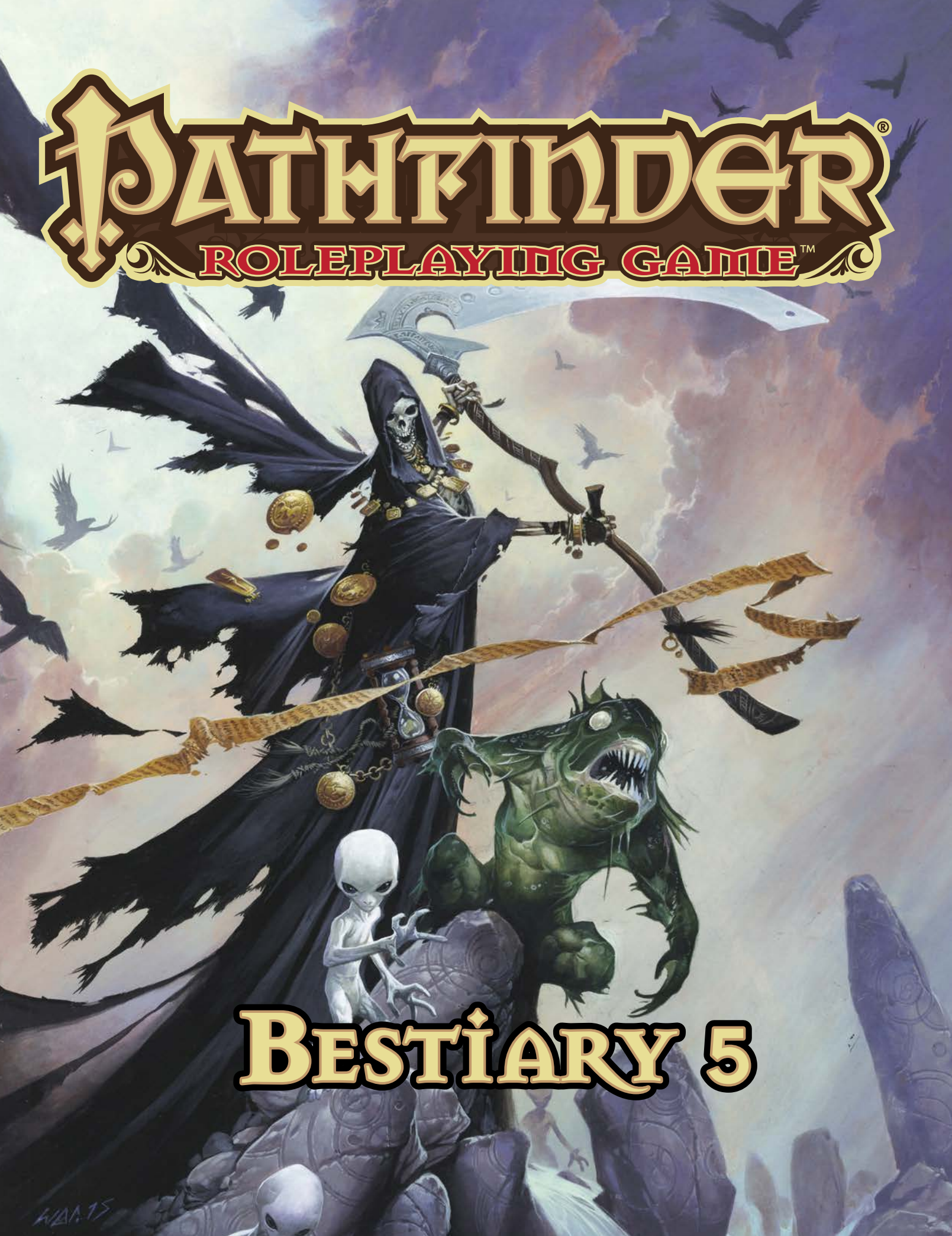
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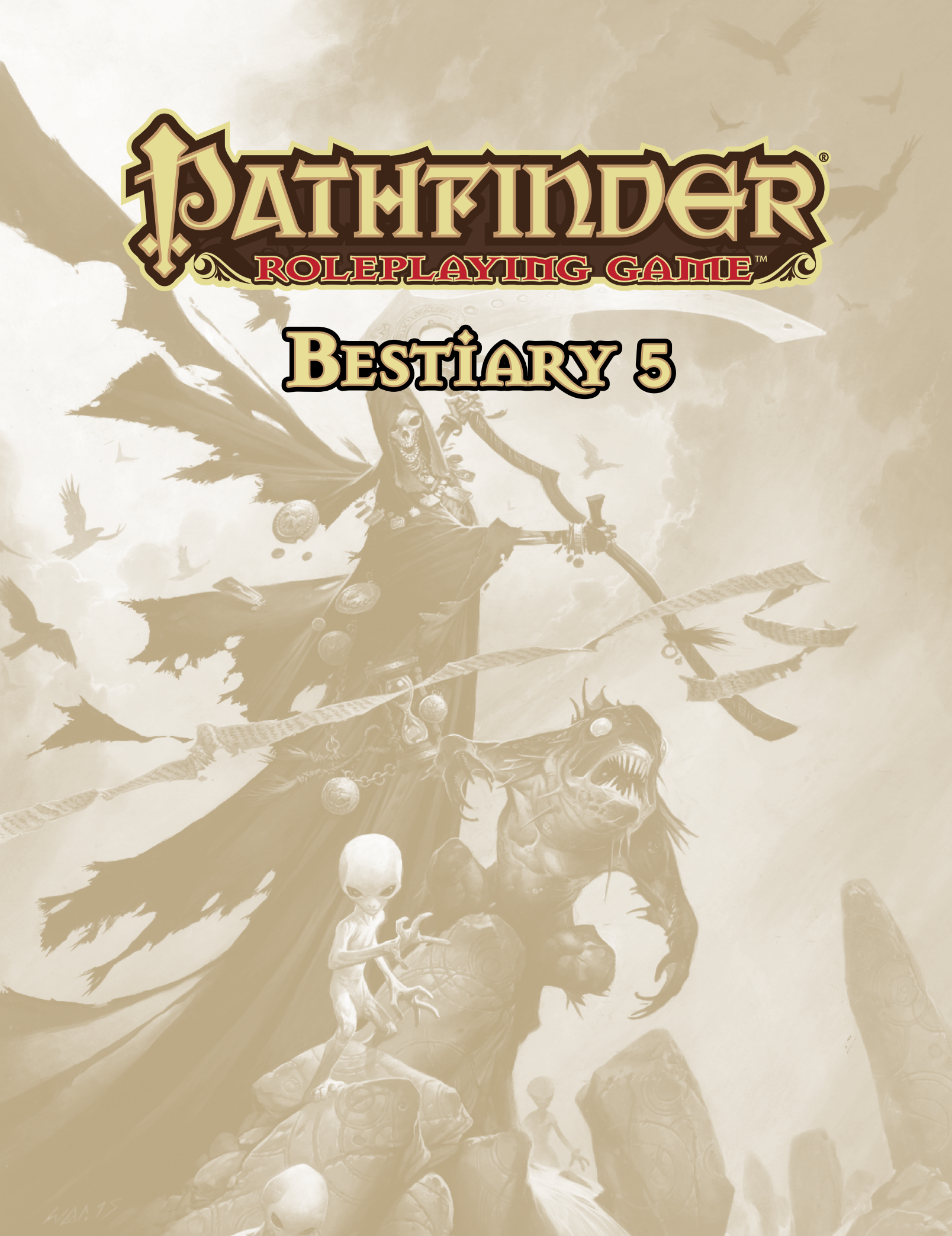
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Advanced Class Guide	ACG
Advanced Player's Guide	APG
Bestiary 2	B2
Bestiary 3	B3
Bestiary 4	B4
Mythic Adventures	MA
Occult Adventures	OA
Ultimate Combat	UC
Ultimate Equipment	UE
Ultimate Magic	UM

Introduction

Welcome to *Pathfinder Roleplaying Game Bestiary 5*! 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 5*, you'll need the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Mythic Adventures*, and *Pathfinder RPG Occult Adventures*.

While each monster is a unique creature, many possess similar special attacks, defenses, and qualities. Unique abilities are described below 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 monsters that share similar traits (such as outsider races and some animals or 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*. Some monsters have mythic ranks (MR) listed next to their CRs. This is an indication of the creatures' overall mythic power (*Mythic Adventures* 176). This affects a creature's overall CR, which has already been adjusted and is reflected in the listed CR and XP. If you are not using *Mythic Adventures*, the creature can still be used as a creature of the listed CR.

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. Unless otherwise noted, the first class listed is the class chosen by the monster as its favored class.

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: This entry gives the creature's initiative modifier followed by any special senses and its Perception check modifier. If a creature has a superscript "M" after its initiative modifier, it has the mythic version of Improved Initiative (*Mythic Adventures* 67) and can expend one use of mythic power to treat its initiative roll as a natural "20" on the die.

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.

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

Terrain

Deserts

Forests/Jungles

Hills

Mountains

Plains

Ruins/Dungeons

Sky

Swamps

Underground

Urban

Water

Climate

Cold

Extraplanar

Temperate

Tropical

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. If a spell has a superscript "M" after it, that means it is a mythic spell and the creature can enhance the spell when casting it by expending one use of its mythic power (see Chapter 3 of *Mythic Adventures*).

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." A feat with a superscript "M" is a mythic feat and has a greater effect (see Chapter 2 of *Mythic Adventures*).

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 possessed by the creature.

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, as summarized on Table 12–5 on page 399 of the *Core Rulebook*. 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 the total value of the creature's treasure is the 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.

Aatheriexa

A tangle of thin, tentacle-like eyestalks floats in the air, its innumerable unblinking eyes each projecting an air of cruelty.

AATHERIEXA **CR 7**

XP 3,200

NE Medium aberration

Init +9; **Senses** all-around vision, darkvision 120 ft., low-light vision, *see invisibility*; Perception +28

Aura unnatural aura (30 ft.)

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 84 (13d8+26)

Fort +6, **Ref** +9, **Will** +8

DR 5/magic; **Immune** cold, disease, poison

OFFENSE

Speed 5 ft., fly 50 ft. (good)

Melee tentacles +15 (3d6 plus grab and withering)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tentacles)

Special Attacks constrict (3d6 plus withering), gnaw, pull (tentacles, 5 feet)

Spell-Like Abilities (CL 13th; concentration +17)

At will—*calm emotions* (DC 16), *charm monster* (DC 18), *clairaudience/clairvoyance* (clairvoyance only), *daze monster* (DC 16), *feather fall*

3/day—*dispel magic*, *lightning bolt* (DC 17)

1/day—*dominate monster* (DC 23)

1/month—*interplanetary teleport*[UM]

STATISTICS

Str 11, **Dex** 21, **Con** 14, **Int** 18, **Wis** 10, **Cha** 19

Base Atk +9; **CMB** +9 (+21 grapple); **CMD** 24 (32 vs. grapple, can't be tripped)

Feats Combat Reflexes, Critical Focus, Flyby Attack, Hover[B], Improved Initiative, Skill Focus (Perception), Weapon Finesse, Weapon Focus (tentacle), Wingover[B]

Skills Acrobatics +21, Diplomacy +17, Fly +20, Knowledge (arcana) +14, Perception +28, Sense Motive +13, Spellcraft +15, Stealth +21, Use Magic Device +17; **Racial Modifiers** +6 Perception

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ compression, float, no breath

ECOLOGY

Environment any land

Organization solitary, pair, pod (3–5), or invasion (6–36)

Treasure standard

SPECIAL ABILITIES

Gnaw (Ex) When an aatheriexa shares the same square as a helpless creature, it can automatically deal 3d6 points of damage as a swift action by gnawing with its central maw.

Float (Ex) Aatheriexa can fly, though they must remain with 2 feet of a solid or liquid surface.

Tentacles (Ex) An aatheriexa's barbed eyestalk tentacles must all strike at a single target, but they do so as a primary attack. The tentacles deal bludgeoning and slashing damage and grant the aatheriexa a +8 bonus on grapple combat maneuver checks.

Withering (Ex) An aatheriexa's tentacles secrete a toxin that causes flesh to swiftly rot and slough off the bone. A creature damaged by an aatheriexa's tentacles or constrict attack must succeed at a DC 18 Fortitude save or take 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect and the save DC is Constitution-based.

Aatheriexas were once a race of conquerors and slavers, but since the destruction of their homeworld, the survivors have wandered the cosmos. Exceedingly cruel, they find perverse pleasure in tormenting those they capture, using them as disposable bodyguards or subjecting them to sadistic magic experiments.

An aatheriexa's fleshy pink center is roughly 2 feet in diameter, and features a maw of gnashing teeth. Its grasping eye-tentacles hang down like the leaves of a weeping willow and extend its effective diameter to 5 feet. Aatheriexas weigh approximately 150 pounds.

Illustration by Damien Mammoliti

Aeon, Lipika

Shrouded in a dark cloak, this featureless humanoid has four forearms that each split off at the elbow, and an eye on each of its eight palms.

LIPIKA **CR 18**

XP 153,600

N Large outsider (aeon, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +34

DEFENSE

AC 30, touch 23, flat-footed 24 (+6 deflection, +6 Dex, +1 dodge, +8 natural, –1 size)

hp 300 (24d10+168)

Fort +23, **Ref** +16, **Will** +23

Defensive Abilities karmic defense; **Immune** cold, critical hits, poison; **Resist** electricity 10, fire 10; **SR** 29

OFFENSE

Speed fly 60 ft. (perfect)

Melee 4 slams +29 (4d6+6 plus karmic link)

Ranged 4 force blasts +29 touch (10d6 force damage/19–20)

Special Attacks force blast, karmic strike

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

Constant—*analyze aura*[OA]

At will—*plane shift* (DC 23), *telekinesis* (DC 21)

3/day—*geas/quest*

1/day—*reincarnate*

STATISTICS

Str 22, **Dex** 23, **Con** 24, **Int** 22, **Wis** 25, **Cha** 23

Base Atk +24; **CMB** +30; **CMD** 53

Feats Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (force blast), Improved Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility

Skills Bluff +33, Diplomacy +30, Fly +41, Intimidate +30, Knowledge (arcana, history, nobility, planes, religion) +45, Knowledge (dungeoneering, engineering, geography, local, nature) +20, Perception +34, Sense Motive +34, Spellcraft +20

Languages envisaging

SQ extension of all, void form

ECOLOGY

Environment any (Outer Planes)

Organization solitary

Treasure none

SPECIAL ABILITIES

Force Blast (Su) A lipika can fire a force blast as an attack action or four force blasts as a full-attack action. These blasts are ranged touch attacks with a maximum range of 300 feet. Each force blast deals 10d6 points of damage and has a critical threat range of 19–20. This is a force effect.

Karmic Defense (Su) A lipika's defenses shift according to the threats it faces. A lipika gains an insight bonus to its AC equal to its Wisdom modifier (+7) for 1 round after it has taken damage from a melee or ranged attack. If damaged by an attack that deals energy damage, the lipika gains immunity to that type of energy for 1 round. Additionally, when a spellcaster successfully casts an offensive spell that penetrates the lipika's spell resistance, the spellcaster is also affected by the spell as if it were reflected by *spell turning* (even if the spell would normally not be affected by *spell turning*, such as a spell that affects an area).

Karmic Link (Su) A lipika's slam attacks turn their enemies' aggression back upon them. Each time a creature is hit by a lipika's slam attack, it must succeed at a DC 29 Will save. If the creature fails, for the next minute, whenever it damages the lipika, the lipika takes only half the damage and the target of the karmic link takes the remaining damage. Multiple failed saving throws against karmic link increase the duration but have no other effect. The save DC is Wisdom-based.

Karmic Strike (Su) When a lipika is hit by a melee or ranged attack, it can make an attack of opportunity against the creature that attacked it. The lipika's attack of opportunity must come in the form of a slam attack (if it was struck in melee and can reach its foe) or a force blast (if it was hit by a ranged attack or otherwise cannot reach).

Lipikas—also known as the Lords of Karma—are among the highest order of aeons. Unlike other aeons, their duality springs not from opposition but from understanding that all actions and reactions are the crests and troughs of the same cosmic wave. While it may seem to a casual observer that the Lords of Karma simply wander the universe looking for random events of importance, from the momentous to the mundane, what they are actually observing is the rhythm of causality, the way that one action becomes another and affects everything in the grand scheme of reality. Whatever they find, they inscribe in the cosmic memory of all aeons, and occult scholars believe that this cosmic memory finds its way to the Akashic Record (*Pathfinder RPG Occult Adventures* 244), deep within the heart of the Astral Plane.

These powerful creatures not only observe and report; they also meddle. Lipikas consider themselves the judges of willful karma, sometimes manipulating the cycle of mortal lives and reincarnations. This often leads to friction with psychopomps, other agents of Purgatory, and those who would steal, use, or destroy souls—such as daemons and night hags. The reason for the aeons' interest is difficult to ascertain. There seems to be no overriding philosophy concerning the nature or purpose of the souls lipikas manipulate. This has led many occult scholars to theorize that the lipikas' connection to the Akashic Record is more direct, going so far as to suggest that these aeons are its agents.

Lipikas use their specialized abilities to interact with specific entities across the planes, especially ones who have been or are fated to be reincarnated—often at the lipikas' own hands. Sometimes the aeons act as guides to such creatures, while at other times they set these subjects upon a new course entirely undirected. Unlike others of their kind, a lipika uses some bits and pieces of language to convey its messages—though often in a pidgin of all known languages that have existed or will exist—and takes considerable time and care when communicating with its subject, at least compared with other aeons. Lipikas give their subjects guidance on how to adjust their actions within their current forms to achieve some karmic imperative or progression of personal enlightenment. Often such advice seems to contradict any sense of intuition, reason, or cultural concepts of morality. A lipika is just as likely to chastise a righteous person for her charity and goodness as it is to scold an evil creature for its misdeeds. To the lipika, the balance of alignments and morality is inconsequential beside the realities of action and the bonds of cause and effect.

When not focused on performing a specific task, lipikas deliver messages, omens, and portents to both those who seek their wisdom and those who do not. These messages are often signs of enormous events of great significance that might not occur within the recipients' lifetimes, but the lipikas maintain that the subjects' actions are nonetheless influential. At other times, lipikas appear merely to guide reincarnated souls or spirits destined to be reincarnated. A lipika that is focused on a specific task—whether observing a significant historical event or delivering a message to another being—typically ignores other creatures unless they attempt to delay it from performing its assigned task, at which point it may become violent in its reactions. While it seems they would rather manipulate events subtly, lipikas are capable of great force when faced with those who would thwart their plans.

On rare occasions these aeons appear and create conflicts, claiming that great damage to the multiverse is being done by actions taken by a civilization—actions that are often so minute their consequences might seem arbitrary to the subjects of the aeon's attention. Worse still, the appearance of a lipika can herald the coming of even greater displays of aeon power. Sages of occult lore theorize that the information lipikas inscribe into the Akashic Record directly informs the agenda of the concept or entity known as the Monad, and that this information is disseminated to pleromas (*Pathfinder RPG Bestiary 2* 12)—more powerful aeons who are direct representatives of the Monad. If this theory is correct, the information scribed by lipikas is of grave consequence to entire civilizations, as pleroma aeons are tasked with acts of creation and destruction that can sometimes impact entire worlds. Those who subscribe to more traditional theories of the multiverse see the connection between lipikas and pleromas in more direct terms. If a lipika cannot accomplish its goals, it calls in a pleroma to enact the strange and inexplicable will of the aeons, often to devastating ends. However, the goals of lipikas are typically so abstract that their intervention often seems random, and few mortals have figured out how to placate them.

Lipikas stand about 13 feet tall but rarely weigh more than 200 pounds—their bodies seem to be hollow. Little distinguishes one lipika from another except the patterns upon their forearms and the colors of their palm-eyes.

Illustration by Eric Belisle

Aeon, Othaos

Four limbs—two black and two white—reach out from a swirling vortex of pulsing light and deep darkness.

OTHAOS **CR 5**

XP 1,600

N Medium outsider (aeon, extraplanar)

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +12

DEFENSE

AC 18, touch 16, flat-footed 14 (+2 deflection, +3 Dex, +1 dodge, +2 natural)

hp 57 (6d10+24)

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

Immune cold, critical hits, poison; **Resist** electricity 10, fire 10; **SR** 16

OFFENSE

Speed fly 30 ft. (average)

Melee 4 slams +10 (1d4+4)

Special Attacks banish darkness, consume light

Spell-Like Abilities (CL 6th; concentration +8)

At will—*dancing lights*

3/day—*darkness*

1/day—*daylight*, *deeper darkness*

STATISTICS

Str 18, **Dex** 16, **Con** 19, **Int** 11, **Wis** 17, **Cha** 14

Base Atk +6; **CMB** +9; **CMD** 25

Feats Dodge, Flyby Attack, Improved Initiative

Skills Fly +12, Knowledge (arcana, history, nature, planes) +9, Perception +12, Sense Motive +12, Stealth +12

Languages envisaging

SQ chiaroscuro, extension of all, void form

ECOLOGY

Environment any (Outer Planes)

Organization solitary

Treasure none

SPECIAL ABILITIES

Banish Darkness (Su) An othaos in an area of dim light or darkness (including supernatural darkness) can radiate intense light and heat. The light level in the square the othaos occupies increases by two levels for 1 round and the light level in all adjacent squares increases by one level. Apply this adjustment after determining the light level from all other sources (adjusting to include spells cast after the othaos uses this ability). All creatures adjacent to the othaos take 4d6 points of fire damage (Will DC 15 half). The save DC is Charisma-based.

Chiaroscuro (Su) An othaos aeon's physical form changes depending on the level of light present in its space. While in areas of dim light or darkness (as well as supernatural darkness), an othaos becomes invisible and gains the incorporeal subtype. While incorporeal, an othaos has no Strength score, can't make natural attacks, and loses its natural armor bonus (giving it a total AC of 16).

Consume Light (Su) As a standard action, an othaos in an area of normal or bright light can consume the light and heat around its body. The light level in the square the othaos occupies drops by two levels for 1 round and the light level in all adjacent squares drops by one level. Apply this adjustment after determining the light level from all other sources (adjusting further to include spells cast after the othaos uses this ability). All creatures adjacent to the othaos take 4d6 points of cold damage (Will DC 15 half). The save DC is Charisma-based.

Enigmatic and ephemeral, othaoses are stewards of the balance between light and darkness. Othaoses seek out supernatural sources of light and dark that unnaturally prolong exposure to one or the other and work to restore the natural order. They may be encountered studying sources of light or observing large objects casting shadows—they're just as likely to assist in the repair of a light source as they are to seek the destruction of an object casting too much shadow. These aeons also scout for breaches between the Material Plane and the Plane of Shadow, seeking to mend these rifts whenever possible.

Illustration by Eric Belisle

Aerial Servant

A faint ripple in the air suggests a hazy and vaguely humanoid vapor moving with terrible swiftness.

AERIAL SERVANT **CR 11**

XP 12,800

N Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)

hp 149 (13d10+78)

Fort +10, **Ref** +14, **Will** +10

Defensive Abilities natural invisibility; **DR** 10/magic; **Immune** elemental traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee 2 slams +19 (2d8+6 plus grab)

Special Attacks constrict (2d8+6), smother, sneak attack +2d6, wind blast

STATISTICS

Str 23, **Dex** 22, **Con** 23, **Int** 4, **Wis** 10, **Cha** 11

Base Atk +13; **CMB** +19 (+23 grapple); **CMD** 35

Feats Combat Reflexes, Following Step[APG], Improved Initiative, Iron Will, Power Attack, Step Up, Step Up and Strike[APG]

Skills Fly +20, Knowledge (planes) +5, Perception +16, Stealth +20, Survival +14 (+24 to track); **Racial Modifiers** +4 Survival

Languages Auran, Common

SQ improved tracking

ECOLOGY

Environment any (Plane of Air)

Organization solitary

Treasure none

SPECIAL ABILITIES

Improved Tracking (Ex) An aerial servant takes no penalty on Survival checks when moving its full speed and gains a +10 bonus on Survival checks to track.

Natural Invisibility (Su) This ability is constantly in effect, even when the aerial servant is attacking, and is not subject to *invisibility purge*. Against foes that are unable to see invisible creatures, it gains an additional +20 bonus on Stealth checks when moving, or +40 when stationary. On the Astral Plane or the Ethereal Plane, an aerial servant gains concealment (20% miss chance) rather than invisibility.

Wind Blast (Su) Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 80-foot line, dealing 8d8 points of bludgeoning damage (Reflex DC 22 half). Medium or smaller creatures that fail their saving throws are knocked prone and pushed 1d4 × 5 feet away. The save DC is Constitution-based.

Aerial servants are deadly hunters native to the Plane of Air, though they often wander through planar portals to the Ethereal Plane and sometimes roam the Astral Plane as well. They are generally called to the Material Plane as bounty hunters or assassins, using their natural invisibility and near-faultless tracking skills to pursue their quarry and then strike unseen. They typically scatter enemies with blasts of wind before closing in to strangle their prey. While an aerial servant is easy to confuse with an invisible stalker (*Pathfinder RPG Bestiary* 181), the former is far more dangerous, and those who misidentify the creature may not live to regret underestimating it.

Those who call aerial servants must be careful to assign them tasks that are possible for them to complete, as the temperamental elementals occasionally track down and attack their callers if they fail at their assigned tasks.

Illustration by Jorge Fares

Agathion, Cervinal

Beneath a crown of antlers, this centaurlike creature blends the upper body of a humanoid with the lower body of a majestic elk.

CERVINAL **CR 17**

XP 102,400

NG Large outsider (agathion, extraplanar, good)

Init +5; **Senses** darkvision 60 ft., *detect scrying*, low-light vision, *see invisibility*; Perception +31

DEFENSE

AC 32, touch 15, flat-footed 26 (+5 Dex, +1 dodge, +17 natural, –1 size)

hp 283 (21d10+168)

Fort +20, **Ref** +14, **Will** +19; +4 vs. poison

DR 10/evil and silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 28

OFFENSE

Speed 50 ft.; gallop

Melee 2 slams +30 (1d6+10), 2 hooves +25 (2d6+5)

Ranged *+3 composite longbow* +29/+24/+19/+14 (1d8+13/×3)

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

Special Attacks powerful charge (gore, 2d8+15 plus stagger)

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*detect scrying*, *see invisibility*, *speak with animals*

At will—*discern lies*, *freedom of movement*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility purge*, *light*, *message*

5/day—*clairaudience/clairvoyance*, *cure critical wounds*, *dismissal* (DC 18), *dispel magic*

3/day—*breath of life*, *mass bull's strength*, *plane shift* (DC 19)

1/day—*discern location*, *greater scrying* (DC 21)

STATISTICS

Str 31, **Dex** 20, **Con** 26, **Int** 19, **Wis** 24, **Cha** 19

Base Atk +21; **CMB** +32; **CMD** 48 (52 vs. trip)

Feats Combat Casting, Combat Reflexes, Deadly Aim, Dodge, Lightning Reflexes, Manyshot, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Acrobatics +29, Climb +31, Diplomacy +28, Intimidate +25, Knowledge (arcana, nature, planes) +28, Perception +31, Stealth +25, Survival +28

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

SQ lay on hands (10d6, 14/day, as a 20th-level paladin), undersized weapons

ECOLOGY

Environment any land (Nirvana)

Organization solitary, collective (2–3), or herd (4–6)

Treasure double (*+3 composite longbow* [+10 Str], other treasure)

SPECIAL ABILITIES

Gallop (Ex) When a cervinal uses a full-round action to run, it can move up to six times its speed.

Stagger (Ex) Any creature that takes damage from a cervinal's powerful charge attack must succeed at a DC 28 Fortitude save or be staggered for 1 round. The save DC is Constitution-based.

Cervinals stand proud and regal at the head of Nirvana's agathion forces. Sometimes termed the "knights" of the agathions, cervinals have gained a reputation for their battle prowess, noble natures, and admirable wisdom, as well as their fearlessness and willingness to lead from the front. They stand almost 11 feet tall, though part of that height is their magnificent racks of antlers, which can measure up to 4 feet across. These antlers gleam as if forged from beaten bronze, and a fine fuzz of downy gold covers their entire bodies, particularly along the shoulders and neck. Cervinals from the more frigid regions of Nirvana sport an entire coat of chestnut fur up their chests and shoulders.

Illustration by Ben Wootten

Agathion, Reptial

This iguana-headed scholar wears a robe of frills and scales covered in baubles and trinkets.

REPTIAL **CR 4**

XP 1,200

NG Small outsider (agathion, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 Dex, +1 dodge, +4 natural, +1 size)

hp 37 (5d10+10)

Fort +3, **Ref** +7, **Will** +7; +4 vs. poison

DR 5/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 15

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +9 (1d4+1), 2 claws +9 (1d3+1)

Special Attacks imposing presence

Spell-Like Abilities (CL 5th; concentration +9)

Constant—*speak with animals*

At will—*faerie fire*

3/day—*color spray* (DC 15), *hypnotism* (DC 15), *protection from evil* (DC 15), *object reading*[OA]

1/day—*hideous laughter* (DC 16)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 19, **Wis** 16, **Cha** 19

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

Feats Dodge, Improved Initiative, Scribe Scroll, Weapon Finesse

Skills Acrobatics +10, Climb +9, Diplomacy +9, Intimidate +12, Knowledge (arcana) +9, Knowledge (geography, history, nature, nobility, religion) +6, Knowledge (planes) +12, Perception +11, Sense Motive +11, Spellcraft +12, Stealth +15

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

SQ lay on hands (2d6, 6/day, as a 5th-level paladin), relic collector

ECOLOGY

Environment any land (Nirvana)

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

Treasure standard

SPECIAL ABILITIES

Imposing Presence (Ex) As a standard action, a reptial can expand the frills on its robes and body dramatically, making it appear larger until the beginning of its next turn. All creatures within 30 feet who witness this transformation must succeed at a DC 16 Will save or be shaken for 1d6 rounds. A creature who succeeds on this saving throw is immune to this reptial's imposing presence for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Relic Collector (Ex) Reptials are fond of collecting items with even tangential connections to significant celestial events. A reptial has a mental focus pool which it can choose to store in a relic. The pool contains a number of points equal to 5 + the reptial's Intelligence modifier (9 points for a typical reptial). Each day, it can choose one school of magic that is tied to one of its relics (*Pathfinder RPG Occult Adventures* 50). It gains the resonant power for that school of magic as if it were a 5th-level occultist storing all its points of mental focus in that relic. A reptial can only store focus in one relic at a time. As a free action, a reptial can expend 1 point of mental focus from the relic to add 1d6 to the result of a skill or ability check. This choice is made after the check is rolled and before the results are revealed. A reptial can only use 1 point of mental focus per check. A reptial can use this ability to add a bonus on any Knowledge, Linguistics, or Spellcraft skill check without expending a point of mental focus.

Illustration by Jorge Fares

Reptials are curious and benevolent scholars of Nirvana. They spend their time collecting holy relics, no matter how minor, and can store some of their knowledge within a chosen relic. They keep most of these relics for themselves, but individual reptials have been known to distribute particularly useful pieces to good-aligned individuals and temples that are enduring difficult trials. Such relics often appear mysteriously within a temple or home, placed carefully among other objects. Reptials prefer to avoid combat if possible, using their abilities to escape instead and find heroes or more warlike agathions to combat evil directly. A reptial stands 3 feet tall and weighs about 40 pounds, not counting the weight of its many relics.

Ahkhat

The materials of the building stretch and pull as if elastic, taking on the form of an earthen humanoid with thick stony arms.

AHKHAT **CR 4**

XP 1,200

N Small outsider (earth, elemental, native)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +8

DEFENSE

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)

hp 38 (4d10+16)

Fort +8, **Ref** +5, **Will** +2

Immune elemental traits

OFFENSE

Speed 30 ft.; structural mobility

Melee 2 slams +8 (1d6+3)

Ranged urn +6 (1d4+3)

Spell-Like Abilities (CL 2nd; concentration +3)

At will—*open/close*, *prestidigitation*

1/day—*make whole* (ahkhat's bonded structure and permanent fixtures only)

STATISTICS

Str 17, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 17

Feats Improved Initiative, Throw Anything

Skills Craft (carpentry) +6, Craft (stonemasonry) +6, Knowledge (engineering) +10, Perception +8, Stealth +12; **Racial Modifiers** +4 Knowledge (engineering)

Languages Terran

SQ integrated body

ECOLOGY

Environment warm urban

Organization solitary

Treasure none

SPECIAL ABILITIES

Integrated Body (Ex) An ahkhat derives its form from the structure it inhabits, emerging from the walls, floors, and ceilings. An ahkhat cannot manifest from broken areas or separate from the building's surface; it can only move within the building materials. An ahkhat occupies the same space as the area of the structure from which it is presently manifesting. If an ahkhat is somehow moved 10 or more feet away from its structure, it takes 1d8 points of damage; at the beginning of its next turn, the ahkhat immediately returns to the nearest space within its structure. When not manifesting, an ahkhat can't be attacked normally, but it is instantly destroyed if 75% of its attuned building is destroyed. If an ahkhat's keystone is destroyed, the ahkhat is instantly destroyed.

Structural Mobility (Su) An ahkhat can move through walls, floors, and ceilings of any material except metal, similar to the earth glide ability. It cannot move through significantly damaged or ruined sections of a structure until they are repaired. If an area containing an ahkhat is targeted with a *passwall* spell or similar effect, the ahkhat takes 1d8 points of damage and is immediately shunted to the nearest available space in its structure.

An ahkhat is an elemental entity that dwells within a single building or structure. An ahkhat exists solely to maintain and protect that structure. Far from a mere butler, an ahkhat is a structure's consciousness incarnate.

Ahkhats are bound and attuned to their structures via a special keystone, usually a heavy stone block. The keystone must be part of a structure's foundation or cornerstone, or an actual keystone within an arch. The keystone is typically carved with an icon of a humanoid figure, beneath which is written the ahkhat's name. Anyone in possession of or touching the keystone who speaks the name can attempt to compel the ahkhat to do his will, including forcing the ahkhat inside the keystone to accept residence in a new structure, though ahkhats moving to new buildings prefer to have their original stones moved as well.

Illustration by Chris Seaman

Ahool

This hideous creature blends features of both bat and ape, with fleshy wings and hind legs ending in sharp claws.

AHOOL **CR 9**

XP 6,400

NE Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 114 (12d10+48)

Fort +12, **Ref** +11, **Will** +8

Defensive Abilities ferocity

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +18 (2d6+7/19–20 plus grab), 2 claws +18 (1d6+7), tail +13 (1d8+3)

Special Attacks rend (2 claws, 1d6+10), snapping bite

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

STATISTICS

Str 24, **Dex** 17, **Con** 18, **Int** 7, **Wis** 14, **Cha** 11

Base Atk +12; **CMB** +20 (+24 grapple); **CMD** 33

Feats Flyby Attack, Hover, Improved Critical (bite), Iron Will, Power Attack, Skill Focus (Perception)

Skills Fly +7, Perception +11, Stealth +9, Survival +9; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Common (can't speak)

ECOLOGY

Environment warm forests or warm ruins

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Snapping Bite (Ex) When the ahool successfully grabs with its bite or deals damage with its bite attack to a creature it has grappled, the creature takes an additional 1d4 points of Dexterity damage. This damage is precision damage.

Illustration by Wayne England

Ahools are an ancient, primitive species resembling a cross between giant bats and apes. These savage predators make their homes in jungle regions, typically near the sites of ancient ruins. Some believe these ruins once belonged to whatever society created ahools, while others hold that the flying beasts caused the collapses of those civilizations. Though an ahool cannot speak, it understands the dominant language in whatever region it inhabits. Ahools bully other indigenous intelligent creatures into placating them with offerings of food and treasure, particularly gems, which the creatures covet.

Ahools prefer hunting at night, when they can take prey by surprise. They favor the flesh of intelligent creatures but will eat just about anything if food is scarce. Ahools' large, fanged mouths are their most dangerous weapons, allowing the beasts to quickly incapacitate victims by crushing their spines before carrying them off. Ahools also attack with their clawed hind legs and barbed tails, and pay little regards to their own wounds, leading many to believe that ahools do not feel pain the way normal creatures do.

Ahools have very little in the way of organized society, and are mostly solitary hunters. They can live for centuries, but rarely breed. Fights are common between the fiercely territorial female ahools, particularly when it comes to attracting wandering males as mates, though such confrontations rarely result in the death of either participant. Mated pairs stay together for as long as a female ahool is pregnant. After the birth, young ahools are left to fend for themselves, and the mated pair immediately disbands.

A typical adult ahool stands 12 feet tall with a 20-foot wingspan, and weighs 750 pounds. Its barbed tail can reach up to 6 feet in length. Ahools' fur ranges from a deep black to gray, with a few rare cases of completely white or golden coloring.

Akaname

This short, spindly creature has warty, brown-red skin and large black eyes. Its long, muscular tongue drags on the ground beneath it.

