the stakes are not lethal, yet they rarely let their bloodlust cloud their tactical choices.



YADDITHIAN

This insectile biped has a tapir-like snout and is unmistakably alien in appearance, despite its vaguely humanoid shape.

YADDITHIAN

CR 8



XP 4,800

Yaddithian wizard 9

N Medium aberration

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 13, flat-footed 13 (+1 deflection, +2 Dex, +2 natural)

hp 61 (9d6+27)

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

Resist cold 5

OFFENSE

Speed 20 ft.

Melee +1 dagger +6 (1d4+2), claw +0 (1d4)

Ranged +1 dagger +7 (1d4+2)

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 9th; concentration +13)

5th—*feeblemind* (DC 19)

4th—*detect scrying*, *dimension door*, *scrying* (DC 18)

3rd—*displacement*, *fly*, *lightning bolt* (DC 17), *sleet storm*

2nd—*alter self*, *blindness/deafness* (3, DC 16), *mirror image*

1st—*mage armor*, *magic missile* (2), *shield*, *ventriloquism* (DC 15)

0 (at will)—*arcane mark*, *daze* (DC 14), *detect magic*, *read magic*

STATISTICS

Str 12, **Dex** 14, **Con** 15, **Int** 19, **Wis** 8, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 18

Feats Combat Casting, Craft Wondrous Item, Eschew Materials, Scribe

Scroll, Silent Spell, Skill Focus (Perception), Spell Penetration

Skills Knowledge (arcana, dungeoneering, history, planes) +18,

Perception +11, Spellcraft +18; **Racial Modifiers** +2 Knowledge

(all), +2 Spellcraft

Languages Aklo, Elder Thing, Mi-go, Yaddithian, Yithian

SQ arcane bond (amulet), arcane school (universalist), cosmic

mind, long-lived, metamagic mastery (1/day), no breath

ECOLOGY

Environment any

Organization solitary, pair, or conclave (3–16)

Treasure NPC gear (+1 dagger, amulet of natural armor +1, handy haversack, ring of protection +1, wand of acid arrow [50 charges], other treasure)

SPECIAL ABILITIES

Cosmic Mind (Ex) A Yaddithian gets a +2 racial bonus on Knowledge and Spellcraft checks. A yaddithian spellcaster who would store spells in a spellbook or familiar instead stores those spells in its mind (but must expend the normal resources to learn new spells).

Long-Lived (Ex) Yaddithians live for thousands of years; they gain no benefit or penalty from aging and are immune to magical aging effects.

Yaddithians are an ancient race of scholarly starfarers. Bholes (*Pathfinder RPG Bestiary* 4 18) consumed their home planet long ago; the survivors fled to other worlds across the universe. It is rare to find a yaddithian less powerful than the wizard above.

YADDITHIAN CHARACTERS

Yaddithians are defined by their class levels—they don't have racial Hit Dice. They have the following racial traits.

+2 Constitution, +2 Intelligence, –2 Wisdom.

Slow: Yaddithians have a land speed of 20 feet.

Darkvision: Yaddithians can see in the dark up to 60 feet.

Defensive Abilities: Yaddithians have cold resistance 5 and the no breath ability.

Claws: A Yaddithian has two claws that deal 1d4 points of damage each.

Rugose: A Yaddithian gains a +1 natural armor bonus.

Cosmic Mind: See above.

Long-Lived: See above.

Languages: Yaddithians begin play speaking Yaddithian. Those with high Intelligence scores can choose any language as a bonus language.



Illustration by Florian Stitz

YUREI

Long black hair obscures the face of this pale woman. With each motion, her body twitches and jerks.

YUREI

CR 12



XP 19,200

NE Medium undead

Init +11; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 27, touch 22, flat-footed 15 (+7 Dex, +5 dodge, +5 natural)

hp 157 (15d8+90)

Fort +11, **Ref** +14, **Will** +16

Defensive Abilities channel resistance +2, evasion, flicker;

Immune cold, undead traits; **SR** 23

OFFENSE

Speed 40 ft.

Melee painful grasp +11 touch (12d6 plus sickened)

Special Attacks choking suffocation, face of death

Spell-Like Abilities (CL 10th; concentration +16)

Constant—*blink*, *spider climb*, *water walk*

At will—*enter image*^{APG}

3/day—*suffocation* (DC 21)

1/day—*mislead* (DC 22), *nightmare* (DC 21)

STATISTICS

Str 10, **Dex** 25, **Con** —, **Int** 14, **Wis** 21, **Cha** 23

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

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Step Up

Skills Acrobatics +22, Climb +18, Intimidate +24, Perception +23, Sense Motive +23, Stealth +25

Languages Common

ECOLOGY

Environment any land

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

Treasure incidental

SPECIAL ABILITIES

Choking Suffocation (Su) When

a yurei uses her *suffocation* spell-like ability, she causes something disgusting (such as a tangled clump of wet hair or a foul-tasting clot of rancid swamp mud) to manifest in the target's throat.

As soon as the victim succeeds at its saving

throw against choking suffocation or the ability's duration ends after 3 rounds, the victim coughs up the disgusting foreign matter in a horrific display and must succeed at a DC 23 Fortitude save or become nauseated for 1d6 rounds. The save DC is Charisma-based.

Face of Death (Su) As a full-round action, a yurei can expose her face to a single adjacent creature. The target must succeed at a DC 23 Will save or be stunned for 1d6 rounds. If the target is stunned by this effect, it must then succeed at a DC 23 Fortitude save or immediately die of fright. A target that succeeds at the initial save is immune to that particular yurei's face of death ability for 24 hours. This is a mind-affecting fear effect, and the secondary effect is a death effect. The save DCs are Charisma-based.

Flicker (Sp) A yurei gains a +4 dodge bonus to her Armor Class on any round she moves at least 5 feet.

Painful Grasp (Su) A yurei's touch inflicts horrific pain, dealing 12d6 points of untyped damage and sickening the target for 1d6 rounds. A creature can avoid the sickened effect with a successful DC 23 Fortitude save, but this does not reduce the damage. The save DC is Charisma-based.

When a person dies a violent death in the grip of extreme emotion, such as in a blinding rage or in overwhelming sorrow, she may return from the dead as a twisted and horrific undead creature known as a yurei. These restless spirits remain consumed by the emotional torment that pervaded their demise, and can feel a measure of peace only while causing other creatures to suffer as they did. To accomplish this, they haunt the people and places they knew in life in search of fresh victims for their painful grasp. Regardless of whether she received a proper burial or not, a yurei always appears dressed in the remnants of funereal clothing, with her face obscured by long black hair. Often, the restless spirit seems to be dripping wet or caked with mud or filth, or displays other distressing signs of neglect. Her body can also appear contorted or disjointed, reflecting the pain that twists her very existence. When a yurei uses *nightmare*, she typically creates dreams wherein the target is placed in the role of her murderer, so it may suffer her vengeance from beyond the grave.



ZOMBIE, SPORE

The top of this large, black ant's head is cracked open, and a pulsing, brown growth twists up out of the gap.

GIANT ANT SPORE ZOMBIE

CR 3



XP 800

CE Medium undead (augmented vermin)

Init +4; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 34 (4d8+16)

Fort +4, **Ref** +3, **Will** +5

Immune undead traits

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +7 (1d6+4 plus grab), sting +7 (1d4+4 plus poison)

Special Attacks spore burst (DC 15)

STATISTICS

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

Base Atk +3; **CMB** +7 (+11 grapple), **CMD** 18 (26 vs. trip)

Feats Improved Initiative, Lightning Reflexes, Toughness⁸

Skills Climb +19, Perception +12, Stealth +7, Survival +9;

Racial Modifiers +4 Perception, +4 Survival

Languages Abyssal (can't speak)

ECOLOGY

Environment any

Organization solitary or bloom (2-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort

DC 15; *frequency* 1/round for 4 rounds;

effect 1d2 Str damage; *cure* 1 save.

There are certain evil fungal creatures (such as fungus queens [see page 130], but also rare fungal growths or extraplanar blights upon the wild) that can infest vermin with spores that have been infused with sinister power and negative energy. These foul spores grow quickly in the body of a dead vermin, eventually bursting from its head to form disturbing, antler-like growths. At the same time, the spores animate the vermin as an intelligent undead creature.

These are then known as spore zombies.

CREATING A SPORE ZOMBIE

"Spore zombie" is an acquired template that can be added to any vermin, which is referred to hereafter as the base creature.

Challenge Rating: The base creature's CR + 1.

Alignment: Always chaotic evil.

Type: The creature's type changes to undead. It retains any subtypes and gains the augmented subtype.

Armor Class: A spore zombie gains a +2 bonus to the base creature's natural armor.

Hit Dice: The base creature's Hit Dice + 2.

Saves: The creature's base save bonuses are Fort +1/3 Hit Dice, Ref +1/3 Hit Dice, and Will +1/2 Hit Dice + 2.

Defensive Abilities: Spore zombies gain all of the qualities and immunities granted by the undead type, and retain all defensive abilities that the base creature had.

Attacks: A spore zombie retains all of the base creature's natural attacks.

Special Attacks: A spore zombie retains all of the base creature's special attacks, plus the following (any special attack save DCs that are Constitution-based are now Charisma-based).

Spore Burst (Ex): Once per day as a swift action, a spore zombie can spray a cloud of spores through the area. This deals 2d6 points of damage to the spore zombie and creates a cloud of spores that fills an area equal to the spore zombie's reach. Any creature in this area must succeed at a Fortitude save or be nauseated by the spores for 1d6 rounds. Vermin that fail this save become infested for 24 hours. If an infested vermin dies during this time, it rises as a spore zombie 1d6 rounds after its death.

Abilities: Strength +4. A spore zombie gains an Intelligence score of 10 and a Charisma score equal to the base creature's Constitution score. They do not have a Con score.

Feats: A spore zombie gains feats as appropriate for its Hit Dice, and gains Toughness as a bonus feat.

Skills: A spore zombie gains skill points equal to 4 + Int modifier per Hit Die (4 points per HD for most). Climb, Fly, Perception, and Stealth are class skills.

Languages: A spore zombie can understand Abyssal but can't speak.



Illustration by Florian Stitz

APPENDIX 1: MONSTER CREATION

Pathfinder RPG Bestiary 6 provides all the information you need to use and quickly modify the monsters presented in this book. For information on creating new monsters, see the *Pathfinder RPG Bestiary*. Table 1–1: Monster Statistics by CR on the following page is an expanded (up to CR 30) version of the table presented in the original *Bestiary*.

APPENDIX 2: MONSTER ADVANCEMENT

The following rules allow you to adjust monsters, increasing (or decreasing) their statistics and abilities while still creating a balanced and fun encounter.

Templates

A template is a set of rules that you apply to a monster to transform it into a different monster. The template gives precise directions on how to change the original monster's statistics to transform it into the new monster.

Acquired Templates: This kind of template is added to a creature well after its birth or creation.

Inherited Templates: This kind of template is part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them.

CELESTIAL CREATURE DEFENSIVE ABILITIES

Hit Dice	Resist Acid, Cold, and Electricity	DR
1–4	5	—
5–10	10	5/evil
11+	15	10/evil

ENTROPIC CREATURE DEFENSIVE ABILITIES

Hit Dice	Resist Acid and Fire	DR
1–4	5	—
5–10	10	5/lawful
11+	15	10/lawful

FIENDISH CREATURE DEFENSIVE ABILITIES

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

RESOLUTE CREATURE DEFENSIVE ABILITIES

Hit Dice	Resist Acid, Cold, and Fire	DR
1–4	5	—
5–10	10	5/chaotic
11+	15	10/chaotic

Simple Templates

Simple templates can be applied during the game with minimal effort. The quick rules present a fast way to modify die rolls made in play to simulate the template's effects without rebuilding a creature's stat block. The rebuild rules list the exact changes to make to the base stat block if you have the time to completely rebuild it. The two methods result in creatures of similar, if not identical, abilities. For some simple templates, the quick rules and rebuild rules are exactly the same.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and to special ability DCs; +4 to AC and CMD; +2 hp/HD.