AKANAME **CR 1**

XP 400

N Small aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

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

hp 13 (2d8+4)

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

Immune disease

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee tongue +4 (1d4+3 plus disease and distraction)

Special Attacks distraction (DC 13)

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Power Attack

Skills Climb +10, Escape Artist +11, Knowledge (dungeoneering) +5, Perception +6, Stealth +11; **Racial Modifiers** +4 Escape Artist

Languages Common

SQ expert climber

ECOLOGY

Environment any urban or underground

Organization solitary, pair, or cult (3–6 plus 1 otyugh)

Treasure standard

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Tongue—injury; *save* Fortitude DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Expert Climber (Ex) An akaname can climb virtually any surface, no matter how slick or sheer. In effect, akaname are treated as constantly being under a natural version of the spell *spider climb* with a climb speed of 30 feet.

Akanames, or filth lickers, are grotesque beings that live in sewers and dank caves. At night, they creep into humanoid settlements in search of their favorite food: the grime that accumulates in abandoned or unwashed houses. They are especially fond of the filth in unsanitary baths and toilets. Akanames are shy and avoid humanoids, but dislike being disturbed while they feed, and are known to attack individuals who get up to relieve themselves in the dark of night.

Most akanames are solitary scavengers, claiming a single town or city borough as their territory. Akanames hold an almost religious reverence for otyughs, and the presence of one of the massive aberrations can attract several akanames to a single location. During their nightly feedings, zealous akanames gather filth to bring back as offerings to their otyugh. In addition to serving as an object of worship, the otyugh also provides protection for the akanames' communal lair.

Akanames resemble goblins with warty, reddish-brown skin and greasy, often patchy black hair. Their fingers and toes are broad like those of a house gecko, allowing them to cling to nearly any surface. Their joints bend in multiple directions, enabling them to wriggle through tight spaces. Akanames stand 3 feet tall when erect, but they most often move about on all fours.

An akaname's most distinctive feature is its grotesque tongue, which is as long as the creature is tall. Akanames drag their tongues along the ground to lick up filth, but they can also use them to manipulate objects or bludgeon their opponents. The filth an akaname eats collects in the folds and grooves of its tongue, making it an effective carrier of disease.

A rare few akanames grow to be human size. These creatures gain the giant simple template and their tongue attack has a reach of 10 feet.

Illustration by Wayne England

Amarok

This enormous black wolf's eyes gleam with a cunning intellect, and its fangs glow with the light of a cold moon.

AMAROK **CR 12**

XP 19,200

LN Huge magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent, see in darkness, *true seeing*; Perception +28

DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +15 natural, –2 size)

hp 172 (15d10+90)

Fort +15, **Ref** +14, **Will** +13

OFFENSE

Speed 50 ft.

Melee bite +23 (4d6+15/19–20 plus grab and trip)

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

Special Attacks grab, soul bite, trip

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

Constant—*discern lies*, *true seeing*

3/day—*remove curse*

STATISTICS

Str 30, **Dex** 21, **Con** 22, **Int** 15, **Wis** 23, **Cha** 16

Base Atk +15; **CMB** +27 (+35 grapple); **CMD** 42 (44 vs. grapple, 46 vs. trip)

Feats Alertness, Cleave, Combat Reflexes, Greater Grapple[B], Improved Critical (bite), Improved Grapple[B], Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Perception +28, Sense Motive +25, Stealth +19, Survival +21; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan; *speak with animals*

ECOLOGY

Environment cold forests or tundra

Organization solitary

Treasure none

SPECIAL ABILITIES

Soul Bite (Su) As a standard action, an amarok can bite directly into the soul of any creature it can see. A shadowy image of the bitten creature appears next to the amarok, and the amarok makes its bite attack as if the creature were within reach. A soul bite deals the same amount of damage as a normal bite attack, and ignores hardness and damage reduction. If its bite attack hits, the amarok can attempt to trip and grab the target. When the amarok grabs a creature in this way, the creature doesn't move, but the amarok visibly wrestles with the shadowy image and the creature appears to be grappling with thin air. This ability doesn't work against creatures that don't have souls (like most constructs) or that don't have a separate body and soul (like outsiders).

These powerful, wolflike creatures live in northern forests and on the vast, open tundra. Amarok are typically 12 feet long with midnight-black fur. Their eyes and sharp teeth glow with the color of moonlight, and their tails are longer and much more flexible than those of wolves. Unlike wolves, amaroks hunt alone, coming together only to breed and raise cubs. Amaroks are great hunters, and legends say nothing remains concealed from their gazes. When fighting, they rush forth and use their jaws to rip out the throats of their prey or attack their enemies' souls.

Amaroks don't hunt people for food, but they relish the thrill and strategy of the chase, and enjoy teaching lessons to those who foolishly hunt alone at night. The amaroks stalk hunters, then attack suddenly from the shadows. They bring their prey to the edge of unconsciousness, then depart back into the woods. Those who seek to improve their hunting techniques after these harrowing encounters earn the amaroks' approval, and amaroks are excellent, if harsh, instructors of stalking, tracking, and wrestling techniques. They are also implacable foes of those who commit the one act they cannot forgive—a foolish person who slays an amarok's pups faces a swift and brutal death at the amarok's jaws.

An amarok is 29 feet from nose to the tip of its tail, stands 9 feet high at the shoulder, and weighs 9 tons.

Illustration by Wayne England

Amphiptere

This snake-bodied dragon has a sinuous tail with a spiked tip. Flared wings attach to its forelimbs, and it lacks rear legs.

AMPHIPTERE **CR 4**

XP 1,200

N Large dragon

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

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

hp 42 (5d12+10)

Fort +6, **Ref** +4, **Will** +5

Immune paralysis, sleep

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee tail +9 (1d8+4), bite +8 (1d10+4 plus grab), 2 wings +3 (1d4+2)

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

Special Attacks constrict (1d10+4), impale

STATISTICS

Str 18, **Dex** 11, **Con** 14, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +10; **CMD** 20 (can't be tripped)

Feats Flyby Attack, Improved Initiative, Weapon Focus (tail)

Skills Fly +10, Perception +13, Sense Motive +9, Stealth +4; **Racial Modifiers** +4 Fly, +4 Perception

Languages Draconic

SQ limited flight

ECOLOGY

Environment temperate or warm deserts, hills, or mountains

Organization solitary, pair, or flight (3–18)

Treasure standard

SPECIAL ABILITIES

Impale (Ex) If an amphiptere confirms a critical hit with its tail attack against a creature smaller than itself, the spike-tipped tail impales the target creature. An impaled creature gains the pinned condition (though the amphiptere doesn't gain the grappled condition), takes 1d6 points of bleed damage, and automatically takes damage from the amphiptere's tail each round it remains pinned. An amphiptere can't constrict a creature it has impaled, nor can it use its tail attack while it is impaling a creature, but it doesn't need to succeed at a grapple combat maneuver check to maintain the grapple. An amphiptere can release an impaled creature as a free action.

Limited Flight (Ex) Though amphipteres have wings, they can't truly fly. Amphipteres usually move by lifting themselves a few feet off the ground with their great batlike wings and pulling themselves along the ground with their claws. This tactic provides an amphiptere a fly speed of 60 feet and average maneuverability, though they can't lift themselves higher than 10 feet off the ground and can't use their wings to hover. Additionally, amphipteres can attempt a DC 15 Fly check to fall safely from any height without taking falling damage, as if under the effects of *feather fall*. When falling safely, an amphiptere can attempt an additional DC 15 Fly check to glide, allowing it to move 5 feet laterally for every 10 feet it falls.

Distantly related to wyverns, amphipteres are equally cruel and prone to violence. Like wyverns, they have serpentine bodies and bat-like wings. Unlike wyverns, however, amphipteres must use the long claws on the tips of their wings to propel their bodies along as they awkwardly leap and soar a few feet off the ground. They're also longer and much leaner than wyverns, and instead of a wyvern's poisonous stinger, an amphiptere has a broad, arrow-shaped spur at the end of its long tail. Capable of piercing armor and shattering bone, an amphiptere's tail skewers prey much like a fisher might spear a fish.

Amphipteres average 18 feet in length, though most of this length is the tail, and they weigh around 1,600 pounds.

Illustration by Ben Wootten

Android

This slender woman possesses a strange, calculated grace. Her pale flesh is adorned with complex blue tattoos.

ANDROID **CR 1**

XP 200

Android rogue 1

N Medium humanoid (android)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

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

hp 11 (1d8+3)

Fort +2, **Ref** +5, **Will** +0; +4 vs. mind-affecting, paralysis, poison, and stun

Defensive Abilities constructed; **Immune** disease, emotion, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +7, Climb +5, Disable Device +7, Escape Artist +7, Knowledge (engineering) +3, Knowledge (local) +6, Perception +6, Sense Motive +0, Sleight of Hand +7, Stealth +7; **Racial Modifiers** +2 Perception, –4 Sense Motive

Languages Common, Dwarven, Elven

SQ emotionless, exceptional senses, nanite surge, trapfinding +1

ECOLOGY

Environment any

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

Treasure NPC gear (leather armor, rapier, other treasure)

SPECIAL ABILITIES

Constructed (Ex) For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count both as humanoids and as constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects. They are not subject to fatigue or exhaustion, and are immune to disease and sleep effects.

Emotionless Androids can never gain morale bonuses and are immune to fear effects and emotion effects. They have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

Nanite Surge (Ex) An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting her a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch for 1 round.

Illustration by Dmitry Burmak

The technological beings known as androids possess an almost human appearance. Although they are not human, most androids who dwell among humans prefer to hide their true nature and attempt to live as if they were humans. Their difficulty in understanding and imitating emotions can betray their true nature if they are not careful, so most study humans intently to become better at disguising themselves. Androids are created, not born, and come into the world fully mature. The alien forges in which new androids are created are hidden in mysterious ruins, and most androids have no memory of the processes involved in their creation or the locations where their construction took place.

A typical android stands 6 feet tall and weighs 200 pounds.

Android Characters

Androids are defined by their class levels—they do not possess racial Hit Dice. An android's challenge rating is equal to her class level. Androids have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma: Androids have swift reflexes and are very intelligent, but often have difficulty relating to others.

Exceptional Senses (Ex): Androids have darkvision to a range of 60 feet and low-light vision. They also gain a +2 racial bonus on Perception checks.

Constructed (Ex): See the stat block above.

Emotionless: See the stat block above.

Nanite Surge (Ex): See the stat block above.

Languages: Androids begin play speaking Common. Androids with high Intelligence can choose any language as a bonus language (except secret languages, such as Druidic).

Anemos

Strong winds whip around this majestic being, and lightning crackles from her eyes and flickers along her skin.

ANEMOS **CR 18**

XP 153,600

N Medium outsider (air, elemental, extraplanar)

Init +14; **Senses** blindsight 120 ft., darkvision 60 ft.; Perception +33

DEFENSE

AC 34, touch 30, flat-footed 24 (+10 deflection, +10 Dex, +4 natural)

hp 341 (22d10+220); regeneration 15 (earth; see earthbane)

Fort +23, **Ref** +23, **Will** +17

Defensive Abilities windblessed; **DR** 15/—; **Immune** daze, electricity, elemental traits; **Resist** cold 30, fire 30; **SR** 29

Weaknesses earthbane

OFFENSE

Speed 30 ft., fly 480 ft. (perfect)

Melee *+5 shock thundering spear* +31/+26/+21/+16 (1d8+11/19–20/×3 plus 1d6 electricity)

Ranged thunderstorm blast +32 (20d6+30/19–20 bludgeoning) or electric blast +32 touch (10d6+5/19–20 electricity) or air blast +32 (10d6+20/19–20 half bludgeoning and half electricity)

Special Attacks aerokinesis, infusions (chain, cloud, cyclone, extreme range, gusting infusion, pushing infusion, thundering infusion), manifest thunderbolt, wind orchestra

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*fickle winds*[UM], *freedom of movement*

At will—*control weather*, *control winds*

1/day—*storm of vengeance* (DC 29), *summon monster IX* (1d3 elder air elementals only)

STATISTICS

Str 18, **Dex** 31, **Con** 30, **Int** 23, **Wis** 26, **Cha** 31

Base Atk +22; **CMB** +26; **CMD** 57

Feats Combat Reflexes, Deadly Aim, Flyby Attack, Improved Critical (kinetic blast), Improved Critical (spear), Improved Initiative, Improved Iron Will, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot

Skills Acrobatics +35, Fly +43, Knowledge (geography) +31, Knowledge (nature) +31, Knowledge (planes) +31, Perception +33, Perform (wind instruments) +37, Sense Motive +33, Spellcraft +28, Stealth +35, Survival +30, Use Magic Device +35

Languages Aquan, Auran, Common, Ignan, Sylvan, Terran

SQ manifest thunderbolt, utility wild talents (air's reach, greater windsight, ride the blast, windsight), wind form

ECOLOGY

Environment any sky (Plane of Air or Material Plane)

Organization solitary or council (4)

Treasure triple

SPECIAL ABILITIES

Aerokinesis (Sp, Su) An anemos has access to a variety of air wild talents as if it were a 20th-level kineticist (*Pathfinder RPG Occult Adventures* 10). As a being of pure wind, it can perform the air and electric simple blasts and the thunderstorm composite blast at no burn cost. The anemos gains infusions and utility talents listed under its other special abilities, but doesn't gain any other abilities of a 20th-level kineticist.

Earthbane An anemos's windblessed ability and regeneration are suppressed whenever any part of the creature is submerged at least 1 inch into earth (including dirt, mud, or clay). While an anemos is airborne, only pure elemental earth attacks (like an earth simple blast or an earth elemental's slam attack) can suppress the anemos's regeneration.

Infusions (Su) An anemos has access to the kineticist form and substance infusions (*Pathfinder RPG Occult Adventures* 12) listed in its Special Attacks entry, which it can apply to any of the blasts granted by its aerokinesis ability without needing to accept burn. This applies to only the base burn cost; an anemos can't accept additional burn to gain a greater effect with infusions such as pushing infusion.

Manifest Thunderbolt (Su) An anemos's spear is an actual thunderbolt, which it can form at will as a free action.

Utility Wild Talents (Sp, Su) An anemos gains access to the kineticist utility wild talents (*Pathfinder RPG Occult Adventures* 10) listed in its SQ entry.

Wind Form (Ex) An anemos can cause its body to become more diffuse than normal, losing its human-shaped coherence and instead becoming a formless and invisible wind. When an anemos enters wind form, it automatically escapes from any grapples or bindings that managed to hold it despite its *freedom of movement*, and gains the natural invisibility ability, but can't use aerokinesis or its spear attack.

Wind Orchestra (Su) An anemos can use the winds themselves as wind instruments, which count as masterwork instruments for the purpose of its Perform (wind instruments) skill. It can use its winds to duplicate the effects of the countersong or dirge of doom bardic performances as if it were a bard with a number of rounds of bardic performance per day equal to its Charisma bonus. Beginning this performance is a swift action.

Windblessed (Su) An anemos is like a god unto the wind, and the wind zealously protects it. It gains a deflection bonus to its AC equal to its Charisma bonus. An anemos is never affected by winds or weather effects unless it chooses to be.

Anemoi are godlike beings from the Plane of Air, masters of the storm and sky. While an anemos appears humanoid in shape, even a cursory glance reveals that its humanlike appearance is a complete facade, for its 6-foot-tall body is composed of solidified air, has no vital organs, and is nearly weightless. The winds themselves obey an anemos, and greater sky deities often task four anemoi with controlling the wind patterns for an entire world on the Material Plane.

Implacable but not malevolent, an anemos guides its winds along the paths dictated by nature, heedless of how the

weather patterns help or harm the creatures in their paths, whether through drought, flood, tornadoes, or hurricanes. Mighty heroes sometimes trap an anemos in earth and force it to protect the heroes' allies or destroy their enemies in exchange for its freedom. While an anemos always honors such agreements, such heroes may find the weather turning against them at a crucial moment many years later.

Anemoi generally have little to do with their own kind, though they may hold court with a plethora of lesser air creatures. Councils of anemoi occur perhaps once every millennium, when the four anemoi who oversee a particular world assemble to confer and debate. Their personalities take on aspects of the winds they guide, and such councils often end in duels of winds, though such duels are always nonlethal due to the anemoi's regeneration.

Anemoi are particularly fond of music, particularly that of wind instruments, and each can perform as a full wind ensemble with its own winds simultaneously. They appreciate musical talent in their followers, allowing sirens and other creatures with musical skills to join their courts. Despite anemoi's aloofness, skilled mortal musicians can earn their way into the creatures' good graces, and romance between anemoi and mortals, while extraordinarily rare, is not impossible.

Though they are beings of air, anemoi usually choose to appear in humanoid form. Many sylphs, sorcerers with an air elemental bloodline, and aerokineticists make grandiose claims about anemos descent, but only a handful have the pedigree to support those claims, and they tend to become notable heroes and villains in their own right.

Elder Anemoi

While all anemoi are ancient beings with incredible abilities, elder anemoi are closer in power to true gods. Rather than serving as members of councils that control the winds on a world in the Material Plane, the elder anemoi each control notable regions on the Elemental Plane of Air with powerful wind features, such as the Living Hurricane and the Foreverstorm.

Anemoi typically become elder anemoi only after tending a world's winds from that world's infancy to its destruction, which would make elder anemoi older than most mortals can fathom. Elder anemoi possess all the powers of a typical anemos as well as 10 mythic ranks and several powerful abilities unique to each individual elder anemos.

Cardinal Wind Abilities

An anemos who is assigned to guide one of a world's winds gains an additional special ability tied to that wind.

Austral: Once per day, as a swift action, an anemos who guides the south winds can whip them into a frenzied dust storm. The storm encompasses a cylinder with a 30-foot radius centered on the anemos, and is 60 feet high. It deals 20d6 points of fire damage to other creatures within the cylinder, blinds them for 1d4 rounds, and knocks them prone. A successful DC 31 Fortitude save halves the damages and negates the other effects.

Boreal: Once per day, as a swift action, an anemos who guides the north winds can send forth a blast of ice slivers from its hand in a 30-foot line. This shredding blast deals 20d6 points of cold damage to anything in its path, as well as 2d4 points of Dexterity damage, and a damaged creature moves at half speed for 1d4 rounds as the ice infuses its limbs. A successful DC 31 Reflex save halves the cold damage and negates the other effects.

Eural: Once per day, an anemos who guides the eastern winds can use them to bring misfortune to any creatures they touch. Creatures within 60 feet of the anemos must attempt a DC 31 Will save to avoid suffering bad luck. If a creature succeeds, its close brush with disaster leaves it shaken for 1d6 rounds. If it fails, for the next 6 rounds, anytime it attempts an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result.

Zephyr: Once per day, an anemos who guides the western winds can soothe the spirits of any creature touched by its gentle breezes. For 1 minute, creatures within 60 feet of the anemos must attempt DC 31 Will saves each time they attempt to attack or take aggressive actions toward another creature. If a creature succeeds, it can attack as normal. If it fails, it can't attack and is staggered for 1 minute.

Illustration by Rogier van de Beek

Angel, Balisse

This celestial being is obscured by darkness, but its wings glow brilliantly, silhouetting a stern individual with shining eyes.

BALISSE **CR 8**

XP 4,800

NG Medium outsider (angel, extraplanar, good)

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

Aura protective aura

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural; +4 deflection vs. evil)

hp 95 (10d10+40)

Fort +11, **Ref** +7, **Will** +10; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 19

OFFENSE

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

Melee *+1 flaming heavy mace* +14/+9 (1d8+4 plus 1d6 fire)

Special Attacks brand of the impenitent

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*detect evil*

At will—*aid*, *dispel evil* (DC 19), *dispel magic*, *holy smite* (DC 18), *invisibility* (self only), *plane shift* (self only), *remove curse*, *remove disease*, *remove fear*

3/day—*cure serious wounds*, *hold person* (DC 16)

1/day—*atonement*, *mark of justice*

STATISTICS

Str 17, **Dex** 15, **Con** 18, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +10; **CMB** +13; **CMD** 26

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack

Skills Acrobatics +15, Diplomacy +17, Fly +19, Knowledge (planes) +14, Knowledge (religion) +14, Perception +16, Sense Motive +16

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any good-aligned planes

Organization solitary

Treasure double (*+1 flaming heavy mace*, other treasure)

SPECIAL ABILITIES

Brand of the Impenitent (Su) Three times per day, a balisse can brand a target within 30 feet (Will DC 19 negates) with a painless, glowing icon on its chest—usually the holy symbol of the deity or empyreal lord the balisse serves. This brand lasts for a number of days equal to the balisse's Hit Dice (10 days for most balisses). Anyone who attacks the branded target gains a +2 sacred bonus on weapon attack and damage rolls and a +2 sacred bonus on caster level checks to overcome the target's spell resistance. The save DC is Charisma-based.

Balisses, sometimes called confessor angels, appear to good individuals on the horns of moral dilemmas or who are struggling with crises of faith. Though balisses may appear stern and unyielding, they prefer to guide individuals to their own moral decisions rather than ordering them to conform to a specific ideal of good, knowing that the goodness found on one's own is stronger than mere obedience. Balisses are formed from the souls of individuals who committed evil acts but were later redeemed and died while living an exemplary, moral life.

Some balisses seek out mortals in need of their help, while others are given specific assignments by deities or empyreal lords. Balisses are used to dealing with stubbornness, and have an eternity's worth of patience. Though they brook no physical attacks, they can endure almost any other hostility for the sake of their mission.

The average balisse is 7 feet tall and weighs 200 pounds.

Illustration by Rogier van de Beek

Angel, Choral

This shimmering being looks like a miniature human with broad, iridescent wings and hair that slowly ripples through the air.

CHORAL **CR 6**

XP 2,400

NG Small outsider (angel, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., *detect evil*; Perception +16

Aura protective aura

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size; +4 deflection vs. evil)

hp 68 (8d10+24)

Fort +6, **Ref** +9, **Will** +9; +4 vs. poison, +4 resistance vs. evil

DR 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 17

OFFENSE

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

Melee slam +10 (1d3+1)

Ranged piercing hymn +12 touch (4d6 sonic plus deafened)

Special Attacks countersong, harmonize

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*detect evil*

At will—*aid*, *ghost sound* (DC 13), *dispel evil* (DC 18), *dispel magic*, *invisibility* (self only), *plane shift* (self only), *remove curse*, *remove disease*, *remove fear*

3/day—*cure moderate wounds*, *sculpt sound* (DC 16), *sound burst* (DC 15)

STATISTICS

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

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

Feats Alertness, Great Fortitude, Improved Initiative, Toughness

Skills Acrobatics +14, Diplomacy +14, Escape Artist +11, Fly +20, Knowledge (planes) +14, Knowledge (religion) +14, Perception +16, Perform (sing) +14, Sense Motive +16

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any good-aligned planes

Organization solo, duet, or ensemble (3–8)

Treasure standard

SPECIAL ABILITIES

Countersong (Su) A choral can attempt a Perform (sing) check to counter magic effects that depend on sound. This ability functions as the bard ability of the same name.

Harmonize (Sp) When chorals work together, they can use their complementary voices to create mystical harmonies. Two or more chorals within 60 feet of one another can use *calm emotions* or *heroism* as a spell-like ability, four or more chorals can use *shout*, and six or more chorals can use *greater heroism* or *holy word*. Only the choral that actually casts the spell-like ability in question must take a standard action to achieve this effect—the other chorals need only take swift actions during the same round.

Piercing Hymn (Su) As a standard action, a choral can launch a concentrated blast of sonic energy from its mouth as a ranged touch attack. This attack has a range of 90 feet with no range increment and deals 4d6 points of sonic damage. Any creature struck by a piercing hymn must succeed at a DC 17 Fortitude save or be deafened for 1d4 minutes. The save DC is Charisma-based.

Choral angels are singers of great skill, and their ranks fill the halls of good deities with soaring hymns and solemn chants. They manifest from the spirits of the pious dead who had exceptional musical talent. While they aren't soldiers, chorals can defend themselves with their magical voices. Chorals sometimes visit the Material Plane with auspicious messages for mortals.

Illustration by Jose Parodi

Angel, Empyrean

Light spills out through cracks in this humanoid being's clothing and armor, and its four wings are composed of wispy blue light.

EMPYREAN **CR 20**

XP 307,200

NG Large outsider (angel, extraplanar, good)

Init +12; **Senses** darkvision 60 ft., low-light vision, *detect evil, detect snares and pits, true seeing*; Perception +38

Aura protective aura

DEFENSE

AC 38, touch 38, flat-footed 30 (+8 Dex, +7 insight, +14 sacred, –1 size; +4 deflection vs. evil)

hp 387 (25d10+250); regeneration 15 (evil artifacts)

Fort +24, **Ref** +18, **Will** +24; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities heed no call, uncanny dodge; **DR** 15/ piercing and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 31

OFFENSE

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

Melee *+1 holy merciful halberd* +36/+31/+26/+21 (2d8+16/19–20/×3) or slam +34 (2d8+15)

Ranged *+1 holy merciful composite longbow* +33/+28/+23/+18 (2d6+11/×3)

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

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

Constant—*detect evil, detect snares and pits, discern lies* (DC 21), *true seeing*

At will—*aid, atonement, break enchantment, commune, continual flame, dimensional anchor, greater dispel magic, lesser restoration, mark of justice, neutralize poison, remove curse, remove disease, remove fear, resist energy, speak with dead*

3/day—*blade barrier* (DC 23), *dispel evil* (DC 22), *heal* (DC 23), *mass charm monster* (DC 25), *permanency, resurrection, sympathy* (DC 25)

1/day—*greater restoration, power word stun, wish*

Cleric Spells Prepared (CL 20th; concentration +30)

9th—*gate, mass heal* (DC 29), *miracle, overwhelming presence*[UM] (DC 29), quickened *righteous might*

8th—*antimagic field, discern location*, quickened *divine power, greater spell immunity, holy aura* (DC 28)

7th—*control weather, holy word* (DC 27), *greater scrying* (DC 27), *repulsion* (DC 27), *waves of ecstasy*[UM] (DC 27)

6th—*heal* (DC 26), *heroes' feast, joyful rapture*[UM], quickened *silence* (DC 22), *wind walk, word of recall*

5th—*breath of life*, quickened *divine favor, fickle winds*[UM], *greater command* (DC 25), *plane shift* (DC 25), *serenity*[UM] (DC 25)

4th—*death ward, dismissal* (DC 24), *divine power, freedom of movement, greater magic weapon* (2)

3rd—*daylight, invisibility purge, locate object, prayer, stone shape, wind wall*

2nd—*consecrate, find traps, grace*[APG] (2), *make whole, remove paralysis, silence* (DC 22)

1st—*bless, divine favor, endure elements, obscuring mist* (2), *remove sickness*[UM], *shield of faith*

0—*create water, detect magic, guidance, purify food and drink*

STATISTICS

Str 30, **Dex** 27, **Con** 30, **Int** 23, **Wis** 30, **Cha** 25

Base Atk +25; **CMB** +36; **CMD** 75

Feats Combat Reflexes, Dazing Assault[APG], Deadly Aim, Furious Focus[APG], Improved Critical (halberd), Improved Initiative, Lightning Reflexes, Manyshot, Point-Blank Shot, Power Attack, Quicken Spell, Rapid Shot, Weapon Focus (halberd)

Skills Craft (any) +34, Diplomacy +35, Disguise +15, Fly +23, Heal +17, Knowledge (history, planes, religion) +34, Perception +38, Perform (any one) +35, Sense Motive +38, Spellcraft +31, Stealth +32, Use Magic Device +32

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*), empyrean insights, lucent arms, lucent body

ECOLOGY

Environment any good-aligned planes

Organization solitary

Treasure double (mwk halberd, mwk composite longbow [+10 Str], other treasure)

SPECIAL ABILITIES

Empyrean Insights (Ex) Empyreans have insight into the way creatures act, and it serves them well in battle. Empyreans gain an insight bonus to their Armor Class equal to their Charisma bonuses.

Heed No Call (Ex) Empyreans are ancient beyond measure and directly serve the gods. They are immune to all calling spells, unless they choose to allow themselves to be called.

Lucent Arms (Ex) An empyrean infuses its weapons with its own inner light. Any weapon an empyrean wields gains the *holy* and *merciful* special abilities. The empyrean can suppress the *merciful* special ability on command as normal. An empyrean needs no ammunition for its bow (or for any other ranged weapon it may possess), as it can simply fire arrows of light. An empyrean's weapons count as having the *brilliant energy* special ability whenever it would be beneficial to the empyrean.

Lucent Body (Ex) Each empyrean is formed of the ancient essence of good. Its lucent body melds perfectly with its armor and clothing, forming a single whole. An empyrean gains a sacred bonus to its Armor Class equal to the total armor bonus of its infused armor (typically +14 from infused *+5 full plate*), but it suffers no restrictions or penalties for wearing armor. An empyrean can never gain an armor bonus or natural armor bonus to its Armor Class through any means.

Spells Empyreans can cast divine spells as 20th-level clerics. They do not gain access to domains or other cleric abilities.

Empyreans are a race of ancient angels created by the gods before the dawn of mortalkind. Among the angelic hosts, empyreans serve outside of the usual chain of command. Standing 15 feet tall and clad in the trappings of mortality, which wrap their brilliant forms in a shape mortals and other angels can easily understand, empyreans are physical embodiments of the good energy of a deity or deific being, and they answer only to that higher power.

While other angels arise from an amalgam of good souls or the soul of an ascended mortal, the birth of a new empyrean is a momentous event, for it occurs only if another empyrean is slain. To fill the void, the remaining empyreans temporarily become receptive to the energy of good deities other than their original progenitors, which can eventually cause an empyrean to split in two. The offspring empyrean shares many of the memories and personality traits of the original, but its power is influenced by the deity who sparked its creation.

Empyreans serve as secret agents for deities—operatives who can be trusted to perform sensitive tasks, especially those that require a long view. Unlike solars, who often become slayers of great evils, empyreans rarely pick fights, but when they do, they prefer to use their deities' favorite weapons.

Empyrean Paragons

Empyrean paragons stand among the most powerful servants of good deities, and a given deity can have at most one paragon. Empyrean paragons vary from CR 23 to CR 30. Each paragon possesses a unique ability tied to its deity. The following are a few examples of such powers.

Paragon of the Dawn (Ex): The paragon glows like the sun, shining light in a radius of up to 1 mile. This light automatically shines through and dispels all effects with the darkness descriptor, and counts as true sunlight for all purposes (including harming undead that are vulnerable to sunlight).

Paragon of the Rose (Su): The paragon is surrounded by rose petals and songbirds. It gains a 30-foot aura that has the effects of *euphoric tranquility*[APG] and that affects creatures for as long as they remain in the aura and for 1d4 rounds thereafter. A creature that succeeds at its Will save ends the effect completely, but if the effect expires naturally, the creature can accept the effects of an *atonement* spell to change its alignment to neutral good. Either way, the creature is immune to this ability's effects for 24 hours.

Paragon of the Shield (Ex): The paragon's protective aura is extraordinarily powerful. It acts as a *globe of invulnerability* instead of a *lesser globe of invulnerability*, and all allies within the aura except the paragon take half damage from all attacks.

Paragon of the Sword (Sp, Su): The paragon's blade is fueled by honor. The paragon is lawful good and gains *bestow grace of the champion*[UM] as a constant spell-like ability, except the paragon counts as a 20th-level paladin for the purposes of lay on hands and smite evil and gains the number of daily uses of each that it would as a 20th-level paladin.

Illustration by Jose Parodi

Animate Hair

What looks like a pile of shorn hair twitches almost imperceptibly, as if the locks were moving in an nonexistent wind.

ANIMATE HAIR **CR 1/2**

XP 200

NE Tiny ooze

Init +4; **Senses** blindsight 60 ft.; Perception +1

DEFENSE

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

hp 11 (2d8+2)

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

Defensive Abilities ooze traits; **DR** 5/slashing

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 2 slams +3 (1d2)

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

Special Attacks infestation, murderous whispers

STATISTICS

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

Base Atk +1; **CMB** –1 (+1 grapple); **CMD** 10 (12 vs. grapple, can't be tripped)

Feats Improved Grapple[B], Improved Initiative

Skills Climb +8, Disguise +4 (+8 as wig); **Racial Modifiers** +4 Disguise as wig

Languages Common (can't speak); empathy

SQ compression, no breath

ECOLOGY

Environment any urban

Organization solitary or clog (2–6)

Treasure incidental

SPECIAL ABILITIES

Empathy (Su) Animate hair can communicate empathically with a host it is attached to. This empathy allows the animate hair to encourage or discourage certain actions by communicating emotions and urges. It does not allow verbal communication.

Infestation (Su) Animate hair can climb onto and attach itself to a willing or helpless Medium or Small humanoid as a standard action. The animate hair shares the same 5-foot square as its host's space. This doesn't negatively impact the host or the animate hair. Attacks that hit an attached animate hair deal half their damage to the animate hair and half to the host. The animate hair can be removed from its host with a successful grapple combat maneuver check against the animate hair's CMD.

Murderous Whispers (Sp) Animate hair can use the *murderous command*[UM] spell (DC 13) on its host at will with a caster level equal to its Hit Dice. A creature that successfully saves against this effect is immune to the animate hair's *murderous command* for 24 hours. The DC is Charisma-based.

According to legend, when exceedingly vain individuals die prematurely, their spirits may live on in the hair cut from their heads shortly before or after their deaths. Such stories might explain the existence of animate hair, a living creature composed entirely of hair. The collected strands interact like an ooze, allowing the creature to shape itself and move across surfaces. It can also form pseudopods to grab or pull itself along. Animate hair possesses an uncanny ability to make itself more appealing, and can shape itself into an attractive, and often quite complex, wig.

Animate hair is carnivorous, and can survive by hunting the small animals that inhabit urban environments. Animate hair's preferred prey, however, is humanoids. By disguising itself as a wig, animate hair is able to subtly influence the creature that wears it. At first, the hair merely makes its host more vain, but when the opportunity presents itself, the animate hair compels its host to murder. Though not particularly intelligent, animate hair possesses lingering instincts that cause it to urge these murders cautiously, and usually only when its host is unobserved.

Each animate hair has a preferred type of victim, perhaps influenced by its former life. The hair of an executed criminal might target judges, while that of a murdered debutante might target young women.

Illustration by Nikolai Ostertag

Ant, Knight

This hulking, wide-headed ant is the size of a horse, its antennae twitching and mandibles scarred.

KNIGHT ANT **CR 4**

XP 1,200

N Large vermin

Init +0; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Perception +1

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 42 (4d8+24)

Fort +9, **Ref** +1, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 50 ft., burrow 20 ft., climb 20 ft.

Melee bite +7 (1d8+5 plus grab), sting +7 (1d6+5 plus poison)

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

STATISTICS

Str 20, **Dex** 10, **Con** 21, **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (27 vs. trip)

Feats Coordinated Defense[B, APG], Toughness[B]

Skills Climb +13

SQ hive guard

ECOLOGY

Environment any warm

Organization solitary, pair, scouting party (2 plus 1d4 giant ants), colony (3–8 plus 10–100 workers, 3–12 soldiers, and 1 queen)

Treasure none

SPECIAL ABILITIES

Hive Guard (Ex) Knight ants gain Coordinated Defense as a bonus feat, and giant ants from the same colony also gain this feat when adjacent to a knight ant. As a standard action, a knight ant can use its oversized head to provide total cover to creatures behind it or sharing its space, as if wielding a tower shield.

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 1 save.

These giant ants use pheromones to organize the complex work and protection of their colonies, identifying insects of their own or allied colonies and warding off intruders. They have a specialized physiology, including both enhanced pheromone glands and an especially wide, oversized head. The sheer size of its head allows a knight ant to block off entire tunnels within the hive in order to protect its fellow ants. It remains in place long enough to fend off invaders, even at the cost of its own life.

A knight ant is 10 feet long and weighs approximately 1,100 pounds. Its head is 7 feet across, and the flanges on the sides make it appear slightly concave.

Ant, Megapon

This enormous ant has vicious mandibles and a dripping stinger, and looks large enough to devour a horse.

MEGAPON ANT **CR 6**

XP 2,400

N Huge vermin

Init –1; **Senses** darkvision 60 ft., scent; Perception +1

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 75 (6d8+48)

Fort +12, **Ref** +1, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +10 (2d6+8 plus grab), sting +10 (1d8+8 plus poison)

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

STATISTICS

Str 26, **Dex** 8, **Con** 25, **Int** —, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +14 (+18 grapple); **CMD** 23 (31 vs. trip)

Feats Snatch[B], Toughness[B]

Skills Climb +16

SQ carry off

ECOLOGY

Environment warm plains

Organization solitary, pair, column (3–10)

Treasure none

SPECIAL ABILITIES

Carry Off (Ex) Megapon ants' carrying capacity is triple normal.

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

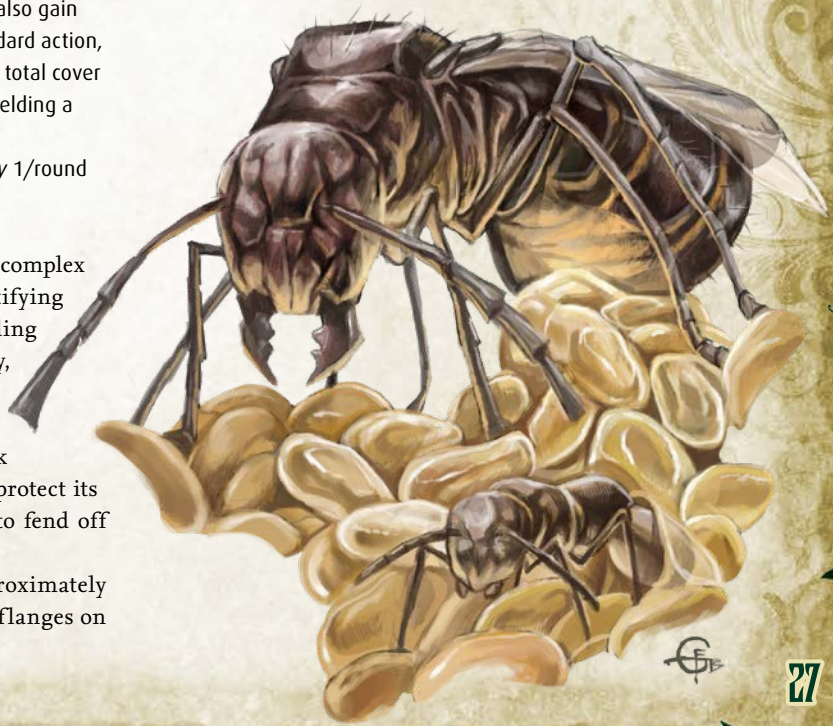


Illustration by Fabio Gorla

Anunnaki

This towering humanoid has a strange, stony head. Small, mechanical wings spread out from its back.

ANUNNAKI **CR 18/MR 7**

XP 153,600

N Large monstrous humanoid (mythic, shapechanger)

Init +16[M]; **Senses** darkvision 60 ft., lifesense, *true seeing*; Perception +31

DEFENSE

AC 35, touch 22, flat-footed 30 (+8 deflection, +5 Dex, +13 natural, –1 size)

hp 320 (20d10+210); regeneration 10 (epic weapons)

Fort +15, **Ref** +17, **Will** +20; +8 vs. mind-affecting effects

Defensive Abilities morphic anatomy, psychic warding, unstoppable[MA]; **DR** 20/epic; **Immune** poison; **Resist** acid 20, cold 20, electricity 20, sonic 20

OFFENSE

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

Melee primal chisel +30/+25/+20/+15 (3d6+10/15–20 plus devolution), bite +26 (1d8+5), 4 wings +26 (1d6+5)

Special Attacks devolution (DC 28), mythic magic[MA] 3/day, mythic power (9/day, surge +1d10)

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

Constant—*true seeing*

At will—*etherealness*, *greater teleport* (self plus 50 lbs. of objects only), *mental block*[OA] (DC 20), *mindlink*[OA]

5/day—*greater dispel magic*

3/day—quickened *baleful polymorph* (DC 23), *primal regression*[OA] (DC 24)

1/day—*divide mind*[OA], *overwhelming presence*[UM] (DC 27)

STATISTICS

Str 29, **Dex** 20, **Con** 24, **Int** 27, **Wis** 27, **Cha** 26

Base Atk +20; **CMB** +30 (+32 bull rush); **CMD** 53 (55 vs. bull rush)

Feats Combat Casting, Extra Mythic Power[M], Great Fortitude[M], Improved Bull Rush, Improved Critical (primal chisel), Improved Great Fortitude, Improved Initiative[M], Multiattack, Power Attack[M], Quicken Spell-Like Ability (*baleful polymorph*), Weapon Focus (primal chisel)

Skills Bluff +18, Diplomacy +23, Fly +25, Heal +28, Intimidate +26, Knowledge (arcana, local, nature) +28, Knowledge (dungeoneering, engineering, history) +16, Knowledge (geography, planes, religion) +13, Linguistics +23, Perception +31, Sense Motive +19, Spellcraft +28

Languages Aklo, Common, Draconic, Giant; truespeech

SQ bestow knowledge, lantern of civilization, mimetic memory, morphic body, mythic immortality[MA], uplift

ECOLOGY

Environment any

Organization solitary, pair, or cabal (6–10)

Treasure standard

SPECIAL ABILITIES

Bestow Knowledge (Su) An anunnaki that touches a creature with an Intelligence of 3 or higher can bestow temporary knowledge and understanding upon that creature. Choose one of the anunnaki's skills; for the next 24 hours the target of this ability uses the anunnaki's skill ranks in place of its own, even if this is more than its maximum number of ranks. A creature can't benefit from this ability more than once at the same time. If an anunnaki uses this ability on a creature that is currently the target of bestow knowledge (from itself or another anunnaki), the new bestow knowledge effect replaces the older one.

The anunnaki has the following skill ranks: Bluff 10 ranks, Diplomacy 15 ranks, Fly 15 ranks, Heal 20 ranks, Intimidate 15 ranks, Knowledge (arcana, local, nature) 20 ranks, Knowledge (dungeoneering, engineering, history) 8 ranks, Knowledge (geography, planes, religion) 5 ranks, Linguistics 15 ranks, Perception 20 ranks, Sense Motive 11 ranks, and Spellcraft 20 ranks.

Devolution (Su) As a standard action, an anunnaki can touch a creature and cause it to permanently lose cognitive function. The creature touched must succeed at a DC 28 Will save or be affected by an effect similar to *feeblemind* that can be removed only by a *wish* or *miracle*. If a creature affected by devolution procreates, its children can't have an Intelligence or Charisma score higher than 2 naturally, nor can this effect be lifted by magic. Progeny created with this affliction also possess physical traits that were more common among earlier evolutionary forms of their parent species. The save DC is Charisma-based.

Lantern of Civilization (Su) An anunnaki's lantern of civilization grants it constant *true seeing* and powers its primal chisel. If it loses its lantern of civilization, it loses both of these abilities.

Mimetic Memory (Ex) As a standard action, an anunnaki can touch a willing creature to read and imprint upon that creature's genetic memory as if both the anunnaki and its target were affected by a *share thoughts*[UM] spell.

Morphic Anatomy (Ex) Anunnaki are adept shapechangers and can shift their internal anatomy to best suit their immediate needs. This ability renders them immune to critical hits, sneak attacks, and precision damage.

Morphic Body (Ex) An anunnaki can assume the appearance of any creature within one size category of itself (other than creatures with the elemental, incorporeal, or swarm subtypes—the body assumed must be solid). The anunnaki's creature type doesn't change in this new form, and it gains none of the mimicked creature's special abilities; the transformation is cosmetic only. In these other forms, the anunnaki retains all of its normal statistics and abilities as noted above, though it does take the appropriate bonuses and penalties based on its new size. Though this ability affects only the anunnaki's outward appearance, it is a transmutation effect.

Primal Chisel (Su) An anunnaki's primal chisel is a part of the creature, and is powered by its lantern of civilization. It is a masterwork one-handed piercing weapon that deals 3d6 points of damage with an 18–20 critical threat range, and a successful attack made with it applies the anunnaki's devolution ability.

Psychic Warding (Su) An anunnaki generates a field of psychic energy around its body that protects its mind and body from harm, granting it a deflection bonus to its Armor Class and a racial bonus on saving throws against mind-affecting effects equal to its Charisma modifier.

Uplift (Su) As a full-round action, an anunnaki can impart incredible capacity for thought and understanding to a creature it touches. The creature must have an Intelligence score of 3 or less to be affected by this ability. This affect is identical to *awaken*, except that it works on creatures of the animal, plant, humanoid, magical beast, and monstrous humanoid types. Creatures affected by uplift don't change creature type (with the exception of animals, which become magical beasts), nor does the affected creature have any inherent affinity toward the anunnaki. The effect of uplift is permanent and is passed on to any progeny the uplifted creature produces.

Residents of an enigmatic and unknown world that is believed to exist out of phase with the Material Plane, anunnaki are mysterious, god-like beings that shape the very direction of civilizations. Little is known about the anunnaki homeworld, but fragmented information collected by scholars indicates that it comes into contact with the Material Plane only once every few thousand years. During this time, anunnaki travel to other worlds in order to manipulate the course of evolution, creating civilizations and uplifting primitive creatures using their esoteric technology, which includes external power sources called "lanterns of civilization." The anunnaki do not typically remain to guide these societies, and are often remembered as deities by the civilizations they leave behind. Because the anunnaki can take on various forms, piecing together which civilizations have or haven't been visited by anunnaki is exceedingly difficult. The creatures could have arrived to guide one civilization in the guise of powerful, glowing creatures and secretly assimilated into another society by adopting the appearance of members of that society and subtly making changes over the course of decades. Each anunnaki calibrates its form to fit the mores and prejudices of the specific society it means to advance.

Anunnaki's role as manipulators of civilization and natural order often puts them into direct confrontation with elohim (*Pathfinder RPG Bestiary 4* 86). The source of the enmity between these mighty creatures is unknown, but the aftershocks of their conflicts can be felt for millennia after the fighting has ended. Some sages believe that the anunnaki and elohim are both working to circumvent some future calamity, but differ along ideological or philosophical lines as to how to prevent this event from coming to pass. Ancient records from cultures that were shaped by the anunnaki reference divine visions of great, devouring rifts in the darkness between the stars and the terrible, unimaginable entities that dwell within them.

For all the knowledge and power anunnaki possess, the civilizations they create do not always see them as benevolent saviors. Some anunnaki might have more sinister agendas not shared by the rest of their people. These rogue anunnaki have free rein over the societies they manipulate as long as they can avoid the notice of their fellow anunnaki—and since it is difficult for other creatures to find or contact any of their race, the renegade anunnaki can often do whatever they please. Some of these renegades use their civilizations for large-scale experiments, creating bizarre hybrid creatures. Others advance their subjects too rapidly by the standards of the other anunnaki, attempting to create creatures as advanced as the anunnaki themselves rather than simply giving cultures the means to advance themselves. In many of these cases, the uplifted society isn't truly equipped to handle such vast changes. Rather than advancing in a surge of scientific and creative thought, its members become absorbed with existential doubt or fall into madness as they recognize the gulf between their lofty ambitions and the materials and means they have at their disposal.

Illustration by Eric Belisle

Anunnaki prefer to interact with most humanoids without being recognized for what they are, and an anunnaki may depart a conversation abruptly if a non-anunnaki reveals that she knows it is not the god or mortal it pretends to be.

Apallie

This small, green ooze shifts form constantly, often taking on a two-legged, vaguely humanoid appearance.

APALLIE **CR 2**

XP 600

N Small ooze

Init +2; **Senses** Perception +5

DEFENSE

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

hp 22 (4d8+4)

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

Defensive Abilities amorphous; **Immune** ooze traits

Weaknesses sun allergy

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 2 slams +6 (1d3+2 plus 1d4 acid)

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

At will—*alter self* (Small humanoids only)

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 16

Feats Deceitful, Lightning Reflexes

Skills Bluff +2, Climb +10, Disguise +6, Perception +5, Stealth +10

Languages Sylvan

ECOLOGY

Environment any temperate

Organization solitary, pair, or colony (4–12)

Treasure incidental

SPECIAL ABILITIES

Sun Allergy (Su) The sun's light automatically dispels an apallie's *alter self* spell-like ability.

Most oozes are mindless, existing only to consume. Even those rare oozes that do possess intelligence still tend to prefer the consumption of other creatures over their company. Occasionally, however, an ooze in the presence of a powerful psychic spellcaster becomes infused with some measure of both sentience and personhood, and yearns to join the company of civilized beings. When a spellcaster completes a particularly stressful ritual or powerful mental feat in close proximity to the right mixture of primordial slimes that make up a nascent ooze, a piece of the spellcaster's mind breaks off and infuses the ooze, creating a being called an apallie.

A newly formed apallie is typically convinced that it is a member of its creator's race. Its greatest desire is to join the society of its progenitor, and it alters its form to insinuate itself into humanoid settlements. Such impostors are easily discovered, however, as an apallie's true nature reasserts itself as soon as the sun begins to rise. An ooze discovered in this way often finds itself run out of town, forced to try its luck in the next settlement, though some particularly stubborn apallies simply assume a new form and return the next night under a different guise.

Apallies are nocturnal creatures, for any contact with the rays of the sun forces them to return to their true, amorphous forms. Even when its form is forcibly reverted, an apallie insists it is truly a member of its creator's race, and that it has somehow been subjected to a terrible curse. Despite the ooze's relatively high intelligence, this unreasonable attachment to its self-image persists even in extreme circumstances. If the apallie's creator was a different size from the apallie, the apallie still tries to imitate that creator, attempting to pass as a small elf, human, or member of another race to which its progenitor belonged, and refuses to acknowledge the size difference.

Apallies are more common in large cities that provide sewers and other enclosed venues to hide in during the day and a healthy nightlife scene in which they can pose as humanoids when it's dark. Some apallies find acceptance, and even success, in such environments, though the small oozes never stop trying to prove themselves to be humanoids, and any relationships in which they engage (whether platonic or romantic) nearly always end in a predictable disaster.

In its true form, an apallie weighs about 40 pounds and stands about 3 feet tall.

Illustration by Ertaç Altınöz

Ape, Megaprimatus

This titanic ape has great patches of coarse gray and brown fur, and its skin is thick and leathery.

MEGAPRIMATUS **CR 8**

XP 4,800

N Gargantuan animal

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

DEFENSE

AC 21, touch 8, flat-footed 19 (+2 Dex, +13 natural, –4 size)

hp 105 (10d8+60)

Fort +13, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +13 (1d8+9), bite +12 (2d6+9)

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

Special Attacks crash through, mangling rend, rend (2 slams, 1d8+13)

STATISTICS

Str 29, **Dex** 15, **Con** 22, **Int** 2, **Wis** 12, **Cha** 15

Base Atk +7; **CMB** +20; **CMD** 32

Feats Combat Reflexes, Iron Will, Skill Focus (Perception), Snatch, Weapon Focus (slam)

Skills Acrobatics +10, Climb +21, Perception +11

ECOLOGY

Environment warm forests, hills, or mountains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Crash Through (Ex) A megaprimatus's movement is not impeded by undergrowth, trees, rubble, and similar difficult terrain; by Medium or smaller creatures; or by allies of any size. A megaprimatus can attempt a combat maneuver to overrun a Gargantuan or smaller opponent as a swift action that does not provoke attacks of opportunity.

Mangling Rend (Ex) When a megaprimatus rends a creature or successfully uses its Snatch feat to grapple a creature, the target also takes 1d6 points of bleed damage and reduces its movement by half for 1 minute. The ape can forgo this effect to disable one of the target's natural weapons for 1 minute, causing attacks with that weapon to take a –4 penalty on attack rolls and to deal half damage.

The apex predators known as megaprimatuses rule virtually unchallenged among prehistoric beasts in lost, forgotten realms. Highly territorial, a megaprimatus attempts to intimidate any other large, threatening creatures out of its chosen domain, and fights them if they don't retreat. Once a megaprimatus resorts to violence, it shows no mercy, and its enemy must either escape or die.

A megaprimatus's diet consists of plants—especially large bunches of fruits or melons—and meat. Larger dinosaurs and megafauna are favored prey for the beast, and the megaprimatus enjoys the fight just as much as the meal.

Creatures that clearly don't pose any danger to a megaprimatus, such as smaller dinosaurs or even humanoids, can usually coexist in its domain. A population of herd dinosaurs or a humanoid settlement can thrive in its territory as the megaprimatus chases off giant predators. People living in this sort of situation might collect large quantities of fruit and deliver it to the ape to prevent it from getting so hungry it goes on a rampage and inadvertently crashes through their homes.

Its tendency to overlook smaller creatures can lead to a megaprimatus's downfall, because it is woefully underprepared to deal with the ingenuity of humanoids, whose implements of war are powerful enough to bring down a creature even as mighty as a megaprimatus.

Illustration by Daniel López

Apkallu

This muscular humanoid possesses a hawk's head and large, bird-like wings. It is dressed in robes crafted from opalescent scales.

APKALLU **CR 23/MR 9**

XP 819,200

LN Large outsider (extraplanar, lawful, mythic, water)

Init +21/+1[M], dual initiative; **Senses** darkvision 60 ft., *detect chaos*, low-light vision, mistsight, *true seeing*; Perception +38

Aura mythic presence[MA] (30 ft., DC 30)

DEFENSE

AC 44, touch 17, flat-footed 36 (+7 armor, +8 Dex, +20 natural, –1 size)

hp 469 (23d10+343); regeneration 15 (chaotic spells and effects)

Fort +24, **Ref** +17, **Will** +21; second save

Defensive Abilities *freedom of movement*, scale surplice; **DR** 20/chaotic and epic; **Immune** daze, disease, electricity, petrification, poison; **Resist** cold 20; **SR** 39

OFFENSE

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

Melee *+2 axiomatic keen potent bronze spear* +34/+29/+24/+19 (2d6+17/19–20/×3), bite +24 (1d8+5 plus mark of restraint)

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

Special Attacks mythic power (9/day, surge +1d10), paralyzing gaze

Psychic Magic (CL 19th; concentration +28)

24 PE—*detect mindscape*[OA] (2 PE, DC 21), *divide mind*[OA] (9 PE), *enshroud thoughts*[OA] (2 PE), *greater create mindscape*[OA] (6 PE, DC 25), *hypercognition*[OA] (2 PE), *intellect fortress III*[OA] (6 PE), *mind probe*[OA] (4 PE, DC 23), *mindlink*[OA] (1 PE), *mindscape door*[OA] (3 PE, DC 22), *psychic asylum*[OA] (5 PE), *psychic reading*[OA] (1 PE), *thought shield V*[OA] (6 PE), *tower of iron will V*[OA] (9 PE)

Spell-Like Abilities (CL 19th; concentration +28)

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

At will—*control water*, *greater teleport* (self plus 50 lbs. of objects only), *major creation*, *order's wrath*[M] (DC 23), *plane shift* (DC 24)

3/day—quickened *order's wrath*[M] (DC 23)

1/day—*commune*

Oracle Spells Known (CL 19th; concentration +28)

9th (5/day)—*miracle*, *overwhelming presence*[UM] (DC 28)

8th (7/day)—*dimensional lock*[M], *mass cure critical wounds* (DC 27), *shield of law*

7th (7/day)—*destruction* (DC 26), *dictum*[M], *repulsion* (DC 26)

6th (7/day)—*geas/quest*, *greater dispel magic*, *heal*[M]

5th (8/day)—*greater command* (DC 24), *greater forbid action*[UM] (DC 24), *mass cure light wounds* (DC 24), *wall of stone*

4th (8/day)—*dimensional anchor*, *divination*, *restoration*, *sending*[M]

3rd (8/day)—*create food and water*, *invisibility purge*, *speak with dead* (DC 22), *wind wall*

2nd (8/day)—*calm emotions* (DC 21), *hold person* (DC 21), *silence* (DC 21), *sound burst* (DC 21), *zone of truth* (DC 21)

1st (9/day)—*comprehend languages*, *divine favor*[M], *obscuring mist*[M], *sanctuary*[M] (DC 20), *shield of faith*[M]

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *stabilize*

M mythic spell

STATISTICS

Str 30, **Dex** 26, **Con** 33, **Int** 26, **Wis** 27, **Cha** 29

Base Atk +23; **CMB** +34; **CMD** 52

Feats Combat Casting, Combat Reflexes, Craft Wondrous Item, Divine Interference[M, UM], Eschew Materials, Flyby Attack, Improved Initiative[M], Lightning Reflexes[M], Maximize Spell, Mythic Crafter, Power Attack[M], Quicken Spell-Like Ability (*order's wrath*), Silent Spell

Skills Craft (any three) +31, Diplomacy +34, Fly +29, Heal +31, Intimidate +32, Knowledge (engineering, geography, history, planes, religion) +28, Perception +38, Sense Motive +31, Spellcraft +31, Swim +38; **Racial Modifiers** +4 Perception

Languages Aquan, Auran, Celestial; telepathy 100 ft.

SQ archive, change shape (1 human form and 1 merfolk form; *polymorph*), mythic immortality, mythic spellcasting[MA], mythic spell-like abilities, mythic spellpower[MA] (2/day)

ECOLOGY

Environment any (lawful planes)

Organization solitary

Treasure standard (*+2 axiomatic keen potent*[MA] *bronze spear*, other treasure)

SPECIAL ABILITIES

Archive (Su) By concentrating for 1 minute without interruption, an apkallu can conjure the door to a personal extradimensional archive in which it collects and preserves the lore generated by the civilizations it guides. An apkallu's archive is similar to an archmage's sanctum (*Pathfinder RPG Mythic Adventures* 19) but is 2,000 cubic feet in size. By spending one use of its mythic power as a full-round action, the apkallu can instantly record up to nine nonmagical writings (books, scrolls, carvings, and so on) that it is touching or carrying within tomes in the archive. If an apkallu is killed or rendered unconscious (even if its regeneration is still active), its body and any items it is carrying are immediately transported to its archive. An apkallu can conjure the door to the archive of a slain apkallu at the location of the slain apkallu's death.

Mark of Restraint (Su) An apkallu that successfully bites an opponent can spend one use of its mythic power as a free action to mark that opponent with a restraining effect. This effects acts like a *mark of justice* that triggers if the opponent attacks the apkallu; the opponent is instantly aware of this condition. If the opponent attacks the apkallu, the mark's curse is activated and imposes a permanent –4 penalty on the opponent's attack rolls, saving throws, ability checks, and skill checks.

Mythic Spell-Like Abilities (Ex) An apkallu can expend uses of mythic power to use the mythic version of *order's wrath* as if the ability were a mythic spell.

Paralyzing Gaze (Su) Paralysis for 1 round, 30 feet, Fortitude DC 30 negates. The save DC is Charisma-based. If an apkallu actively directs its gaze, a targeted creature is instead paralyzed for 1d6 rounds, or staggered for the same duration on a successful save. Lawful creatures are immune to its gaze.

Scale Surplice (Su) Apkallus wear robes of opalescent scales that function as *+2 resonating*[MA] *scale mail* with no armor check penalty, and that grant the wearer a swim speed of 40 feet, the ability to breathe water, and the ability to treat Swim as a class skill. The surplice is absorbed into an alternate form if the apkallu changes shape, and if removed, it becomes a mundane cloth robe until worn again by an apkallu. If an apkallu's scale surplice is destroyed, it can create a new one from water by spending nine uses of mythic power after 1d4 hours of uninterrupted crafting.

Spells Apkallus cast divine spells as 19th-level oracles. They do not gain access to mysteries or other oracle abilities.

Apkallus are a race of psychic, oracular outsiders from Utopia, creatures of fundamental law tasked by their divine creators with the protection and guidance of lawful mortal civilizations. They are enemies of the chaotic, of those who oppose just rulership and the development of culture, laws, lore, or technology, and of those who otherwise seek to tear down the progress of mortal communities. To this end, apkallus often travel to different worlds throughout the Material Plane, guiding the rulers toward lawful religions, promoting the value of crafts and the arts, and aiding in the development of fundamental discoveries such as writing, architecture, and agriculture.

Rather than simply teaching mortals such knowledge, apkallus prefer to act as advisors, nudging those who would develop key techniques toward important discoveries, ensuring that the civilizations within their care don't come to rely on their instruction. Apkallus can communicate with any intelligent creature by using telepathy or *mindlink*. They are particularly fond of using shared mindscapes to grant inspiring visions of possible futures to their charges, modeling an array of potential developments in an immersive medium that transcends dry theory and exposition.

Apkallus are also archivists and preservationists, carefully recording the key historical documents that describe the progress of mortal societies so that knowledge and progress can be restored following natural disasters or periods of war or barbarism. They take great care to ensure that their extradimensional archives remain well-protected, understanding that certain information, or even knowledge of the existence of that information, can undermine a civilization's progress and self-reliance. Whenever possible, apkallus ensure that the material collected in their personal archives is transferred to the grand library vaults within Utopia. Here, they and their allies can analyze the information collected across myriad cultures and devise strategies for advancing the cause of law and order throughout the Material Plane.

Apkallus appear as large, muscular humanoids with the feathered heads of raptors, and with powerful, hawk-like wings. They dress in surplices of fish scales, which glitter with a milky iridescence that casts shimmering rainbows across their forms, and they typically carry magical bronze spears. They can also adopt two alternate forms—one human, and one merfolk—in which they move through terrestrial and aquatic settlements and cities, respectively.

While apkallus are peaceful by nature, they are nevertheless capable of defending themselves and others with powerful magic, especially in defense of Utopia or mortal cities under their protection.

Illustration by Nikolai Ostertag

Archon, Exscinder

This massive humanoid figure has no mouth, and carries a burning sword that matches its flaming wings.

EXSCINDER **CR 12**

XP 19,200

LG Huge outsider (archon, extraplanar, good, lawful)

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

DEFENSE

AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, –2 size; +2 deflection vs. evil)

hp 147 (14d10+70)

Fort +16, **Ref** +10, **Will** +16; +4 vs. poison

DR 10/evil; **Immune** acid, cold, fire, electricity, petrification; **SR** 23

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee *+3 flaming longsword* +25/+20/+15 (3d6+15/19–20 plus 1d6 fire)

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

Special Attacks censor text

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

Constant—*detect evil*, *true seeing*

At will—*cure light wounds*, *detect thoughts* (DC 17), *discern lies* (DC 19), *hold monster* (DC 20), *holy smite* (DC 19), *invisibility* (self only), *locate creature*, *locate object*, *modify memory* (DC 19), *protection from evil* (DC 16), *repress memory*[OA] (DC 21), *stabilize*, *zone of truth* (DC 17)

3/day—*dispel evil* (DC 20), *fireball* (DC 18), *flame strike* (DC 20), *plane shift* (DC 20)

1/day—*discern location* (DC 23), *find the path* (DC 21)

STATISTICS

Str 30, **Dex** 19, **Con** 20, **Int** 16, **Wis** 25, **Cha** 21

Base Atk +14; **CMB** +26; **CMD** 40

Feats Alertness, Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack

Skills Intimidate +22, Knowledge (arcana, history, planes, religion) +20, Knowledge (geography) +17, Linguistics +10, Perception +28, Sense Motive +28, Spellcraft +10

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Infernal; telepathy 100 ft., truespeech

SQ change size, no breath

ECOLOGY

Environment any (Heaven)

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

Treasure standard *(+3 flaming longsword*, other treasure)

SPECIAL ABILITIES

Censor Text (Su) An exscinder can attempt to magically steal or modify any text within 100 feet as a standard action. Against an unattended text, it automatically succeeds. A creature in possession of a text can attempt a DC 22 Will save to negate this ability. A stolen text teleports directly into the exscinder's hand. A modified text is permanently revised according to the exscinder's wishes—this change is detectable with magic, but can't be dispelled or reversed short of a *wish* or *miracle*. The save DC is Charisma-based.

Change Size (Su) An exscinder can change its form to a Large, Medium, or Small version of itself. This does not change its ability scores; it adjusts only its size (and thus its weapon damage).

Exscinders are Heaven's censors, scouring the planes for texts containing information too evil or dangerous to be allowed to exist. Exscinders care little for individual lives or everyday heresies, remaining staunchly focused on protecting mortalkind as a whole from corruption.

Illustration by Rogier van de Beek

Archon, Gate

This masked humanoid being has wings and armor of rune-carved gray stone, and its eyes glow blue.

GATE ARCHON **CR 17**

XP 102,400

LG Medium outsider (archon, extraplanar, good, lawful)

Init +3; **Senses** darkvision 60 ft., *true seeing*; Perception +26

Aura aura of menace (30 ft., DC 23, 10 rounds)

DEFENSE

AC 33, touch 14, flat-footed 29 (+9 armor, +3 Dex, +1 dodge, +10 natural; +2 deflection vs. evil)

hp 263 (17d10+170); regeneration 10 (evil weapons and effects)

Fort +20, **Ref** +8, **Will** +16; +4 vs. poison

DR 10/evil; **Immune** electricity, fear, petrification; **SR** 28

OFFENSE

Speed 20 ft., fly 90 ft. (good)

Melee *+3 conductive greatsword* +30/+25/+20/+15 (2d6+18/17–20), 2 wings +22 (1d4+5)

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

Constant—*nondetection, statue, true seeing*

At will—*bestow curse* (DC 18), *detect evil, dimensional anchor, dismissal* (DC 19), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*calcific touch*[APG] (DC 19), *glyph of warding* (DC 18), *plane shift* (DC 20)

1/day—*gate*

Cleric Spells Prepared (CL 17th; concentration +23)

9th—*mass heal* (DC 24)

8th—*dimensional lock, greater spell immunity*

7th— *greater scrying* (DC 22), *holy word* (2, DC 22)

6th—*antilife shell, banishment* (2, DC 22), *blade barrier* (DC 21), *greater dispel magic, heal*

5th—*break enchantment* (2), *breath of life, dispel evil* (DC 20), *righteous might, wall of stone*

4th—*blessing of fervor*[APG], *divine power, freedom of movement, greater magic weapon, neutralize poison*

3rd—*daylight, dispel magic, prayer* (2), *searing light*

2nd—*calm emotions* (DC 17), *consecrate, eagle's splendor, owl's wisdom, remove paralysis, silence* (DC 17)

1st—*divine favor, entropic shield, obscuring mist, protection from evil, remove fear, shield of faith*

0—*detect magic, guidance, light, stabilize*

STATISTICS

Str 30, **Dex** 17, **Con** 31, **Int** 18, **Wis** 22, **Cha** 21

Base Atk +17; **CMB** +27; **CMD** 41

Feats Combat Expertise, Dodge, Improved Critical (greatsword), Lunge, Mobility, Power Attack, Shield of Swings[APG], Spring Attack, Whirlwind Attack

Skills Acrobatics +17 (+13 when jumping), Fly +24, Intimidate +25, Knowledge (planes) +24, Perception +26, Sense Motive +26, Spellcraft +24, Stealth +20, Survival +26, Use Magic Device +25

Languages Celestial, Draconic, Infernal; truespeech

SQ graven wings, stoneblade

ECOLOGY

Environment any (Heaven)

Organization solitary or pair

Treasure standard (mithral full plate, *+3 conductive*[UE] *greatsword*, other treasure)

SPECIAL ABILITIES

Graven Wings (Ex, Sp) A gate archon can inscribe a *glyph of warding* onto its wings; this glyph can be triggered only when the archon is using its *statue* form.

Stoneblade (Ex, Su) A gate archon can create a *+3 conductive greatsword* as a full-round action. A stoneblade crumbles to dust if the archon dies or crafts a new sword.

Gate archons stand in silent vigils over interplanar portals.

Illustration by Rogier van de Beek

Assassin Bug, Giant

This goat-sized insect stands on long, spindly legs. Its mouthparts glisten with a curious fluid.

GIANT ASSASSIN BUG **CR 3**

XP 800

N Small vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 27 (5d8+5)

Fort +5, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

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

Melee bite +6 (1d4+2 plus poison), 2 claws +6 (1d3+2)

Special Attacks poison, poison stream

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 16 (24 vs. trip)

Skills Fly –4, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any warm

Organization solitary or nest (2–12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Stream (Ex) As a standard action usable every 1d4 rounds, an assassin bug can spray poison from its mouth in a 15-foot line. Any creature caught in this area must succeed at a DC 14 Reflex save or be exposed to the assassin bug's poison. The save DC is Dexterity-based.

An assassin bug partially buries itself in the sand or conceals itself among clusters of thorny bushes near oases, waiting for the next palatable creature to approach. When prey arrives, the insect bursts out of hiding and pierces its target with its elongated mouthparts, injecting a potent toxin. Once its prey is safely paralyzed, the assassin bug feeds by siphoning the victim's fluids. Even if these bites don't kill, they are extremely painful and cause swelling.

Giant assassin bugs lay eggs in shallow caves or the crevices between rocks, preferably where food is readily available for the hatching young. An adult giant assassin bug is typically 4 feet long and weighs 65 pounds, though the larger varieties grow to a length of 6 feet and weigh around 150 pounds.

Assassin Bug, Great

A massive insect with long mandibles and sullenly glowing eyes, this creature has a heavy, bulbous thorax.

GREAT ASSASSIN BUG **CR 5**

XP 1,600

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 52 (7d8+21)

Fort +8, **Ref** +6, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 40 ft., fly 40 ft. (clumsy)

Melee bite +10 (1d6+5 plus poison), 2 claws +10 (1d4+5)

Special Attacks poison, poison stream

STATISTICS

Str 21, **Dex** 19, **Con** 17, **Int** —, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +10; **CMD** 24 (32 vs. trip)

Skills Fly –4, Perception +5, Stealth +8; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any warm

Organization solitary or nest (2–12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Stream (Ex) As a standard action usable every 1d4 rounds, an assassin bug can spray poison from its mouth in a 15-foot line. Any creature caught in this area must succeed at a DC 17 Reflex save or be exposed to the assassin bug's poison. The save DC is Dexterity-based.

Illustration by Mattias Fahlberg

Astomoi

This humanoid appears to be made of darkness, and has no discernible ears, eyes, mouth, or nose.

ASTOMOI **CR 1/2**

XP 200

Astomoi psychic 1 (*Pathfinder RPG Occult Adventures* 60)
N Medium humanoid (astomoi)
Init +1; **Senses** darkvision 60 ft., scent, telepathic senses; Perception +7

DEFENSE

AC 14, touch 14, flat-footed 13 (+1 Dex, +3 Wis)
hp 7 (1d6+1)
Fort +0, **Ref** +1, **Will** +5; –2 vs. disease and inhaled poison
Immune ingested poisons
Weaknesses sensitive breath

OFFENSE

Speed 30 ft.
Melee dagger –1 (1d4–1/19–20)
Special Attacks phrenic amplification (conjured armor), phrenic pool (3 points), physical push (+3, 3/day)
Psychic Spells Known (CL 1st; concentration +4)
1st (4/day)—*expeditious retreat*, *mind thrust I*[OA] (DC 14), *summon monster I*
0 (at will)—*daze* (DC 13), *flare* (DC 13), *grave words*[OA], *telekinetic projectile*[OA]
Psychic Discipline self-perfection

STATISTICS

Str 8, **Dex** 13, **Con** 10, **Int** 17, **Wis** 16, **Cha** 10
Base Atk +0; **CMB** –1; **CMD** 13
Feats Combat Casting
Skills Diplomacy +4, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7
Languages Celestial, Common, Sylvan (can't speak any language); telepathy 100 ft.
SQ mouthless

ECOLOGY

Environment any land
Organization solitary, pair, or convent (6–20)
Treasure NPC gear (dagger, other treasure)

SPECIAL ABILITIES

Mouthless (Ex) Astomoi don't need to eat or drink to survive. Instead, they absorb the essence of food and drink; this consumes the nutrients of the meal as though it had been eaten, rendering the food useless to others. Astomoi consume potions and other ingested materials in the same fashion. Since they never actually ingest anything, they can't normally be exposed to ingested poisons.
Sensitive Breath (Ex) Astomoi take a –2 penalty on saving throws against disease and inhaled poisons.
Telepathic Senses (Ex) Astomoi can't speak or see, but can mentally sense the area within 60 feet, as per darkvision, and can speak telepathically. An astomoi can't see anything beyond 60 feet. An astomoi must provide thought components for spells that normally require verbal components. It can use language-dependent abilities with its telepathy, but not abilities that depend on audible components.

Illustration by Rogier van de Beek

These mysterious humanoids require no food—indeed, they have no mouths—and they have no eyes with which to survey their environment. Instead, they rely on their powerful minds to sense the world around them, and subsist on nutrients absorbed from the air. This can turn against them, however, as powerful smells and inhaled poisons can render an astomoi helpless. Predisposed to asceticism, astomoi rarely wear more than rags, if they wear anything at all.

Astomoi Characters

Astomoi are defined by class levels—they don't have racial Hit Dice. Astomoi have the following racial traits.

–2 Constitution, +2 Intelligence, +2 Wisdom: Astomoi ever pursue enlightenment through self-denial and are psychically attuned to their surroundings, but their delicate bodies are more susceptible to the physical dangers of the world.

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

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

Scent: Astomoi have the scent special ability.

Telepathic Senses: See above.

Sensitive Breath: See above.

Mouthless: See above.

Languages: Astomoi begin play knowing Common, but as they have no mouths, they cannot speak. They have telepathy with a range of 100 feet. Astomoi with high Intelligence scores can choose any of the following languages: Abyssal, Aklo, Celestial, Elven, Gnome, Infernal, and Sylvan.

Azata, Gancanagh

This incredibly handsome man's pointed ears and otherworldly grace betray an inhuman beauty.

GANCANAGH **CR 4**

XP 1,200

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

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

DEFENSE

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

hp 42 (5d10+15)

Fort +4, **Ref** +9, **Will** +5

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

Weaknesses vulnerable to smoke

OFFENSE

Speed 40 ft.