Rebuild Rules: AC increase natural armor by 2; **Ability Scores** +4 to all ability scores.

Celestial Creature (CR +0 or +1)

Celestial creatures dwell on good planes. A celestial creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR + 5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against evil foes; smite persists until the target is dead or the celestial creature rests).

Degenerate Creature (CR –1)

Degenerate creatures are weaker than their ordinary cousins.

Quick Rules: –2 on all rolls (including damage rolls) and to special ability DCs; –2 to AC and CMD; –2 hp/HD.

Rebuild Rules: **Ability Scores** –4 to all ability scores (minimum 1).

Entropic Creature (CR +0 or +1)

Creatures with the entropic template live on planes where chaos is paramount. An entropic creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR + 5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against lawful foes; smite persists until the target is dead or the entropic creature rests).

Fiendish Creature (CR +0 or +1)

Creatures with the fiendish template live on the Evil Outer Planes, such as the Abyss and Hell. A fiendish creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR + 5; **Special Attacks** smite good

TABLE I-1: MONSTER STATISTICS BY CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage High	Average Damage Low	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17
21	400	37	31	24	130	98	27	20	23	18
22	440	39	32	25	140	105	28	21	23	18
23	480	40	33	26	150	113	29	22	24	19
24	520	42	35	27	165	124	30	23	25	20
25	560	43	36	28	180	135	30	24	26	21
26	600	44	37	29	195	145	31	25	27	22
27	640	45	38	30	210	155	32	26	28	23
28	680	46	39	31	225	165	33	27	29	24
29	720	47	40	32	240	175	34	28	30	25
30	760	48	41	33	255	185	35	29	31	26

1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against good foes; smite persists until the target is dead or the fiendish creature rests).

Giant Creature (CR +1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

Quick Rules: +2 on all rolls based on Str or Con, +2 hp/HD, –1 penalty on all Dexterity-based rolls.

Rebuild Rules: **Size** increase by one category; **AC** increase natural armor by 3; **Attacks** increase damage dice by 1 step; **Ability Scores** +4 size bonus to Str and Con, –2 Dex.

Resolute Creature (CR +0 or +1)

Creatures with the resolute template live on planes where law is paramount. A resolute creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR + 5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against chaotic foes; smite persists until the target is dead or the resolute creature rests).

Young Creature (CR –1)

Creatures with the young template are immature specimens of the base creature. This template cannot be applied to Fine creatures or those that increase in power through aging (such as dragons) or feeding (such as barghests).

Quick Rules: +2 on all Dexterity-based rolls, –2 on all other rolls, –2 hp/HD.

Rebuild Rules: **Size** decrease by one category; **AC** reduce natural armor by –2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** –4 Str, –4 Con, +4 size bonus to Dex.

APPENDIX 3: GLOSSARY

This appendix includes the Universal Monster Rules, Creature Types, and Creature Subtypes.

Universal Monster Rules

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how and where it appears in a monster's statistics.

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain. While ability damage can be healed naturally, ability drain is permanent and can be restored only through magic.

Format: 1d4 Str drain; *Location:* Special Attacks and individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; *Location:* Defensive Abilities.

Amorphous (Ex) The creature is malleable. It is immune to precision damage (like sneak attacks) and critical hits.

Format: amorphous; *Location:* Defensive Abilities.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Format: amphibious; *Location:* SQ.

Archdevil Traits (Ex, Sp, or Su) An archdevil rules a domain in Hell. Archdevils are lawful evil outsiders with a minimum CR of 26. Archdevils share the following traits and have the devil subtype (unless otherwise noted in a creature's entry).

- An archdevil can grant spells as if it were a deity. Each archdevil has a favored weapon and grants the Evil and Law domains, plus two other domains and four subdomains.
- An archdevil's natural weapons, as well as any weapons it wields, are treated as epic, evil, and lawful for the purpose of overcoming damage reduction.
- **Frightful Presence (Su):** An archdevil can activate its frightful presence as a free action as part of any attack, special attack, or spell-like ability, or by speaking aloud.
- **Infernal Resurrection (Ex):** If an archdevil is killed, its body crumbles into ashes, leaving behind any gear it held or carried, while it is immediately restored to life (as per *true resurrection*) in a location of its choosing in its domain. An archdevil can't use this ability again for 1 year, and it avoids direct combat if possible until that year has passed. If slain again or killed by unusual methods (such as by a true deity or an artifact created for this purpose), an archdevil is slain forever. An archdevil who does not control a domain does not gain this ability (and is technically an infernal duke rather than a true archdevil).
- Immunity to ability damage, ability drain, charm, compulsion, death effects, energy drain, and petrification.
- **Language Mastery (Ex):** An archdevil knows all languages, as though using a *tongues* spell, although this ability is not supernatural and cannot be dispelled. Linguistics is always a class skill for an archdevil.

- **Regeneration (Ex):** Only mythic damage or damage from a creature of equal or greater standing (such as another archdevil, deity, empyreal lord, Great Old One, Horseman, or qlippoth lord) interrupts an archdevil's regeneration.
- Resistance to acid 30 and cold 30.
- **Summon Devils (Sp):** Three times per day as a swift action, an archdevil can summon any devil or combination of devils whose total combined CR is 20 or lower. This otherwise works like the summon universal monster rule with a 100% chance of success, and it counts as a 9th-level spell effect.
- Telepathy 300 feet.

Attach (Ex) The creature latches on when it hits with the listed attack. The creature is grappled, but the target is not. The target can attack or grapple the creature as normal, or it can break the attachment with a successful grapple or Escape Artist check.

Format: attach; *Location:* individual attacks.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, dealing additional damage each round at the start of the affected creature's turn. This bleeding can be stopped with a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is specified in the creature's entry.

Format: bleed (2d6); *Location:* Special Attacks and individual attacks.

Blindsense (Ex) A creature with blindsense notices things it cannot see. The creature usually does not need to succeed at Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature with blindsense cannot see still has total concealment from the creature, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense 60 ft.; *Location:* Senses.

Blindsight (Ex) Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight can maneuver and fight as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though a creature with blindsight must have line of effect to an object or another creature to discern that object or creature. The ability's range is specified in the creature's descriptive text. The creature usually does not need to succeed at Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature doesn't need to do anything to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, it gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; *Location:* Senses.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, dealing Constitution damage.

Format: blood drain (1d2 Con); *Location:* Special Attacks.

Breath Weapon (Su) Some creatures can exhale a cloud, cone, or line of magical effects. A breath weapon usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC = $10 + \frac{1}{2}$ breathing creature's racial HD + breathing creature's Constitution modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used.

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location:* Special Attacks; if the breath does more than just deal damage, it also appears under Special Abilities with its own entry.

Burn (Ex) The creature deals fire damage in addition to damage dealt on a successful hit in melee. A creature affected by the burn ability must also succeed at a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC = $10 + \frac{1}{2}$ burning creature's racial HD + burning creature's Constitution modifier). A creature suffering from this effect can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must succeed at a Reflex save to avoid catching on fire (see page 444 of the *Pathfinder RPG Core Rulebook*).

Format: burn (2d6, DC 15); *Location:* Special Attacks and individual attacks.

Capsize (Ex) A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25 or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check.

Format: capsize; *Location:* Special Attacks.

Change Shape (Su) The creature has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form unless noted otherwise. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Format: change shape (wolf; *beast form I*); *Location:* SQ, and in Special Abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by channel energy. A creature with channel resistance adds its listed bonus on saves to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Format: channel resistance +4; *Location:* Defensive Abilities.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing, or one-eighth its space when squeezing.

Format: compression; *Location:* SQ.

Constrict (Ex) A creature with this special attack can crush an opponent when it makes a successful grapple check, dealing bludgeoning damage in addition to any other effects caused by a successful check, including additional damage. The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); *Location:* Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Constructs are not subject to ability damage, ability drain, energy drain, exhaustion, fatigue, or nonlethal damage. Constructs are not at risk of death from taking massive damage.

Format: construct traits; *Location:* Immune.

Curse (Su) The creature can inflict a curse upon its enemies. The effects, including its save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC = $10 + \frac{1}{2}$ the cursing creature's racial HD + that creature's Charisma modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects.

Format: **Curse Name (Su)** Slam—contact; *save* Will DC 14, *frequency* 1/day, *effect* 1d4 Str drain; *Location:* Special Attacks and individual attacks.

Damage Reduction (Ex or Su) The creature ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to bludgeoning, piercing, or slashing damage. Others are vulnerable to materials, such as adamantite, cold iron, or silver. Attacks from weapons that

are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the alignment subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that deals damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be of both types to overcome this kind of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; *Location:* Defensive Abilities.

Darkvision (Ex or Su) A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range, the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Format: darkvision 60 ft.; *Location:* Senses.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fortitude save (DC = 10 + 1/2 infecting creature's racial HD + that creature's Constitution modifier; the exact DC is given in the creature's descriptive text). Diseases can be removed through *remove disease* and similar effects.

Format: **Disease Name (Ex or Su)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1/day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

Distraction (Ex) A creature with this ability can nauseate creatures it damages. Any living creature that takes damage

from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC = 10 + 1/2 creature's HD + creature's Constitution modifier) negates the effect.

Format: distraction (DC 14); *Location:* Special Attacks.

Earth Glide (Ex) When the creature burrows, it can pass through stone, dirt, or almost any other nonmetal earth as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds at a DC 15 Fortitude save.

Format: earth glide; *Location:* Speed.

Empyrean Lord Traits (Ex, Sp, or Su) Empyrean lords are the greatest members of the agathion, angel, archon, and azata races. All empyreal lords are good outsiders that are, at a minimum, CR 21 (most are at least CR 26 or higher). Empyrean lords have a particular suite of traits (unless otherwise noted in an empyreal lord's entry) as summarized here.

- Agathion, angel, archon, or azata energy resistances are increased to 30.
- An empyreal lord can grant spells to its worshipers as if it were a deity. An empyreal lord's domains are Chaos (if chaotic), Good, Law (if lawful), and two other domains relevant to its theme and interests (or three other domains if it is neither chaotic nor lawful). Like a deity, an empyreal lord has a favored weapon.
- An empyreal lord's natural weapons and any weapons he or she wields are treated as epic and good for the purpose of overcoming damage reduction. If the empyreal lord is chaotic or lawful, these weapons also count as having that alignment for the purpose of overcoming damage reduction.
- Blindsight 60 feet.
- *Greater Teleport (Sp)* An empyreal lord can use *greater teleport* as a spell-like ability at will (caster level 20th).
- Immunity to ability damage, ability drain, charm, compulsion, death effects, energy drain, and petrification.
- *Primal Aura (Su)* An aura of primeval power surrounds every empyreal lord. The effects of this aura are unique to each empyreal lord.
- *Regeneration (Ex)* Only mythic damage or damage from a creature of equal or greater power (such as a deity or demigod) interrupts an empyreal lord's regeneration.
- *Seed of Life (Sp)* An empyreal lord can touch a willing creature and imbue it with magical healing power. The target radiates an aura of good as if it were an outsider and gains a +2 insight bonus on all saving throws against negative energy and death effects. As a standard action, the target can release this energy, turning it inward as a *heal* spell targeting itself or outward as *mass cure serious wounds* on allies within 30 feet (caster level 15th). If not released, the energy dissipates harmlessly after 24 hours. The empyreal lord can use this ability 5 times per day, but only on other creatures.