Melee *+1 mithral rapier* +11 (1d6+6/18–20)

Spell-Like Abilities (CL 5th; concentration +10)

At will—*charm person* (DC 16), *mirror image*, *suggestion* (DC 17)

1/day—*cure moderate wounds*, *good hope*

STATISTICS

Str 12, **Dex** 21, **Con** 16, **Int** 15, **Wis** 12, **Cha** 21

Base Atk +5; **CMB** +6; **CMD** 21

Feats Combat Reflexes, Persuasive, Weapon Finesse

Skills Bluff +13, Diplomacy +15, Disguise +13, Intimidate +15, Knowledge (planes) +6, Perception +9, Perform (wind instruments) +13, Sense Motive +7, Stealth +9, Use Magic Device +10

Languages Celestial, Infernal, Sylvan; truespeech

SQ change shape (Small or Medium humanoid; *alter self*), gancanagh's grace, invigorating passion

ECOLOGY

Environment any (Elysium)

Organization solitary

Treasure triple (*+1 mithral rapier*, other treasure)

SPECIAL ABILITIES

Gancanagh's Grace (Su) A gancanagh's otherworldly grace and flowing movement allow him to add his Dexterity modifier to damage rolls with his rapier in place of his Strength modifier.

Invigorating Passion (Su) A gancanagh's passion has the power to raise those who receive it to great heights. Any creature who performs an act of passion with a gancanagh, such as a kiss, gains a +1 competence bonus on attack rolls, gains 1 bonus Hit Die (d10) with the commensurate number of temporary hit points (apply the target's Constitution modifier, if any), and takes no penalties from the fatigued or exhausted conditions. These benefits last for 1 hour. At the end of that time, the creature must succeed at a DC 17 Fortitude save or become fatigued, or exhausted if it was already fatigued. This is a mind-affecting effect. The save DC is Charisma-based.

Vulnerable to Smoke (Ex) A gancanagh's lungs can't tolerate smoke. He takes a –4 penalty on all saving throws against smoke and cloud effects, such as *stinking cloud* and the smoke from *pyrotechnics*.

Illustration by Rogier van de Beek

Male azatas of extraordinary and radiant beauty, gancanaghs are Elysium's knights-errant, but they are best known as inveterate wooers of mortals and immortals alike. While gancanaghs are incorrigible flirts, a gancanagh's true attention tends to alight on one man or woman at a time, and he throws himself into wooing and courting his current target, into a brief but earnest fling before his quicksilver passions change yet again.

Gancanaghs hate succubi and incubi more than anything else, as they feel that the mere existence of such creatures profanes the spirit of romance with the shadow of the demons' seduction and violence, leading good people who share the gancanagh's flirtatious and open nature to be compared to evil creatures. One can give a gancanagh no greater offense than to mistake him for an incubus, and more than one hotheaded gancanagh has challenged a misinformed paladin or other ally of good to a duel over such an insult.

While many gancanaghs carry whimsical-looking pipes because they like the way they look, they can't stand smoke, and so rarely make use of them. A gancanagh's flute, on the other hand, is a cherished possession, as they enjoy both the beauty of the music and its ability to sway the heart. A typical gancanagh stands 6 feet tall but weighs only 130 pounds.

Azata, Raelis

This bronze-skinned humanoid is muscular yet lithe, garbed in colorful clothing emblazoned with glowing runes.

RAELIS **CR 10**

XP 9,600

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

Init +8; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)

hp 115 (11d10+55)

Fort +8, **Ref** +11, **Will** +9

DR 10/cold iron and evil; **Immune** electricity, petrification, rune mastery; **Resist** cold 10, fire 10

OFFENSE

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

Melee 2 slams +19 (2d8+7)

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

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

Constant—*freedom of movement, nondetection*

At will—*alter self*

3/day—*dimension door, modify memory* (DC 17)

1/day—*greater teleport* (self plus 50 lbs. of objects only), *plane shift* (DC 21)

Sorcerer Spells Known (CL 11th; concentration +15)

5th (4/day)—*seeming, sending, symbol of pain* (DC 20), *symbol of sleep* (DC 20)

4th (7/day)—*confusion* (DC 18), *greater invisibility, scrying* (DC 18)

3rd (7/day)—*beast shape I, explosive runes* (DC 18), *glyph of warding* (DC 18), *haste, lightning bolt* (DC 17), *sepia snake sigil* (DC 18), *suggestion* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *hypnotic pattern* (DC 16), *invisibility, scorching ray, see invisibility*

1st (7/day)—*erase, feather fall, hypnotism, silent image* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*arcane mark, dancing lights, detect magic, detect poison, light, mage hand, message, prestidigitation, read magic*

STATISTICS

Str 24, **Dex** 19, **Con** 20, **Int** 18, **Wis** 15, **Cha** 19

Base Atk +11; **CMB** +19 (+23 grapple); **CMD** 33 (35 vs. grapple)

Feats Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (slam)

Skills Acrobatics +18, Bluff +18, Disguise +14, Fly +20, Knowledge (geography, planes) +18, Knowledge (history) +15, Perception +16, Perform (oratory) +18, Spellcraft +18, Stealth +14; **Racial Modifiers** +10 Disguise

Languages Celestial, Common, Draconic, Infernal; truespeech

SQ rune mastery, word caller

ECOLOGY

Environment any (Elysium)

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

Treasure standard

SPECIAL ABILITIES

Rune Mastery (Ex) Raelises add *explosive runes*, *glyph of warding*, *sepia snake sigil*, *symbol of pain*, and *symbol of sleep* to their list of spells known and increase these spells' DCs by 1. Additionally, raelises are immune to these spells.

Spells Raelises casts spells as 11th-level sorcerers.

Word Caller (Su) Raelises sense the presence and basic topics of any books, scrolls, or other writings. As a standard action, they can read 100 pages of nonmagical writing, or read one scroll as if with *read magic*. These abilities' range is 50 feet.

Formed from the souls of authors, artists, and storytellers, raelises travel to the farthest corners of the planes searching for epic stories, poems, and simple tall tales.

Illustration by Jorge Fares

Bagiennik

This small, lizardlike creature has a humanoid upper body and a long tail with frilled extensions.

BAGIENNIK **CR 6**

XP 2,400

CN Small fey (aquatic)

Init +2; **Senses** disease scent; Perception +19

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 66 (12d6+24)

Fort +5, **Ref** +10, **Will** +8

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

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +9 (1d4–1)

Ranged nasal spray +10 touch (3d6 fire, 3d6 acid, and nasal burn)

Spell-Like Abilities (CL 7th; concentration +10)

3/day—*cure light wounds*, *remove disease*

1/day—*cure moderate wounds*, *remove blindness/deafness*

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 15, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +4; **CMD** 16

Feats Alertness, Self-Sufficient, Skill Focus (Heal), Toughness, Weapon Finesse, Weapon Focus (nasal spray)

Skills Bluff +10, Diplomacy +12, Escape Artist +9, Heal +22, Knowledge (arcana) +5, Knowledge (nature) +12, Perception +19, Sense Motive +11, Stealth +21, Survival +8, Swim +22, Use Magic Device +18

Languages Common, Sylvan

SQ amphibious

ECOLOGY

Environment cold rivers

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

Treasure none

SPECIAL ABILITIES

Disease Scent (Ex) A bagiennik can smell a diseased creature as if using the scent ability. It can discern whether the diseased creature is the source of a disease or merely a carrier; in the latter case, the bagiennik often seeks out the creature and attempts to purge its maladies.

Nasal Burn (Su) A bagiennik's nasal spray deals 1d6 points of fire damage to victims in subsequent rounds after it strikes a target (as per the burn universal monster ability), but it can also cure other maladies. Each round in which a victim takes damage from a bagiennik's nasal spray, that victim can attempt a DC 17 Fortitude save. If the victim succeeds at this save, it heals 1 point of ability damage to an ability score of its choice. If the result exceeds the DC by 5 or more, the victim can also attempt to remove a single disease or poison currently affecting her as per *remove disease* or *neutralize poison* (caster level 7th). If the damage from the bagiennik's nasal burn is reduced or negated in any way, the victim can't attempt this special Fortitude save that round. The save DC is Constitution-based.

Bagienniks are small, amphibious fey that hide in tall reeds along rivers. They frequently dig into the silt beneath the pools of hot springs, where they take long naps in the warm and comforting waters and play pranks on foolish bathers who swim too close to the bagienniks' hiding spots. Despite their capricious nature, the creatures are sought for their healing abilities. They delight in curing maladies and burning away infirmities with their caustic nasal spray.

A local bagiennik is considered a boon in many river towns. Citizens of such settlements often venture to the rivers with offerings, hoping to encourage the fey to stay close and heal their families. A bagiennik that finds a generous town might invite its extended family to settle in, testing the patience and largesse of its hosts.

Illustration by Jim Nelson

Bear, Polar

This large bear is completely white save for small black eyes and black lips hiding huge, glistening teeth.

POLAR BEAR **CR 5**

XP 1,600

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 52 (5d8+30)

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

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +9 (1d8+7), 2 claws +9 (1d6+7 plus grab)

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

STATISTICS

Str 25, **Dex** 17, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +8, Survival +8, Swim +19

ECOLOGY

Environment cold coastlines or plains

Organization solitary or pair

Treasure none

Polar bears swim along frigid coasts and wander icy plains looking for prey, most notably the seals they pluck from holes in the ice. A polar bear's blubber gives it buoyancy, and its long neck helps keep its head above water. Oversized paws with webbed toes propel it steadily through the icy seas, and a polar bear can swim more than 100 miles in a single day.

While easily able to avoid conflict by plunging into the frigid ocean swells that surround their lairs, polar bears are notoriously fearless, and will attack nearly any creature if they feel threatened or desperate. This makes them particularly dangerous scavengers around arctic settlements, though a rare few civilizations hunt polar bears, both for their meat and for the furs and bones that can be fashioned into clothes and vital tools. Many of these cultures hold polar bears sacred, honoring their deaths with solemn rituals and ceremonies.

Polar bears live an average of 15 to 20 years, but arctic peoples have known individual bears to live as long as 40 years, often assuming legendary status in local lore. An adult male polar bear can weigh 800 to 1,200 pounds, with females weighing 350 to 650 pounds.

Bear, Dire Polar

Fearsome bony growths protrude from several spots in this massive animal's snowy fur.

DIRE POLAR BEAR **CR 8**

XP 4,800

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 115 (10d8+70)

Fort +14, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +15 (1d8+9), 2 claws +15 (1d6+9 plus grab)

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

STATISTICS

Str 29, **Dex** 17, **Con** 25, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +14, Survival +7, Swim +21

ECOLOGY

Environment cold coastlines or plains

Organization solitary or pair

Treasure none

Dire polar bears, kin to cave bears, are larger and more aggressive than cave bears and normal polar bears alike. These short-tempered animals tend to avoid settled regions, but sometimes venture dangerously close to them while hunting, potentially resulting in bloody massacres.

Illustration by Ben Wootten

Bisha Ga Tsuku

Two clawed feet extend from a mysterious mobile fog bank, and dark eyes glow balefully from the mist.

BISHA GA TSUKU **CR 9**

XP 6,400

NE Medium outsider (cold, native)

Init +10; **Senses** darkvision 60 ft.; Perception +19

Aura frightful presence (30 ft., DC 20), hoarfrost halo (30 ft., DC 20)

DEFENSE

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

hp 114 (12d10+48)

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

Immune cold; **SR** 20

Weaknesses vulnerable to fire

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee 3 tentacles +18 (2d6+5/19–20 plus 1d6 cold)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tentacles)

Special Attacks sneak attack +1d6, soul-thieving chill

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

3/day—*detonate*[APG] (DC 18, cold only)

1/day—*cold ice strike*[UM] (DC 20), *freezing sphere* (DC 20), *wall of ice* (DC 18)

STATISTICS

Str 20, **Dex** 22, **Con** 18, **Int** 13, **Wis** 19, **Cha** 19

Base Atk +12; **CMB** +17; **CMD** 33 (can't be tripped)

Feats Dazing Assault[APG], Flyby Attack, Improved Critical (tentacle), Improved Initiative, Power Attack, Weapon Focus (tentacle)

Skills Acrobatics +21, Fly +25, Knowledge (geography) +15, Knowledge (nature) +14, Knowledge (planes) +11, Perception +19, Spellcraft +12, Stealth +21

Languages Common (can't speak)

ECOLOGY

Environment cold hills or mountains

Organization solitary

Treasure none

SPECIAL ABILITIES

Hoarfrost Halo (Su) A bisha ga tsuku projects an aura of cold that freezes the surrounding air into a dense cloud of icy mist. This functions similarly to the spell *obscuring mist*, but the bisha ga tsuku can see through its own hoarfrost halo, and the halo moves with the bisha ga tsuku in a 30-foot radius. Creatures in the aura take 2d6 points of cold damage at the start of their turn due to the intense cold. This aura can be dispelled, but the bisha ga tsuku can resume or dismiss its hoarfrost halo as a free action.

Soul-Thieving Chill (Su) Any creature that takes cold damage from a bisha ga tsuku's tentacle attack or hoarfrost halo must succeed at a DC 20 Fortitude save or take 1d4 points of Charisma damage. On a successful critical hit, a bisha ga tsuku deals an additional 1d6 points of cold damage, and the target takes 1d4 points of Charisma drain instead of Charisma damage on a failed save. The save DC is Charisma-based.

Bisha ga tsukus are formed from souls drained of warmth, life, and love, leaving nothing but an empty void that can be filled only by taking from others. The creature is a horrific amalgamation of flesh comprising long feelers and a huge, distended sac. Its victims never see these features, however, since a bisha ga tsuku's presence sucks the warmth from the atmosphere around it, freezing the air into a dense cloud of icy mist. On an already foggy evening, the only sign of a bisha ga tsuku's presence is its three-toed feet making a squishing sound reminiscent of "bisha bisha" on the loose slush left behind by its hoarfrost halo.

Bisha ga tsukus feed upon souls. Though their presence can disperse soul energy around them, they gain far more nourishment when they inhale a soul through the pores in their feelers. A bisha ga tsuku that gorges itself stores excess souls and dying heartbeats in its sac, mixing them with frost and chill until a new bisha ga tsuku forms within and bursts out.

Illustration by Diana Martinez

Blightspawn

This human-sized, mosquito-like creature has a long, flexible proboscis that ends in a murderous stinger.

BLIGHTSPAWN **CR 5**

XP 1,600

CE Medium aberration

Init +8; **Senses** darkvision 60 ft., scent; Perception +13

Aura stagnation (20 ft., DC 16)

DEFENSE

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

hp 52 (7d8+21); fast healing 3

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

DR 5/magic; **Immune** acid, cold, poison

OFFENSE

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

Melee sting +11 (2d6+9/19–20 plus attach and poison)

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

Special Attacks blood drain (1d2 Constitution)

Spell-Like Abilities (CL 5th; concentration +7)

Constant—*freedom of movement, pass without trace*

1/day—*bestow curse* (DC 16), *blur, contagion* (DC 16), *diminish plants, gust of wind, hold monster* (DC 17)

STATISTICS

Str 23, **Dex** 18, **Con** 16, **Int** 7, **Wis** 16, **Cha** 15

Base Atk +5; **CMB** +11 (+15 to maintain a grapple); **CMD** 25 (33 vs. trip)

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Power Attack

Skills Climb +14, Fly +14, Perception +13

Languages Aklo (can't speak)

SQ no breath

ECOLOGY

Environment any swamps

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison (Su) Sting—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d4 Wisdom damage and confusion for 1 round; *cure* 2 saves. The save DC is Constitution-based.

Stagnation Aura (Su) A blightspawn's stagnation aura causes lethargy and torpor in those who approach it, sapping their energy and speed. When a creature comes within 20 feet of a blightspawn, it must succeed at a DC 16 Will save or be affected as per the *slow* spell for as long as the creature remains within the blightspawn's aura and for an additional 1d3 rounds after leaving it. Once a creature successfully saves against the aura, it is immune to that particular blightspawn's aura for 24 hours; otherwise, reentering the aura forces a creature to save again. In addition, this aura fouls liquids of all types within the area. A creature that drinks anything in a blightspawn's aura (including potions and alchemical elixirs) must succeed at a DC 16 Fortitude save or be nauseated for 1d3 rounds. The save DCs are Constitution-based.

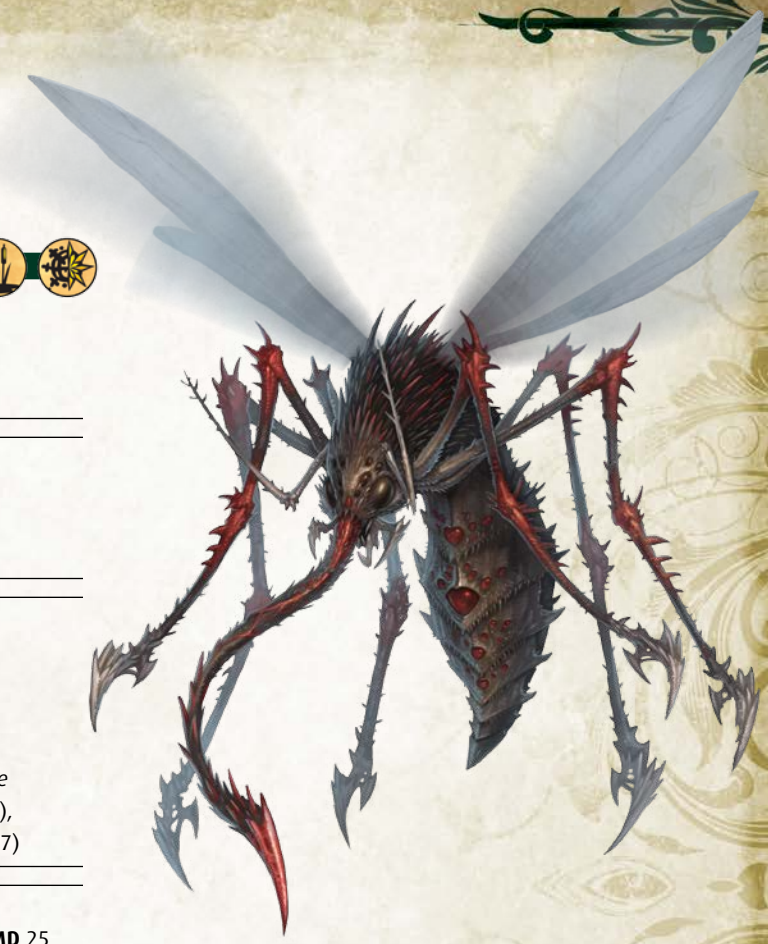


Illustration by Dmitry Burmak

Blightspawn must gestate in the body of a true believer until they're released at the host's death or during a ritual, and so are most often found in places where cults that worship parasitic demons or devils are strong. To the faithful, being host to an immature blightspawn is a great honor, for they believe that when the monster bursts from the host's body, the host's consciousness lives on in some way in the blightspawn's mind, almost as if the host had reincarnated into the monster. The fact that cultists who die giving hideous birth to a blightspawn can't be resurrected lends a bit of weight to this notion, even if the blightspawn themselves have nothing to say on the topic.

A host carrying an immature blightspawn functions normally in all ways until the creature emerges—except that the host can pass on new blightspawn to his or her children. A blightspawn's gestation can last for decades, and a child separated from infected parents might live her entire life without knowing what awaits her upon death. When a blightspawn emerges from its host, it is fully grown, although its gore-soaked wings can't be used for flight for 1d4 rounds after emerging.

Bone Ship

Muscle holds together the large bones that form the hull of this ship. Rotting sails hang from masts crafted from gigantic spines.

BONE SHIP **CR 18**

XP 153,600

CE Colossal undead (water)

Init +4; **Senses** darkvision 60 ft.; Perception +40

Aura blood wake (40 ft., DC 30)

DEFENSE

AC 36, touch 6, flat-footed 32 (+3 Dex, +30 natural, –8 size)

hp 299 (26d8+182)

Fort +17, **Ref** +14, **Will** +20

Defensive Abilities all-around vision, bound souls, channel resistance +4; **Immune** undead traits; **SR** 29

OFFENSE

Speed swim 60 ft.

Melee slam +28 (8d8+24 plus energy drain)

Ranged 4 bone cannons +15 (6d6+16/×4)

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

Special Attacks energy drain (2 levels, DC 30), ghostly boarders, spectral energy cannon, trample (8d8+24 plus energy drain, DC 39)

STATISTICS

Str 42, **Dex** 18, **Con** —, **Int** 11, **Wis** 20, **Cha** 25

Base Atk +19; **CMB** +43 (+47 bull rush, +45 overrun); **CMD** 51 (53 vs. bull rush, can't be tripped)

Feats Great Fortitude, Greater Bull Rush, Greater Overrun, Greater Vital Strike, Improved Bull Rush, Improved Great Fortitude, Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (slam)

Skills Intimidate +36, Knowledge (geography) +13, Perception +40, Profession (sailor) +18, Swim +53

SQ unholy repair

Languages Common (can't speak)

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blood Wake (Su) The frothing, churning waters around a bone ship are stained crimson with blood. Creatures entering the bone ship's aura must attempt DC 30 Fortitude saves. Those that succeed at their saves become shaken for 1d6 rounds. Those that fail become shaken and staggered as they feel themselves drowning and envision themselves pulled down into the bloody waters. Staggered creatures take an additional –4 penalty to AC, on Reflex saves, and on Swim checks. Creatures can attempt a new save at the start of each of their turns to resist this effect. Those that succeed at their saving throws are immune to the bone ship's aura for 24 hours. This is a mind-affecting fear affect, and works only when the bone ship is in the water. The save DC is Charisma-based.

Bone Cannon (Su) The bone ship can create four cannons fashioned from bone anywhere along its body as a swift action. These cannons deal 6d6 points of damage and have a ×4 critical multiplier. The bone cannons have a range increment of 100 feet and deal both bludgeoning and piercing damage. At a range up of up to 100 feet, the bone ship's cannons are treated as touch attacks. The bone ship can fire all four cannons as a standard action. The ammunition is a combination of bones and debris. Because the ammunition is ejected from the bone ship's body, bone cannons add the bone ship's Strength modifier on damage rolls. The cannons are considered to be part of the bone ship and not separate objects.

Bound Souls (Su) The souls of numerous sailors and sea creatures form the bone ship's collective consciousness and hull. A bone ship is immune to spells and effects affecting a specific number of creatures. Any creature attempting to communicate with a bone ship, such as through telepathy, hears only the anguished cries of the imprisoned souls and must succeed at a DC 30 Will save or be driven insane as per the *insanity* spell (CL 20th). The save DC is Charisma-based.

Ghostly Boarders (Su) Once per minute as a full-round action, the bone ship can disgorge the souls of the sailors bound within it. The ghostly boarders appear as spectral entities and slaughter all living creatures around the bone ship, functioning as per the spell *circle of death* (CL 20th) except that it affects creatures of up to 15 Hit Dice. Living creatures must succeed at a DC 30 Fortitude save or be slain, their souls dragged into the bone ship. Creatures slain in this manner can be restored to life only by a *miracle* or *wish* spell. The save DC is Charisma-based.

Spectral Energy Cannon (Su) As a standard action every 1d4 rounds, the bone ship can combine all four of its bone cannons into a spectral energy cannon that deals 18d6 points of negative energy damage to creatures in a 180-foot line (Will DC 30 half). The save DC is Charisma-based.

Unholy Repair (Su) By spending 1 full day inactive, the bone ship can heal itself to full hit points by scavenging the bones of dead sea creatures within a 10-mile radius, pulling the bones up from the bottom of the ocean to join its hull.

Predators of the oceans, the hulking undead monstrosities known as bone ships leave devastation in their bloody wakes. Formed from the collective consciousnesses of dead sailors bound within the bleached bones of giant aquatic creatures, bone ships hunt the seas without mercy, destroying ships and slaying the living wherever they are encountered. Bone ships stalk their prey with tenacious intelligence and single-minded purpose. They often trail their quarry for days, relishing the terror their sudden

appearance on the horizon causes, and have even been known to continue the chase on land, the many bones of their hulls pulling them over the ground. Bone ships do not care for plunder, seeking only to add more victims to their unholy crews.

The creation of a bone ship can occur in many different ways. Some bone ships arise as servants of evil gods, pawns to their vile wills. Certain powerful necromantic rituals can also create bone ships. Such rituals typically require those performing them to sacrifice dozens of humanoid creatures and trap the victims' souls. Other bone ships result from ships being destroyed in horrific and catastrophic events. The souls of the sailors who died in such a disaster, unable to find peace, slowly form a bone ship on the ocean's bottom before rising to the surface to take vengeance on the living. No matter how they're created, bone ships retain jumbled memories of the previous lives of the souls bound to them—though all bone ships attack any creatures they encounter, each ship's unique origin and collection of souls burns a particular objective into its very nature. A bone ship created by an evil god might target ships bearing the flags of an opposing faith or enemy of that god, while a bone ship created in a ritual is ingrained with a specific purpose that forces it to enact its creator's will. Certain bone ships viciously target ships from one or more nations, either those from the dead sailors' former nation if they seek revenge, or those from a rival nation the sailors hated in life.

Over time, legends and stories about a bone ship's capacity for destruction arise. A bone ship never takes a name for itself, but living sailors may ascribe it an epithet based on its origin, purpose, unique characteristics, or notable attacks. Though all bone ships possess the same abilities, a particular bone ship can be identified by its hunting area and appearance. Bone ships eventually display certain unique features such as glowing barnacles that cover its hull, a masthead featuring the skull of a particular sea creature, the bones of a unique and rare sea monster, or an unusual configuration of the musculature holding together its hull. Many of these changes are the result of a bone ship scavenging remains off the ocean floor to repair itself.

No living crew—or even other undead creatures—have ever been seen sailing in a bone ship. These undead ships operate independently, and don't form alliances even with others of their kind. Merely attempting to communicate with a bone ship is dangerous, as even such means as telepathy produce only the howling voices of the suffering, ghostly crew, spreading their insanity to those foolish enough to contact them.

Though a bone ship is a single creature, the numerous souls it contains create a hive mind. A bone ship can reshape certain aspects of its hull by using its knotted muscle to move the bones within it. This transformative ability allows a bone ship to quickly sprout cannons from its hull that can attack in any direction, and each ship keeps a collection of bones and debris within its own body to use as ammunition. It can also tap into the unholy energy giving it unlife to fire a devastating beam of negative energy at its enemies, and those who close with a bone ship find that even its hull has the ability to drain away life force.

Illustration by Bryan Sola

Brain Mole

This hairless, wrinkly rodent is blue-black in color. Its teeth protrude at all angles from its circular mouth.

BRAIN MOLE **CR 1**

XP 400

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent, second sight 60 ft., tremorsense 15 ft.; Perception +2

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 13 (2d10+2)

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

Defensive Abilities shrouded mind

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee bite +6 (1d3–3 plus attach)

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

Psychic Magic (CL 2nd; concentration +2)

12 PE—*expeditious retreat* (1 PE), *mind thrust I*[OA] (1 PE, DC 11), *silent image* (1 PE, DC 11)

Special Attacks brain drain

STATISTICS

Str 4, **Dex** 14, **Con** 13, **Int** 2, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +2 (+10 grapple); **CMD** 9 (17 vs. grapple, 13 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse[B]

Skills Stealth +18

ECOLOGY

Environment temperate forests, hills, or plains

Organization solitary, pair, or nest (3–5)

Treasure none

SPECIAL ABILITIES

Brain Drain (Su) When a brain mole maintains a grapple against a creature to which it is attached, it automatically deals an amount of damage equal to its bite damage. Whenever a brain mole successfully deals damage to a creature to which it is attached, it drains some of that creature's mental energy. If the creature is a spellcaster, the spellcaster loses a single spell he has prepared, or a single unused spell slot if he is a spontaneous spellcaster. The creature chooses which spell or spell slot is lost, but can't lose a 0-level spell in this way. If the creature is not a spellcaster or has no prepared spells or unused spell slots of 1st-level or higher, this ability instead deals 1 point of Intelligence, Wisdom, and Charisma damage. Either way, the brain mole gains 1 point each of psychic energy each time it uses this ability as long as it drains at least one spell or deals at least 1 point of ability damage.

Second Sight (Su) Brain moles can sense the presence of creatures whose minds have been opened to the world of magic. Brain moles can notice and locate any creature within 60 feet that is capable of casting spells (whether they are arcane, divine, or psychic spells). This functions identically to blindsight, except that it applies only to creatures that can cast spells.

Shrouded Mind (Su) Brain moles are able to psychically shield their minds, allowing them to go undetected by predators that hunt psychically. Brain moles are immune to *detect* spells as well as spells that read or examine auras.

Unlike regular moles, which survive on earthworms and other mundane fare, brain moles feed on the psychic energy of other creatures, seeking it out with an addict's fervor. Whenever a brain mole encounters a likely victim—preferably a spellcaster—it latches on via its toothy, circular mouth, then magically siphons mental energy until the prey either escapes or falls comatose. After draining energy from a foe, a brain mole usually flees rather than staying to fight, and uses its psychic ability to cast *expeditious retreat* to aid its escape.

Spellcasters of 5th level or higher with an alignment within one step of neutral can gain a brain mole as a familiar by taking the Improved Familiar feat.

Illustration by Fabio Gorla

Brain Mole Monarch

Tumorous bulges crisscross this six-limbed rodent, lending its hairless body a bloated, brain-like appearance.

BRAIN MOLE MONARCH **CR 5**

XP 1,600

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent, second sight 60 ft., tremorsense 30 ft.; Perception +8

DEFENSE

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

hp 45 (6d10+12)

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

Defensive Abilities shrouded mind

OFFENSE

Speed 10 ft., burrow 20 ft., fly 20 ft. (perfect)

Melee bite +10 (1d3–2 plus attach)

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

Special Attacks brain exchange, monarch bite

Psychic Magic (CL 6th; concentration +8)

16 PE—*aversion*[OA] (2 PE, DC 14), *fly* (3 PE), *major image* (3 PE, DC 15), *mental barrier I*[OA] (2 PE), *mind thrust II*[OA] (2 PE, DC 14), *silent image* (1 PE, DC 13)

STATISTICS

Str 6, **Dex** 14, **Con** 15, **Int** 8, **Wis** 17, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 14 (18 vs. trip)

Feats Iron Will, Lookout[APG], Paired Opportunists[APG], Weapon Finesse[B]

Skills Climb +7, Fly +14, Perception +8, Stealth +15

Languages Common (can't speak)

SQ psychic gestalt

ECOLOGY

Environment temperate forests, hills, or plains

Organization solitary or nest (1 monarch and 4–10 brain moles)

Treasure standard

SPECIAL ABILITIES

Brain Exchange (Su) Whenever a brain mole monarch successfully deals damage to a creature to which it is attached, it can switch that creature's mind with one of its minions', using its psychic gestalt as a conduit. This ability functions as the *mind swap*[OA] spell (Will DC 17 negates), except the brain mole monarch exchanges the creature's mind with one of the other brain moles in its psychic gestalt, not its own.

Monarch Bite (Ex) Whenever a brain mole monarch hits with its bite attack, it automatically grapples its foe. It automatically succeeds at any checks to maintain the grapple in future rounds, and inflicts its bite damage each time it does so. A brain mole monarch treats its CMD as 8 higher for the purposes of determining how hard it is to break free of the grapple while it is attached.

Psychic Gestalt (Su) As a full-round action, a brain mole monarch can form a psychic link with other brain moles within 100 feet, sharing its intellect and gaining the ability to telepathically communicate with and command them. Once the bond is established, members can move further than 100 feet from the brain mole monarch without breaking it, but it ends if they travel to different planes. Brain moles within a psychic gestalt gain a +2 enhancement bonus to Intelligence and gain access to the brain mole monarch's teamwork feats. Brain mole monarchs gain a cumulative +1 enhancement bonus to Intelligence and 2 PE for each brain mole in the gestalt, to a maximum of +6 to Intelligence and 20 additional PE. If any member of the gestalt is aware of a particular danger, they are all aware of that danger. If one member of the gestalt is not flat-footed, none of them are. No member of the gestalt is considered flanked unless all its members are flanked. A brain mole can be in only one psychic gestalt, and a brain mole monarch can't be in a gestalt with another brain mole monarch.

Second Sight (Su) Brain mole monarchs can notice and locate any creature capable of casting spells (whether arcane, divine, or psychic) within 60 feet. This functions identically to thoughtsense, except that it applies only to spellcasting creatures.

Shrouded Mind (Su) Brain mole monarchs psychically shield their minds to protect them from psychic predators. Brain mole monarchs and all members of their gestalts are immune to *detect* spells as well as spells that read or examine auras.

Illustration by Wayne England

Brain moles who gorge themselves on psychic energy occasionally find their bodies wracked by magically infused tumors that vastly enhance their intellects and psychic spellcasting but condemn the moles to slow deaths. These individuals, called brain mole monarchs, connect to their fellow brain moles in a psychic hive mind. Most use their newfound mental abilities to attempt to secure a legacy or to provide for their nests once they pass on, and their mad plots become increasingly eccentric and aggressive as the end nears.

Caller in Darkness

This roiling horror appears to be a swirling vortex of darkness and screaming, ghostly faces.

CALLER IN DARKNESS **CR 9**

XP 6,400

CE Large undead (incorporeal)

Init +11; **Senses** darkvision 60 ft.; Perception +22

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 12 (+3 deflection, +7 Dex, +1 dodge, –1 size)

hp 97 (13d8+39)

Fort +7, **Ref** +11, **Will** +10

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +15 (6d6 plus consume mind)

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

Special Attacks consume mind, wrap in despair

Psychic Magic (CL 10th; concentration +12)

12 PE—*aversion*[OA] (2 PE, DC 15), *emotive block*[OA] (3 PE, DC 16), *greater oneiric horror*[OA] (4 PE, DC 17), *mind thrust V*[OA] (5 PE, DC 18), *paranoia*[OA] (2 PE, DC 15), *telempathic projection*[OA] (1 PE, DC 14)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 27 (can't be tripped)

Feats Ability Focus (wrap in despair), Alertness, Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Intimidate, Stealth)

Skills Fly +5, Intimidate +25, Knowledge (arcana) +18, Perception +22, Sense Motive +22, Spellcraft +18, Stealth +21

Languages Abyssal, Common

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Consume Mind (Su) Whenever a caller in darkness hits a creature with its incorporeal touch attack, or begins its turn occupying the same space as a creature, it drains away a portion of that creature's mind, inflicting 1d4 points of Wisdom damage. This is a mind-affecting effect, but not a negative energy effect. If the caller in darkness reduces a living creature's Wisdom score to 0 in this way, it absorbs that creature's mind, killing it. The caller in darkness gains psychic energy equal to the creature's HD and access to all of the creature's memories. A creature whose mind is absorbed in this way cannot be resurrected until the caller in darkness is slain, unless the caster first uses a *wish* or *miracle* to free the creature's mind.

Wrap in Despair (Su) Any living creature that begins its turn occupying the same space as a caller in darkness must succeed on a DC 21 Will save or be overwhelmed by crippling depression for 1d4 rounds. Affected creatures are unable to take any action. Adjacent allies can offer words of encouragement as a standard action to grant the creature a new saving throw. If the creature succeeds on a saving throw granted in this way, it is immune to the caller in darkness's wrap in despair ability for 24 hours. Creatures with Intelligence scores of 2 or less are immune to this effect. This is a mind-affecting, emotion[UM], and fear effect. The saving throw DC is Charisma-based.

A caller in darkness grows from the psychic remains of a creature with psychic sensitivity that died a violent death, its restless spirit compelled to visit upon others the horrors that it suffered before dying. As more and more minds are absorbed, it grows, and the original spirit is lost in the swirling mass of hatred, confusion, and despair.

Illustration by Maichol Quinto

Cameroceras

Emerging from the open end of a long, conical shell, this huge creature's unblinking eyes peer from above a mass of tentacles.

CAMEROCERAS **CR 11**

XP 12,800

N Huge animal (aquatic)

Init +6; **Senses** keen scent, low-light vision; Perception +15

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, –2 size)

hp 152 (16d8+80)

Fort +15, **Ref** +12, **Will** +10

OFFENSE

Speed 5 ft., swim 20 ft., jet 90 ft.

Melee tentacles +19 (4d8+9/19–20 plus grab), bite +19 (2d8+9/19–20)

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

Special Attacks constrict (4d8+13), enwrap

STATISTICS

Str 28, **Dex** 14, **Con** 21, **Int** 2, **Wis** 17, **Cha** 5

Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 35 (can't be tripped)

Feats Blind-Fight[B], Combat Reflexes, Improved Critical (bite), Improved Critical (tentacles), Improved Initiative, Iron Will, Lunge, Skill Focus (Stealth), Vital Strike

Skills Perception +15, Stealth +14, Swim +17; **Racial Modifiers** +4 Perception

SQ pressure adaptation, shell, tentacles

ECOLOGY

Environment any oceans

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Enwrap (Ex) A cameroceras can maintain a grapple as a move action, as if it possessed the Greater Grapple feat, but if it does so, it must choose to pin its victim.

Pressure Adaptation (Ex) A cameroceras suffers no pressure damage at depths less than 1 mile, even if it is instantaneously moved to a different pressure.

Shell (Ex) As a move action, a cameroceras can pull its extremities into its shell along with up to one Medium or two Small or smaller grappled creatures, sealing the shell by sliding a movable "lid" into place. It cannot see, smell, or attack creatures outside its shell as long as it remains in this state, but its natural armor bonus to AC increases by 6 as long as it does. It cannot move except to swim vertically by altering the pressure of internal chambers; it loses its Dexterity bonus to AC against outside foes. A creature that escapes a grapple inside the cameroceras's shell emerges from the shell, which closes behind it. The shell's lid can be forced open with a grapple combat maneuver, attacked from the inside (AC 19), or attacked from the outside with a successful sunder combat maneuver. The shell's lid has hardness 10 and 15 hit points. The cameroceras can emerge from the shell as a free action.

Tentacles (Ex) A cameroceras's tentacles all strike as a single primary attack.

A primordial ambush predator often found in the depths where sunlight is too dim to support much plant life, the cameroceras is a grave danger to anyone who dares explore the ocean. A cameroceras can survive up to 1 mile beneath the surface, for its shell is strong enough to resist the water's pressure at such depths, though it cannot survive for long at greater depths. At times, hunger drives these beasts to higher, brighter waters. When a cameroceras enwraps prey in its tentacles, it can pull the helpless creature into its shell while sinking to the sea floor to feed at its leisure.

The average cameroceras is 25 feet long, the majority of which is its long shell. Because much of a cameroceras's shell is hollow, most specimens weigh only around 2,000 pounds. In addition to its grabbing tentacles, a cameroceras has four specialized tentacles that grant it a keen sense of smell.

Illustration by Fabio Corla

Capramace

This twisted amalgamation of human and goat is covered in matted fur, its teeth sharp and eyes eerily blank.

CAPRAMACE **CR 7**

XP 3,200

N Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

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

hp 85 (9d8+45)

Fort +9, **Ref** +6, **Will** +8

OFFENSE

Speed 50 ft.

Melee bite +13 (2d6+8 plus disease), 2 hooves +8 (1d8+4)

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

Special Attacks disease, rage call

STATISTICS

Str 26, **Dex** 13, **Con** 18, **Int** 1, **Wis** 14, **Cha** 5

Base Atk +6; **CMB** +15 (+17 bull rush); **CMD** 26 (28 vs. bull rush)

Feats Great Fortitude, Improved Bull Rush, Lightning Reflexes, Power Attack, Toughness

Skills Climb +15, Perception +10

ECOLOGY

Environment temperate plains

Organization solitary, pack (2–11), or herd (12–25)

Treasure none

SPECIAL ABILITIES

Disease (Su) *Waste Trembles*: Bite—injury; *save* Fort DC 18; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Str and 1d3 Dex damage, target must succeed at a second Fortitude save or 1 point of each type of ability damage is drain instead; *cure* 2 consecutive saves—the secondary save to keep damage from becoming drain does not count toward this requirement. The save DC is Constitution-based.

Rage Call (Su) Once per day as a standard action, a capramace can open its mouth and emit a horrible, ear-piercing scream to call for its herd. Maintaining a rage call on any round after the first round is a free action, and there is no limit to the duration of a sustained rage call. Non-capramaces within 120 feet that fail a DC 18 Fortitude saving throw are deafened as long as the capramace maintains its call and for 1d4 minutes afterward.

Any other capramaces within 1 mile can hear this high-pitched cry regardless of external noise conditions, and instinctively react by sprinting to the capramace in need, continuing to move as fast as possible to the capramace as long as it maintains its rage call. A capramace moving toward the source of a rage call is treated as though it possesses the Run feat. Any capramace that comes within 60 feet of another capramace's rage call goes wild with fear and anger, attacking the nearest non-capramace creature in sight for as long as the rage call lasts.

Sound-mitigating effects such as *silence* can prevent a capramace from performing its rage call, as can effects that suffocate a capramace. Similarly, a capramace with the deafened condition cannot be affected by the rage call of another capramace. The save DC is Constitution-based.

While the capramaces' exact origins are unknown, many legends hold them to be abominations resulting from some magical combination of goat and human. Certainly their humanoid shape suggests such a melding, although they show no signs of humanoid intelligence. Farmers who find their fields beset by capramaches must be careful not to startle them, lest their terrible, deafening screams call more of these monstrosities to their aid. Brave inhabitants of remote settlements sometimes entice capramaces into service as work animals, but most people regard this a foolish endeavor at best. While these creatures are both strong and hardy, they are difficult to control, and even the slightest mistreatment can cause them to turn on their would-be masters with little warning.

Illustration by Jim Nelson

Caterpillar, Blood

This enormous caterpillar is covered with hundreds of sharp, poisonous bristles.

BLOOD CATERPILLAR **CR 4**

XP 1,200

N Large vermin

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

DEFENSE

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

hp 37 (5d8+15)

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

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +8 (2d6+6), bristles +3 (1d8+3 plus poison)

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

Special Attacks poison, web (+2 ranged, DC 15, 5 hp)

STATISTICS

Str 22, **Dex** 11, **Con** 17, **Int** —, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** +10; **CMD** 20 (can't be tripped)

Skills Climb +14

SQ compression

ECOLOGY

Environment temperate or warm forests

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

Treasure none

SPECIAL ABILITIES

Bristles (Ex) A creature that attacks a caterpillar with a natural attack or non-reach melee weapon must succeed at a DC 16 Reflex save or take damage as if the caterpillar had struck the creature with its bristles. The save DC is Dexterity-based and includes a +4 racial bonus.

Poison (Ex) Bristles—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength; *cure* 1 save.

Blood caterpillars are among the largest of giant caterpillars. These massive vermin draw sustenance from rotting meat in the same way many butterflies eat rotting fruit. Behind their mandibles are spinnerets that allow them to manipulate silk, which the caterpillars can discharge to spin webs and immobilize their prey. Their venom weakens the muscles of creatures exposed to it, aiding the caterpillars in restraining and devouring even large, strong, and agile prey.

Caterpillar, Horn

This monstrous caterpillar's dark-scarlet bristles drip with thick, dangerous-looking venom.

HORN CATERPILLAR **CR 1**

XP 400

N Small vermin

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

DEFENSE

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

hp 16 (3d8+3)

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

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2), bristles +0 (1d4+1 plus poison)

Special Attacks poison, web (+4 ranged, DC 12, 3 hp)

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 14 (can't be tripped)

Skills Climb +10

SQ compression

ECOLOGY

Environment temperate or warm forests

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

Treasure none

SPECIAL ABILITIES

Bristles (Ex) A creature that attacks a caterpillar with a natural attack or non-reach melee weapon must succeed at a DC 12 Reflex save or take damage as if the caterpillar had struck the creature with its bristles. The save DC is Dexterity-based.

Poison (Ex) Bristles—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength; *cure* 1 save.

Illustration by Brynn Metheney

Unlike normal caterpillars, voracious giant horn caterpillars don't pupate into butterflies. Instead, they remain in their worm-like forms for their entire life cycle, growing between each molt until they eventually reach the size of large dogs.

Horn caterpillars feed on the hooves and horns of dead ungulates, which they usually scavenge from corpses. Their sharp mandibles allow them to effortlessly shear through tendon and bone.

Celedon

This metallic sculpture of an idealized humanoid figure sparkles with divine luster.

CELEDON **CR 1**

XP 400

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 25 (1d10+20)

Fort +0, **Ref** +0, **Will** +4

Immune construct traits

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1/19–20)

Special Attack bardic performance (6/day)

STATISTICS

Str 12, **Dex** 11, **Con** —, **Int** 9, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 12

Feats Iron Will, Skill Focus (Knowledge [religion])[B]

Skills Knowledge (religion) +3

Languages Common

SQ granted power, song of the gods

ECOLOGY

Environment any

Organization solitary, commune (5–10), or abbey (11–25)

Treasure standard (short sword, other treasure)

SPECIAL ABILITIES

Granted Power A celedon enjoys the favor of the deity who created her. Every celedon chooses one of her deity's domains and gains that domain's first granted power. Alternatively, she can choose the prophet's touch ability below. A celedon only chooses this power once and can never change her granted power.

Prophet's Touch (Su): Three times per day, a celedon can make a melee touch attack that, on a hit, forces the target to succeed at a DC 11 Fortitude save or become stunned for 1 round. A creature that succeeds is staggered for 1 round instead. Whether or not the target succeeds, any spells or effects that detect alignment read the target as being the same alignment as the celedon's deity for as long as they are stunned or staggered. This save DC is Charisma-based.

Song of the Gods (Su) A celedon has the bardic performance ability of a 3rd-level bard, granting her access to the countersong, fascinate, inspire courage, and inspire competence performances. Rather than Perform, a celedon uses Knowledge (religion) when necessary (such as to determine the saving throw result for countersong). She can make use of this ability a number of times per day equal to 4 + her Wisdom modifier and can employ either her voice or any musical instrument.

Illustration by Rogier van de Beek

Not all deities trust their worship to the care of fickle, short-lived mortals. When it comes to their most sacred sites, many gods entrust the duty of caretaker to celedons, immortal automatons of perfect faith.

Forged of the purest extraplanar metals, every celedon exists to serve a single deity. Each possesses a boundless willingness to praise their deity's name, whether through song, oration, mock battle, or whatever performance their creator favors. Most spend the entirety of their existences tending a single holy place, repeating rituals, perfecting services, and creating new works to laud their particular deities. Celedons in the service of a goddess of law might perform an endless cycle of daily ceremonies and shrine upkeep, with time set aside for copying scripture and adjudicating disputes between the faithful. Those who serve a chaotic god of destruction might perform sacrifices as whims strike them, while erratically preparing weapons of war. While only those celedons created by martially minded deities function as warriors, most of these divine constructs zealously defend their divinely chosen homes and eagerly sacrifice themselves in their defense.

Celedons always honor and work to serve the word of their patron deity, nimbly navigating contradictions or hypocrisy in divine dogma. However, if an individual can, through extreme circumstances, convince a celedon to abandon her faith, the results are dramatic. A faithless celedon emits a blast of energy that deals 4d6 points of damage to all creatures within 10 feet, after which her sentience leaves her. The celedon continues to exist and mindlessly performs maintenance routines and other simple duties, but her Intelligence score and all special abilities are lost forever—a fate most celedons consider more merciful than living with apostasy. Revelations capable of causing a celedon to lose faith are exceedingly rare, usually due to exceptional circumstances or adventures—a celedon can't be persuaded to abandon her faith through mere rhetorical skill.

Most celedons look like idealized humanoids, though their metallic appearances conform to the preferences of their creators.

Cerynitis

This sleek and graceful doe possesses long, metallic antlers and a shiny, golden pelt.

CERYNITIS **CR 7**

XP 3,200

N Large magical beast

Init +18; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +17

DEFENSE

AC 25, touch 24, flat-footed 14 (+10 Dex, +1 dodge, +1 natural, +4 sacred, –1 size)

hp 76 (9d10+27); fast healing 5

Fort +9, **Ref** +16, **Will** +8

Defensive Abilities freedom, sacred grace, uncanny dodge, unearthly speed

OFFENSE

Speed 180 ft.

Melee gore +12 (1d8+6)

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

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*see invisibility, speak with animals*

STATISTICS

Str 18, **Dex** 31, **Con** 16, **Int** 11, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +14; **CMD** 39 (43 vs. trip)

Feats Dodge, Improved Initiative, Lightning Stance, Mobility, Run[B], Wind Stance

Skills Acrobatics +16 (+76 when jumping), Escape Artist +21, Knowledge (religion) +5, Perception +17, Stealth +10, Survival +8; **Racial Modifiers** +60 Acrobatics when jumping, +10 Escape Artist, +4 Knowledge (religion)

Languages Sylvan; *speak with animals*

ECOLOGY

Environment any plains, hills, or forests

Organization solitary

Treasure incidental (horns and pelt)

SPECIAL ABILITIES

Freedom (Sp) Whenever a cerynitis is affected by a spell or effect that would be removed by *freedom*, she is instantly affected by *freedom*.

Sacred Grace (Ex) A cerynitis is blessed by her patron deity, allowing her to always act on the surprise round and granting her a sacred bonus to AC and initiative equal to her Charisma bonus.

Uncanny Dodge (Ex) This ability functions as the rogue class feature of the same name.

Unearthly Speed (Ex) When a creature makes a ranged or melee attack against a cerynitis, targets her with an ability, or includes her in the area of effect of an ability, the cerynitis can move up to half her speed as if she had readied an action to move. If she moves at all, this foils ranged and melee attacks; if she moves out of the area of effect, she avoids an area of effect ability; if she moves out of range of the targeted effect, she avoids a targeted ability. Once she uses this ability, a cerynitis can't use it again for 1 round. Each use of this ability counts as a move action for the purpose of triggering Lightning Stance. A cerynitis can't use unearthly speed to avoid an attack or ability if she is not aware of the attack or ability, and she cannot use this ability at all if she is rendered immobile or if she bears a rider.

Cerynitises are rare golden does with magnificent metallic horns and hooves. These solitary creatures are born to ordinary deer with the blessings of a deity, typically a deity of nature or the hunt. Cerynitises are wise and placid creatures, but humanoids hunt them nonetheless for their valuable horns and pelts (worth 1,000 gp together), or for the sheer challenge of catching the uncatchable. Though heroes of nature occasionally dream of having a cerynitis mount, none have yet succeeded at gaining the service of such a prized steed. Though she is likely to run away before a conversation can begin, a cerynitis is willing to share her wisdom with those who prove they do not mean her harm.

A typical cerynitis measures 10 feet long from head to tail and weighs 350 pounds.

Illustration by Tomasz Chistowski

Cetus

This enormous scaled serpent has the head of a shark, powerful claws, and a maw wide enough to swallow a small ship.

CETUS **CR 13**

XP 25,600

CN Colossal dragon (aquatic, water)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft.; Perception +23

Aura mariner's misfortune (30 ft.)

DEFENSE

AC 28, touch 16, flat-footed 22 (+8 deflection, +5 Dex, +1 dodge, +12 natural, –8 size)

hp 184 (16d12+80); regeneration 10 (petrification)

Fort +17, **Ref** +15, **Will** +14; –4 vs. petrification

Defensive Abilities ocean's aegis; **DR** 5/—; **Immune** paralysis, sleep; **SR** 24

Weaknesses vulnerable to petrification

OFFENSE

Speed 20 ft., swim 120 ft.

Melee bite +26 (6d6+27 plus grab)

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

Special Attacks constrict (6d6+27), dispelling bite, fast swallow, impossible leap, rake (2 claws +26, 4d6+18), swallow whole (8d6+24 damage, AC 17, 20 hp)

Spell-Like Abilities (CL 15; concentration +23)

At will—quickened *control water*, *control winds*

1/day—*control weather*

STATISTICS

Str 46, **Dex** 21, **Con** 20, **Int** 5, **Wis** 18, **Cha** 27

Base Atk +16; **CMB** +42 (+46 grapple); **CMD** 66 (can't be tripped)

Feats Combat Reflexes, Deflect Arrows[B], Dodge, Great Fortitude, Greater Vital Strike, Improved Vital Strike, Mobility, Quicken Spell-Like Ability (*control water*), Vital Strike

Skills Acrobatics +15, Intimidate +16, Perception +23, Stealth +3, Survival +12, Swim +30

Languages Aquan, Draconic

SQ amphibious

ECOLOGY

Environment any oceans

Organization solitary

Treasure triple

SPECIAL ABILITIES

Dispelling Bite (Su) The magically infused sea salt in a cetus's bite tears at some types of magic. Any time a cetus bites a creature under an effect or using a magic item that prevents that creature from being grappled—such as *freedom of movement*—or that holds the creature aloft—such as *fly* or *air walk*—each such effect is affected by a targeted *dispel magic*. The cetus treats its Hit Dice as its caster level for this effect.

Impossible Leap (Su) A cetus can uncoil upward, revealing more length than it seems it could possibly possess while soaring to great heights. As a full-round action, it can leap out of the water toward a creature up to 1,200 feet in the air and make a bite attack against that creature before coiling down and returning to its original space. This leap provokes attacks of opportunity.

Mariner's Misfortune (Su) Being near a cetus is bad luck for non-aquatic creatures. Any such creature in the cetus's aura must attempt a DC 26 Will save, rolling twice and taking the lower result. On a failed save, that creature must continue to roll twice and take the lower result on all ability checks, attacks rolls, savings throws, and skill checks for as long as it remains within the cetus's aura and for 1 minute thereafter. A creature that succeeds at its saving throw is immune to that cetus's mariner's misfortune for 24 hours. The save DC is Charisma-based.

Ocean's Aegis (Su) The sea itself protects a cetus. A cetus gains a deflection bonus to AC equal to its Charisma bonus while any part of it is in water.

Vulnerable to Petrification (Su) A cetus takes a –4 penalty on saving throws against petrification, and even on a successful save against petrification takes 1d4 points of Dexterity damage. If its Dexterity damage from petrification ever exceeds its Dexterity, a cetus becomes petrified. Being targeted with a petrification effect suppresses a cetus's regeneration for 1 minute, even if the creature succeeds at its save.

Illustration by Wayne England

Masters of the oceans, the enigmatic cetuses are mighty but slow-witted dragons who demand tribute of any who would dare enter their domain. A cetus's length and weight are immense, their dizzying coils proving almost impossible to count. Sailors have long told tales of these great creatures, noting that they are almost unstoppable unless they can be turned to stone and left to sink into the ocean depths.

Cetuses prefer to fight their enemies on or under the water, but can leap unexpectedly high to attack foes who dare to take to the air.

Cherufe

This towering reptilian humanoid seems to be made of obsidian scales over a molten magma core.

CHERUFE **CR 13**

XP 25,600

NE Huge magical beast (fire)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, –2 size)

hp 189 (18d10+90)

Fort +16, **Ref** +14, **Will** +10

Defensive Abilities fire healing; **DR** 10/—; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., swim 30 ft.

Melee 2 claws +25 (2d6+8 plus burn), bite +25 (2d8+8 plus burn)

Ranged rock +19 (2d8+10 plus burn)

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

Special Attacks burn (2d6 fire, DC 24), heat, rock throwing (120 ft.)

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

1/month—*earthquake*

STATISTICS

Str 26, **Dex** 13, **Con** 20, **Int** 11, **Wis** 14, **Cha** 11

Base Atk +18; **CMB** +28; **CMD** 39

Feats Diehard, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (rock)

Skills Climb +23, Perception +17, Swim +30

Languages Common

ECOLOGY

Environment any mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fire Healing (Ex) Any source that normally deals fire damage to a cherufe instead heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the cherufe to exceed its full normal hit points, it gains any excess as temporary hit points. These temporary hit points don't stack.

Heat (Su) Cherufes transfer their heat to any weapons, including their rock throwing, causing burn.

Cherufes make their homes in the caverns of active volcanoes, where they have not only adapted to survive in these extreme conditions, but actually thrive in the pools of molten lava found therein. The cherufe's unique physiology lets it feed off of radiating heat, providing sustenance for the creature as well as mending its wounds. The hotter the source, the faster a cherufe recovers.

Some cultures worship cherufes, likening them to gods or great dragons. A cherufe's depraved and often malicious personality means that it particularly enjoys receiving sacrificial victims. The creature will often toy with an unfortunate sacrifice for days before finally decapitating the corpse and immolating the head. Cherufes cow nearby settlements with threats of earthquakes and volcanic eruptions, though the creatures have little desire to cause such havoc in their own homes and usually exaggerate the power they possess.

A cherufe stands about 18 feet tall and weighs close to 8,000 pounds. As long as it remains near a heat source, a cherufe can live for hundreds or even thousands of years. Due to these long lifespans, nearby humanoids often believe the creatures immortal, and spread legends about the "gods of the volcanoes." If taken away from a source of intense heat, a cherufe slowly withers and dies, leaving behind a stony shell of a carcass.

Illustration by Kent Hamilton

Chuspiki

This tiny creature, covered in a thick coat of fluffy fur, glides through the air, riding invisible currents on its fanlike tail.

CHUSPIKI **CR 2**

XP 600

CN Tiny magical beast (air)

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

DEFENSE

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

hp 19 (3d10+3)

Fort +4, **Ref** +6, **Will** +0

Defensive Abilities wind blessed, wind form

OFFENSE

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

Melee tail fan +8 (1d4–2/×3)

Ranged air blast +8 (2d6+3)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail fan)

Psychic Magic (CL 3rd; concentration +4)

5 PE—*alter winds* (1 PE, DC 12), *gust of wind* (2 PE, DC 13), *whispering wind* (2 PE)

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

Constant—*feather fall*

STATISTICS

Str 6, **Dex** 17, **Con** 12, **Int** 12, **Wis** 9, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 12 (16 vs. trip)

Feats Point-Blank Shot, Precise Shot, Weapon Finesse[B]

Skills Acrobatics +9, Fly +13, Perception +3, Stealth +16

Languages Auran, Common

SQ basic aerokinesis

ECOLOGY

Environment warm hills or mountains

Organization solitary, pair, or flock (6–10)

Treasure standard

SPECIAL ABILITIES

Air Blast (Sp) A chuspiki can make a ranged attack with an intense air blast, as the kineticist wild talent of the same name, using its Hit Dice as its kineticist level (*Pathfinder RPG Occult Adventures* 11, 15).

Basic Aerokinesis (Sp) A chuspiki can use basic aerokinesis, as the kineticist wild talent of the same name (*Occult Adventures* 23).

Wind Blessed (Su) A chuspiki is treated as a Large creature for the purposes of determining the effects wind has upon it.

Wind Form (Su) Three times per day as an immediate action, a chuspiki can become insubstantial for 1 round. It gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or use any of its spell-like abilities while in wind form, with the exception of basic aerokinesis.

Chuspikis are intelligent, mouselike creatures covered in a coat of downy tan fur which makes them appear much larger than they actually are. A chuspiki's tail is substantially longer than the rest of its body, fanning out into a sail-like structure. The base of its tail is strong and flexible, allowing the chuspiki to whip around the fan at the tip with surprising speed. It can use this motion to create concussive blasts of air, or to scratch opponents with barbs on the underside of its tail bones.

Like the wind itself, chuspikis are always moving. Chuspikis soar through the air, riding their fans like gliders and summoning minor gusts to steer their flight. They rest in short bursts, napping for just an hour at a time.

Whenever they can, chuspikis seek out new experiences. They are social creatures that prefer to travel with others of their kind, or with members of other species. Chuspikis feel an especially strong connection with other creatures who share their bond with the skies, such as air elementals and sylphs. Chuspikis enjoy exploring unique locations, and when they find a particularly fascinating site, they announce their find on the winds to encourage others to share in their discovery. A mysterious disembodied voice promising glorious adventure may very well be a chuspiki; however, the playful creatures are just as likely to play pranks on hapless passersby as they are to provide legitimate guidance.

A typical chuspiki is 1 foot long, with its tail extending out an additional 5 feet, and weighs 1 pound. Its bones are hollow, like a bird's.

A chuspiki will sometimes ally with a spellcaster as a familiar. A chaotic spellcaster can gain a chuspiki as a familiar at 7th level by taking the Improved Familiar feat.

Illustration by Daniel López

Clockwork Familiar

This tiny metallic creature is shaped like a raven, gears and belts whirring beneath its shining, articulated plates.

CLOCKWORK FAMILIAR **CR 2**

XP 600

N Tiny construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 18, touch 16, flat-footed 14 (+2 Dex, +2 dodge, +2 natural, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +5, **Will** +2

DR 5/adamantine; **Immune** construct traits; **Resist** cold 10, fire 10

Weaknesses vulnerable to electricity

OFFENSE

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

Melee bite +7 (1d3 plus 1d6 electricity)

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 15

Feats Alertness, Improved Initiative[B], Lightning Reflexes[B], Weapon Finesse

Skills Fly +19, Perception +5, Sense Motive +3, Stealth +12

Languages Common

SQ advice, item installation, swift reactions, winding

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Advice (Ex) Clockwork familiars have an innate understanding of how things work, granting their masters a +2 bonus on all Craft and Use Magic Device checks.

Item Installation (Ex) Each clockwork familiar possesses the ability to carry a magic item in its body. This specific item type is chosen at the time of the construct's creation, and cannot be changed. While the creature cannot activate or use the item, it gains certain constant abilities from the resonant magic fields, and can drain the item's magic as a free action in order to gain additional magical effects. In addition, any clockwork construct can drain a single charge or spell level from its installed item to heal itself for 1d6 hit points as a standard action. Removing a spent item and installing a new one is a full-round action.

Potion: The clockwork familiar gains a constant *protection from good/evil/law/chaos* effect (one type only, chosen each time a new potion is installed). In addition, a clockwork familiar can drain the magic from the potion in order to grant this ability to a creature sharing its space. This ability to include others in the protection effect lasts for 1 minute per spell level of the potion drained.

Scroll: The clockwork familiar gains a constant *detect magic* effect as a spell-like ability. Draining magic from a scroll allows the familiar to cast a single *identify* spell on behalf of its master for each spell level of the spell inscribed on the scroll—these castings may be stored and saved, though a scroll used in this manner becomes instantly useless, even if not all spell levels have been drained.

Wand: The clockwork familiar gains the ability to spit a glob of acid up to 30 feet as a ranged touch attack, dealing 1d4 points of damage. Draining a charge increases the damage to 2d4 points for a single attack. This charge is spent before the attack is rolled.

For those who fuse magic with machinery, the best familiar is the one the caster creates herself, breathing life into a clockwork mechanism of her own design. A spellcaster can gain a clockwork familiar at 7th level by taking the Improved Familiar feat. A typical clockwork familiar is 2 feet tall or long and weighs 10 pounds.

Construction

The creator of a clockwork familiar must start with crafted clockwork pieces worth 500 gp.

CLOCKWORK Ffamiliar

CL 12th; **Price** 14,500 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *make whole*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 7,500 gp

Illustration by Dave Allsop

Colossus, Sphinx

This stone edifice resembles a lion with a regal human face, garbed in royal clothing.

SPHINX COLOSSUS CR 14/MR 4

XP 38,400

N Gargantuan construct (colossus, mythic)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft., x-ray vision; Perception +16

Aura frightful presence (150 ft., DC 20), selective antimagic aura (20 ft.)

DEFENSE

AC 31, touch 7, flat-footed 30 (+1 Dex, +24 natural, –4 size)

hp 199 (18d10+100)

Fort +6, **Ref** +9, **Will** +10

Defensive Abilities block attacks, fortification (50%); **DR** 10/epic; **Immune** construct traits

OFFENSE

Speed 50 ft., earth glide

Melee 2 slams +29 (3d6+15) or stomp +29 (6d6+22 plus pinning stomp)

Ranged rock +15 (3d6+22)

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

Special Attacks mythic power (4/day, surge +1d8), mythic quickening, pinning stomp, rock throwing (120 ft.)

Spell-Like Abilities (CL 12th, concentration +13)

3/day—*true strike*

1/day—*moment of prescience*

STATISTICS

Str 40, **Dex** 13, **Con** —, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +18; **CMB** +37; **CMD** 48 (52 vs. trip)

Feats Alertness[M], Cleave, Great Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack[M], Vital Strike

Skills Knowledge (arcana, religion) +8, Perception +16, Sense Motive +16

Languages Celestial, Sphinx

SQ alternate form, create rocks, mythic creation, mythic resilience

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex) As a full-round action, a sphinx colossus can take the form of a sphinx statue. The colossus becomes immobile, its DR increases to 20/epic, and it gains fast healing 10. While the sphinx colossus can't attack in this form, it can use its spell-like and supernatural abilities, and it retains its Dexterity bonus to AC. It can resume its base form as a full-round action.

Create Rocks (Ex) As a move action, a sphinx colossus can scoop up earth or rubble from an unoccupied square within its reach and compact it into a solid mass appropriate for use with its rock throwing ability. When it does so, the square from which the material is gathered becomes difficult terrain. No square may be used in this fashion more than once.

Selective Antimagic Aura (Su) Spells and abilities of the divination school are unaffected by this aura.

A sphinx colossus is an ancient relic carved by priests and god-kings to protect their secrets. A sphinx colossus stands roughly 60 feet tall and weighs about 220,000 pounds.

Construction

The body of a sphinx colossus is first carved from sandstone of the highest quality costing 25,000 gp.

SPHINX COLOSSUS

CL 11th; **Price** 100,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter[MA], Quicken Spell, 4th mythic rank or tier, *antimagic field*, *limited wish*, *moment of prescience*, *true strike*; **Skill** Craft (stonemasonry) DC 25; **Cost** 62,500 gp

Illustration by Tim Kings-Lynne

Colossus, Wood

This gigantic construct looks like a walking mansion, its body and limbs composed of various rooms.

WOOD COLOSSUS CR 17/MR 6

XP 102,400

N Gargantuan construct (colossus, mythic)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura selective antimagic aura (30 ft., DC 24, 10 rounds)

DEFENSE

AC 35, touch 5, flat-footed 35 (–1 Dex, +30 natural, –4 size)

hp 237 (18d10+138); fast healing 20

Fort +6, **Ref** +7, **Will** +9

Defensive Abilities second save; **DR** 10/epic; **Immune** construct traits

Weaknesses vulnerable to fire

OFFENSE

Speed 60 ft., woodland stride

Melee 3 slams +31 (2d12+17) or stomp +31 (4d12+25 plus pinning stomp)

Space 20 ft.; Reach 20 ft.

Special Attacks mythic power (6/day, surge +1d8), mythic quickening, pinning stomp

STATISTICS

Str 45, **Dex** 9, **Con** —, **Int** 5, **Wis** 12, **Cha** 16

Base Atk +18; **CMB** +39; **CMD** 48

Feats Combat Reflexes, Greater Vital Strike, Improved Initiative[M], Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack[M], Toughness, Vital Strike[M]

Skills Intimidate +11, Perception +11

Languages Common

SQ alternate form, mythic creation, mythic resilience

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex) As a full-round action, a wood colossus can transform into a manor house. Each time it does so, it can choose a different internal architecture to suit its master's needs. The wood colossus can include any kind of wooden furniture in its rooms (including chairs, work benches, and the like), but can't create any objects not made out of wood. Any objects that were in the manor house when the colossus last transformed into its true form are present unless the colossus chose to expel them. The manor house can comfortably house up to 10 Medium creatures; when the colossus reverts to its true form, these creatures are expelled without taking damage. While in this form, the colossus can't make melee attacks but can use *telekinesis* at will on wooden objects inside of it.

Selective Antimagic Aura (Su) Spells and effects that have the light descriptor or affect plants are unaffected by this aura.

Standing 60 feet tall and weighing over 200 tons, a wood colossus can serve both as a guardian and as a manor.

Construction

The body of a wood colossus requires hundreds of tons of living trees or raw lumber, costing at least 80,000 gp.

WOOD COLOSSUS

CL 14th **price** 300,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter[MA], 7th mythic rank or tier, *antimagic field*, *magnificent mansion*, *ironwood*, *limited wish* or *miracle* **Skill** Craft (woodworking) DC 30; **Cost** 190,000 gp

Illustration by Tomasz Chistowski

Corpse Lotus

Planted in soil fertilized with corpses, this giant, blood-red flower is surrounded by prickly vines.

CORPSE LOTUS **CR 13**

XP 25,600

N Huge plant

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +21

Aura preserving mists (30 ft.)

DEFENSE

AC 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, –2 size)

hp 178 (17d8+102)

Fort +16, **Ref** +11, **Will** +6

Defensive Abilities all-around vision, **DR** 10/slashing; **Immune** plant traits; **Resist** acid 10, electricity 10

OFFENSE

Speed 10 ft.

Melee 4 vines +22 (1d8+12 plus grab)

Space 15 ft.; **Reach** 25 ft.

Special Attacks constrict (1d8+12), swallow whole (4d6 acid damage, AC 17, 17 hp)

STATISTICS

Str 34, **Dex** 19, **Con** 23, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +12; **CMB** +26 (+28 bull rush); **CMD** 40 (42 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus (vine)

Skills Perception +21

SQ camouflage, digest corpse, preserving mists

ECOLOGY

Environment temperate forests or marshes

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) A corpse lotus can blend in exceptionally well with vegetated areas when not taking any actions. In such an area, a creature must make a successful DC 30 Perception check to recognize a corpse lotus for what it is before the corpse lotus attacks the first time.

Digest Corpse (Su) A corpse lotus can consume a corpse to quickly heal damage it has taken. As a standard action, a corpse lotus can swallow any corpse within reach that still has flesh attached to grant itself fast healing 10 for 1 minute. Any living creature killed by a corpse lotus's swallow whole ability automatically triggers this ability. A corpse lotus must wait until 1 minute after its fast healing has ended before it can use this ability again.

Preserving Mists (Su) Corpse lotuses emanate a fine mist that spreads across the ground to a range of 30 feet. Any corpse within this area is affected as if by *gentle repose* (CL 1st).

Vines (Ex) A corpse lotus's vines are primary natural attacks with the grab ability. A corpse lotus doesn't gain the grappled condition when grappling enemies with its vines and can maintain grapples with any number of its vines with the same standard action.

A corpse lotus begins life as a small flowering plant that blooms near carrion, and if given enough time, it grows into an incredibly large and dangerous monstrosity. This terrifying plant possesses grasping vines capable of pummeling opponents before dragging them toward its maw. Always found where carcasses are abundant, corpse lotuses have been known to grow in dungeons, ruins, graveyards, and battlefields in addition to more typical wooded or marshy locales.

Every corpse lotus has a single bulbous flower in its center, similar in shape to a lotus flower. The blossom's petals are blood-red, and hide an acidic maw at the flower's center. Corpse lotuses in different regions tend to resemble the dominant plant species in the surrounding area (with the exception of their distinct red petals), thus granting the plants natural camouflage and enabling them to hide among native foliage. Their vines are thick and writhe madly when reaching for potential prey. Corpse lotuses gain their name from the gardens of dead bodies that frequently surround these large, predatory plants—usually of animals and humanoids that strayed too close to the lotus and met their deaths within its gullet. While at rest, a corpse lotus can reach 8 feet in height and splay its leaves nearly 15 feet wide.

Illustration by Helge C. Balzer

Crone Queen

A cold, hateful light burns in the eye sockets of this corpse-like creature, whose withered skin is stretched over its icy bones.

CRONE QUEEN **CR 15**

XP 51,200

NE Medium undead (cold)

Init +9; **Senses** darkvision 60 ft., lifesense; Perception +32

Aura fear aura (30 ft., DC 25)

DEFENSE

AC 30, touch 16, flat-footed 24 (+4 armor, +5 Dex, +1 dodge, +10 natural)

hp 209 (22d8+110); fast healing 10

Fort +13, **Ref** +14, **Will** +18

Defensive Abilities channel resistance +4; **DR** 10/cold iron and slashing; **Immune** cold, undead traits; **SR** 26

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee ice staff +27/+22/+17/+12 (1d6+14 plus 1d6 cold and energy drain) or
2 claws +22 (1d6+6 plus 1d6 cold and energy drain)

Special Attacks cold, energy drain (2 levels, DC 25), hexes (blight[APG], evil eye[APG], hoarfrost[UM], ice tomb[UM], misfortune[APG]), ice staff, unearthly cold

Spell-Like Abilities (CL 19th; concentration +23)
Constant—*mage armor*
At will—*frost fall*[UM](DC 16), ice missile (as *magic missile*, but deals cold damage), *obscuring mist*, *screech*[APG](DC 17)
3/day—*bestow curse* (DC 17), *crushing despair* (DC 18), *ice storm*, *unshakable chill*[UM] (DC 16), *wall of ice* (DC 18)
1/day—*cone of cold* (DC 19), *freezing sphere* (DC 20), *polar ray*

STATISTICS

Str 23, **Dex** 20, **Con** —, **Int** 19, **Wis** 17, **Cha** 18

Base Atk +16; **CMB** +22; **CMD** 38

Feats Alertness, Combat Casting, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Mobility, Power Attack, Toughness

Skills Intimidate +29, Knowledge (arcana, history, nobility) +27, Perception +32, Sense Motive +32, Spellcraft +29, Stealth +30

Languages Aklo, Common, Draconic, Giant, Sylvan

ECOLOGY

Environment cold ruins

Organization solitary, coven (3–6), or court (12–14)

Treasure double

SPECIAL ABILITIES

Cold (Ex) A crone queen's body generates intense cold, dealing 1d6 points of cold damage with its touch or when creatures attack it with unarmed strikes and natural attacks.

Hexes (Su) A crone queen can use the hexes listed in its special attacks entry as a 20th-level witch (*Advanced Player's Guide* 65). The save DC to resist a crone queen's hex is 24.

Ice Staff (Su) As a free action, a crone queen can create a magic staff out of supernaturally hard ice that functions as a *+5 frost quarterstaff*. The crone queen can use her energy drain attack with this staff. The ice staff melts away instantly if it leaves the crone queen's hands.

Unearthly Cold (Su) Half the cold damage caused by cold spells and spell-like abilities cast by the crone queen is not subject to cold resistance or immunity.

Crone queens are unique and deadly creatures formed from the frozen remains of Baba Yaga's daughters.

Illustration by Jason Rainville

Cuero

The pink, fleshy underside of this flat, aquatic creature features a large circular maw of fangs.