Energy Drain (Su) This attack happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If the creature confirms a critical hit with an attack that includes energy drain, it inflicts twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it inflicts on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC = 10 + 1/2 draining creature's racial HD + draining creature's Charisma modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Format: energy drain (2 levels, DC 18); *Location:* Special Attacks and individual attacks.

Fast Healing (Ex) The creature regains hit points swiftly, usually 1 or more per round, as given in the creature's entry. Except as noted below, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, suffocation, or thirst, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing 5; *Location:* hp.

Fast Swallow (Ex) The creature swallow whole as a free action at any time during its turn, not just at the start of its turn.

Format: fast swallow; *Location:* Special Attacks.

Fear (Su or Sp) Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC = 10 + 1/2 the fearsome creature's racial HD + that creature's Charisma modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., DC 17); *Location:* Aura.

Format: fear cone (50 ft., DC 19); *Location:* Special Attacks.

Ferocity (Ex) The creature remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; *Location:* Defensive Abilities.

Flight (Ex or Su) The creature can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Format: fly 30 ft. (average); *Location:* Speed.

Fortification (Ex) The monster has a 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification* armor.

Format: fortification (50%); *Location:* Defensive Abilities.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, a patch of fungus, or the like). The creature can take 20 on Stealth checks to hide in plain sight as this kind of inanimate object.

Format: freeze; *Location:* SQ.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC = 10 + 1/2 frightful creature's racial HD + that frightful creature's Charisma modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds at the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Format: frightful presence (60 ft., DC 21); *Location:* Aura.

Gaze (Su) This attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect; charm, death, and petrification are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC = 10 + 1/2 the gazing creature's racial HD + that creature's Charisma modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to attempt the save by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to attempt a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the

creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies with a gaze attack might be affected. The creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to attempt a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; *Location:* Special Attacks.

Grab (Ex) If the creature hits with the indicated attack, it deals the normal amount of damage and tries to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents the same size category as the creature or smaller. The creature has the option to conduct the grapple normally or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its combat maneuver check to start and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each grapple combat maneuver check it succeeds at during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict and grapple damage (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks to start and maintain a grapple.

Format: grab; *Location:* individual attacks.

Greensight (Su) The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Greenery, leaves, undergrowth, and vines offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; *Location:* Senses.

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 × its Constitution score before it risks drowning.

Format: hold breath; *Location:* SQ.

Horseman Traits (Ex, Sp, or Su) A Horseman is a powerful, unique daemon that rules a major portion of Abaddon and personifies Death, Famine, Pestilence, or War. All Horsemen are evil outsiders that are, at a minimum, CR 27. Horsemen have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A Horseman can grant spells to its worshipers as if it were a deity. A Horseman's domains are Evil and three other

domains and four subdomains relevant to its theme and interests. Like a deity, a Horseman has a favored weapon.

- A Horseman's natural weapons, as well as any weapons it wields, are treated as epic and evil for the purpose of overcoming damage reduction.
- **Apocalyptic Resurrection (Ex)** If a Horseman is killed, its body withers away into rot and corruption, leaving behind any gear it held or carried, while it is immediately restored to life (as per *true resurrection*) in a location of its choice in its domain. A Horseman can't use this ability again for 1 year and avoids direct combat if possible until that year has passed. If slain again within 1 year or if killed by unusual methods (such as by a true deity, an artifact created for this purpose, or another Horseman), a Horseman is slain forever. When this occurs, the CRs of the three remaining Horsemen immediately increase by 1 (typically via gaining a few Hit Dice and perhaps increasing some ability scores by 2 to 4 points), while an entirely new Horseman ascends to the vacant role as a CR 27 demigod with its own unique abilities.
- **Frightful Presence (Su)** A Horseman can activate its frightful presence as a free action as part of any attack, spell-like ability, or special attack, or by speaking aloud.
- Immunity to ability damage, ability drain, acid, charm effects, compulsion effects, death effects, disease, energy drain, petrification, and poison.
- **Regeneration (Ex)** Only mythic damage or damage from a creature of equal or greater power (such as an archdevil, a deity, an empyreal lord, a Great Old One, a Horseman, or a qlippoth lord) interrupts a Horseman's regeneration.
- Resistance to cold 30, electricity 30, and fire 30.
- **Summon Daemon (Sp)** Three times per day as a swift action, a Horseman can summon any daemon or combination of daemons whose total combined CR is 20 or lower. This otherwise works like the summon universal monster rule with a 100% chance of success, and it counts as a 9th-level spell effect.
- Telepathy 300 feet.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on level, save type, or school), and other effects. A creature does not suffer any secondary effects that would normally be triggered by an effect it is immune to.

Format: **Immune** acid, fire, paralysis; *Location:* Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and

effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus, but it has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures can't fall or take falling damage. They can't perform trip or grapple combat maneuvers, nor can they be tripped or grappled. In fact, they can't take any physical actions that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as blindsight and scent, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location:* Defensive Abilities.

Keen Scent (Ex) The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to 1 mile.

Format: keen scent; *Location:* Senses.

Lifesense (Su) The creature notices and locates living creatures within 60 feet, as if it had blindsight.

Format: lifesense; *Location:* Senses.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; *Location:* Weaknesses.

Light Sensitivity (Ex) The creature is dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: light sensitivity; *Location:* Weaknesses.

Low-Light Vision (Ex) A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Format: low-light vision; *Location:* Senses.

Mental Static Aura (Su) A creature with this ability creates a field around itself that makes concentrating difficult for those without this ability. Living creatures within 30 feet must succeed at a concentration check (DC = 10 + 1/2 the HD of the creature with the mental static aura + that creature's Charisma modifier) to cast a spell with a thought component. Failing this check causes the spell to be lost with no effect. In addition, all spellcasters must attempt this check at the start of their turns if they are concentrating on an active spell or effect. Failing it means that they cease concentrating on the spell or effect. Creatures with this ability are immune to its effects and can cast spells normally.

Format: mental static (DC 18); *Location:* Aura.

Mistsight (Ex) The monster can see through fog, mist, murky water, and smoke as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; *Location:* Senses.

Mythic Power (Su) The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability (see page 299) and can use this mythic power to activate it. It may have other abilities that rely on mythic power. (See *Pathfinder RPG Mythic Adventures* for more information.)

Format: mythic power (3/day, surge +1d6); *Location:* Special Attacks.

Natural Attacks Most creatures have natural attacks (attacks made without a weapon). These attacks can be primary or secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus to damage rolls. Secondary attacks are made using the creature's base attack bonus – 5 and add only 1/2 the creature's Strength bonus to damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 times the creature's Strength bonus to damage rolls. This increase does not apply if the creature has multiple attacks but takes only one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table 3–1 lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always add 1-1/2 times their Strength bonus to damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although a creature must forgo one natural attack, be it a claw, slam, or tentacle attack, for each weapon clutched in a limb that would otherwise make a natural attack). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of their type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases, all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not have natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands.

See Table 3-1 for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location:* Melee and Ranged.

Negative Energy Affinity (Ex) The creature is alive but reacts to positive and negative energy as if it were undead—positive energy harms it, negative energy heals it.

Format: negative energy affinity; *Location:* Defensive Abilities.

No Breath (Ex) The monster does not breathe and is immune to effects that require breathing (such as inhaled poison). This does not give it immunity to cloud or gas attacks that do not require breathing.

Format: no breath; *Location:* SQ.

Paralysis (Ex or Su) Paralysis renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually attempt to resist it with a Fortitude saving throw (DC = 10 + 1/2 the paralyzing creature's racial HD + that creature's Constitution modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

Format: paralysis (1d4 rounds, DC 18); *Location:* Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Format: plant traits; *Location:* Immune.

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fortitude save (DC = 10 + 1/2 poisoning creature's racial HD + that creature's Constitution modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through *neutralize poison* and similar effects.

Format: **Poison Name (Ex)** Sting—injury; save Fort DC 22, frequency 1/round for 6 rounds, effect 1d4 Con damage, cure 2 consecutive saves; *Location:* Special Attacks and individual attacks.

Pounce (Ex) When a creature with this special attack charges, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; *Location:* Special Attacks.

Powerful Blows (Ex) The specified attack adds 1-1/2 times the creature's Strength bonus to its damage rolls instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); *Location:* SQ.

Powerful Charge (Ex) When a creature with this special attack charges, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and the damage from the attack are given in the creature's description.

Format: powerful charge (gore, 4d8+24); *Location:* Special Attacks.

Psychic Magic (Sp) A creature with this ability can use the power of its mind to cast certain spells. Each spell cast using psychic magic consumes an amount of psychic energy. The creature has a maximum amount of psychic energy (PE) per day that refreshes after a night's rest. A creature with this ability can cast any of the spells listed in this entry as long as it has enough psychic energy remaining to pay the spell's PE cost. The DC for any of these spells is equal to 10 + the amount of psychic energy used to cast the spell + the creature's Charisma or Intelligence modifier (whichever is higher). A creature that gains access to undercast spells (*Pathfinder RPG Occult Adventures* 144) via this ability can cast an undercast version of the spell by spending 1 PE fewer for each level lower that the spell is cast. A psychic magic spell with a PE cost of 0 can be cast any number of times, and can be cast even if the creature has 0 PE remaining. The psychic magic granted by this ability has the same thought and emotion components as psychic spells. The monster can apply metamagic feats to these spells by spending an amount of additional PE equal to the level increase of the metamagic feat and by increasing the casting time as normal for spontaneously casting a metamagic spell. Because this ability grants psychic spellcasting, it also allows the creature to use occult skill unlocks (*Occult Adventures* 194).

Format: **Psychic Magic (Sp)** (CL 10th; concentration +14) 12 PE—*charm person* (1 PE, DC 14), *disguise self* (2 PE), *mind thrust III*^{OA} (3 PE, DC 16), *tower of iron will I*^{OA} (5 PE); *Location:* before Spell-Like Abilities.

TABLE 3-1: NATURAL ATTACKS BY SIZE

Natural Attack	Base Damage by Size*									Damage Type	Attack Type
	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.		
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B, P, and S	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B and S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, tentacle, wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, tail slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B, P, or S	Secondary

* Individual creatures vary from this value as appropriate.

Pull (Ex) A creature with this ability can choose to attempt a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability works only on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Format: pull (tentacle, 5 feet); **Location:** Special Attacks and individual attacks.

Qlippoth Lord Traits (Ex, Sp, or Su) A qlippoth lord is a powerful, unique qlippoth that once ruled a region of the Abyss but has been forced to retreat to forgotten corners of reality deep in the Abyss. At the dawn of creation, qlippoth lords were powerful creatures, perhaps even on par with deities, but today they have dwindled to a pale shadow of that power. Still, they remain potent dangers to mortal life in the rare instances when they are encountered. All qlippoth lords are chaotic evil qlippoth in the range of CR 21 to CR 25. Qlippoth lords have a particular suite of traits (unless otherwise noted in a creature's entry), as summarized here.