CUERO **CR 5**

XP 1,600

N Large aberration (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 59 (7d8+28)

Fort +6, **Ref** +4, **Will** +7

OFFENSE

Speed 10 ft., swim 40 ft.

Melee slam +10 (1d6+9 plus grab)

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

Special Attacks blood drain (1d2 Constitution), constrict (1d6+9), muddy cloud

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 6, **Wis** 15, **Cha** 9

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 24

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Skill Focus (Stealth)

Skills Perception +12, Stealth +11 (+21 in mud or muddy water), Swim +14; **Racial Modifiers** +10 Stealth in mud or muddy water

Languages Aklo

SQ amphibious, compression

ECOLOGY

Environment temperate lakes or rivers

Organization solitary, pair, or pack (3–5)

Treasure none

SPECIAL ABILITIES

Muddy Cloud (Ex) A cuero can flap about in the water within 10 feet of a riverbed or lake bed and stir up mud, pebbles, sand, silt, and other debris. This creates a hemispherical cloud in the nearby water with a radius of 30 feet (or to the edge of the water, whichever is closer). The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. In non-flowing water, the muddy cloud dissipates in 2d6 rounds. In flowing water, the duration is reduced by 1 round for every 10 feet per round the water flows beyond 20 feet.

Illustration by Nikolai Ostertag

Farmers who graze their cattle near slow-moving rivers or placid lakes warn their neighbors when rumors of a cuero pass from village to village. These strange, flat creatures haunt waterways in search of large prey to satisfy their voracious appetites. When more passive, cueros lie in wait at the bottom of a lake or river for suitable prey to swim overhead. In lean times, cueros sit just beneath the water's surface near the shore and stay perfectly still until an animal comes near to drink. They sometimes even bury themselves in the muddy banks of a river to surprise passersby.

When prey gets within reach of a cuero, it strikes from camouflage. It wraps its prey up in its leathery hide and begins draining its victim's blood. After feeding, the cuero discards the drained husk on the riverbank or drags it into the water to float downriver. Cueros prefer the ease of catching Small and Medium mammals, but they seem to have a special taste for Medium and Large ungulates. When their preferred prey is unavailable, cueros act as bottom feeders, sifting through the lake bed or river bottom in search of crabs, clams, and slow moving fish. Following this behavior, cueros can strip fishing areas of fauna, an act that enrages local anglers.

Most cueros prowl muddy waterways alone, capitalizing on choice hunting grounds, but some cueros form small families and dig out dens in lakebeds and beneath riverbanks. These crude structures often house only a handful of these creatures. When a den reaches capacity, one or two cueros set off to form their own group instead of expanding the current den.

Cueros typically keep to small family groups, but when the full moon occurs on an equinox or a solstice, these creatures crowd the bodies of water they call home. These congregations are unsettling to witness, as the creatures thrash about in the water and emit droning moans punctuated with the chittering of their rasping teeth. Many scholars believe these gatherings to be mass breeding events, and those able to speak to cueros find that the creatures believe that the strongest of their kind are conceived during these times.

Cueros aren't very intelligent, but they can speak and understand Aklo. Their normal lines of conversation are often confusing, as the creatures tend to ramble on when speaking about topics such as food, water conditions, and the phases of the moon.

A cuero's flat, rounded body spans 10 feet, and the beast weighs close to 1,000 pounds.

Cursed King

This desiccated figure wears linen wrappings and tarnished jewelry. Its humanoid body is topped with a withered crocodile head.

CURSED KING **CR 10**

XP 9,600

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +12

Aura demanding aura (30 ft., DC 20, 1d4 rounds)

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 119 (14d8+56)

Fort +9, **Ref** +8, **Will** +13

DR 10/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee bite +20 (1d8+10/19–20), 2 slams +20 (1d6+10)

Special Attacks berserk, bestial curse

STATISTICS

Str 30, **Dex** 19, **Con** —, **Int** 3, **Wis** 19, **Cha** 16

Base Atk +10; **CMB** +20; **CMD** 34

Feats Combat Reflexes, Following Step[APG], Great Fortitude, Improved Critical[B] (bite), Power Attack, Step Up, Step Up and Strike[APG], Toughness

Skills Perception +12, Stealth +16

Languages Abyssal (can't speak)

ECOLOGY

Environment warm ruins

Organization solitary or court (2–8)

Treasure standard

SPECIAL ABILITIES

Berserk (Ex) When a cursed king enters combat, there is a cumulative 1% chance each round that its tortured spirit breaks free and the creature goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk cursed king attacks the nearest living creature (or smashes some object smaller than itself if no creature is within reach). The undead's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the creature with a successful DC 20 Charisma check.

Bestial Curse (Su) When a cursed king is destroyed, it unleashes a final curse on all creatures within a 30-foot radius. This curse slowly robs the targets of their minds and bodies, eventually transforming them into animals of the same type as the animal head sewn to the cursed king's body. All creatures in the area must succeed at a DC 21 Will save or take 1d6 points of Wisdom damage and 1d6 points of Charisma damage. The accursed creature doesn't benefit from effects that remove ability damage. Once cursed, the target must succeed at a Will save every 24 hours or take ability damage again. Once the target's Charisma or Wisdom score is reduced to 0, the victim is transformed into a mundane animal as per *baleful polymorph*, and is automatically treated as if it failed the second Will save to retain its mind. At this point, the creature receives the typical Wisdom and Charisma of that animal and stops taking ability damage. This is a curse effect, and the save DC is Charisma-based.

Demanding Aura (Su) All creatures within a 30-foot radius that can see a cursed king must succeed at a DC 20 Will save or be terrified into subservience. A creature that fails its saving throw gains the cowering condition for 1d4 rounds. A creature that successfully saves is not subject to the same cursed king's demanding aura for 24 hours. This is a mind-affecting fear effect, and the save DC is Charisma-based.

Pharaohs punish disloyal subjects in horrific ways, especially usurpers, rebel leaders, and false prophets who attempt to subvert the order of the nation and the loyalty of the ruler's other followers. After torture and decapitation, the rebels' souls are bound back into their mutilated bodies, transforming them into mummified mockeries of ambition and authority that exist for eternity in unliving agony.

Illustration by Kiki Moch Rizky

Cyclops, Kabandha

This tall giant has no head; instead, its one-eyed face rests in the center of its broad chest.

KABANDHA **CR 9**

XP 6,400

LN Large humanoid (giant)

Init +7; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+6 armor, +3 Dex, +7 natural, –1 size)

hp 119 (14d8+56)

Fort +13, **Ref** +9, **Will** +8

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (1d6+10), bite +19 (1d8+10)

Ranged rock +13 (1d8+15)

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

Special Attacks bounding stone, rock throwing (60 ft.)

Spell-Like Abilities (CL 14th; concentration +15)

Constant—*see invisibility*

3/day—*alarm*

STATISTICS

Str 31, **Dex** 17, **Con** 18, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +10; **CMB** +21; **CMD** 34

Feats Alertness, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Intimidate +9, Perception +20, Profession (soldier) +8, Sense Motive +9, Stealth +1, Survival +10; **Racial Modifiers** +8 Perception

Languages Common, Cyclops, Giant

ECOLOGY

Environment any land or underground

Organization solitary, patrol (2–5), company (6–20)

Treasure standard (greatclub, mwk breastplate, other treasure)

SPECIAL ABILITIES

Bounding Stone (Ex) A kabandha can throw a stone in a bouncing, deadly arc, dealing 1d8+10 points of damage to all creatures on the ground in a 50-foot line (Reflex DC 27 half). At the end of this line, if the stone strikes a barrier, it shatters, dealing 2d6+10 points of damage to all creatures in a 10-foot radius (Reflex DC 27 half). A creature that is both in the line and near the barrier can take damage twice from this ability. The save DC is Strength-based.

Illustration by Nemanja Stankovic

In the distant past, the ancestors of the reclusive kabandha made a bargain with some unknown entity or power to grant their people long lives in exchange for agreeing to serve as wardens of the hidden places of the world, such as the confluences of ley lines and other sites of mysterious power. Kabandhas have kept this pact through the millennia, and today they serve as tactically minded guardians with great longevity.

The strangest aspect of a muscular kabandha's appearance is the large face and expressive eye that reside in its barrel-like chest, as the creature lacks a head atop its shoulders. Kabandhas have a variety of complexions, and sometimes grow magnificent moustaches. They tend to dress in open shirts, robes, or armored coats worn with loincloths, trousers, or skirts, and they love to wear numerous bracelets, bracers, and other ornaments on their arms.

Because their lives revolve around stewardship, kabandhas defend their domains violently. Kabandhas live at of very close to their guarded sites, and a family or clan of vigilant kabandhas guards the same area for many generations.

Kabandhas are known for their insatiable appetites, preferring to eat rare but heavily seasoned roasted cuts of meat throughout long, music-filled feasts. They approach singing as a sort of competition, and prize volume over pitch or melody. Many adventurers who have witnessed a kabandha's lair report that it smells strongly of cinnamon—a spice that the giants prize above all others.

To reproduce, these giants lay single, rock-like eggs that require great heat to mature. The eggs hatch quickly, releasing young that reach full size within a year. Though a cold environment doesn't harm their eggs, it does cause the eggs to enter stasis until properly tended.

Cytillipede

This segmented creature has a chitinous body covered in patches of glowing, purple fungus. Syrupy venom drips from its mandibles.

CYTILLIPEDE **CR 6**

XP 2,400

N Large magical beast

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 76 (8d10+32)

Fort +10, **Ref** +7, **Will** +2

Immune mind-affecting effects; **SR** 17

OFFENSE

Speed 40 ft., climb 40 ft.

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

Melee bite +14 (2d6+9 plus poison)

Special Attacks cytillesh flash, poison

STATISTICS

Str 23, **Dex** 13, **Con** 18, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +8; **CMB** +15; **CMD** 26 (can't be tripped)

Feats Ability Focus (cytillesh flash), Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Climb +21, Perception +11; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any underground

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

Treasure none

SPECIAL ABILITIES

Cytillesh Flash (Su) Once per day, a cytillipede can cause the cytillesh patches that grow along its body to release a bright flash of blue light that provides bright light in a 20-foot radius and raises the light level by one step for the next 20 feet (treat this ability as a 4th-level light spell). Creatures within the 40-foot area of effect must succeed at a DC 22 Will save. Those within the 20-foot area of bright light that fail are stunned for 1d4 rounds. Creatures within the next 20 feet that fail are instead confused for 1d2 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex, dazed, and the effects of *memory lapse*[APG]; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Derros have long used other creatures in their experiments with alchemical and magical augmentation. For the most part, these experiments don't have the results the derros had in mind, and can be considered qualified successes at best. However, on rare occasions derros actually get it right and come up with a powerful and obedient creature they can train and use.

The cytillipede arose from one of those rare triumphs. Derro alchemists adapted the diet of a species of albino centipede to eat nothing but cytillesh fungus. After these centipedes had endured years of exposure to the fungus and certain magical augmentations, the result was an entirely new species that the derros named the cytillipede.

A cytillipede has a gray segmented body covered in chitin. Patches of cytillesh fungus grow along its back, giving the creature an eerie blue glow. Because of its constant radiance, a cytillipede in the open is fairly easy to spot. Most of the time, a cytillipede is encountered in the company of derros, who use their creations as mounts or to guard their lairs.

In combat, a cytillipede simply rushes at its opponent and makes bite attacks, relying on its cytillesh venom to stun its enemies so it can bite them repeatedly while they deal with the disorientation of sudden short-term memory loss. A cytillipede normally uses its cytillesh flash ability only when it has been seriously wounded or threatened by multiple opponents. A trained cytillipede can also be commanded to use this ability by its rider.

Because of their long exposure to cytillesh, derros are unaffected by the cytillesh-based attacks of cytillipedes, and delight in directing them against their foes.

Cytillipedes are most often encountered as part of a derro patrol around a derro lair, usually as mounts. A typical cytillipede is a little over 10 feet long and 3-1/2 feet high, and weighs about 600 pounds.

Illustration by Helge C. Balzer

Dark Folk, Caligni

Beneath ragged shreds, this lean figure's chalky skin darkens to charred hues at the extremities.

CALIGNI **CR 1/2**

XP 200

Caligni rogue 1

CN Medium humanoid (dark folk)

Init +7; **Senses** see in darkness; Perception +3

DEFENSE

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

hp 12 (1d8+4)

Fort +3, **Ref** +5, **Will** –1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d6+1/19–20)

Ranged dart +3 (1d4+1)

Special Attacks death throes, sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 14

Feats Improved Initiative

Skills Acrobatics +7, Bluff +4, Climb +5, Disguise +4, Escape Artist +7, Knowledge (dungeoneering) +4, Perception +3, Stealth +7

Languages Common, Dark Folk

SQ trapfinding +1

ECOLOGY

Environment any underground

Organization solitary, family (2–4), or dark folk community (2–4 plus 20–40 other dark folk)

Treasure NPC gear (short sword, darts [10], leather armor, thieves' tools, other treasure)

SPECIAL ABILITIES

Death Throes (Su) When a caligni is slain, its body combusts in a flash of searing light. All creatures within a 5-foot burst must succeed at a Fortitude save (DC = 10 + 1/2 the caligni's Hit Dice + the caligni's Constitution bonus) or be dazzled for 1d4 rounds. The corpse left behind is a third of the caligni's size, withered and unrecognizable as the individual. *Raise dead* and similar spells cast upon these remains restore a caligni as normal.

Light Sensitivity Caligni are dazzled in areas of bright light.

See in Darkness (Su) Caligni can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Illustration by Nemanja Stankovic

The name "caligni" is an ancient term for the races now collectively known as dark folk, sometimes still used by dark folk communities to refer to themselves. Untold generations ago, these subterranean dwellers aspired to grand destinies, and might have achieved them if not for the planned degeneration meted out by their controllers, the owbs (*Pathfinder RPG Bestiary 4* 210). Yet even today, dark folk are sometimes born bearing an uncanny likeness to the ancients that dark stalkers still imitate. Throwbacks to the time before owb tampering, these individuals—called simply "caligni"—might be born from any dark folk race, reminders of their people's half-remembered dreams.

The birth of a caligni is a momentous sign, celebrated by many dark folk. Yet it's not uncommon for a maturing caligni to threaten the caste-clans of dark folk society or offend an owb overlord; as a result, most caligni don't survive to adulthood in dark folk society, falling victim to suspicious accidents or mysterious murders. The canniest caligni foresee their people's treachery and leave, seeking homes elsewhere in the Darklands, and putting the talents they have learned among other dark folk to use in their own service, or in that of less treacherous allies.

Caligni measure close to 6 feet tall but weigh as little as 125 pounds. They're often mistaken for dark stalkers, though their features are more defined and individually distinctive beneath their thick wrappings. Their skin is bleached gray, deepening to obsidian at the extremities. Caligni age at the same rate as half-elves, and don't typically breed true, instead giving birth to more common dark folk types—typically dark creepers. Most caligni adventurers become rogues and slayers, adopting the training of their dark creeper and dark stalker brethren. Some become alchemists, and the most depraved commune with the owbs as conjurers and summoners.

Caligni Characters

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

+2 Dexterity, +2 Constitution, –2 Intelligence: Caligni are quick and resilient, but generations of isolation and oppression have made them slow to accept new ideas.

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

See in Darkness: See above.

Light Sensitivity: See above.

Death Throes: See above.

Death Coach

Two spectral horses pull this ornate, ghostly carriage, whose windows are blocked by dark, heavy curtains.

DEATH COACH **CR 14**

XP 38,400

NE Huge undead (incorporeal)

Init +14; **Senses** darkvision 60 ft., *deathwatch*, lifesense; Perception +30

Aura aura of doom (30 ft., DC 26)

DEFENSE

AC 27, touch 27, flat-footed 16 (+8 deflection, +10 Dex, +1 dodge, –2 size)

hp 212 (17d8+136)

Fort +13, **Ref** +15, **Will** +14

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

OFFENSE

Speed 40 ft., fly 30 ft. (average); soulbound gallop

Melee incorporeal touch +20 (17d6 negative energy)

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

Special Attacks collect soul

Spell-Like Abilities (CL 16th; concentration +24)

At will—*ghost sound* (DC 18), *scare* (DC 20), *distracting cacophony*[UM] (DC 21)

3/day—quickened *fear* (DC 22), *phantasmal killer* (DC 22)

STATISTICS

Str —, **Dex** 30, **Con** —, **Int** 15, **Wis** 18, **Cha** 27

Base Atk +12; **CMB** +24; **CMD** 43 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Stance, Mobility, Quicken Spell-Like Ability (*fear*), Skill Focus (Intimidate), Skill Focus (Perception), Wind Stance

Skills Fly +26, Intimidate +34, Knowledge (geography, history, local, nobility) +9, Perception +30, Sense Motive +13, Survival +21

Languages Abyssal, Common, Infernal (can't speak any language)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Doom (Su) The death coach's aura acts like an *aura of doom*[UM] with a radius of 30 feet. A creature that succeeds at its save is immune to that death coach's aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Collect Soul (Su) When a death coach deals damage to a creature with its touch attack, it can immediately attempt to collect the creature's soul, forcing the creature to attempt a DC 24 Fortitude save. Creatures under the effects of a fear effect take a –4 penalty on this save. A creature that succeeds at its save takes 3d6+16 points of damage. On a failed save, the creature takes 160 points of damage (as if affected by a CL 16 *finger of death*). The soul of a creature slain by this attack becomes trapped in the death coach's interior. A trapped soul can be restored to life only by a *miracle* or *wish*. This is a death effect, and a creature that succeeds at its save is immune to that death coach's collect soul ability for 24 hours. The save DC is Charisma-based.

Soulbound Gallop (Su) When the death coach has trapped a soul with its collect soul ability, all of its movement speeds double. The doubling occurs before applying any other effects that increase its speed.

Fearsome phantasmal carriages pulled by ghostly horses, death coaches appear without warning to collect and carry off unwilling mortal souls to the afterlife, slaying their victims first if need be.

Illustration by Jorge Fares

Deep One

This lumbering creature's gray-green hide glistens with moisture, and saliva dribbles from its fishlike maw.

DEEP ONE **CR 1**

XP 400

CE Medium monstrous humanoid (aquatic, deep one)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 12, touch 9, flat-footed 12 (–1 Dex, +3 natural)

hp 17 (2d10+6)

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

Defensive Abilities deep dweller, immortal; **Resist** cold 5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d4+3)

STATISTICS

Str 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 14

Feats Great Fortitude

Skills Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4 (+8 underwater), Survival +7, Swim +16; **Racial Modifiers** +4 Stealth underwater

Languages Aklo, Common

SQ amphibious, devoted, item use

ECOLOGY

Environment any water

Organization solitary, gang (2–5), cult (6–12), or shoal (13+)

Treasure standard (*wand of protection from good* [5 charges], other treasure)

SPECIAL ABILITIES

Deep Dweller (Ex) Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Devoted (Ex) Deep ones are fanatically religious, be it to the worship of a Great Old One, an elder deep one, or some other divinity. A deep one gains one bonus skill rank per Hit Die that must be placed in Knowledge (religion), and this skill is a class skill for all deep ones.

Immortal (Ex) A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Item Use (Su) A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Illustration by Dave Allsop

Deep ones are as at ease dwelling in the most remote of ocean trenches as they are in the shallows that hug secluded shorelines, although their favorite haunts combine the two. The largest deep one cities are located at places not far off shore, but nestled in vast submerged canyons unusually close to those coastlines. This proximity allows deep ones to pursue one of their favorite goals—commingling with and corrupting surface-dwelling humanoids. Unlike skum, a similar aquatic race that reproduces with surface dwellers, deep ones do so not out of a biological need but as a way to spread their blasphemous religion above the ocean waves. The hybrid children of deep ones and humans form a race of their own (see page 70). These offspring typically live near others of their kind, assuming positions of leadership in their small towns.

Deep ones usually worship the alien entities known as the Outer Gods or the Great Old Ones, with Cthulhu the foremost among them. Deep one settlements that contain a deep one elder (see page 69) instead typically venerate that powerful deep one, who in turn serves one of the eldritch gods. Many deep ones gain levels as clerics, inciting religious fervor in their kinfolk and promoting their chosen deities as the greatest among the Outer Gods. Those few who instead choose to take up a less focused devotional path, such as that of an oracle, still venerate the Old Ones as a whole.

Deep ones prefer to fight with their claws. If they do resort to manufactured weapons, they prefer piercing ones, as these function best underwater. They can also use wands and staves; deep ones who pursue the study of more powerful magic often learn to create magic items for their weaker kinfolk to wield.

A deep one typically stands about 7 feet tall, but its hunched gait and lumbering stance can make it appear shorter when it shambles ashore. An average deep one weighs 300 pounds.

Deep One, Elder

The frame of this immense monstrosity is humanoid, but its ichthyic visage is that of a deep-sea predator.

ELDER DEEP ONE **CR 14**

XP 38,400

CE Gargantuan monstrous humanoid (aquatic, deep one)

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

Aura *cloak of chaos* (DC 22), staggering presence (180 ft., DC 21)

DEFENSE

AC 29, touch 11, flat-footed 24 (+4 deflection, +1 Dex, +18 natural, –4 size)

hp 202 (15d8+135); regeneration 10 (fire)

Fort +18, **Ref** +16, **Will** +19

Defensive Abilities mind reflection; **DR** 10/magic and piercing; **Immune** cold, disease; **Resist** acid 10, electricity 10; **SR** 25

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +24 (2d8+13/19–20), 2 claws +24 (2d6+13/19–20)

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

Special Attacks devastating strike, staggering presence

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

Constant—*cloak of chaos* (DC 22), *freedom of movement*

At will—*dream*, *hold monster* (DC 19)

3/day—*black tentacles*, *demand* (DC 22), *insanity* (DC 21), *nightmare* (DC 19)

1/day—*dominate monster* (DC 23), *symbol of insanity* (DC 22)

1/week—*binding* (DC 22)

STATISTICS

Str 36, **Dex** 12, **Con** 28, **Int** 19, **Wis** 23, **Cha** 19

Base Atk +15; **CMB** +32 (+34 bull rush); **CMD** 47 (49 vs. bull rush)

Feats Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Intimidate +22, Knowledge (arcana, religion) +19, Perception +24, Sense Motive +21, Stealth +7, Swim +39, Use Magic Device +19

Languages Aklo, Common

SQ amphibious, deep dweller, deific, immortal, item use

ECOLOGY

Environment any water

Organization solitary or pair

Treasure triple

SPECIAL ABILITIES

Deep Dweller (Ex) See page 68.

Devastating Strike (Ex) An elder deep one ignores the first 10 points of hardness when it damages an object with its claws. A creature struck with a critical hit from an elder deep one's claw must succeed at a DC 30 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Deific An elder deep one can grant divine spells to its worshipers. Granting spells does not require any specific action on the elder deep one's behalf. Elder deep ones grant access to the domains of Chaos, Evil, Madness, and Water. Their symbols vary, but their favored weapon is the claw.

Immortal (Ex) See page 68.

Item Use (Su) See page 68.

Mind Reflection (Ex) Any mind-affecting effect that fails to affect an elder deep one is reflected back on the source, affecting the original caster as if by *spell turning*, treating the elder deep one as the controller and source of the spell.

Staggering Presence (Ex) This ability functions as frightful presence, except that a creature that fails its save is also staggered as long as it remains in the area of effect, and for an additional 1d6 rounds after leaving that area. This is a mind-affecting fear effect.

A few deep ones never stop growing over the eons of their endless lives. Many elder deep ones claim the names of monsters or gods for their own—Mother Hydra and Father Dagon being two of the more legendary of their kind. Elder deep ones ascend to the status of near-gods in deep one society, towering over their kin and ruling their sunken cities. Just as they are worshiped, so do the elder deep ones worship the Great Old Ones and Outer Gods themselves.

Illustration by Dave Allsop

Deep One Hybrid

This elderly man's wide-mouthed, staring countenance and webbed hands suggest a sinister taint in his bloodline.

DEEP ONE HYBRID **CR 1/2**

XP 200

Deep one hybrid cleric 1

CE Medium humanoid (deep one, human)

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

DEFENSE

AC 13, touch 10, flat-footed 13 (+2 armor, +1 natural)

hp 12 (1d8+4)

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

OFFENSE

Speed 20 ft., swim 30 ft.

Melee mwk dagger +2 (1d4+1/19–20)

Special Attacks channel negative energy 2/day (DC 9, 1d6)

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

6/day—touch of chaos, vision of madness

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*cause fear* (DC 14), *cure light wounds*, *lesser confusion*[D] (DC 14)

0 (at will)—*bleed* (DC 13), *light*, *resistance*

D domain spell; **Domains** Chaos, Madness

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 11

Feats Improved Initiative

Skills Knowledge (religion) +4, Perception +4, Swim +9 **Racial Modifiers** +8 Swim

Languages Aklo, Common

SQ final change, sea longing, take to the water

ECOLOGY

Environment any urban

Organization solitary, cult (2–12), or township (13+)

Treasure NPC gear (mwk dagger, leather armor, other treasure)

SPECIAL ABILITIES

Final Change (Su) A deep one hybrid ages at the same rate as a half-orc. A mere 1d12 months after a deep one hybrid reaches venerable age (at 60 years old), it dies a painful, agonizing death, only to have its body transform into that of a mature deep one. This transformation functions as the *reincarnate* spell, with the newly formed deep one gaining the following modifications to its physical ability scores: +6 Strength, –2 Dexterity, and +6 Constitution.

Sea Longing (Ex) Every 24 hours a deep one hybrid spends in an area more than 10 miles from the sea, it must succeed at a DC 20 Will save or take 1 point of Wisdom drain.

Take to the Water (Ex) A deep one hybrid can hold its breath 10 times longer than a human can, and gains a +2 bonus on Initiative checks and Reflex saving throws while swimming. A deep one hybrid has a swim speed of 30 feet, and gains a +8 racial bonus on all Swim checks.

Deep one hybrids are the spawn of humans and deep ones. They are most comfortable with others of their kind, and typically cluster in small, insular settlements where they can assume positions of authority. They keep any humans within their towns subservient and cowed, making sure those other residents know better than to act against local laws. Though deep ones are devoutly religious, they usually cloak their true beliefs under a facade of more conventional worship, believing that by doing so they can avoid suspicion from visitors and nearby societies.

Illustration by Dave Allsop

Deep One Hybrid Characters

Deep one hybrids are defined by their class levels—they don't possess racial Hit Dice. All deep one hybrids have the following racial traits.

+2 Constitution, +2 Wisdom, –2 Dexterity: Deep one hybrids are hearty and devout, but tend to be somewhat slow and awkward in their movements.

Slow: A deep one hybrid's base speed is 20 feet, as it walks with a shuffling gait.

Low-Light Vision: A deep one hybrid can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light.

Natural Armor: A deep one hybrid's thick skin and dense fatty tissues grant it a +1 natural armor bonus to AC.

Final Change (Su): See above.

Sea Longing (Ex): See above.

Take to the Water (Ex): See above.

Languages: Deep one hybrids begin play speaking Aklo and Common. Hybrids with high Intelligence scores can choose from the following languages: Abyssal, Aquan, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, and Undercommon.

Delgeth

The antlers and hooves of this elk appear scorched and charred. The ground where it stands smolders and bursts into flame.

DELGETH **CR 6**

XP 2,400

N Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 68 (8d10+24)

Fort +9, **Ref** +8, **Will** +3

Immune fire

OFFENSE

Speed 50 ft.

Melee gore +12 (1d8+4 plus 1d6 fire), 2 hooves +10 (1d4+2 plus 1d6 fire)

Special Attacks fight with fire, flight of flames

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 4, **Wis** 13, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Multiattack, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +9

Languages Sylvan (can't speak)

ECOLOGY

Environment temperate forests

Organization solitary, pair, or family (3–5)

Treasure none

SPECIAL ABILITIES

Fight with Fire (Su) A delgeth can strike at the ground with its flaming hooves as a swift action, causing blazing sparks to appear in any square within 30 feet. A creature in that square must succeed at a DC 16 Reflex save or catch fire (*Pathfinder RPG Core Rulebook* 444). The save DC is Charisma-based.

Flight of Flames (Su) A delgeth can use its smoldering hooves to ignite the ground and brush when it runs or withdraws, creating a blazing trail of fire behind it. The fire fills every square the delgeth moves through during its run or withdraw action. When the fire appears and on each of the delgeth's turns, the flames deal 2d6 points of fire damage to each creature in one of the fire-filled squares and 2d4 points of fire damage to each creature within 5 feet of such a square but not inside one. The flames burn out after 3 rounds, but can be extinguished before then by any means that would extinguish normal nonmagical fires of their size. The flames can ignite flammable debris in the squares the delgeth moved through, but in normal forest conditions they rarely spread far beyond there.

Delgeths are a unique breed of ungulate native to magical forests and places where the line between the natural and the supernatural is blurred. A delgeth's soaring core body temperature manifests in the elk-like creature's flaming hooves and smoldering antlers, both of which the beast uses to defend itself. A delgeth also employs its flames to mark its territory during mating season, stamping out boundaries of scorched grass in intricate patterns to indicate its location to others of its kind.

Delgeths are unpredictable creatures, and are equally as likely to run from predators as they are to stand their ground and face off against aggressors. Either way, a delgeth is sure to leave a fiery reminder of its passing, as the beast's flaming hooves blaze a telltale trail through the brush.

Tribal cultures and scholars of the supernatural alike hold the majestic delgeth in awe. Though delgeths have innate connections to flame, they live in balance with the natural world in the wooded territories where they roam. They refrain from allowing their flames to run uncontrolled in the environment, instead allowing natural fires to periodically purge the forest of excess deadwood.

A typical delgeth stands 4 feet tall at the shoulder and weighs 200 pounds.

Illustration by Brynn Metheney

Demodand, Gristly

This obese humanoid has a wide mouth, batlike wings, and pale fluid seeping from rolls of black, greasy skin.

GRISTLY DEMODAND **CR 17**

XP 102,400

CE Medium outsider (chaotic, demodand, evil, extraplanar)

Init +10; **Senses** darkvision 120 ft., *detect good, detect magic, see invisibility*; Perception +25

DEFENSE

AC 32, touch 16, flat-footed 26 (+1 armor, +6 Dex, +15 natural)

hp 264 (23d10+138); fast healing 10

Fort +19, **Ref** +15, **Will** +15; +4 vs. divine spells

Defensive Abilities fortification (50%); **DR** 15/good and slashing; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 28

OFFENSE

Speed 40 ft., fly 50 ft. (average)

Melee *+1 vicious maul* +34/+29/+24/+19 (2d6+16/19–20/×3 plus 2d6) or 2 claws +33 (2d6+10)

Special Attacks faith-stealing strike (DC 25), sacrilegious spittle

Spell-Like Abilities (CL 17th; concentration +21)

Constant—*detect good, detect magic, see invisibility*

At will—*dimensional anchor, fear* (DC 18), *protection from good, seek thoughts*[APG] (DC 17)

3/day—quickened *excruciating deformation*[UM] (DC 17), *greater dispel magic*, quickened *pain strike*[APG] (DC 17)

1/day—*mass pain strike*[APG] (DC 19), summon (level 6, 1d4 tarry demodands[B3] or 1d2 stringy demodands 55%), *waves of exhaustion*

STATISTICS

Str 31, **Dex** 22, **Con** 23, **Int** 17, **Wis** 14, **Cha** 18

Base Atk +23; **CMB** +33; **CMD** 49

Feats Combat Reflexes, Critical Focus, Improved Critical (maul), Improved Initiative, Intimidating Prowess, Lightning Reflexes, Lunge, Power Attack, Quicken Spell-Like Ability (*excruciating deformation*), Quicken Spell-Like Ability (*pain strike*), Staggering Critical, Stunning Critical

Skills Acrobatics +21, Bluff +22, Climb +25, Fly +29, Intimidate +40, Knowledge (arcana, planes, religion) +14, Perception +25, Sense Motive +20, Spellcraft +23, Stealth +29, Survival +25

Languages Abyssal, Celestial, Common

SQ heretical soul

ECOLOGY

Environment any (Abyss)

Organization solitary or hunting party (1 gristly demodand plus 2–5 tarry demodands[B3])

Treasure standard (mwk armored kilt, *+1 vicious maul*, other treasure)

SPECIAL ABILITIES

Sacrilegious Spittle (Ex) As a standard action once every 1d4 rounds, a gristly demodand can spit acidic mucus in a 30-foot cone. Creatures in the area take 15d6 points of acid damage (DC 27 Reflex half), and are entangled on a failed save. Entangled creatures take 5d6 points of acid damage each round at the end of their turns. Creatures that take acid damage from sacrilegious spittle are also subject to the demodand's faith-stealing strike. Each round on its turn, an entangled creature may attempt a new saving throw to end the effect, as a full-round action that provokes attacks of opportunity. The save DC is Constitution-based.

Illustration by Dave Allsop

Gristly demodands delight in inflicting pain and suffering, eagerly fulfilling their roles in demodand culture as assassins, executioners, and torturers. These fiends conduct special missions of reconnaissance, disruption, and violent destruction, frequently leading crack units of tarry demodands into hostile lands, where they attack key demonic installations in order to subject their captives to brutal and insidious torture for the purpose of extracting information.

A gristly demodand's skin is stretched so taut over rolls of fat and cartilaginous flesh that it continually rips and splits, though a yellow-white mucus that oozes out from within heals these superficial tears, keeping its body intact.

A typical gristly demodand is 7 feet tall and weighs up to 600 pounds.

Demodand, Stringy

This lanky, winged humanoid is covered in layers of long, ropy skin growths.

Stringy Demodand **CR 15**

XP 51,200

CE Medium outsider (chaotic, demodand, evil, extraplanar)

Init +8; **Senses** darkvision 120 ft., *detect good*, *detect magic*; Perception +24

Defense

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

hp 230 (20d10+120)

Fort +18, **Ref** +14, **Will** +13; +4 vs. divine spells

DR 10/good and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 26

Offense

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

Melee bite +29 (2d6+9 plus 2d6 nonlethal/19–20), 2 claws +29 (1d10+9 plus 2d6 nonlethal/19–20)

Special Attacks entangling folds, faith-stealing strike (DC 24)

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*detect good*, *detect magic*

At will—*detect thoughts* (DC 16)

3/day—*fear* (DC 18), *greater dispel magic*

1/day—*hold monster* (DC 19), summon (level 6, 1d4 tarry demodands[B3] or 1d2 stringy demodands 40%)

Statistics

Str 28, **Dex** 27, **Con** 23, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +20; **CMB** +29; **CMD** 47

Feats Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Improved Critical (bite), Improved Critical (claw), Improved Vital Strike, Intimidating Prowess, Power Attack, Vital Strike

Skills Acrobatics +26, Bluff +27, Climb +22, Fly +21, Intimidate +36, Knowledge (planes) +14, Perception +24, Sense Motive +14, Stealth +26, Survival +14

Languages Abyssal, Celestial, Common

SQ heretical soul

Ecology

Environment any (Abyss)

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

Treasure standard

Special Abilities

Entangling Folds (Ex) Although the disgusting growths on a stringy demodand are technically part of its skin, the demodand has a small measure of control over these ropy appendages. As a swift action, a stringy demodand can use its growths to entangle any adjacent creatures of its size or smaller. To resist being entangled, a target must succeed at a DC 25 Reflex save. As long as the stringy demodand is entangling one or more creatures, any creature that moves adjacent to the demodand must successfully save or likewise be entangled. Entangled creatures can't move farther than 5 feet from the stringy demodand until they break free from its growths. An entangled creature can break free as a move action by succeeding at a DC 25 Strength or Escape Artist check. The save DCs are Constitution-based.

Illustration by Jon Neimeister

Stringy demodands fulfill their duty to their titan masters as kidnappers and slave masters throughout the Abyssal realms. Stringy demodands' agility allows them to quickly snatch up targets and prevent slave revolts before they start.

The stringy demodands' long, obsidian-colored skin growths give the abhorrent outsiders their name. These fibers resemble nothing so much as elongated skin tags the girth of a human finger and are roughly 4 feet in length. The fibrous outgrowths sprout from their heads and the tips of their wings. These ropy feelers bob and sway wildly as a stringy demodand moves, creating a truly disturbing image for those victims who glimpse back at their Abyssal pursuer.

Because these rubbery strands cover most of the creatures' bodies, they provide a measure of natural protection that allows stringy demodands to eschew armor. Stringy demodands are typically 6 feet tall and weigh 300 pounds.

Demon, Abrikandilu

This deformed, horned, hunchbacked humanoid has a forked, ratlike tail and two thumbs on each taloned hand.

ABRIKANDILU **CR 3**

XP 800

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

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

hp 32 (5d10+5)

Fort +5, **Ref** +4, **Will** +3

DR 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Weaknesses hatred of mirrors

OFFENSE

Speed 30 ft.

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

Ranged improvised weapon +5 (1d6+2)

Special Attacks destructive attacks, mutilation

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*cause fear* (DC 12), *shatter* (DC 13)

1/day—summon (level 1, 1 abrikandilu 50%)

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 6, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +7 (+9 sunder); **CMD** 17 (19 vs. sunder)

Feats Improved Sunder, Iron Will, Power Attack, Throw Anything[B]

Skills Appraise +6, Climb +10, Disable Device +8, Perception +12; **Racial Modifiers** +4 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

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

Treasure standard (thieves' tools, other treasure, but any art objects are broken)

SPECIAL ABILITIES

Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, an abrikandilu gains a +5 racial bonus on Strength checks to break or destroy objects.

Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

Mutilation (Su) An abrikandilu's bite causes horrific and hideous wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 13 Fortitude save or gain a –1 penalty on all Charisma-based checks. This penalty stacks, up to a –5 penalty, and it lasts even after the wounds are healed. The penalty slowly fades with time, diminishing by 1 every 24 hours until it reaches 0. This is a curse effect. The save DC is Constitution-based.

Illustration by Dave Allsop

Known as wrecker demons, abrikandilus delight in destroying beauty, be it by rending a fine painting to shreds, reducing a magnificent statue to rubble, or scarring a lovely face. Abrikandilus are formed from the souls of mortals who vandalized art or defaced objects of exquisiteness, particularly those whose acts of destruction were born from jealousy. All abrikandilus loathe only one thing more than beauty—their own reflections. Curiously, the faces of other abrikandilus do not vex a wrecker demon, but the sight of its own deformed shape drives an abrikandilu into a furious, brutish anger, impelling it to focus all of its energy on breaking the object, usually a mirror, in which it can see itself.

Abrikandilus are often used as ground troops in demonic wars, for they are excellent grunts on the battlefield and don't require weapons or armor to excel at combat. Their penchant for demolishing works of art functions as an additional demoralizing element in battle, for even when abrikandilus are defeated, the damage they have dealt endures as a constant reminder of the value of what they destroyed.

An abrikandilu stands 4 feet tall and weighs 200 pounds.

Demon, Cambion

This red-skinned, demonic humanoid has a forked tongue, and a pair of black horns sprout from its brow.

CAMBION **CR 2**

XP 600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 22 (3d10+6)

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

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 13

OFFENSE

Speed 30 ft.

Melee mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4+1/19–20) or 2 claws +5 (1d4+2/19–20)

Ranged mwk composite longbow +5 (1d8+2/×3)

Special Attacks sadistic strike, sinfrenzy

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

3/day—*command* (DC 13)

1/day—*charm person* (DC 13), *death knell* (DC 14), *enthrall* (DC 14)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Deceitful, Power Attack

Skills Acrobatics +7, Bluff +10, Disguise +10, Intimidate +8, Perception +7, Sense Motive +7, Stealth +7

Languages Abyssal, Common; telepathy 30 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3–7), or cult (8–13)

Treasure NPC gear (studded leather, mwk scimitar, mwk composite longbow [+2 Str] with 20 arrows, other treasure)

SPECIAL ABILITIES

Sadistic Strike (Su) Cambions excel at causing pain and anguish. Cambions always treat any weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.

Sinfrenzy (Su) Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects, but if the cambion has at least 1 level in the class listed for his specific sin, the sinfrenzy grants an additional effect.

Envy (cleric): Cambion clerics covet the gods' power. When they are in a sinfrenzy, their channel energy effect increases by 1d6.

Gluttony (alchemist): Cambion alchemists enjoy drinking extracts, potions, mutagens, and even poisons. When they are in a sinfrenzy, their bombs deal an additional die of damage.

Greed (rogue): Cambion rogues are obsessed with gathering wealth and power. When they are in a sinfrenzy, cambion rogues deal an additional die of sneak attack damage.

Lust (bard): Cambion bards seek to dominate and control others, turning them into slaves. When cambion bards are in a sinfrenzy, the bonuses granted by their inspire courage, inspire competence, inspire greatness, and inspire heroics abilities increase by 1. The save DCs of their bardic performances also increase by 1.

Pride (wizard): Cambion wizards believe their magic is the greatest. When they are in a sinfrenzy, their spell save DCs increase by 1.

Sloth (fighter): Cambion fighters bleed slowly. When entering a sinfrenzy, they gain 2 temporary hit points per Hit Die that disappear when the sinfrenzy ends.

Wrath (ranger): Cambion rangers attack with savage hatred. When they are in a sinfrenzy, their favored enemy bonuses increase by 2.

Illustration by Tomasz Chistowski

When an incubus procreates with a humanoid in the Abyss, and the mortal parent resides on that plane throughout the pregnancy, the gestating child absorbs enough Abyssal energy to be born not as a half-demon, but as a type of humanoid demon known as a cambion.

Cambions are true outsiders. The majority of cambions have red skin, horns on their heads, and cloven hooves for feet—the fiendish aspects of cambions' appearance don't range as widely as those of tieflings. A typical cambion stands 6 feet tall and weighs 190 pounds.

Demon, Seraptis

This woman's flesh is pale and clammy, as if her body had been drained of blood from the fanged slashes on her four arms.

SERAPTIS **CR 15**

XP 51,200

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +30

Aura gaze of despair (30 ft., DC 22), *unholy aura* (DC 23)

DEFENSE

AC 30, touch 20, flat-footed 24 (+4 deflection, +6 Dex, +10 natural)

hp 217 (15d10+135); blood healing

Fort +22, **Ref** +15, **Will** +17

DR 10/cold iron and good; **Immune** bleed, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee *+3 wounding scimitar* +27/+22/+17 (1d6+11/15–20), 3 claws +21 (1d6+4 plus grab), gore +21 (2d6+4) or 4 claws +23 (1d6+8 plus grab), gore +23 (2d6+8)

Special Attacks compelling domination, constrict (4d6+12 plus 2d6 bleed and 1d4 Strength drain), multi-arm grab

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

Constant—*deathwatch*, *true seeing*, *unholy aura* (DC 23)

At will—*crushing despair* (DC 18), *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

3/day—*confusion* (DC 19), *demand* (DC 23), *dominate person* (DC 19), *fly*

1/day—*symbol of insanity* (DC 23), summon (level 5, 1 seraptis 20% or 1 glabrezu 40%)

STATISTICS

Str 26, **Dex** 23, **Con** 28, **Int** 16, **Wis** 19, **Cha** 21

Base Atk +15; **CMB** +21 (+25 grapple); **CMD** 41

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (scimitar), Improved Initiative, Multiattack, Power Attack, Weapon Focus (scimitar)

Skills Acrobatics +24 (+32 when jumping), Bluff +23, Fly +24, Intimidate +23, Knowledge (planes) +21, Knowledge (religion) +21, Perception +30, Sense Motive +22, Stealth +24; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or cult (1 plus 2–6 succubi)

Treasure double (*+3 wounding scimitar*, other)

SPECIAL ABILITIES

Blood Healing (Su) Whenever a creature within 30 feet of a seraptis takes bleed damage caused by that seraptis, the blood flows through the air into the seraptis's maw, and the seraptis heals an equal amount of damage.

Compelling Domination (Su) When a seraptis uses *dominate person*, its victims do not actively resist and never gain a new saving throw when ordered to take actions against their nature.

Gaze of Despair (Su) Creatures within 30 feet of a seraptis that fail a DC 22 Will save take 1d6 points of Charisma drain and are staggered for 1d6 rounds. If the Charisma drain would reduce a creature's Charisma to 0, that creature instead succumbs to overwhelming suicidal urges and attempts to end its life by the most convenient method at hand, subject to the GM's discretion. The creature remains in that state until its Charisma is restored to its normal maximum—otherwise, the victim must be restrained at all times to prevent further suicide attempts. This is a mind-affecting effect. The save DC is Charisma-based.

Multi-Arm Grab (Ex) When a seraptis successfully grabs a creature, the maws on her arms begin to gnaw on it. This ability functions as constrict, except the damage type is bludgeoning, piercing, and slashing. A seraptis gains a cumulative +4 bonus on grapple attempts with her grab ability for each successive claw attack after the first that hits a given target that round.

Seraptis demons form from souls of those who inspired widespread despair or destruction by committing suicide.

Illustration by Tyler Walpole

Devastator

Each of this mechanical horror's four monstrous limbs ends in a terrible weapon.

DEVASTATOR **CR 22/MR 8**

XP 614,400

CE Gargantuan construct (extraplanar, mythic)

Init +6; **Senses** darkvision 60 ft., low-light vision, mythic sight[MA] (2) 30 ft.; Perception +34

Aura corruption (60 ft.), *unholy aura* (DC 24)

DEFENSE

AC 44, touch 20, flat-footed 38 (+4 deflection, +6 Dex, +24 natural, +4 profane, –4 size)

hp 365 (30d10+200)

Fort +14, **Ref** +20, **Will** +18

Defensive Abilities absorb good magic, unchanging[MA]; **DR** 15/adamantine and epic; **Immune** acid, cold, construct traits, electricity, fire; **SR** 33

OFFENSE

Speed 50 ft., burrow 30 ft., fly 60 ft. (average)

Melee 4 vile arms +45 (2d8+18/19–20), 2 wings +40 (2d6+11/19–20 plus 2d6 bleed)

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

Special Attacks bleed (2d6), destroyer[MA], display of Strength[MA], farwalker[MA] (2), mythic power (10/day, surge +1d10), rend (2 vile arms, 2d8+24), vile strikes

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

Constant—*unholy aura*

At will—*blade barrier* (DC 22), *dimensional anchor*

3/day—*blasphemy* (DC 23), *plane shift* (DC 21)

1/day—*destruction* (DC 23), *earthquake*, *implosion* (DC 25)

STATISTICS

Str 37, **Dex** 23, **Con** —, **Int** 15, **Wis** 18, **Cha** 22

Base Atk +30; **CMB** +47; **CMD** 71

Feats Awesome Blow, Blind-Fight[M], Cleave, Combat Reflexes[M], Critical Focus[M], Great Cleave, Improved Bull Rush, Improved Critical (vile arm, wing), Power Attack, Staggering Critical, Toughness[M], Vital Strike, Weapon Focus (vile arm, wing)

Skills Acrobatics +21, Climb +28, Fly +18, Intimidate +36, Knowledge (planes) +17, Perception +34

Languages Abyssal, Celestial

SQ always a chance[MA], extra mythic power[MA]

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or catastrophe (3–13)

Treasure standard

SPECIAL ABILITIES

Absorb Good Magic (Su) Whenever a spell with the good descriptor includes a devastator as a target or in its area or effect, the caster must succeed at a DC 38 caster level check or the devastator negates the entire spell and gains 5 temporary hit points per spell level of the spell absorbed that last 1 hour.

Aura of Corruption (Su) Any chaotic evil outsider with 15 or more Hit Dice within 60 feet of a devastator gains a +10 enhancement bonus to Strength and Charisma, and its SR increases by 5 (if it doesn't already possess SR, it gains SR equal to 11 + its CR).

Vile Strikes (Ex) All of a devastator's attacks are *+5 unholy anarchic* weapons that deal bludgeoning, piercing, and slashing damage.

In an unholy act of twisted, demonic humor, devastators derive their power from the souls of good outsiders.

Illustration by Helge C. Balzer

Devil, Apostate

A grim metal mask floats above ceremonial armor that shifts and writhes, and long blades form fingers on gauntleted hands.

APOSTATE DEVIL (DEIMAVIGGA) CR 17

XP 102,400

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

Init +14; **Senses** darkvision 60 ft., see in darkness; Perception +28

DEFENSE

AC 46, touch 20, flat-footed 36 (+14 armor, +10 Dex, +12 natural)

hp 261 (18d10+162); regeneration 5

Fort +20, **Ref** +16, **Will** +20

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

OFFENSE

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

Melee 2 claws +28 (1d8+9/19–20 plus 1d6 Wisdom drain)

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

Special Attacks boundless reach, ohrwurm

Spell-like Abilities (CL 18th; concentration +27)

At will—*alter self*, *dream* (DC 24), *greater teleport* (self plus 50 lbs. of objects only), *major image* (DC 22), *mirage arcana* (DC 24), *ventriloquism* (DC 19)

3/day—*blasphemy* (DC 26), *dominate person* (DC 24), *hold monster* (DC 24), *insanity* (DC 26), *touch of idiocy*, *veil* (DC 25)

1/day—*mind fog* (DC 24), *screen* (DC 27), summon (level 8, 1d6 bone devils or 2d4 bearded devils 50% or 1 ice devil 20%)

STATISTICS

Str 28, **Dex** 31, **Con** 28, **Int** 21, **Wis** 24, **Cha** 28

Base Atk +18; **CMB** +28; **CMD** 47

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Improved Critical (claw), Improved Disarm, Improved Initiative, Iron Will, Persuasive, Weapon Focus (claw)

Skills Acrobatics +28, Bluff +30, Diplomacy +34, Disguise +27, Fly +18, Intimidate +34, Knowledge (history, planes, religion) +26, Perception +28, Sense Motive +28, Stealth +36

Languages Abyssal, Celestial, Common, Draconic, Infernal; indomitable oration, telepathy 100 ft.

SQ armor bond, evangelization, indomitable oration, malleable form

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure double *(+5 shadow full plate*, other treasure)

SPECIAL ABILITIES

Armor Bond (Ex) A deimavigga's armor is as much a part of its body as a second skin. A deimavigga ignores its armor's speed reduction, max Dex bonus, and armor check penalty.

Boundless Reach (Su) A deimavigga's claws slice through reality, allowing it to make melee attacks against any creature it is aware of—typically meaning creatures within 100 feet. The devil still only threatens the 10-foot area around it and cannot make attacks of opportunity against creatures farther away. This ability can span vast distances, allowing a deimavigga making use of divination magic to detect distant creatures and attack foes separated by miles or even planes. Spells like *forbiddance*, which prevent planar travel, protect against a deimavigga's claws. The spell *dimensional anchor* also prevents a deimavigga from using this ability for the duration of that spell. An attacked creature can retaliate until the beginning of the deimavigga's next turn, striking at the devil's claws with weapons or spells as if it were physically present, but the deimavigga's claws receive a size bonus to AC as if they were two sizes smaller than the deimavigga, and the attacked creature cannot grapple or otherwise prevent the claws from vanishing out of reach at the end of the round.

Evangelization (Su) The words of deimaviggas are poison to the mind. Every round a deimavigga speaks (a free action), all non-devils with an Intelligence score of 3 or higher within 30 feet must make a DC 28 Will save or become vulnerable to its blasphemous discourse. The DC of this Will save increases by 1 for each consecutive round a creature has listened to the same deimavigga speak. Creatures must be listening to a deimavigga to be affected by its oration. Deafened creatures and those in combat—either with the deimavigga or with other creatures—are not considered to be listening. Victims cannot simply declare they are not listening without taking steps to impede their hearing. Upon failing this save, a victim can be affected by the heretical power of a deimavigga's words. The devil may use its speech to affect a listener in ways that mimic any of the following spells: *calm emotions* (DC 21), *charm monster* (DC 23), *command* (DC 20), *confusion* (DC 23), *crushing despair* (DC 23), *deep slumber* (DC 22), *enthrall* (DC 21), *modify memory* (DC 23), *rage* (DC 22), or *suggestion* (DC 22). Victims still receive saving throws against these spell effects, but if they fail their saves they are not aware the devil is working its power upon them. A deimavigga can affect multiple victims with different spell effects in the same round. This is a sonic mind-affecting effect. The base save DC is Charisma-based.

Indomitable Oration (Su) A deimavigga's speech is always perfectly clear and cannot be silenced or warped. Even in areas of incredible noise, through water or airless voids, or in areas of magical silence, these devils' voices can still be heard normally. All beings understand deimaviggas, as if these devils constantly spoke in all tongues at once.

Malleable Form (Su) A deimavigga has complete control over its physical form, and if transformed into another shape against its will, it can revert to its own form as a free action.

Ohrwurm (Su) As a standard action, three times per day, a deimavigga can whisper a fundamental and terrifying multiversal truth to one creature within 5 feet. The target must make a DC 28 Will save or have the devil's words take root in its psyche. Outsiders and elementals have a +2 bonus

on their saves to resist this ability. Initially, the deimavigga's words seem to have no effect. Any time the victim tries to rest, though, he must make an additional DC 28 Will save or be affected as per the spell *nightmare* (even if the victim doesn't technically sleep). After a night of suffering vivid dreams and wrestling with the devil's words, the victim must make yet another DC 28 Will save or have its alignment shift one step toward lawful evil. Only by unlearning what the deimavigga told it can a victim be free of this effect, requiring a spell such as *miracle*, *modify memory*, or *wish*.

Wisdom Drain (Su) A deimavigga drains 1d6 points of Wisdom each time it hits with its claw attack. (A deimavigga does not heal any damage when it uses its Wisdom drain.)

Regal, fearsome, and unfeeling, deimaviggas seek to turn the faithful from their gods, using cold logic to proselytize the path of atheism, the freedom of the mortal spirit, and the order offered by Hell. Their ever-shifting masks speak envenomed words and give their hollow lies the ring of truth. Speaking out against all deities—except for Asmodeus, whom they subtly tout as a bringer of discipline even as they downplay his divinity—these deadly intellectuals know that those who turn from their deities are more likely to succumb to the temptations of diabolism. Rather than attempting to sway the souls of individual mortals, these cunning fiends take on the roles of prophets of reason, disguising themselves beneath layers of illusion to evangelize the virtues and freedoms of lives unshackled by the demands of egotistical deities. Occasionally one might focus its arguments on a soul of particular piety, delighting in throwing a deity's most devoted servant into an inescapable crisis of faith. Deimaviggas care little for what gods their depredations affect, disenfranchising the worshipers of the pure and the profane alike.

In their natural shapes, deimaviggas stand 7 feet tall and weigh a mere 120 pounds. When disguised, though, they typically take the forms of wise elders who have lived long enough to understand fundamental truths about the universe, priests who have "realized their folly" and rejected their former dogma, or even "angels" of truth. Though they prefer to fight with words rather than with physical means, deimaviggas attack those who attempt to strip away their disguises and illusions, or who can argue as eloquently as they—though if possible, they prefer to do so discreetly and dispose of the bodies secretly.

Deimaviggas prefer to spend most of their time upon the Material Plane, swaying the weak and corruptible souls of mortals. There they seek out either vast mortal cities, where their heresy might reach many ears, or small communities where the isolated might fall to their blasphemous philosophizing. When in Hell, though, they linger in Caina, tormenting the souls of those trapped upon its lonely islands, developing and testing complicated and often confusing arguments.

Preferring to operate alone, these poison-tongued devils rarely work with others of their kind, even though their status affords them control over their lesser brethren. They find that their arguments benefit from a single voice, and that their endeavors are complicated by even the most obedient minions. They bow to Hell's hierarchy, however, and serve if compelled to do so. Pit fiends and infernal dukes sometimes utilize deimaviggas as personal majordomos, spies, and spreaders of dissension, though even among devilkind these enigmatic fiends are considered particularly unnerving.

Illustration by Alexandru Sabo

Devil, Heresy

Seemingly fused with a monstrous iron throne, this impossibly corpulent being floats several feet off the ground.

HERESY DEVIL (AYNGAVHAUL) CR 12

XP 19,200

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

Init +3; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 29, touch 7, flat-footed 29 (+4 armor, –1 Dex, +18 natural, –2 size)

hp 175 (13d10+104); fast healing 5

Fort +17, **Ref** +3, **Will** +13

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee 2 slams +18 (2d8+7), bite +18 (2d6+7)

Ranged 3 searing words +10 (4d6 fire and divine)

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

Special Attacks blasphemous bile

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

At will—*deathwatch*, *greater teleport* (self plus 50 lbs. of objects only), *illusory script* (DC 18), *mage hand*, *major image* (DC 18), *message*

3/day—*contagion* (DC 19), *deeper darkness*, *dispel good*, *dispel magic*, *invisibility purge*, *magic circle against good*, *speak with dead* (DC 18), *telekinesis* (DC 20), *stinking cloud* (DC 18), *unholy blight* (DC 19), *zone of silence*

1/day—*blasphemy* (DC 22), *legend lore*, *mislead*, summon (level 6, 2 bone devils 100% or 1 contract devil[B3] 70%), *unhallow*

STATISTICS

Str 24, **Dex** 8, **Con** 24, **Int** 22, **Wis** 21, **Cha** 20

Base Atk +13; **CMB** +22; **CMD** 41

Feats Diehard, Endurance, Great Fortitude, Improved Initiative, Persuasive, Toughness

Skills Bluff +21, Diplomacy +25, Fly +12, Intimidate +25, Knowledge (arcana, planes, religion) +22, Knowledge (history) +19, Perception +21, Perform (oratory) +18, Profession (librarian) +12, Sense Motive +21, Spellcraft +22

Languages Abyssal, Celestial, Draconic, Infernal

SQ corpulence

ECOLOGY

Environment any (Hell)

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

Treasure standard

SPECIAL ABILITIES

Corpulence (Ex) Ayngavhauls are so greasy and grossly obese that they gain a +10 bonus to CMD.

Blasphemous Bile (Su) Once per hour, an ayngavhaul can expel a 30-foot line of putrid bile. The bile deals 4d6 acid damage (Reflex DC 23 half). Even on a successful save, those struck by this bile are drenched in liquid corruption. Any non-evil divine spellcaster who casts a spell targeting a creature soaked in this bile must make a DC 23 caster level check to affect the creature or the spell fails. This bile can be washed off by a creature or ally that spends a round and uses at least a gallon of fluid; otherwise the effect last for 10 minutes per HD of the ayngavhaul. The save DC is Constitution-based.

Searing Words (Su) An ayngavhaul can speak words of torment, giving them shape and sending them streaking toward their enemies as ranged touch attacks. Any good-aligned creature struck by one of these infernal words takes 4d6 points of hellfire damage (half fire, half profane); non-good creatures take half damage. This is a sonic effect.

Bloated scholars of despair, ayngavhauls collect, create, and spread heresies and apocrypha, sowing disbelief and corruption among all who would seek their foul wisdom.

Ayngavhauls are roughly ovular in form, about 10 feet tall with their rolls of wet gristle spreading 13 feet wide.

Illustration by Alexandru Sabo

Devil, Warmonger

Armored like an infernal knight upon some monstrous steed, this fiend of iron and nails scuttles upon six bladed, beetle-like legs.

WARMONGER DEVIL (LEVALOCH) CR 7

XP 3,200

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

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +16

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 84 (8d10+40)

Fort +10, **Ref** +9, **Will** +5

Defensive Abilities construct form; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 12

OFFENSE

Speed 40 ft., climb 40 ft.

Melee mwk trident +13/+8 (2d6+7), 2 legs +7 (1d8+2) or 2 claws +12 (1d6+5), 2 legs +7 (1d8+2)

Ranged mwk trident +10 (2d6+7) or net +10 ranged touch (entangle)

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

Special Attacks merciless blow, trample (1d8+7, DC 19)

Spell-like Abilities (CL 12th; concentration +14)

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

1/day—summon (level 4, 1d4 lemures or 1 bearded devil 40%)

STATISTICS

Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 27 (31 vs. bull rush and trip)

Feats Combat Reflexes, Improved Initiative, Power Attack, Toughness

Skills Acrobatics +14, Bluff +13, Climb +17, Craft (weapons) +9, Intimidate +13, Knowledge (dungeoneering, engineering) +9, Knowledge (planes) +13, Perception +16, Stealth +12 (+18 among metal objects or debris); **Racial Modifiers** +2 Perception, +2 Stealth (+8 Stealth among metal objects or debris)

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ hellstrider, phalanx, stability

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or troop (3–18)

Treasure standard (masterwork trident, other treasure)

SPECIAL ABILITIES

Construct Form Despite being true devils, levalochs possess a number of immunities common to constructs, including immunity to ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, necromancy effects, nonlethal damage, paralysis, sleep effects, and stunning. Upon being reduced to 0 hit points, they are immediately destroyed.

Hellstrider (Su) A levaloch is not impeded by difficult terrain, and can move or charge through such squares as normal. It can also cross areas covered with dangerous impediments (such as caltrops or thorns) without being damaged or hindered. The creature's legs are immune to acid and cold, allowing it to cross even rivers of acid without being damaged or hindered as long as the hazard is fewer than 4 feet deep. This ability does not protect a levaloch against magical hindrances like *black tentacles*, *web*, or similar spells.

Merciless Blow (Su) Any trident attack a levaloch makes against entangled creatures deals an extra 2d6 points of damage.

Phalanx (Ex) All devils adjacent to a levaloch gain a +1 morale bonus on attack rolls and to AC.

Stability (Ex) A levaloch gains a +4 bonus to CMD against bull rush and trip.

Fearsome giants of steel and blades, levalochs serve the armies of Hell as potent warriors and tenacious hunters. They stand just over 10 feet tall and weigh 1 ton.

Illustration by Alexandru Sabo

Digmaul

This muscular, cougarlike cat has fearsome teeth and a thick tail ending in a spiked ball.

DIGMAUL **CR 3**

XP 800

N Medium animal

Init +9; **Senses** low-light vision, scent; Perception +5

DEFENSE

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

hp 32 (5d8+10)

Fort +6, **Ref** +9, **Will** +2

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +8 (1d6+4), 2 claws +8 (1d4+4), tail +3 (1d4+2)

Special Attacks ball tail

STATISTICS

Str 18, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +9, Climb +12, Perception +5, Stealth +14

ECOLOGY

Environment temperate forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Ball Tail (Ex) A digmaul has a spiked ball at the end of its tail, which it can use as a secondary natural attack that deals 1d4 points of bludgeoning and piercing damage. The digmaul can substitute a trip or bull rush combat maneuver check for its normal tail attack. Such a combat maneuver check doesn't provoke attacks of opportunity and receives a +4 racial bonus; a digmaul that fails its trip attempt by 10 or more in this way is not tripped.

Digmauls are stealthy ambush predators, and their victims often catch a hint of their musky odor just seconds before the beasts leap upon them. In many places, only hermits, pioneers, and adventurers come across these feline hunters as they press into uncharted wildernesses, but in areas where humanoid populations have recently expanded, communities encroaching into formerly pristine forests may also have to contend with these cunning killers. Some tale-spinners warn that humanoids are the preferred prey of digmauls, and charlatans use this falsehood to stir up fear and get people to buy charms and unguents said to ward against digmaul attacks.

Digmauls make their homes in remote woods, where they climb up into trees to leap down on unsuspecting prey, tackling their victims and beating them to death with bulbous, spiked tails. When actively hunting and not simply relying on opportunity, digmauls stalk their prey for hours, sometimes even days, keeping a safe distance and making use of their superior stealth to remain unnoticed. They use their keen noses to follow their quarries' trails when they lose sight in the thick, dark forests. Some stories claim that humanoids native to the forests where digmauls hunt have been successful in training these ferocious cats to guard their secluded domains, though such feats may rely on druidic magic.

Though only having animal intelligence, digmauls communicate with one another in a manner similar to bird calls. They also use their tails to drum on logs to warn of danger, and to attract mates during mating season. These drumming sounds can be heard at distances of 1 to 2 miles.

A digmaul stands nearly 3 feet tall at the shoulder, is 6 feet long, and weighs 180 pounds.

Silvercat

Even rarer than ordinary digmauls are those specimens referred to as silvercats, whose lustrous, blue-gray pelts shimmer in moonlight. Silvercats are digmauls with the advanced simple template. Their ball tail lacks the spikes of a digmaul's but has greater force behind it. While the tail deals only bludgeoning damage, the racial bonus on trip and bull rush combat maneuver checks with the tail increases to +6.

Illustration by Brynn Metheney

Dinosaur, Ceratosaurus

Bladelike horns jut from the snout and eye ridges of this toothy, bipedal dinosaur.

CERATOSAURUS **CR 5**

XP 1,600

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +7

DEFENSE

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

hp 52 (8d8+16)

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

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee bite +12 (2d6+10 plus trip)

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

Special Attacks blood rage

STATISTICS

Str 24, **Dex** 15, **Con** 15, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +14; **CMD** 26

Feats Improved Initiative, Iron Will, Run, Skill Focus (Stealth)

Skills Perception +7, Stealth +12; **Racial Modifiers** +4 Stealth

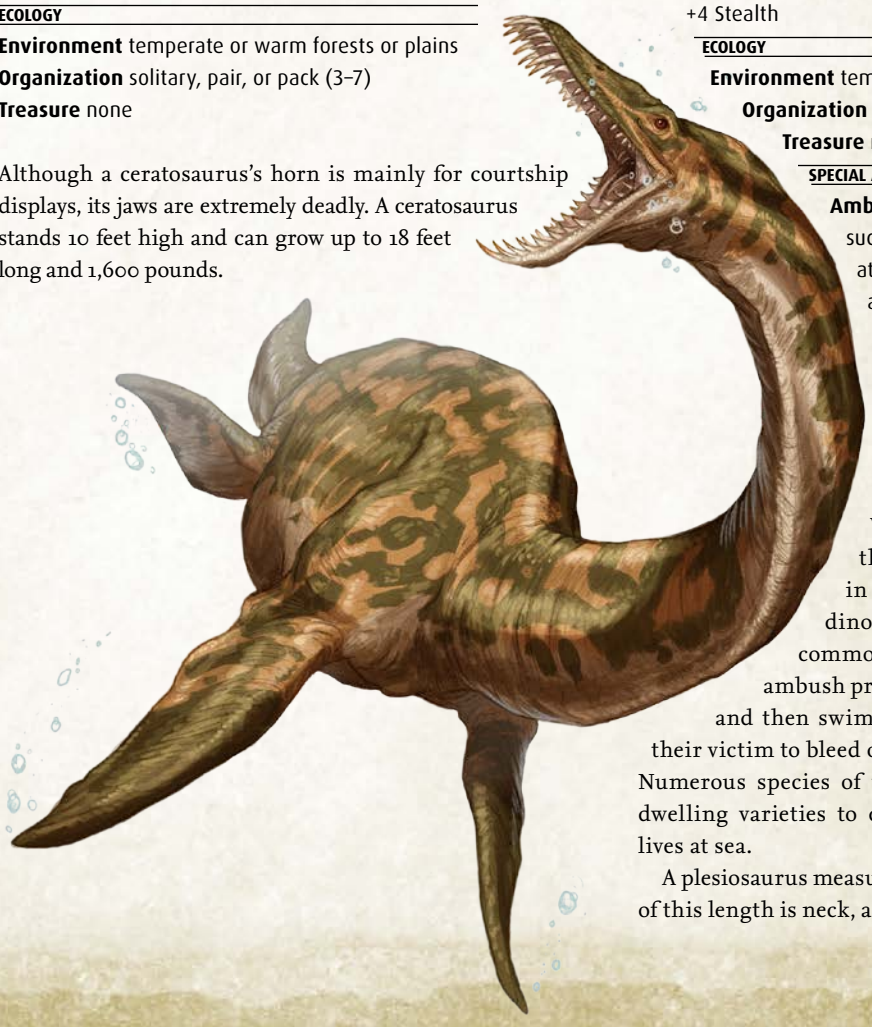
ECOLOGY

Environment temperate or warm forests or plains

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

Treasure none

Although a ceratosaurus's horn is mainly for courtship displays, its jaws are extremely deadly. A ceratosaurus stands 10 feet high and can grow up to 18 feet long and 1,600 pounds.



Dinosaur, Plesiosaurus

This streamlined reptile has a long, serpentine neck, at the end of which glares a many-fanged head.

PLESIOSAURUS **CR 2**

XP 600

N Large animal

Init +7; **Senses** keen scent, low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 10 (+3 Dex, +1 dodge, +1 natural, –1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 5 ft., swim 60 ft.

Melee bite +5 (2d6+6 plus 1 bleed)

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

Special Attacks ambush attack +1d6, bleed (1)

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +2; **CMB** +7; **CMD** 21

Feats Dodge, Improved Initiative

Skills Perception +6, Stealth +7, Swim +16; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment temperate or warm swamps or water

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

Treasure none

SPECIAL ABILITIES

Ambush Attack (Ex) If a plesiosaurus successfully hits a foe with its bite attack in the surprise round, it inflicts an additional 1d6 points of damage and threatens a critical hit on an 18–20. The additional damage from the ambush attack itself is precision damage and is not multiplied on a successful critical hit.

While not technically a dinosaur, the plesiosaurus is often found in waterways and swamps where dinosaurs and other megafauna are common. Long-necked and swift, these ambush predators prefer to dart in, bite a foe, and then swim away to hide while they wait for their victim to bleed out before swimming back to feed. Numerous species of this creature exist, from marsh-dwelling varieties to creatures that spend their entire lives at sea.

A plesiosaurus measures 11 feet long, though nearly half of this length is neck, and weighs 1,000 pounds.

Illustration by Brynn Metheney

Dinosaur, Therizinosaurus

This feathered bipedal saurian looks somewhat comical—save for its outlandish sword-sized claws.

THERIZINOSAURUS **CR 10**

XP 9,600

N Gargantuan animal

Init +7; **Senses** low-light vision, scent; Perception +25

DEFENSE

AC 24, touch 9, flat-footed 21 (+3 Dex, +15 natural, –4 size)

hp 133 (14d8+70)

Fort +14, **Ref** +12, **Will** +8

OFFENSE

Speed 40 ft.; sprint

Melee 2 claws +17 (4d6+10/15–20 plus 1d6 bleed)

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

Special Attacks bleed (1d6), sweeping strike, vicious claws

STATISTICS

Str 30, **Dex** 17, **Con** 20, **Int** 2, **Wis** 15, **Cha** 11

Base Atk +10; **CMB** +24; **CMD** 37

Feats Improved Critical (claw), Improved Initiative, Iron Will, Run, Skill Focus (Perception), Vital Strike, Weapon Focus (claw)

Skills Perception +25

ECOLOGY

Environment warm plains

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

Treasure none

SPECIAL ABILITIES

Sprint (Ex) Once per hour, a therizinosaurus can move at 10 times its normal speed (400 feet) when it makes a charge.

Sweeping Strike (Ex) As a full-round action, a therizinosaurus can hunker down and make a great, sweeping attack with its claws against up to four adjacent foes. The dinosaur makes an attack roll against each target, inflicting claw damage on a successful hit.

Vicious Claws (Ex) A therizinosaurus's claws threaten a critical hit on an 18–20.

At first glance, this dinosaur's massive claws may well convince observers that it is a predator, but the therizinosaurus is in fact an omnivore. Nonetheless, the therizinosaurus has a foul temper and is both easily angered and difficult to spook. With its deep-cutting claws, the therizinosaurus is more than a match for even the mightiest of predatory dinosaurs. A therizinosaurus is 35 feet long and weighs 13,000 pounds.

Dinosaur, Troodon

This small, slender-necked dinosaur's bright, inquisitive eyes seem to miss nothing.

TROODON **CR 1**

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

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

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6), 2 claws +3 (1d4)

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 13

Feats Weapon Finesse

Skills Perception +10, Stealth +6; **Racial Modifiers** +4 Perception

SQ easily trained

ECOLOGY

Environment warm plains

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

Treasure none

SPECIAL ABILITIES

Easily Trained (Ex) A troodon is unusually quick to pick up tricks and animal training. All Handle Animal checks made to train a troodon gain a +2 bonus. A troodon can learn an additional 2 tricks beyond what an animal of its intelligence can normally be taught.

The swift, curious troodons are unusually quick to learn, and some can even mimic human speech in the manner of a parrot.

A troodon is 3 feet tall and just over 6 feet long from nose to tail. It weighs 50 pounds.

Illustration by Brynn Metheney

Doppeldrek

The half-formed shape a snarling dog rises out of this pile of grayish foam.

DOPPELDREK **CR 5**

XP 1,600

N Medium ooze (shapechanger)

Init +4; **Senses** blindsight 60 ft.; Perception +2

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 73 (7d8+42); fast healing 2

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

Immune ooze traits

OFFENSE

Speed 30 ft.

Melee 2 slams +10 (1d6+5)

STATISTICS

Str 20, **Dex** 19, **Con** 22, **Int** —, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +10; **CMD** 24 (can't be tripped)

Skills Disguise +8 (+15 when possessing an Intelligence score); **Racial Modifiers** +8 Disguise

SQ change shape (see text)

ECOLOGY

Environment any

Organization solitary or group (1 disguised as a creature plus an assortment of creatures of that type)

Treasure none

SPECIAL ABILITIES

Change Shape (Su) A doppeldrek's change shape ability allows it to take the form of a living creature that it senses with its blindsight ability. Although a doppeldrek is normally mindless, its skill at mimicry is sufficient to reproduce intelligence. While it maintains the shape of a creature with 1 or 2 Intelligence, it gains an Intelligence score of that value. If it mimics a creature with a higher intelligence, the doppeldrek still only gains an Intelligence score of 2. When a doppeldrek gains an Intelligence score, it gains skill ranks equal to its Hit Dice, which it always places in the Disguise skill. This ability otherwise functions as normal for change shape. If the doppeldrek takes the shape of an aberration, animal, dragon, magical beast, or vermin, it gains any of the creature's abilities listed in *beast shape IV*. If it takes the shape of a fey, humanoid, or monstrous humanoid, it instead gains any of the creature's abilities listed in *monstrous physique IV* (*Pathfinder RPG Ultimate Magic* 229). Finally, if it takes the shape of a plant, it gains any of the creature's abilities listed in *plant shape III*. A doppeldrek can't mimic other oozes, nor can it mimic constructs, outsiders, or undead.