- A qlippoth lord can grant spells to its worshipers as if it were a deity. A qlippoth lord's domains are Chaotic and Evil, plus two other domains and four subdomains relevant to its theme and interests. Like a deity, a qlippoth lord has a favored weapon.
- A qlippoth lord's natural weapons, as well as any weapons it wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
- **Horrid Appearance (Su)** This ability functions similarly to the typical qlippoth ability, save that a qlippoth lord's horrid appearance creates physical effects and changes in its victims. Despite these physical effects, a qlippoth lord's horrid appearance remains a mind-affecting effect.
- Immunity to cold, death effects, mind-affecting effects, and poison.
- **Regeneration (Ex)** Lawful damage interrupts a qlippoth lord's regeneration.

- Resistance to acid 30, electricity 30, and fire 30.
- **Summon Qlippoth (Sp)** Once per day as a standard action, a qlippoth lord can summon any combination of qlippoth whose total combined CR is 20 or lower. This otherwise works like the summon universal monster rule with a 100% chance of success, and it counts as a 9th-level spell effect.
- Telepathy 300 feet.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks are included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +8, 1d4+2); **Location:** Special Attacks.

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage to themselves at a fixed rate, as with fast healing, but they can't die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain damage types, typically acid and fire, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attacks that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, suffocation, or thirst. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (acid, fire); **Location:** hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching on to the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 times the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); *Location:* Special Attacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Format: Resist acid 10; *Location:* Defensive Abilities.

Rock Catching (Ex) The creature (which must be at least Large) can catch Small, Medium, or Large rocks (or similar projectiles). Once per round, a creature that would normally be hit by a rock can attempt a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to use rock catching.

Format: rock catching; *Location:* Defensive Abilities.

Rock Throwing (Ex) This creature has a +1 racial bonus on attack rolls with thrown rocks. It can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 times its Strength bonus.

Format: rock throwing (120 ft.); *Location:* Special Attacks (damage is listed in Ranged attack entry).

Scent (Ex) This special sense allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, attempting a Wisdom or Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind

of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. The ability otherwise follows the rules for the Survival skill.

Format: scent; *Location:* Senses.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Format: see in darkness; *Location:* Senses.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must attempt a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Format: SR 18; *Location:* Defensive Abilities.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to attempt a concentration check to use a spell-like ability defensively and avoid provoking attacks of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, the designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, or ranger, in that order.

Format: At will—burning hands (DC 13); *Location:* Spell-Like Abilities.

Spells The creature is able to cast spells like a member of a spellcasting class. The creature counts as a member of that class for the purpose of any effect or ability relating to casting spells as that class. For example, it can use spell completion and spell trigger items usable by that class or use magic items that affect that class's spellcasting (such as *incense of meditation* or a *pearl of power*). If the creature has any other abilities relating to that class (such as cleric domains or a sorcerer bloodline), this is explained in its entry. If the creature gains levels in that spellcasting class, these abilities stack (for example, a spirit naga who gains 3 sorcerer levels casts spells as a 10th-level sorcerer). Some creatures may have unusual abilities unavailable to spellcasters of that class (such as a spirit naga's ability to learn cleric spells with her sorcerer spells known).

Stench (Ex) A creature with the stench special ability secretes an oily chemical that other creatures find offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed at a Fortitude save or be sickened (DC = 10 + 1/2 the racial HD of the creature with stench + that creature's Constitution modifier; the exact DC is given in the creature's descriptive text). The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Format: stench (DC 15, 10 rounds); *Location:* Aura.

Strangle (Ex) An opponent grappled by the creature cannot speak or cast spells with verbal components.

Format: strangle; *Location:* Special Attacks.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%; on a failure, no creature answers the summons. Summoned creatures automatically return to wherever they came from after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for the purposes of caster level checks, concentration checks, and Will saves. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); *Location:* Spell-Like Abilities.

Surge (Su) The monster can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling 1d6 and adding the result to the d20 roll. Using this ability is an immediate action taken after the original roll is made

and the results are revealed. The bonus die gained by using this ability increases to 1d8 at 4th rank, 1d10 at 7th rank, and 1d12 at 10th rank. The monster can use this ability even if it's mindless or of animal-level intelligence. (See *Pathfinder RPG Mythic Adventures* for more information.)

Surge doesn't have a separate entry in the monster stat block—the surge die is listed in the mythic power ability.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab on page 294), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent must be at least one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage vary and are given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of damage required for the creature to cut itself free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, it ends up back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp); *Location:* Special Attacks.

Telepathy (Su) A creature with this ability can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy 100 ft.; *Location:* Languages.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to attempt a check; it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Strength modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If a target forgoes an attack of opportunity, it can attempt a Reflex save to avoid the trampling creature and take half damage. The save DC against a creature's trample attack is 10 + 1/2 the creature's HD + the creature's Strength modifier (the exact

DC is given in the creature's descriptive text). A trampling creature can only deal its trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, DC 20); **Location:** Special Attacks.

Tremorsense (Ex) The creature is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Format: tremorsense 60 ft.; **Location:** Senses.

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Format: trip (bite); **Location:** individual attacks.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Format: undead traits; **Location:** Immune.

Undersized Weapons (Ex) The creature uses manufactured weapons as if it were one size category smaller it is.

Format: undersized weapons; **Location:** SQ.

Vulnerability (Ex or Su) A creature with a vulnerability takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Format: vulnerable to fire; **Location:** Weaknesses.

Web (Ex) The creature uses webs to support themselves and up to one additional creature of the same size or smaller. Such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and it is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a successful Strength check. Both are standard actions with a DC equal to 10 + 1/2 the creature's HD + the creature's Constitution modifier. Creatures caught in a web take a -4 penalty to burst free from the web.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to

snare flying creatures, but they can also try to trap prey on the ground. Approaching creatures must succeed at a DC 20 Perception check to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. A trapped creature gains a +5 bonus on attempts to escape or burst the webbing if it can walk on or grab something while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+8 ranged, DC 16, 5 hp); **Location:** Special Attacks.

Creature Types

Each creature has one type (such as "dragon" or "undead"), which broadly defines its abilities. Some creatures also have one or more subtypes, as described on pages 302–309. A creature can't violate the rules of its subtype without a special ability or quality to explain the difference—for example, templates can change a creature's type. For full information on creature types and subtypes, see the *Pathfinder RPG Bestiary*.



ABERRATION

An aberration has bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.



ANIMAL

An animal is a living, nonhuman creature, often a vertebrate with no magical abilities and no innate capacity for language or culture. An animal has an Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).



CONSTRUCT

A construct is an animated object or artificially created creature. A construct has the following traits.

- No Constitution score. Any DCs or statistics that rely on a Con score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or via Craft Construct. Constructs can be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, energy drain, exhaustion, fatigue, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or fewer.
- A construct cannot be raised or resurrected.

- A construct is hard to destroy and gains bonus hit points based on its size (included in its statistics).
- Constructs do not breathe, eat, or sleep.



DRAGON

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.



FEY

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.



HUMANOID

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and they usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, dark folk, or goblinoid.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids with more than 1 Hit Die (such as giants) are the only humanoids who make use of the features of the humanoid type.



MAGICAL BEAST

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in their appearance or habits.



MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.



OOZE

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following traits.

- *Mindless*: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns). Mindless creatures have no skills or feats. An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, illusions, visual effects, and other attack forms that rely on sight.
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Oozes eat and breathe, but they don't sleep.



OUTSIDER

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. An outsider has the following traits.

- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. A different magical effect, such as *limited wish*, *miracle*, *true resurrection*, or *wish* is required to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Outsiders breathe, but they don't need to eat or sleep (although they can if they wish). Native outsiders breathe, eat, and sleep.



PLANT

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though such plants are alive, they are objects, not creatures. A plant creature has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants breathe and eat, but do not sleep.



UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following traits.

- No Constitution score. Undead use their Charisma scores in place of their Constitution scores when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immunity to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own (over time) if it has no Intelligence score, although it can be healed by others (such as with *inflict* spells). Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead.

creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

- Undead do not breathe, eat, or sleep.



VERMIN

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following traits.

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Mindless creatures have no feats or skills. A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Vermin breathe, eat, and sleep.

Creature Subtypes

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Air Subtype: This subtype is usually used for outsiders that have a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

Angel Subtype: Angels are a race of good outsiders native to the good-aligned Outer Planes. An angel has the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- +4 racial bonus on saves against poison.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- **Protective Aura (Su):** Against attacks from or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals the angel's HD). The defensive benefits from the circle are not included in an angel's statistics.
- **Truespeech (Su):** All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to the angel's Hit Dice). This ability is always active.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Augmented Subtype: A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

Azata Subtype: Azatas are a race of celestials, or good outsiders, native to chaotic good-aligned Outer Planes. An

azata has the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- **Truespeech (Su):** All azatas can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Blight Subtype: A blight is an evil and intelligent ooze that infects entire ecosystems. Unless otherwise noted in a creature's entry, blights have the following traits.

- Immunity to acid, in addition to typical ooze immunities.
- **Favored Terrain (Ex):** A blight favors a specific type of terrain. Within its favored terrain, a blight gains a +2 bonus on initiative checks and on Knowledge (geography), Perception, Stealth, and Survival checks. A blight in its favored terrain leaves no trail and cannot be tracked (although it can choose to leave a trail). Outside of its favored terrain, a blight loses access to its domain of evil, rejuvenation, spell-like abilities, and telepathy; it also gains the staggered condition.
- **Cursed Domain (Su):** Blights are living epicenters for domains of evil (*Pathfinder RPG Horror Adventures* 159). Once per year, a blight may infuse an area of its favored terrain, transforming it into a domain of evil with a radius of 5 miles (this effect does not extend beyond the natural border of the terrain). The epicenter of the domain can be identified via *detect evil*, for it radiates an aura of overwhelming evil in a 10-foot-radius. The epicenter of a blight's domain may be targeted by a *remove curse* effect to temporarily lift this affliction. The DC to remove a blight's cursed domain is equal to 10 + 1/2 the blight's Hit Dice + its Charisma modifier. If successful, the *remove curse* effect suppresses the domain of evil for 1 hour per caster level, during which time the associated blight becomes sickened. The cursed domains of multiple blights can overlap, but the effects do not stack—this simply makes it more difficult to remove the curse effect since there are multiple epicenters. Since all blights have at least 10 Hit Dice, these domains of evil always become strongly evil-aligned. A blight's cursed domain has open borders, and creatures can freely enter and leave. Unlike the typical domains of evil, animals are not particularly unsettled by a blight's domain of evil. While magic and time are not affected in this cursed domain, each blight infuses the domain with a specific hazard, as detailed in the blight's entry.
- **Rejuvenation (Su):** If a blight is slain within its cursed terrain, a new blight of the same type spontaneously forms in 1d10 days at the epicenter of the blight's cursed domain unless the blight's corpse is targeted with a *remove curse* spell (DC = 10 + the blight's Hit Dice).
- **Spell-Like Abilities (Sp):** Once a blight establishes a cursed domain, it gains the ability to use a small suite of spell-like abilities to issue commands to plants and animals within its domain. Once per day, a blight with a cursed

domain can use the following spell-like abilities, once per day each, while within its domain: *blight*, *command plants*, *dominate monster* (animals and magical beasts only), *greater curse terrain*^{HA}, and *hallucinatory terrain*. In addition, each type of blight gains an additional spell-like ability unique to its terrain, as indicated in the blight's stat block. A blight's caster level for these spell-like abilities always equals its CR.

- *Telepathy (Su)*: Blights can communicate telepathically with any intelligent creature within their domain.
- *Vision (Ex)*: Unlike most oozes, blights have eyes and can see normally. In addition, all blights have blindsight to a range of 120 feet.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see *Damage Reduction* on page 291).

Clockwork Subtype: Clockworks are constructs created through a fusion of magic and technology. A clockwork has the following traits unless otherwise noted.

- *Difficult to Create (Ex)*: The time and gp cost required to create a clockwork is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.
- *Swift Reactions (Ex)*: Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and they gain a +2 dodge bonus to AC.
- *Vulnerable to Electricity*: Clockwork constructs take half again as much damage (+50%) from electricity attacks.
- *Winding (Ex)*: Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Daemon Subtype: Daemons are neutral evil outsiders that eat souls and thrive on disaster and ruin. They have the following traits unless otherwise noted.

- Immunity to acid, death effects, disease, and poison.
- Resistance to cold 10, electricity 10, and fire 10.
- *Summon (Sp)*: Daemons share the ability to summon others of their kind, typically another of their type or a small number of less powerful daemons.
- Telepathy.
- Except where otherwise noted, daemons speak Abyssal, Draconic, and Infernal.

Demon Subtype: Demons are chaotic evil outsiders that call the Abyss their home. Demons have a particular suite of traits (unless otherwise noted in a creature's entry), as summarized here.

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- A demon's natural weapons, as well as any weapon it wields, are treated as chaotic and evil for the purpose of overcoming damage reduction.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.
- Telepathy.
- *Summon (Sp)*: Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.

Derro Subtype: This subtype is applied to the sadistic race of underground-dwelling creatures known as derros.

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils have a particular suite of traits (unless otherwise noted in a creature's entry).

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of overcoming damage reduction.
- Except where otherwise noted, devils speak Celestial, Draconic, and Infernal.
- Telepathy.
- *See in Darkness (Su)*: Some devils can see in darkness of any kind, even that created by a *deeper darkness* spell.
- *Summon (Sp)*: Devils share the ability to summon others of their kind, typically another of their type or a small number of less powerful devils.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed have tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one or more of the four classical elements—air, earth, fire, or water—or the less common element called aether. An elemental has the following features.

- Immune to bleed, paralysis, poison, sleep, and stunning.
- Not subject to critical hits or flanking. Does not take precision damage, such as extra damage from sneak attack.
- Proficient with natural weapons only, unless it is generally humanoid in form, in which case it is proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor.

- Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Elf Subtype: This subtype is applied to elves and creatures related to elves. Creatures with the elf subtype have low-light vision unless otherwise specified.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction on page 291).

Extraplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a Transitive Plane (the Astral Plane, the Ethereal Plane, or the Plane of Shadow).

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding. All goblinoids speak Goblin and treat Stealth as a class skill.

Good Subtype: This subtype is usually applied to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction on page 291).

Great Old One Subtype: A Great Old One is a powerful, alien entity. All Great Old Ones are chaotic, and most of them are also evil. They can be any creature type, but most are aberrations or magical beasts. Great Old Ones have the following traits.

- A Great Old One's natural weapons, as well as any weapon it wields, are treated as chaotic, epic, and mythic for the purpose of overcoming damage reduction.
- Although Great Old Ones grant spells to their worshipers, they don't seem to be interested in their worshipers beyond their own inscrutable ends—a Great Old One is just as likely to destroy one of its cultists as it is to destroy a nonbeliever. A Great Old One grants access to four domains and four subdomains, and its cults have a favored weapon; the exact details vary for each Great Old One.
- *Immortality (Ex):* A Great Old One does not need to eat, drink, or breathe, nor does it age. A Great Old One that is slain does not truly die—rather, it is forced into an extended period of dormancy that can last years, centuries, or longer. Exact details of this vary and are described in individual creature entries. Methods to permanently slay a Great Old One might exist, but such methods have yet to be learned by mortals.
- Immunity to ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, and petrification.
- *Insanity (Ex):* Any creature that attempts to interact directly with a Great Old One's thoughts (such as via *detect thoughts* or telepathy) must succeed at a Will save or be driven permanently insane. The save DC is equal to 10 + 1/2 the Great Old One's Hit Dice + the Great Old One's Charisma modifier. This duplicates the effect of the *insanity* spell, or the insanity rules in the *Pathfinder RPG GameMastery Guide* (in which case the save DC is also the ongoing insanity DC). A Great Old One using its telepathy to communicate doesn't activate this ability unless it spends a standard action to focus its mind on one opponent. This is a mind-affecting effect.
- *Mythic (Su):* A Great Old One has mythic power (10/day, surge +1d12) and counts as a 10th-rank mythic creature. A Great Old One can use any of its spell-like abilities as the mythic versions of those spells (if a mythic version of that spell exists), expending mythic power as normal. It can also expend mythic power to use the augmented versions of these spell-like abilities.
- *Otherworldly Insight (Ex):* All Great Old Ones gain a +10 insight bonus on initiative checks and to AC.
- *Unspeakable Presence (Su):* A Great Old One's aura inflicts intense mental anguish and torment upon all creatures within 300 feet who can see and hear the Great Old One. The exact effects caused by a Great Old One's unspeakable presence vary by type. The effect can be reduced or negated

with a successful Will save (DC = 10 + 1/2 the Great Old One's Hit Dice + the Great Old One's Charisma modifier). This is a mind-affecting effect.

Human Subtype: This subtype is applied to humans and creatures related to humans.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

Kaiju Subtype: These Colossal creatures inhabit the most desolate places of a world. They are often associated with elemental subtypes, and while they are only barely smarter than the typical beast, many feature personality traits that allow for rudimentary alliances or rivalries with other kaiju. Regardless, all kaiju have great capacity for devastation. A kaiju has the following traits (unless otherwise noted in a creature's entry).

- A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.
- Damage reduction 20/epic.
- Darkvision 600 feet.
- Fast healing 30.
- *Ferocity (Ex):* Kaiju have the ferocity universal monster ability.
- *Hurl Foe (Ex):* When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.
- Immunity to ability damage, ability drain, death effects, disease, energy drain, and fear.
- *Massive (Ex):* Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though settlements or areas of forest are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, and vice versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally requires a successful

DC 30 check, and unlike the normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.

- *Recovery (Ex):* Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including *binding* and *temporal stasis*, but not including *imprisonment*), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so does not require an action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.
- Resistance 30 to acid, cold, electricity, fire, negative energy, and sonic.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction on page 291).

Munavri Subtype: This subtype is applied to the psychic humanoid race known as the munavri.

Native Subtype: This subtype is applied only to outsiders. Creatures with this subtype are native to the Material Plane. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Unlike true outsiders, native outsiders need to eat and sleep.

Protean Subtype: Proteans are serpentine outsiders of pure chaos. They have the following traits unless otherwise noted in a creature's entry.

- Blindsight (distance varies by protean type).
- Immunity to acid.
- Resistance to electricity 10 and sonic 10.
- Constrict and grab as special attacks.
- Supernatural flight.
- *Freedom of Movement (Su):* A protean has continuous *freedom of movement*, as per the spell.

- **Amorphous Anatomy (Ex):** A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.
- **Change Shape (Su):** A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can assume its true form as a free action, and when it does so, it gains the effects of a *heal* spell (CL equal to the protean's HD).
- **Warpwave (Su):** Many proteans can create ripples in reality known as warpwaves. Yet even a protean can't predict what effects a warpwave might have. When a creature is affected by a warpwave, roll 1d20 and consult the table below to see what effect the entropic energies have.

d20 Warpwave Effect

1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a <i>heal</i> spell (CL = protean's CR).
18	Target is turned to stone as per <i>flesh to stone</i> .
19	Target is affected by <i>baleful polymorph</i> (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

Psychopomp Subtype: Psychopomps are neutral outsiders native to the Boneyard. Psychopomps have the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- DR 5/adamantine.
- Immunity to death effects, disease, and poison.
- Resistance to cold 10 and electricity 10.
- Psychopomps speak Abyssal, Celestial, and Infernal.

- **Spirit Touch (Ex):** A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the ghost touch weapon special ability.

- **Spiritsense (Su):** A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures.

Qlippoth Subtype: Qlippoth are chaotic evil outsiders from the deepest reaches of the Abyss. They have the following traits unless otherwise noted in a creature's entry.

- Immunity to cold, mind-affecting effects, and poison.
- Resistance to acid 10, electricity 10, and fire 10.
- **Horrific Appearance (Su):** All qlippoth have such horrific and mind-rending shapes. A qlippoth can present itself as a standard action to assault the senses of all living creatures within 30 feet. The exact effects caused by a qlippoth's horrific appearance vary by the type of qlippoth. A successful Will save (DC = 10 + 1/2 the qlippoth's Hit Dice + the qlippoth's Charisma modifier) reduces or negates the effect. This ability is a mind-affecting gaze attack.
- Telepathy.
- Except where otherwise noted, qlippoth speak Abyssal.

Sahkil Subtype: Sahkils are neutral evil outsiders native to the Ethereal Plane. They have the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to death effects, disease, fear effects, and poison.
- Resistance to cold 10, electricity 10, and sonic 10.
- Most sahkils are resistant to magic. Such a sahkil has SR equal to 11 + its CR.
- Except where otherwise noted, sahkils speak Abyssal, Celestial, and Infernal.
- Telepathy.
- **Easy to Call (Ex):** Sahkils count as having 4 fewer Hit Dice (minimum 2) for purposes of spells or effects that call outsiders, such as *planar binding*. However, they receive a racial bonus equal to 1/2 their Hit Dice on Charisma checks to break free of *planar binding* spells and similar effects, and their spell resistance counts as if it were 5 higher for the purpose of breaking free of *planar binding* spells and similar effects.
- **Emotional Focus (Ex):** Whenever a sahkil casts a spell or uses a spell-like ability or effect with the emotion^{UM} or fear descriptors that allows a save, the DC is increased by 2.
- **Look of Fear (Su):** All sahkils have a gaze attack with a range of 30 feet (though when a sahkil is on the Ethereal Plane, it functions against creatures on the Material Plane that can see ethereal creatures), and can be negated by a Will save—the exact effects caused by a particular sahkil's look of fear depend on the type of sahkil. All sahkils are immune to their own look of fear and that of other sahkils. This is a mind-affecting fear effect. The save DC is Charisma-based

and includes the +2 bonus from the sahkil's emotional focus ability.

- *Skip Between (Su)*: Many sahkils can shift between the Ethereal Plane and the Material Plane as a move action. This ability is otherwise identical to *ethereal jaunt* (CL 15th).
- *Spirit Touch (Ex)*: A sahkil's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternative forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shapes has the shapechanger subtype.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiple single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage.

Also, they can't be subject to a bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or trip combat maneuver.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and disperses, and it does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21+	5d6

A swarm's attacks are nonmagical unless the swarm's description states otherwise. Having damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities can give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained

military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop. Until that point, however, any damage taken by the troop does not degrade its ability to attack or resist attacks. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to a bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or trip combat maneuver, unless it's affected by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple-target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed the nonlethal damage it has taken.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice, as shown below, plus its Strength modifier.

Troop HD	Troop Base Damage
1-5	1d6 + Str mod
6-10	2d6 + Str mod
11-15	3d6 + Str mod
16-20	4d6 + Str mod
21+	5d6 + Str mod

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage or deal

more damage than their Hit Dice would normally suggest. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes such an attack of opportunity. Troops are still limited to making one such attack per round unless the text states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Looting Troops: Although troops are composed of a number of individual creatures, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting, and should be able to recover gear worth a total value equal to the troop's expected treasure value (as determined by the troop's CR).

Water Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

Wild Hunt Subtype: All creatures that ride as a part of the wild hunt are chaotic neutral fey that have the following abilities (unless otherwise noted in a creature's entry).

- Immunity to cold.
- Resistance to electricity and fire 10.
- *Enhanced Senses (Ex):* All members of the wild hunt have greensight 60 feet, scent, and see in darkness.
- *Instinctive Cooperation (Ex):* Creatures with the wild hunt subtype are immune to all supernatural abilities of other creatures with the wild hunt subtype that allow a saving throw (such as wild gaze).
- *Planar Acclimation (Ex):* A creature with the wild hunt subtype is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.
- *Speak with Nature (Sp):* Wild hunt creatures have *know direction*, *speak with animals*, and *speak with plants* as constant spell-like abilities, and can cast *stone tell* as a spell-like ability 3 times per day.
- *Wild Gaze (Su):* All creatures within 30 feet that fail a Will save against the gaze of a member of the wild hunt instinctively recognize their power. Humanoids and monstrous humanoids stand frozen in awe, becoming paralyzed. Magical beasts and animals become frightened, and all other creatures become confused. These effects last for 1 round, and multiple failed saving throws against multiple members of the wild hunt in a single round do not cause

this duration to stack. A creature that succeeds on a saving throw against this special attack is immune to the wild gaze from any member of the wild hunt for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

- **Wild Grace (Su):** Wild hunt creatures add their Charisma modifier as a deflection bonus to their AC.
- **Wild Hunt Link (Su):** Members of the wild hunt can communicate telepathically across great distances and share abilities with each other. As long as a member of the hunt is not more than 500 feet away from the nearest other member of its hunt, it can participate in the wild hunt link. Each wild hunt creature shares a different set of abilities with other creatures in the link. A lone member of the wild hunt does not gain the benefit of any abilities it grants via its wild hunt link, and identical abilities granted by multiple wild hunt fey do not stack.

APPENDIX 4: MONSTERS AS PCS

For simple rules on using monsters as player characters, see page 313 of the *Pathfinder RPG Bestiary*.

APPENDIX 5: MONSTER FEATS

Most of the following feats apply specifically to monsters, although some player characters might qualify for them (particularly Craft Construct).

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC of all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Awesome Blow (Combat)

This creature can send opponents flying.

Prerequisites: Str 25, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As a standard action, the creature may attempt an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Craft Construct (Item Creation)

You can create construct creatures like golems.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, caster level 5th.

Benefit: You can create any construct whose prerequisites you meet. The act of animating a construct takes 1 day for each 1,000 gp in its market price. To create a construct, you must use raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

Empower Spell-Like Ability

One of this creature's spell-like abilities is very potent.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as an empowered spell-like ability three times per day (or fewer if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level – 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat on page 310.

Special: This feat can be taken multiple times. Each time, the creature can apply it to a different spell-like ability.

Flyby Attack

This creature can make an attack during its move action while flying.

Prerequisite: Fly speed.

Benefit: When the creature takes a move action while flying, it can take its standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to attempt a Fly check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose

debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet.

The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin.

Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must succeed at a Fly check to hover and the creature does not create a cloud of debris while hovering.

Improved Natural Armor

The creature's hide is tougher than most

Prerequisite: Con 13, natural armor.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by an additional +1.

Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisites: Base attack bonus +4, natural weapon.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one size category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Special: This feat can be taken multiple times. Each time it is taken, it applies to a different natural attack.

Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting (Combat)

This multi-armed creature is skilled at making attacks with multiple weapons.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by –2 with the primary hand and by –6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on

attacks made with all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting on page 202 of the *Pathfinder RPG Core Rulebook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as a quickened spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level – 4. For a summary, see the table below.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: The use of a spell-like ability requires a standard action (at the very least) and provokes an attack of opportunity.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

EMPOWERED AND QUICKENED SPELL-LIKE ABILITIES

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

Snatch

This creature can grab other creatures with ease.

Prerequisite: Size Huge or larger.

Benefits: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller than itself, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels $1d6 \times 10$ feet and takes $1d6$ points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover

This creature can make turns with ease while flying.

Prerequisite: Fly speed.

Benefits: Once per round, the creature can turn up to 180 degrees as a free action without attempting a Fly check. This turn does not cost the creature any movement.

Normal: A flying creature can turn up to 90 degrees by succeeding at a DC 15 Fly check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by succeeding at a DC 20 Fly check and expending 10 feet of movement.

APPENDIX 6: MONSTER COHORTS

The Leadership feat (*Pathfinder RPG Core Rulebook* 129) allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster rather than a member of the standard player races. The monsters on the following list all work well as cohorts (be they assassins, bodyguards, mounts, etc.)—their effective cohort “level” corresponds to the level available to the PC as afforded by his Leadership score. Use these monsters as guidelines when determining cohort levels for other monsters.

For more information on monster cohorts, see page 316 of the *Pathfinder RPG Bestiary*.

MONSTER COHORTS

Monster	Level
Azuretzi (protean)	10
Boggart	6
Brimorak (demon)	10
Coral capuchin	4
Daitengu	16
Danthienne	9
Esobok (psychopomp)	7
Fen mauler	15
Gowrow	9
Ichkoh (sahkil)	13
Leng hound	16
Moldwretch	12
Nekomata	13
Taniwha	11
Tenome	11
Utukku (qlippoth)	14
Venedaemon (daemon)	8
Yaenit (demon)	11
Yamah (azata)	7

APPENDIX 7: ANIMAL COMPANIONS

The following list indexes all additional animal companions found in this book, along with the page numbers on which they can be located. Below the list are the statistics for each animal companion. The rules for choosing and progressing an animal companion can be found on pages 51–53 of the *Pathfinder RPG Core Rulebook*.

ANIMAL COMPANIONS

Animal	Page
Amargasaurus (dinosaur)	94
Brontotherium (megafauna)	184
Deinotherium (megafauna)	184
Devil monkey	93
Dunkleosteus (fish)	129
Elasmotherium (megafauna)	185
Giant raven	240
Giganotosaurus (dinosaur)	94
Kentrosaurus (dinosaur)	95
Mokele-mbembe	190
Quetzalcoatlus (dinosaur)	95
Titanoboa (megafauna)	185

Amargasaurus Companions

Starting Statistics: Size Medium; Speed 30 ft.; AC +3 natural armor; **Attack** slam (1d6), tail slap (1d6); **Ability Scores** Str 11, Dex 18, Con 9, Int 2, Wis 13, Cha 10; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Large; AC +2 natural armor; **Attack** slam (1d8), tail slap (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** trample.

Brontotherium Companions

Starting Statistics: Size Medium; Speed 40 ft.; AC +8 natural armor; **Attack** slam (1d10); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 17, Cha 7; **Special Qualities** low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** slam (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** powerful charge (slam), trample.

Deinotherium Companions

Starting Statistics: Size Medium; Speed 30 ft.; AC +4 natural armor; **Attack** gore (1d8), slam (1d6); **Ability Scores** Str 14, Dex 10, Con 15, Int 2, Wis 13, Cha 3; **Special Qualities** low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** gore (2d6), slam (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** sweep, trample.

Devil Monkey Companions

Starting Statistics: Size Medium; Speed 30 ft.; AC +3 natural armor; **Attack** bite (1d8); **Ability Scores** Str 15, Dex 19, Con 8, Int 2, Wis 15, Cha 10; **Special Qualities** low-light vision.

4th-Level Advancement: Size Large; AC +2 natural armor; Speed 40 ft.; Attack bite (1d10); Ability Scores Str +8, Dex -2, Con +4; Special Qualities puncture armor, rock throwing.

Dunkleosteus Companions

Starting Statistics: Size Medium; Speed swim 60 ft.; AC +4 natural armor; Attack bite (1d8); Ability Scores Str 14, Dex 18, Con 10, Int 1, Wis 13, Cha 6; Special Qualities low-light vision.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (2d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities grab (bite), gulp.

Elasmotherium Companions

Starting Statistics: Size Medium; Speed 40 ft.; AC +4 natural armor; Attack gore (1d8); Ability Scores Str 14, Dex 12, Con 15, Int 2, Wis 17, Cha 3; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +3 natural armor; Attack gore (2d6); Ability Scores Str +8, Dex -2, Con +4; Special Attacks impaling horn, powerful charge (gore).

Giant Raven Companions

Starting Statistics: Size Small; Speed 20 ft., fly 50 ft.; Attack bite (1d4); Ability Scores Str 8, Dex 13, Con 10, Int 2, Wis 15, Cha 7; Special Qualities low-light vision, scavenger.

4th-Level Advancement: Size Medium; AC +2 natural armor; Attack bite (1d6); Ability Scores Str +4, Dex +2, Con +2.

Giganotosaurus Companions

Starting Statistics: Size Medium; Speed 40 ft.; AC +4 natural armor; Attack bite (1d6), 2 claws (1d3); Ability Scores Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +3 natural armor; Attack bite (1d8), 2 claws (1d4); Ability Scores Str +8, Dex -2, Con +4; Special Qualities grab (bite).

Kentrosaurus Companions

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack tail (1d8); Ability Scores Str 10, Dex 16, Con 10, Int 2, Wis 13, Cha 10; Special Qualities impaling strike, low-light vision, scent.

7th-Level Advancement: Size Large; AC +3 natural armor; Attack tail (2d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities defensive spikes.

Mokele-Mbembe Companions

Starting Statistics: Size Medium; Speed 30 ft., swim 30 ft.; AC +5 natural armor; Attack bite (1d8), tail slap (1d8, reach 10 ft.); Ability Scores Str 16, Dex 17, Con 10, Int 2, Wis 15, Cha 11; Special Qualities low-light vision, scent.

9th-Level Advancement: Size Large; AC +4 natural armor; Attack bite (2d6), tail slap (2d6, reach 15 ft.); Ability Scores Str +8, Dex -2, Con +4; Special Qualities trample, whip tail.

Quetzalcoatlus Companions

Starting Statistics: Size Medium; Speed 30 ft., fly 50 ft. (clumsy); AC +2 natural armor; Attack bite (1d8); Ability Scores Str 9, Dex 21, Con 10, Int 2, Wis 14, Cha 12; Special Qualities low-light vision, scent.

9th-Level Advancement: Size Large; AC +3 natural armor; Attack bite (2d6/x3), 2 wings (1d4); Ability Scores Str +8, Dex -2, Con +4; Special Qualities razor-sharp beak.

Titanoboa Companions

Starting Statistics: Size Medium; Speed 30 ft., climb 30 ft., swim 30 ft.; AC +4 natural armor; Attack bite (1d4); Ability Scores Str 15, Dex 15, Con 11, Int 2, Wis 17, Cha 8; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities constrict (1d6), grab.

APPENDIX 8: MONSTERS BY TYPE

Listed below are all the monsters in this book, organized alphabetically by type and subtype.

Aberration: conqueror worm, deep walker, dream naga, horla, Leng hound, omnipath, Rhan-Tegoth, slime naga, targotha, thessalhydra, urhag, veiled master, yaddithian

(Air): kamaitachi, Yarthoon

Animal: amargasaurus, brontotherium, deinotherium, devil monkey, dunkleosteus, elasmotherium, giant raven, gigantosaurus, kentrosaurus, mokele-mbembe, piranha swarm, quetzalcoatlus, raven swarm, titanoboa

(Aquatic): atuikakura, cipactli, coffin anemone, common eurypterid, coral capuchin, crimson jellyfish, deep walker, dunkleosteus, Geryon, giant belostomatid, giant hellgrammite, giant starfish, giant tube worm, gowrow, hookfang worm, hydraggon, Oaur-Ooung, omnipath, piranha swarm, Rhan-Tegoth, siren's bed anemone, skrimsl, spiny eurypterid, swamp blight, taniwha, veiled master, whaler jellyfish

(Cold): tundra blight

Construct: annis hag alter ego, charnel god, clockworks, cryptguard, cutlass spider, gold golem, kikituk, obsidian golem, quintessence golem, viridium golem, warmonger

Dragon: elder wyrm, gowrow, planar dragons

(Earth): siabrae

Fey: alp, banelight, blighted fey satyr, boggart, boggle, calpina, danthienne, kamaitachi, mockingfey, naiad, whisperer, wild hunt archer, wild hunt horse, wild hunt hound, wild hunt monarch, wild hunt scout

(Fire): combusted, Varklops

(Giant): mongrel cave giant, mountain giant, plague giant, shadow giant, tomb giant

Humanoid: cultist troop, derro magister, goblin troop, mongrel cave giant, monkey goblin, mountain giant, munavri, outlaw troop, plague giant, rougarou, shadow giant, tomb giant, weremantis, werespider, werewasp

(Incorporeal): animus shade, exiled shade, fallen, Isph-Aun-Vuln, llorona, pelagistr, psychic stalker, whisperer

Magical Beast: atukakura, cipactli, coral capuchin, fire whale, goezspall, hivemind rat swarm, mapinguari, muhuru, nekomata, ouroboros, skrimsl, taniwha, Varklops, Yarthoon

Monstrous Humanoid: deathsnatcher, euryale, fen mauler, ghole, Krampus, psoglav, rawhead, saurian, tenome, Yig

Ooze: blights, gravesludge, mezlan, oblivion, skincrawler, slithering pit, vespergaunt, Vorgozen

Outsider: psychopomps

Outsider (chaotic): azatas, Black Butterfly, demons, proteans, qliploth, qliploth lords, Tawil at'Umr

Outsider (evil): apocalypse horse, archdevils, daemons, demons, Horsemen of the Apocalypse, qliploth, qliploth lords, sahlils

Outsider (good): azatas, empyreal lords

Outsider (lawful): archdevils, Ragathiel

Outsider (native): daitengu

Plant: blood bramble, bonethorn, crypt flower, fungus queen, giant sundew, gluttongrass, green man, mire nettle, moldwretch, mosslord, tarantula tree

(Shapechanger): Barbatos, Belial, boggle, daitengu, Dispat, erodaemon, green man, lilitu, mezlan, nekomata, proteans, rougarou, utukku, veiled master, vrykolakas, weremantis, werespider, werewasp, Yig

(Swarm): algea, hivemind rat swarm, piranha swarm, raven swarm

Template: alter ego, animus shade, blighted fey, entothrope, exoskeleton, hivemind swarm, mongrel giant, siabrae, spore zombie

(Troop): cultist troop, goblin troop, outlaw troop

Undead: animus shade, bloody bones, combusted, exiled shade, exoskeleton, fallen, herecite, hupia, llorona, lovelorn, psychic stalker, siabrae, spore zombie, trailgaunt, unrisen, vrykolakas, yurei

Verm: coffin anemone, common eurypterid, crimson jellyfish, duneslayer solifugid, giant belostomatid, giant hellgrammite, giant starfish, giant tube worm, hookfang worm, razormouth solifugid, siren's bed anemone, spiny eurypterid, titanic whip spider, whaler jellyfish

(Water): naiad, Vorgozen

APPENDIX 9: MONSTERS BY CR

This section lists all monsters in this book, organized by CR. Variant monsters are not included in this list—an index of these monsters appears in the table of contents. In the case of templates, only the sample creature is included. Similarly, for dragons, only those that have full stat blocks (young, adult, and ancient dragons) are listed on the following tables.

CR 1/2

giant cockroach exoskeleton, monkey goblin, naiad, rougarou, skincrawler

CR 1

coffin anemone, common eurypterid, coral capuchin, giant raven, gluttongrass, mockingfey, munavri

CR 2

giant tube worm, mire nettle, slithering pit, werespider

CR 3

calpina, combusted, esobok, giant ant spore zombie, giant belostomatid, hydraggon, lacridaemon, piranha swarm, raven swarm, trailgaunt, urhag, vermlek

CR 4

boggart, crimson jellyfish, giant stag beetle exoskeleton, lovelorn, ourdivar, tenome, viduus, weremantis

CR 5

azuretzi, brimorak, clockwork hound, danthienne, derro magister, giant hellgrammite, goblin troop, gowrow, kentrosaurus, unrisen, venedaemon, werewasp, yamah

CR 6

amargasaurus, annis hag alter ego, blighted fey satyr, cutlass spider, devil monkey, dunkleosteus, exiled shade, hupia, nekomata, taniwha, yaenit

CR 7

crypt flower, deinotherium, hookfang worm, ichkoh, moldwretch, mongrel cave giant, outlaw troop, psychic stalker, quetzalcoat, suspirdaemon

CR 8

boggle, brontotherium, clockwork guardian, fallen, giant starfish, hivemind rat swarm, horla, pelagistr, titan centipede exoskeleton, utukku, yaddithian

CR 9

cryptguard, dream naga, elasmotherium, fungus queen, gorgoros, herecite, medusa animus shade, mokele-mbembe, sangudaemon, shoki, siren's bed anemone, slime naga, spiny eurypterid

CR 10

alp, blood bramble, bloody bones, daitengu, fen mauler, Leng hound, muhuru, vrykolakas, wild hunt hound, zohanil

CR 11

algea, cultist troop, erodaemon, gongorinan, llorona, mapinguari, razormouth solifugid, wild hunt horse

CR 12

banelight, bonethorn, ghole, giant sundew, gravesludge, obsidian golem, tomb giant, vespergaunt, young crypt dragon,

young havoc dragon, young infernal dragon, young paradise dragon, young rift dragon, yurei

CR 13

behimiron, clockwork assassin, desert blight, giganotosaurus, kamaitachi, kikituk, oolioddroo, oshageros, psoglav, shadow giant, skrimsl, titanoboa, wild hunt archer

CR 14

atuikakura, deep walker, goezspall, mezlan, mountain blight, plague giant, rawhead, temerdaemon, veiled master

CR 15

clockwork angel, gold golem, hegessik, memitim, sewer blight, siabrae, targotha, uinuja, wild hunt scout

CR 16

adult crypt dragon, adult havoc dragon, adult infernal dragon, adult paradise dragon, adult rift dragon, cataboligne, fire whale, saurian, titanic whip spider, tundra blight

CR 17

clockwork fiend, lilitu, olethros, phasmadaemon, swamp blight, whaler jellyfish, ximtal

CR 18

deathsnatcher, duneshaker solifugid, forest blight, mosslord, mountain giant, omnipath, thessalhydra, vavakia, viridium golem

CR 19

cave blight, obcisaedaemon, tarantula tree, warmonger, wild hunt monarch

CR 20

euryale, izfiitar, oblivion, quintessence golem, veranallia, whisperer

CR 21

ancient crypt dragon, ancient havoc dragon, ancient infernal dragon, ancient paradise dragon, ancient rift dragon, cipactli, conqueror worm, Krampus, ouroboros, Thuskchoon

CR 22

Chavazvug

CR 23

charnel god, Oaur-Ooung

CR 24

elder wyrm

CR 25

apocalypse horse, Isph-Aun-Vuln, Yarthoon

CR 26

Barbatos, green man, Ragathiel

CR 27

Dispater, Trelmarixian, Yig

CR 28

Belial, Black Butterfly, Mammon, Rhan-Tegoth, Szuriel

CR 29

Apollyon, Arshea, Geryon, Moloch, Vorgozen

CR 30

Baalzebul, Charon, Mephistopheles, Tawil at'Umr, Varklops

APPENDIX 10: MONSTERS BY TERRAIN

The following lists group this book's monsters by terrain. Note that there can be a certain amount of crossover in these lists.

ANY TERRAIN

banelight, bonethorn, charnel god, clockworks, conqueror worm, cryptguard, cutlass spider, elder wyrm, euryale, exiled shade, exoskeleton, fallen, goezspall, gold golem, herecite, hivemind rat swarm, kamaitachi, kikituk, Krampus, Leng hound, lovelorn, mezlan, obsidian golem, psychic stalker, quintessence golem, Rhan-Tegoth, skincrawler, giant ant spore zombie, Tawil at'Umr, unrisen, viridium golem, vrykolakas, warmonger, werespider, yaddithian, Yig

ANY LAND

alp, bloody bones, boggle, crypt flower, ghole, gravesludge, hupia, nekomata, outlaw troop, plague giant, rawhead, rougarou, shadow giant, siabrae, slithering pit, tomb giant, trailgaunt, weremantis, werewasp, yurei

ANY WATER

cipactli, omnipath, veiled master

COASTLINES

coffin anemone, coral capuchin, giant starfish, goblin troop, llorona, quetzalcoatlus, siren's bed anemone

DESERTS (COLD, TEMPERATE)

desert blight

DESERTS (WARM)

deathsnatcher, desert blight, duneshaker solifugid

FORESTS (COLD)

deinotherium, forest blight, mockingfey

FORESTS (TEMPERATE)

blighted fey satyr, blood bramble, boggart, calpina, deinotherium, elasmotherium, forest blight, goblin troop,

green man, mockingfey, mosslord, tarantula tree

FORESTS (WARM)

amargasaurus, deinotherium, forest blight, giganotosaurus, mapinguari, mockingfey, monkey goblin, muhuru, tarantula tree

HILLS (TEMPERATE, WARM)

devil monkey, titanic whip spider

MOUNTAINS (COLD)

daitengu, mountain blight, mountain giant, urhag

MOUNTAINS (TEMPERATE)

calpina, daitengu, mountain blight, mountain giant, razormouth solifugid

MOUNTAINS (WARM)

daitengu, deathsnatcher, mountain blight, mountain giant, saurian, Varklops

OCEANS (COLD)

atuikakura, deep walker, dunkleosteus, giant starfish, giant tube worm, hookfang worm, skrimsl, whaler jellyfish

OCEANS (TEMPERATE)

atuikakura, coffin anemone, common eurypterid, crimson jellyfish, deep walker, dunkleosteus, giant starfish, giant tube worm, hookfang worm, whaler jellyfish

OCEANS (WARM)

atuikakura, common eurypterid, coral capuchin, deep walker, dunkleosteus, giant starfish, giant tube worm, hookfang worm, siren's bed anemone, spiny eurypterid, whaler jellyfish

PLAINS (COLD)

brontotherium, deinotherium, gluttongrass, tundra blight

PLAINS (TEMPERATE)

brontotherium, deinotherium, devil monkey, elasmotherium, gluttongrass, goblin troop

PLAINS (WARM)

amargasaurus, brontotherium, deinotherium, devil monkey, giganotosaurus, gluttongrass, kentrosaurus, quetzalcoatls

PLANAR (ABADDON—NEUTRAL EVIL)

apocalypse horse, daemons, Horsemen of the Apocalypse

PLANAR (ABYSS—CHAOTIC EVIL)

demons, qliploth, qliploth lords, rift dragon

PLANAR (ASTRAL)

ouroboros

PLANAR (BONEYARD—NEUTRAL)

crypt dragon, psychopomps

PLANAR (DIMENSION OF DREAMS)

dream naga

PLANAR (ELYSIUM—CHAOTIC GOOD)

azatas, Black Butterfly, havoc dragon

PLANAR (ETHEREAL)

horla, sahkils

PLANAR (FIRST WORLD OF THE FEY)

whisperer, wild hunt (all)

PLANAR (HEAVEN—LAWFUL GOOD)

paradise dragon, Ragathiel

PLANAR (HELL—LAWFUL EVIL)

archdevils, infernal dragon

PLANAR (MAELSTROM—CHAOTIC NEUTRAL)

proteans

PLANAR (NEGATIVE ENERGY PLANE)

oblivion

PLANAR (NIRVANA—NEUTRAL GOOD)

Arshea

RIVERS/LAKES

giant belostomatid, giant hellgrammite, gowrow, llorona, mokele-mbembe, naiad, piranha swarm, taniwha

SKY

giant raven, quetzalcoatls, raven swarm

SWAMPS (COLD)

annis hag alter ego, llorona, moldwretch, swamp blight, targotha

SWAMPS (TEMPERATE)

boggart, fen mauler, giant belostomatid, giant sundew, llorona, medusa animus shade, mire nettle, moldwretch, swamp blight, targotha, thessalhydra

SWAMPS (WARM)

llorona, moldwretch, quetzalcoatls, swamp blight, targotha, titanoboa, Vorgozen

UNDERGROUND

cave blight, cultist troop, derro magister, fungus queen, medusa animus shade, moldwretch, mongrel cave giant, munavri, psoglav, sewer blight, slime naga, tomb giant

URBAN

danthienne, tenome

VACUUM

vespergaunt, Yarphoon

APPENDIX 11: ABILITY INDEX

The monsters detailed in this book have a wide range of abilities, and only relatively unique ability rules are given in a monster's actual entry. Others are detailed in the universal monster rules, in shared abilities for that creature's type, or as class abilities or other features detailed in the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*. Use the ability index on page 317 to track down the full rules for monster abilities.

Entries that refer to class abilities from outside this book indicate their sources with the appropriate abbreviations ("CR" for the *Core Rulebook* and "OA" for *Occult Adventures*), and their page numbers refer to those books. All other page number references point to pages in *Pathfinder RPG Bestiary* 6.

APPENDIX 12: MONSTER ROLES

The following lists categorize the monsters in this book into monster roles. For information on how to use monster roles, see page 323 of the *Pathfinder RPG Bestiary*.

ANY ROLE

monkey goblin, munavri, naiad, rougarou, yaddithian

COMBAT ROLE

alp, azuretzi, banelight, blights, bloody bones, boggle, brimorak, calpina, charnel god, cipactli, combusted, conqueror worm, coral capuchin, crypt dragon, daitengu, deathsnatcher, deep walker, elder wyrm, erodaemon, euryale, fallen, fen mauler, fungus queen, ghole, gongorinan, gorgoros, gowrow, gravesludge, havoc dragon, hegessik, herecite, horla, hupia, hydraggon, ichkoh, infernal dragon, izfiitar, kamaitachi, lacridaemon, Leng hound, lilitu, lovelorn, memitim, mezlan, moldwretch, mosslord, mountain giant, nekوماتa, obsidaemon, oblivion, olethros, omnipath, oolioddroo, oshageros, ourdivar, paradise dragon, phasmadaemon, plague giant, psoglav, rawhead, rift dragon, sangudaemon, saurian, shadow giant, shoki, suspiridaemon, taniwha, temerdaemon, tenome, tomb giant, trailgaunt, uinuja, unrisen, utukku, vavakia, veiled master, venedaemon, veranallia, vermlek, vespergaunt, viduus, vrykolakas, wild hunt archer, wild hunt horse, wild hunt hound, wild hunt monarch, wild hunt scout, ximtal, yaenit, yamah, yurei, zohanil

NO ROLE

amargasaurus, atukakura, behimiron, blood bramble, boggart, bonethorn, brontotherium, cataboligne, clockworks, coffin anemone, common eurypterid, crimson jellyfish,

crypt flower, cryptguard, cutlass spider, deinotherium, devil monkey, duneshaker solifugid, dunkleosteus, elasmotherium, esobok, exoskeleton, fire whale, giant belostomatid, giant hellgrammite, giant raven, giant starfish, giant sundew, giant tube worm, giganotosaurus, gluttongrass, goezspall, gold golem, hookfang worm, kentrosaurus, kikituk, mapinguari, mire nettle, mokele-mbembe, muhuru, obsidian golem, ouroboros, piranha swarm, quetzalcoatllus, quintessence golem, razormouth solifugid, siren's bed anemone, skincrawler, skrimsl, slithering pit, spiny eurypterid, tarantula tree, targotha, thessalhydra, titanic whip spider, titanoboa, viridium golem, warmonger, whaler jellyfish

SKILL ROLE

alp, daitengu, danthienne, derro magister, erodaemon, exiled shade, ghole, horla, mezlan, mockingfey, oolioddroo, rawhead, wild hunt scout, yamah

SPECIAL ROLE

apocalypse horse, archdevils, empyreal lords, Great Old Ones, green man, Horsemen of the Apocalypse, kaiju, Krampus, llorona, pelagistr, psychic stalker, qliptho lords, swarms, troops, urhag, whisperer

SPELL ROLE

conqueror worm, dream naga, elder wyrm, euryale, omnipath, slime naga, veiled master, venedaemon, veranallia

APPENDIX 13: DOMAINS & SUBDOMAINS

This book presents statistics for several demigods, many of whom grant access to unusual or specialized domains or subdomains. The specific demigods and creatures presented in this book that grant access to each of these domains are listed with each entry. Full rules for subdomains, including details on additional subdomains granted by these demigods, can be found on page 86 of the *Pathfinder RPG Advanced Player's Guide*.

Dark Tapestry Subdomain

You worship the vast emptiness of space.

Deities: Rhan-Tegoth, Tawil at'Umr.

Associated Domain: Void.

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

It Came from Beyond (Su): Once per day, when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a

whiff of the emptiness of the void. This ability works only on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

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

Dragon Subdomain

You have an innate connection to dragons and their draconic kin.

Deity: Yig.

Associated Domain: Scalykind.

Replacement Power: The following granted power replaces the serpent companion ability of the Scalykind domain.

Dragonbreath (Su): At 4th level, you may use a breath weapon once per day as a standard action. When you gain this ability, choose acid, cold, fire, or electricity—this determines what kind of damage your breath weapon deals. Once you make this choice, you cannot change it later. Your breath weapon fills a 15-foot cone and deals 3d6 points of damage—this damage increases by 1d6 points at every even-numbered level you gain beyond 4th level.

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A creature hit by your dragonbreath attack can attempt a Reflex save (DC 10 + 1/2 your cleric level + your Wisdom modifier) to take half damage. At 9th level, you can use this ability two times per day, and at 14th level you can use it three times per day.

Replacement Domain Spells: 3rd—*draconic reservoir*^{APG}, 4th—*dragon's breath*^{APG}, 6th—*form of the dragon I*.

Entropy Subdomain

You seek to set the stage for doomsday.

Deities: Chavazvug, Rhan-Tegoth, Thuskchoon.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade power of the Chaos domain.

Hasten the End (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you reduce the remaining duration of all beneficial magical effects currently affecting the target by 1 round, minute, hour, or day—whichever measurement is used to determine the duration of each particular magical effect. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

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Replacement Domain Spells: 1st—*entropic shield*, 3rd—*dispel magic*, 5th—*confusion*, 7th—*destruction*.

Fear Subdomain

You relish the feeling of power that rises from causing fear.

Deities: Isph-Aun-Vuln, Oaur-Ooung.

Associated Domain: Evil.

Replacement Power: The following granted power replaces the scythe of evil power of the Evil domain.

Feed on Fear (Su): At 8th level, as an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, you deal 2d6 extra points of damage and gain that amount in temporary hit points. These temporary hit points last for 24 hours or until lost. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*cause fear*, 3rd—*scare*, 4th—*fear*.

Judgment Subdomain

The balance of law is paramount to you.

Deity: Ragathiel.

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law ability of the Law domain.

Chastisement (Su): As a standard action, you can cast a strengthened spell against a creature that damaged you since your last turn. This spell must target the creature that damaged you, and it is cast at +1 caster level. Area of effect spells can't be used in conjunction with this ability, but other spells that target multiple creatures can be. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*castigate*^{APG}, 4th—*rebuke*^{APG}, 5th—*mark of justice*.

Revelry Subdomain

You know how to best celebrate the good times in life.

Deity: Yig.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade ability of the Chaos domain.

Intense Celebration (Su): At 8th level, any spells you cast that confer a morale effect upon you or your allies are automatically affected as if by the Extend Spell metamagic feat, with no increase in spell level.

Replacement Domain Spells: 2nd—*hideous laughter*, 3rd—*good hope*, 6th—*heroes' feast*, 8th—*irresistible dance*.

Scalykind Domain

You are a true lord of reptiles, and see divinity in such things.

Deity: Yig.

Granted Powers: Below are the granted powers for the Scalykind domain.

Venomous Stare (Sp): As a standard action, you can activate a gaze attack with a 30-foot range (see page 293 for rules on gaze attacks). This is an active gaze attack that can target a single creature within range. The target must attempt a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). Those that fail take 1d6 points of nonlethal damage + 1 point for every two cleric levels you have and are fascinated until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

Serpent Companion (Ex): At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your cleric level –2. You must choose either a viper or a constrictor snake (*Pathfinder RPG Core Rulebook* 54) as your companion.

Domain Spells: 1st—*magic fang*, 2nd—*animal trance*, 3rd—*greater magic fang*, 4th—*poison*, 5th—*animal growth* (reptiles only), 6th—*eyebite*, 7th—*creeping doom* (takes the form of Diminutive-sized reptiles), 8th—*animal shapes* (reptiles only), 9th—*shapechange*.

Stars Subdomain

You draw power from the stars' distant light, your eyes constantly probing the mysteries of the heavens.

Deities: Black Butterfly, Rhan-Tegoth, Tawil at'Umr.

Associated Domain: Void.

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

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

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

Tyranny Subdomain

Nothing will stand between you and the power you seek to wield over others.

Deity: Dispater.

Associated Domain: Law.

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Tyrannical Strike (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you can choose to forgo the damage (but not any other effects of the attack) to instead affect the creature you hit as a *greater command* spell, with a caster

level equal to your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*command*, 3rd—*bestow curse*, 7th—*symbol of persuasion*.

Venom Subdomain

Actual poison may not course through your veins, but its virulent nature is ever on your mind and plays a vital part in your faith and your daily worship.

Deities: Isph-Aun-Vuln, Yig.

Associated Domain: Scalykind.

Replacement Power: The following granted power replaces the venomous stare power of the Scalykind domain.

Venomous Saliva (Su): As a swift action, you can spit a gout of life-stealing venom onto a weapon you are wielding. The poison lasts for 1 minute or until you make an attack that injures a foe with that weapon. You can use the venomous saliva ability a number of times per day equal to 3 + your Wisdom modifier.

Life-Stealing Venom: Injury; save Fort DC 10 + 1/2 your cleric level + your Wisdom modifier; frequency 1/round for 3 rounds; effect 1 Con damage; cure 1 save.

Replacement Domain Spells: 2nd—*pernicious poison*^{UM}, 6th—*cloudkill*.

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Void Domain

You can call upon the cold darkness between the stars.

Deities: Black Butterfly, Rhan-Tegoth, Tawil at'Umr.

Granted Powers: Below are the granted powers for the Void domain.

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

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

Domain Spells: 1st—*feather fall*, 2nd—*levitate*, 3rd—*fly*, 4th—*lesser planar binding*, 5th—*overland flight*, 6th—*planar binding*, 7th—*reverse gravity*, 8th—*greater planar binding*, 9th—*interplanetary teleport*^{UM}.

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