In their natural form, doppeldreks are pale blobs, with an appearance akin to sea foam. However, doppeldreks habitually mimic other creatures that they detect with their blindsense, taking on not only their shapes but also some of their innate abilities, and even some of their intelligence. A doppeldrek using its change shape ability believes itself to be whatever type of creature it is currently mimicking, and its behavior matches the behavior typical of that type of creature, as far as its intelligence allows. When a doppeldrek attempts to copy a creature with substantially greater intelligence, such as the average humanoid, it attempts to follow the creature around, constantly copying its behavior and making vocalizations that are too imprecise to be recognizable as speech. An isolated doppeldrek eventually reverts to its natural form.

Occasionally, through exposure to potent magic or other means, a doppeldrek gains a persistent intelligence and personality, becoming an awakened doppeldrek. An awakened doppeldrek possesses an Intelligence score of 6 or higher, and can use its change shape ability to mimic an Intelligence score up to double its own. An awakened doppeldrek must still put a number of skill ranks equal to its Hit Dice in Disguise, but can allocate its other skill ranks as it sees fit each time it assumes a new form.

Illustration by Jorge Fares

Dragon, Esoteric

One of the many families of true dragons, the following group of five includes distantly related creatures that either live in the far-flung corners of the Esoteric Planes or deal with obscure matters on the Material Plane.

Age Categories

Many of a true dragon's abilities, attacks, and other statistics improve as the dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on the Dragon Age Categories table on page 87.

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 base CR.

Size: This column shows the number of size categories by which to increase the dragon's base size, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, it gains ability score increases according to its age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains beyond its base HD as it grows. Increases to HD grant extra hit points, feats, and skill ranks as well as increase the dragon's base attack bonus and base save bonuses. A dragon has skill ranks equal to 6 + its Intelligence modifier per HD. A dragon's increases to ability scores for gaining HD are included in the total ability score increases (see the Dragon Ability Scores table on page 87).

Natural Armor: This shows the amount the dragon's base natural armor bonus increases by age category.

Breath Weapon: Each dragon has a breath weapon (see Combat below) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 points of acid damage would deal 14d6 points of acid damage (because of the ×7 multiplier).

Combat

The Dragon Attacks and Speeds table on page 87 lists the attacks a dragon can make and the damage each deals (a dash indicates a dragon of that size lacks that attack). Dragons gain other abilities when they reach specific age categories.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 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 1/2 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 1-1/2 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 = the DC 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 succeed at a combat maneuver check as normal. Pinned foes take damage from the crush attack each round if they don't escape. A crush attack deals the indicated damage + 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to 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 were four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus. 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, even if it has more than one breath weapon. 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, the areas of which vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt saves—typically Reflex saves but sometimes Fortitude saves—to take half damage (DC = 10 + 1/2 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 specific breath weapons' descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Additional Dragon Rules

All esoteric dragons have the following abilities.

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.

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 Wyrm	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

Dragon Ability Scores

Age Category	Str	Dex	Con	Int	Wis	Cha
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 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

Dragon Attacks and Speeds

Size	Fly Speed (maneuverability)	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon Line	Breath Weapon Cone
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
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.

Frightful Presence (Ex): A dragon's frightful presence has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed on page 293.

Psychic Magic: Esoteric dragons gain greater psychic skill as they age. An esoteric dragon's caster level for its psychic magic spell-like abilities is equal to its total HD. It has an amount of psychic energy equal to 1/2 its HD when it first gains psychic magic + 2 PE for each age category thereafter.

Spells: An esoteric dragon knows and casts psychic spells as a psychic (*Pathfinder RPG Occult Adventures* 60) of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Damage Reduction: Dragons gain damage reduction as they age, as indicated in each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep effects and paralysis effects. In addition, a dragon is immune to one or more additional forms of attack or energy damage no matter what its age is, as given in its specific description.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in the specific dragon descriptions. A dragon's spell resistance is equal to 11 + its Challenge Rating.

Esoteric Dragon, Astral

This majestic dragon seems to shimmer as if surrounded by thousands of eddies of astral thought.

Astral Dragon

N dragon (extraplanar)

Base Statistics

CR 5; **Size** Small; **HD** 6d12

Speed 40 ft.

Natural Armor +4; **Breath Weapon** line, 2d6 force

Str 13, **Dex** 16, **Con** 12, **Int** 15, **Wis** 14, **Cha** 10

Ecology

Environment any (Astral Plane)

Organization solitary

Treasure triple

Special Abilities

Change Shape (Su) An adult or older astral dragon can assume any humanoid form three times per day as if using *polymorph*.

Psychic Interference (Sp) Three times per day, an old or older astral dragon can cast either *mental barrier V*[OA] or *tower of iron will III*[OA] as a swift action at its normal caster level.

Psychic Magic (Sp) An astral dragon gains the following psychic spells upon reaching the listed age category: Young—*deja vu*[OA] (1 PE), *telekinetic projectile*[OA] (0 PE); young adult—*analyze aura*[OA] (3 PE), *aversion*[OA] (2 PE), *id insinuation I*[OA] (2 PE); mature adult—*thoughtsense*[OA] (4 PE); very old—*possession*[OA] (5 PE); wyrm—*psychic crush IV*[OA] (8 PE).

Staggering Breath (Su) Once per day, when an ancient or older astral dragon uses its breath weapon, those who fail their saving throws are staggered for 2d4 rounds.

Thought Travel (Su) While on the Astral Plane, a great wyrm astral dragon can teleport any distance as a move action.

Age Category	Special Abilities	Caster Level
Wyrmling	Mental static aura	—
Very young	*See invisibility*	—
Young	Psychic magic	1st
Juvenile	Psychic resilience	3rd
Young adult	DR 5/magic, psychic magic	5th
Adult	Change shape, frightful presence	7th
Mature adult	DR 10/magic, psychic magic	9th
Old	Psychic interference	11th
Very old	DR 15/magic, psychic magic	13th
Ancient	Staggering breath	15th
Wyrm	DR 20/magic, psychic magic	17th
Great wyrm	Thought travel	19th

Young Astral Dragon CR 9

XP 6,400

N Large dragon (extraplanar)

Init +6; **Senses** dragon senses, *see invisibility*; Perception +16

Aura mental static (30 ft., DC 16)

Defense

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 95 (10d12+30)

Fort +10, **Ref** +9, **Will** +10; +4 vs. psychic spells

Defensive Abilities psychic resilience; **Immune** paralysis, sleep; **SR** 20

Offense

Speed 40 ft., fly 200 ft. (poor)

Melee bite +15 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

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

Special Attacks breath weapon (80-ft. line, DC 18, 6d6 force)

Psychic Magic (CL 10th; concentration +13)

5 PE—*deja vu*[OA] (1 PE), *telekinetic projectile*[OA] (0 PE)

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

1st (4/day)— *burst of insight*[OA], *sundering shards*[ACG] (DC 14)

0 (at will)—*daze* (DC 13), *detect magic, mage hand, open/close*

Statistics

Str 21, **Dex** 14, **Con** 16, **Int** 17, **Wis** 16, **Cha** 12

Base Atk +10; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite)

Skills Appraise +16, Diplomacy +14, Fly +9, Intimidate +14, Knowledge (arcana, history, planes) +16, Perception +16, Sense Motive +16

Languages Celestial, Common, Draconic

Adult Astral Dragon CR 13

XP 25,600

N Huge dragon (extraplanar)

Init +5; **Senses** dragon senses, *see invisibility*; Perception +24

Aura mental static (30 ft., DC 21), frightful presence (180 ft., DC 21)

Defense

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)

hp 184 (16d12+80)

Fort +15, **Ref** +11, **Will** +17; +4 vs. psychic spells

Defensive Abilities psychic resilience; **DR** 5/magic; **Immune** paralysis, sleep; **SR** 24

Offense

Speed 40 ft., fly 200 ft. (poor)

Melee bite +23 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)

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

Special Attacks breath weapon (100-ft. line, DC 23, 12d6 force), crush

Psychic Magic (CL 16th; concentration +21)

11 PE—*analyze aura*[OA] (3 PE), *aversion*[OA] (2 PE, DC 17), *deja vu*[OA] (1 PE), *id insinuation I*[OA] (3 PE, DC 18), *telekinetic projectile*[OA] (0 PE)

Psychic Spells Known (CL 7th; concentration +12)

3rd (5/day)—*ego whip I*[OA], *haste*

2nd (7/day)—*blur, hideous laughter* (DC 17), *locate object*

1st (8/day)—*burst of insight*[OA], *feather fall*, *sundering shards*[ACG] (DC 16), *true strike*, *unwitting ally*[APG] (DC 16)
0 (at will)—*dancing lights*, *daze* (DC 15), *detect magic*, *detect poison*, *mage hand*, *message*, *open/close*

STATISTICS

Str 27, **Dex** 12, **Con** 20, **Int** 21, **Wis** 20, **Cha** 16
Base Atk +16; **CMB** +26; **CMD** 37 (41 vs. trip)
Feats Cleave, Flyby Attack, Improved Initiative, Iron Will, Lunge, Multiattack, Power Attack, Weapon Focus (bite)
Skills Appraise +24, Diplomacy +22, Fly +12, Intimidate +22, Knowledge (arcana, history, planes, religion) +24, Perception +24, Sense Motive +24, Stealth +12
Languages Aklo, Celestial, Common, Draconic, Infernal
SQ change shape

ANCIENT ASTRAL DRAGON CR 18

XP 153,600

N Gargantuan dragon (extraplanar)
Init +4; **Senses** dragon senses, *see invisibility*; Perception +34
Aura mental static (30 ft., DC 27), frightful presence (300 ft., DC 27)

DEFENSE

AC 37, touch 6, flat-footed 37 (+31 natural, –4 size)
hp 348 (24d12+192)
Fort +21, **Ref** +14, **Will** +23; +4 vs. psychic spells
Defensive Traits psychic interference, psychic resilience; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 30

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +33 (4d6+18), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (120-ft. line, DC 29, 20d6 damage), crush, staggering breath, tail sweep
Psychic Magic (CL 24th; concentration +31),
19 PE—*analyze aura*[OA] (3 PE), *aversion*[OA] (2 PE, DC 19), *deja vu*[OA] (1 PE), *possession*[OA] (5 PE, DC 22), *telekinetic projectile*[OA] (0 PE), *thoughtsense*[OA] (4 PE)
Psychic Spells Known (CL 15th; concentration +22)
7th (5/day)—*insanity* (DC 24), *repulsion* (DC 24)
6th (7/day)—*blade barrier* (DC 23), *disintegrate* (DC 23), *create mindscape*[OA]
5th (7/day)—*dismissal* (DC 22), *remote viewing*[OA], *wall of force*, *waves of fatigue* (DC 22)
4th (7/day)—*greater false life*, *lesser globe of invulnerability*, *spell immunity*, *telekinetic charge*[UC]
3rd (8/day)—*displacement*, *ego whip I*[OA] (DC 20), *haste*, *major image* (DC 20)
2nd (8/day)—*hideous laughter* (DC 19), *hypercognition*[OA], *locate object*, *mirror image*, *touch of idiocy*
1st (8/day)—*burst of insight*[OA], *feather fall*, *sundering shards*[ACG] (DC 18), *true strike*, *unwitting ally*[APG] (DC 18)
0 (at will)—*dancing lights*, *daze* (DC 17), *detect magic*, *detect psychic significance*[OA], *know direction*, *mage hand*, *message*, *open/close*, *virtue*

STATISTICS

Str 35, **Dex** 10, **Con** 24, **Int** 25, **Wis** 24, **Cha** 20
Base Atk +24; **CMB** +40; **CMD** 50 (54 vs. trip)
Feats Cleave, Flyby Attack, Great Cleave, Improved Initiative, Iron Will, Lunge, Multiattack, Power Attack, Snatch, Toughness, Vital Strike, Weapon Focus (bite)
Skills Appraise +34, Bluff +32, Diplomacy +32, Fly +13, Intimidate +32, Knowledge (arcana, history, nobility, planes, religion) +34, Perception +34, Sense Motive +34, Stealth +15
Languages Aklo, Auran, Celestial, Common, Draconic, Infernal
SQ change shape

Reserved and haughty, these dragons roam the Astral Plane, seeking to expand their knowledge of its esoteric secrets. They hunt to eat, and use psychic magic to fight one another.

Illustration by Christina Yen

Esoteric Dragon, Dream

Clouds trail from the edges of this graceful, nearly fanciful creature in hypnotizing patterns.

Dream Dragon

N dragon (extraplanar)

Base Statistics

CR 6; **Size** Small; **HD** 7d12

Speed 40 ft.

Natural Armor +6; **Breath Weapon** cone, 2d6 electricity

Str 11, **Dex** 15, **Con** 12, **Int** 14, **Wis** 13, **Cha** 16

Ecology

Environment any (Dimension of Dreams)

Organization solitary

Treasure triple

Special Abilities

Change Shape (Su) An adult or older dream dragon can assume any humanoid form three times per day as if using *polymorph*.

Dream Fortress (Su) A juvenile or older young adult dream dragon is immune to *dream*, *nightmare*, and similar spells.

Dreamsight (Su) With a brief glance, a very young or older dragon can see a hazy image of the current dreams of sleeping creatures.

Exodus of Dreams (Sp) A great wyrm dream dragon can use *dream voyage*[OA] at will.

Join Dreamscape (Su) An old or older dream dragon who sees a sleeping creature's dream can enter that dream as a lucid body (*Occult Adventures* 241), while still acting with its physical body.

Psychic Magic (Sp) A dream dragon gains the following psychic spells upon reaching the listed age category: Young—*lullaby* (0 PE), *mirror strike*[UC] (1 PE); young adult—*euphoric cloud*[ACG] (2 PE), *invisibility* (2 PE), *thought shield II*[OA] (3 PE); mature adult—*dream* (4 PE); very old—*dream travel*[OA] (5 PE); wyrm—*maze* (8 PE).

Sleeping Breath (Su) A limited number of times per day, a dream dragon can cause those who fail their saving throws against its breath attack to fall asleep for 1d4 rounds, as per the *sleep* spell. This is a mind-affecting sleep effect.

Age Category	Special Abilities	Caster Level
Wyrmling	Sleeping breath 1/day	—
Very young	Dreamsight	—
Young	Psychic magic	1st
Juvenile	Dream fortress	3rd
Young adult	DR 5/magic, psychic magic	5th
Adult	Change shape, frightful presence	7th
Mature adult	DR 10/magic, psychic magic	9th
Old	Join dreamscape	11th
Very old	DR 15/magic, psychic magic	13th
Ancient	Sleeping breath 3/day	15th
Wyrm	DR 20/magic, psychic magic	17th
Great Wyrm	Exodus of dreams	19th

Young Dream Dragon — CR 10

XP 9,600

N Large dragon (extraplanar)

Init +5; **Senses** dragon senses, dreamsight; Perception +22

Defense

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)

hp 104 (11d12+33)

Fort +10, **Ref** +8, **Will** +9

Immune paralysis, sleep; **SR** 21

Offense

Speed 40 ft., fly 200 ft. (poor)

Melee bite +15 (2d6+6), 2 claws +14 (1d8+4), 2 wings +12 (1d6+2), tail slap +12 (1d8+6)

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

Special Attacks breath weapon (40-ft. cone, DC 18, 6d6 electricity), sleeping breath 1/day

Psychic Magic (CL 1st; concentration +5)

5 PE—*lullaby* (0 PE, DC 14), *mirror strike*[UC] (1 PE)

Psychic Spells Known (CL 1st; concentration +5)

1st (4/day)—*shield*, *sleep* (DC 15)

0 (At-will)—*daze* (DC 14), *ghost sound* (DC 14), *light*, *message*

Statistics

Str 19, **Dex** 13, **Con** 16, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Bluff +18, Diplomacy +18, Fly +9, Intimidate +18, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +22, Sense Motive +16, Stealth +11

Languages Aklo, Common, Draconic

Adult Dream Dragon — CR 14

XP 38,400

N Huge dragon (extraplanar)

Init +4; **Senses** dragon senses, dreamsight; Perception +34

Aura frightful presence (180 ft., DC 23)

Defense

AC 29, touch 8, flat-footed 29 (+21 natural, –2 size)

hp 195 (17d12+85)

Fort +15, **Ref** +12, **Will** +14

Defensive Abilities dream fortress; **DR** 5/magic; **Immune** paralysis, sleep; **SR** 25

Offense

Speed 40 ft., fly 200 ft. (poor)

Melee bite +23 (2d8+10), 2 claws +22 (2d6+7), 2 wings +20 (1d8+3), tail slap +20 (2d6+10)

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

Special Attacks breath weapon (40-ft. cone, DC 23, 12d6 electricity), crush, sleeping breath 1/day

Psychic Magic (CL 17th; concentration +23)

11 PE—*euphoric cloud*[ACG] (2 PE, DC 18), *invisibility* (2 PE), *lullaby* (0 PE, DC 16), *mirror strike*[UC] (1 PE), *thought shield II*[OA]

Psychic Spells Known (CL 7th; concentration +12)
3rd (5/day)—*clairaudience/clairvoyance*, *deep slumber* (DC 18)
2nd (7/day)—*aversion*[OA] (DC 17), *calm emotions* (DC 17), *mind thrust II*[OA]
1st (8/day)—*blurred movement*[ACG], *color spray* (DC 16), *shield*, *sleep* (DC 16), *true strike*
0 (at will)—*dancing light*, *daze* (DC 15), *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *resistance*

STATISTICS

Str 25, **Dex** 11, **Con** 20, **Int** 20, **Wis** 19, **Cha** 22
Base Atk +17; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Alertness, Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (bite)
Skills Bluff +26, Diplomacy +26, Fly +12, Intimidate +26, Knowledge (arcana, dungeoneering, planes) +25, Perception +34, Sense Motive +28, Stealth +12, Survival +24
Languages Aklo, Celestial, Common, Draconic, Infernal
SQ change shape

ANCIENT DREAM DRAGON CR 19

XP 204,800

N Gargantuan dragon (extraplanar)
Init +3; **Senses** dragon senses, dreamsight; Perception +44
Aura frightful presence (300 ft., DC 30)

DEFENSE

AC 38, touch 5, flat-footed 38 (–1 Dex, +33 natural, –4 size)
hp 337 (25d12+175)
Fort +21, **Ref** +15, **Will** +22
Defensive Abilities dream fortress; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 30

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +33 (4d6+16), 2 claws +32 (2d8+11), 2 wings +30 (2d6+5), tail slap +30 (2d8+16)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, DC 29, 20d6), crush, sleeping breath 3/day, tail sweep
Psychic Magic (CL 25th; concentration +33)
19 PE—*dream* (4 PE), *dream travel*[OA] (5 PE), *euphoric cloud*[ACG] (2 PE, DC 21), *invisibility* (2 PE), *lullaby* (0 PE, DC 19), *mirror strike*[UC] (1 PE), *thought shield II*[OA]
Psychic Spells Known (CL 15th; concentration +22)
7th (5/day)—*limited wish*, *waves of exhaustion*
6th (7/day)—*cloak of dreams*[APG] (DC 23), *dream council*[OA], *mental barrier V*[OA]
5th (7/day)—*dismissal* (DC 22), *major creation*, *wall of force*, *waves of fatigue*
4th (7/day)—*anti-incorporeal shell*[ACG], *dimension door*, *freedom of movement*
3rd (8/day)—*clairaudience/clairvoyance*, *deep slumber* (DC 20), *displacement*, *purge spirit*[OA]
2nd (8/day)—*aversion*[OA], *augury*, *blindness/deafness* (DC 19), *calm emotions* (DC 19), *mind thrust II*[OA]
1st (8/day)—*blurred movement*[ACG], *color spray* (DC 18), *shield*, *sleep* (DC 18), *true strike*
0 (at will)—*arcane mark*, *dancing light*, *detect magic*, *daze* (DC 17), *ghost sound* (DC 17), *mage hand*, *mending*, *message*, *resistance*

STATISTICS

Str 33, **Dex** 9, **Con** 24, **Int** 24, **Wis** 23, **Cha** 26
Base Atk +25; **CMB** +40; **CMD** 49 (53 vs. trip)
Feats Alertness, Flyby Attack, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception), Snatch, Vital Strike, Weapon Focus (bite), Wingover
Skills Bluff +36, Diplomacy +36, Fly +13, Intimidate +36, Knowledge (arcana, dungeoneering, history, planes, religion) +35, Perception +44, Sense Motive +38, Stealth +15, Survival +34
Languages Aklo, Auran, Celestial, Common, Draconic, Infernal
SQ change shape, join dreamscape

These self-styled masters of the Dimension of Dreams hunt that strange plane's shifting expanse.

Illustration by Christina Yen

Esoteric Dragon, Etheric

This silent dragon's seems to gather shadows and gloom around its tattered-appearing wings.

Etheric Dragon

N dragon (extraplanar)

Base Statistics

CR 3; **Size** Tiny; **HD** 4d12

Speed 40 ft.

Natural Armor +3; **Breath Weapon** line, 2d8 force

Str 16, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 11

Ecology

Environment any (Ethereal Plane)

Organization solitary

Treasure double

Special Ability

Ghost Stride (Su) While an adult or older etheric dragon is traveling overland or in flight, it gains the incorporeal subtype, but its statistics do not change; it keeps its natural armor bonus and does not gain a deflection bonus to AC.

Grave Breath (Su) Once per day, an ancient or older etheric dragon can choose to deal no damage with its breath weapon. Instead, living creatures that fail their saving throws against the breath weapon must each succeed at a Fortitude saving throw or be reduced to –1 hit points. This is a death effect.

Psychic Magic (Sp) An etheric dragon gains the following psychic spells upon reaching the listed age category: Juvenile—*mage hand* (0 PE), *mind thrust I*[OA] (1 PE); old—*chill metal* (2 PE), *telekinetic maneuver*[OA] (3 PE).

Psychic Mastery A great wyrm etheric dragon can cast any of its psychic magic spells as a swift action, or if it casts a psychic magic spell as a standard action, it can do so for 1 fewer PE (minimum 0 PE).

Spectral Attacks (Su) An etheric dragon's bite or claw attacks are considered to be *ghost touch* weapons.

Spirit Eater (Su) A creature devoured by a young or older etheric dragon cannot be raised from the dead with any magic less powerful than a *mythic wish*.

Age Category	Special Abilities	Caster Level
Wyrmling	See in darkness, spectral attacks	—
Very young	Compression	—
Young	Spirit eater	—
Juvenile	Frightful presence, psychic magic	1st
Young adult	DR 5/magic	3rd
Adult	Ghost stride	5th
Mature adult	DR 10/magic	7th
Old	Psychic magic, spectral attacks	9th
Very old	DR 15/magic	11th
Ancient	Grave breath	13th
Wyrm	DR 20/magic	15th
Great Wyrm	Psychic mastery	17th

Young Etheric Dragon CR 7

XP 3,200

N Medium dragon (extraplanar)

Init +5; **Senses** dragon senses, see in darkness; Perception +12

Defense

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 84 (8d12+32)

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

Immune paralysis, sleep; **SR** 18

Offense

Speed 40 ft., fly 150 ft. (average)

Melee bite +15 (1d8+10), 2 claws +15 (1d6+7), 2 wings +13 (1d4+3)

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

Special Attacks breath weapon (60-ft. line, DC 18, 6d8 force), spectral attacks, spirit eater

Statistics

Str 24, **Dex** 13, **Con** 18, **Int** 15, **Wis** 12, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Appraise +13, Fly +12, Intimidate +12, Knowledge (planes) +13, Perception +12, Sense Motive +12, Stealth +12, Survival +12

Languages Draconic

SQ compression

Adult Etheric Dragon CR 11

XP 12,800

N Large dragon (extraplanar)

Init +4; **Senses** dragon senses, see in darkness; Perception +26

Aura frightful presence (180 ft., DC 20)

Defense

AC 27, touch 9, flat-footed 27 (+18 natural, –1 size)

hp 175 (14d12+84)

Fort +15, **Ref** +9, **Will** +12

DR 5/magic; **Immune** paralysis, sleep; **SR** 22

Offense

Speed 40 ft., fly 200 ft. (poor); ghost stride

Melee bite +23 (2d6+15), 2 claws +24 (1d8+10), 2 wings +21 (1d6+5), tail slap +21 (1d8+15)

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

Special Attacks breath weapon (80-ft. line, DC 23, 12d8 force), spectral attacks, spirit eater

Psychic Magic (CL 14th; concentration +17)

9 PE—*mage hand* (0 PE), *mind thrust I*[OA] (1 PE)

Psychic Spells Known (CL 5th; concentration +9)

2nd (5/day)—*blindness/deafness* (DC 15), *false life*

1st (7/day)—*anticipate peril*[UM], *detect thoughts* (DC 14), *magic missile*, *shield*

0 (at-will)—*bleed* (DC 13), *detect magic*, *detect poison*, *ghost sound* (DC 13), *grave words*[OA]

Statistics

Str 30, **Dex** 11, **Con** 22, **Int** 19, **Wis** 16, **Cha** 17

Base Atk +14; **CMB** +25; **CMD** 35 (39 vs. trip)

Feats Flyby Attack, Improved Initiative, Intimidating Prowess, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (claw)
Skills Appraise +21, Fly +11, Intimidate +30, Knowledge (arcana, planes, religion) +21, Perception +26, Sense Motive +20, Stealth +13, Survival +20
Languages Aklo, Common, Draconic
SQ compression

ANCIENT ETHERIC DRAGON CR 16

XP 76,800

N Huge dragon (extraplanar)
Init +3; **Senses** dragon senses, see in darkness; Perception +36
Aura frightful presence (300 ft., DC 25)

DEFENSE

AC 37, touch 7, flat-footed 37 (–1 Dex, +30 natural, –2 size)
hp 319 (22d12+176)
Fort +21, **Ref** +12, **Will** +18
DR 15/magic; **Immune** paralysis, sleep; **SR** 27

OFFENSE

Speed 40 ft., fly 200 ft. (poor); ghost stride
Melee bite +34 (2d8+21/19–20), 2 claws +35 (2d6+14/19–20), 2 wings +32 (1d8+7), tail slap +32 (2d6+21)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks crush, breath weapon (100-ft. line, DC 28, 20d8 force), grave breath, spectral attacks, spirit eater
Psychic Magic (CL 21st; concentration +27)
17 PE—*chill metal* (2 PE, DC 17), *mage hand* (0 PE), *mind thrust I*[OA] (1 PE), *telekinetic maneuver*[OA] (3 PE)
Psychic Spells Known (CL 13th; concentration +19)
6th (5/day)—*contingency*, *heroism (greater)*
5th (7/day)—*hold monster* (DC 20), *plane shift* (DC 20), *wall of ectoplasm*[OA] (DC 20)
4th (7/day)—*arcane eye*, *condensed ether*[OA], *dimension door*, *phantasmal killer* (DC 19)
3rd (7/day)—*aura sight*[OA], *deep slumber* (DC 18), *heroism*, *thought shield II*[OA]
2nd (8/day)—*blindness/deafness* (DC 17), *false life*, *pain strike*[APG], *see invisibility*, *silence* (DC 17)
1st (8/day)—*anticipate peril*[UM], *detect thoughts* (DC 16), *shield*, *silent image* (DC 16), *magic missile*
0 (at will)—*bleed* (DC 15), *dancing lights*, *daze* (DC 15), *detect magic*, *detect poison*, *ghost sound* (DC 15), *grave words*[OA], *resistance*, *virtue*

STATISTICS

Str 38, **Dex** 9, **Con** 26, **Int** 23, **Wis** 20, **Cha** 21
Base Atk +22; **CMB** +38; **CMD** 47 (51 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Intimidating Prowess, Multiattack, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (claw)
Skills Appraise +31, Bluff +30, Fly +16, Intimidate +44, Knowledge (arcana, geography, planes, religion) +31, Perception +36, Sense Motive +30, Stealth +16, Survival +30
Languages Abyssal, Aklo, Common, Draconic, Infernal
SQ compression

Etheric dragons are pragmatic and survival-oriented beings who dwell in the farthest reaches of the Ethereal Plane.

Illustration by Christina Yen

Esoteric Dragon, Nightmare

This ebony dragon with red frills appears terribly contorted and trails shadows.

Nightmare Dragon

NE dragon (extraplanar)

Base Statistics

CR 2; **Size** Tiny; **HD** 3d12

Speed 60 ft.

Natural Armor +2; **Breath Weapon** cone, 2d6 acid

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 13

Ecology

Environment any (Dimension of Dreams)

Organization solitary

Treasure triple

Special Abilities

Change Shape (Su) A young adult or older nightmare dragon can assume any humanoid form of its size or smaller three times per day as if using *polymorph*.

Dreamsight (Su) A very young or older nightmare dragon can see the dreams of sleeping creatures.

Dream Terror (Su) A great wyrm nightmare dragon can utterly control any dreamscape (*Pathfinder RPG Occult Adventures* 241) it enters, shaping it to its will. When a creature's lucid body dies in a dreamscape under the great wyrm's control, that creature's material body also dies.

Nightmare Talons (Su) The claw attacks of adult or older nightmare dragons are considered keen weapons.

Psychic Magic (Sp) A nightmare dragon gains the following psychic spells upon reaching the listed age category: Juvenile—*ghost sound* (0 PE), *true strike* (1 PE); old—*dimension door* (4 PE), *nightmare* (5 PE).

Rising Nightmare (Su) Three times per day, when an old or older nightmare dragon kills a living creature, it can cast *phantasmal killer* as a free action.

Terrifying Presence (Su) A creature that fails its Will save against the frightful presence of an ancient or older nightmare dragon is panicked if it has fewer Hit Dice than the dragon.

Age Category	Special Abilities	Caster Level
Wyrmling	See in darkness	—
Very young	Dreamsight	—
Young	Immune to mind-affecting effects	—
Juvenile	Frightful presence, psychic magic	1st
Young adult	Change shape, DR 5/magic	3rd
Adult	Nightmare talons	5th
Mature adult	DR 10/magic	7th
Old	Psychic magic, rising nightmare	9th
Very old	DR 15/magic	11th
Ancient	Terrifying presence	13th
Wyrm	DR 20/magic	15th
Great Wyrm	Dream terror	17th

Young Nightmare Dragon CR 6

XP 2,400

NE Medium dragon (extraplanar)

Init +5; **Senses** dragon senses, dreamsight, see in darkness; Perception +12

Defense

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 80 (7d12+35)

Fort +10, **Ref** +6, **Will** +7

Immune mind-affecting effects, paralysis, sleep; **SR** 17

Offense

Speed 60 ft., fly 150 ft. (average)

Melee bite +13 (1d8+9), 2 claws +13 (1d6+6), 2 wings +11 (1d4+3)

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

Special Attacks breath weapon (30-ft. cone, DC 18, 6d6 acid)

Statistics

Str 23, **Dex** 13, **Con** 20, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Bluff +12, Fly +11, Intimidate +12, Knowledge (planes) +11, Perception +12, Sense Motive +12, Stealth +11

Languages Common, Draconic

Adult Nightmare Dragon CR 10

XP 9,600

NE Large dragon (extraplanar)

Init +4; **Senses** dragon senses, dreamsight, see in darkness; Perception +20

Aura frightful presence (180 ft., DC 20)

Defense

AC 26, touch 9, flat-footed 26 (+17 natural, –1 size)

hp 175 (13d12+91)

Fort +15, **Ref** +8, **Will** +14

DR 5/magic; **Immune** mind-affecting effects, paralysis, sleep; **SR** 21

Offense

Speed 60 ft., fly 200 ft. (poor)

Melee bite +22 (2d6+13), 2 claws +21 (1d8+9), 2 wings +19 (1d6+4), tail slap +19 (1d8+13)

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

Special Attacks breath weapon (40-ft. cone, DC 23, 12d6 acid), nightmare talons

Psychic Magic CL 13th; concentration +17)

8 PE—*ghost sound* (0 PE), *true strike* (1 PE)

Psychic Spells Known (CL 5th; concentration +8)

2nd (5/day)—*mirror image*, *scare* (DC 15)

1st (7/day)—*command* (DC 14), *detect thoughts*, *ill omen*[APG], *unwitting ally*[APG] (DC 14)

0 (at will)—*bleed* (DC 13), *dancing lights*, *daze* (DC 13), *detect psychic significance*[OA], *lullaby* (DC 13), *resistance*

Statistics

Str 29, **Dex** 11, **Con** 24, **Int** 16, **Wis** 18, **Cha** 19

Base Atk +13; **CMB** +23; **CMD** 33 (37 vs. trip)

Feats Flyby Attack, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)
Skills Bluff +20, Fly +10, Intimidate +20, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +18, Survival +20
Languages Aklo, Common, Draconic
SQ change shape

ANCIENT NIGHTMARE DRAGON **CR 15**

XP 51,200

NE Huge dragon (extraplanar)
Init +3; **Senses** darkvision 60 ft., dreamsight, low-light vision, see in darkness; Perception +30
Aura terrifying presence (300 ft., DC 26)

DEFENSE

AC 36, touch 7, flat-footed 36 (–1 Dex, +29 natural, –2 size)
hp 325 (21d12+189)
Fort +21, **Ref** +11, **Will** +20
DR 5/magic; **Immune** mind-affecting effects, paralysis, sleep; **SR** 26

OFFENSE

Speed 60 ft., fly 200 ft. (poor)
Melee bite +33 (2d8+19/19–20), 2 claws +32 (2d6+13/19–20), 2 wings +30 (1d8+6), tail slap +30 (2d6+19)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 29, 20d6 acid), crush, nightmare talons
Psychic Magic (CL 21st; concentration +27)
16 PE—*dimension door* (4 PE), *ghost sound* (0 PE), *nightmare* (5 PE, DC 20), *true strike* (1 PE)
Psychic Spells Known (CL 13th; concentration +18)
6th (4/day)—*dream travel*[OA], *greater dispel magic*
5th (7/day)—*dream scan*[OA], *ego whip III*[OA], *erase impressions*[OA]
4th (7/day)—*agonize*[UM] (DC 19), *crushing despair* (DC 19), *phantasmal killer* (DC 19), *stoneskin*
3rd (7/day)—*deep slumber* (DC 18), *major image* (DC 18), *vision of Hell*[UM], *wall of nausea*[ACG]
2nd (7/day)—*haunting mists*[UM], *mind thrust II*[OA], *mirror image*, *scare* (DC 17), *touch of idiocy*
1st (8/day)—*command* (DC 16), *compel hostility*[UC], *detect thoughts* (DC 16), *ill omen*[APG], *unwitting ally*[APG] (DC 16)
0 (at will)—*bleed* (DC 15), *dancing lights*, *daze* (DC 15), *detect magic*, *detect psychic significance*[OA], *lullaby* (DC 15), *resistance*, *telekinetic projectile*[OA]

STATISTICS

Str 37, **Dex** 9, **Con** 28, **Int** 20, **Wis** 22, **Cha** 23
Base Atk +21; **CMB** +36; **CMD** 45 (49 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Stealthy, Weapon Focus (bite)
Skills Bluff +30, Diplomacy +30, Escape Artist +1, Fly +15, Intimidate +30, Knowledge (arcana, planes, religion) +29, Perception +30, Sense Motive +30, Stealth +25, Survival +30
Languages Abyssal, Aklo, Common, Draconic, Infernal
SQ change shape

These hunters of the Dimension of Dreams seek to wreak nightmares on sleepers and make existing bad dreams even more terrifying. Nightmare dragons often work with night hags in their grim collection of sleeping souls.

Illustration by Christina Yen

Esoteric Dragon, Occult

Its parchment-colored scales rustling like dry leaves, this dragon seems unusually attentive, as if always on the lookout.

OCCULT DRAGON

NG dragon

BASE STATISTICS

CR 2; **Size** Tiny; **HD** 2d12

Speed 40 ft.

Natural Armor +3; **Breath Weapon** cone, 2d6 cold or fire

Str 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 12, **Cha** 11

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Appraising Sight (Ex) An occult dragon can appraise items by sight as a free action.

Aura Sight (Su) An old or older occult dragon sees all objects within 30 feet as per the *analyze aura*[OA] spell.

Change Shape (Su) A juvenile or older occult dragon can assume any humanoid form of its size or smaller an unlimited number of times per day as if using *polymorph*.

Item Mastery (Su) An ancient or older occult dragon automatically emulates any required class or spellcasting ability when using magic items.

Protective Aura (Su) A very young or older occult dragon has an aura that acts as a *magic circle against evil*, *law*, or *chaos* as a 20-foot emanation.

Psychic Magic (Sp) A dream dragon gains the following psychic spells upon reaching the listed age category: Young—*forbid action*[UM] (1 PE), *mending* (0 PE); young adult—*augury* (2 PE), *blood biography*[APG] (3 PE), *invisibility* (2 PE); mature adult—*cognitive block*[OA] (3 PE), *speak with dead* (3 PE); very old—*debilitating portent*[UC] (4 PE), *divination* (4 PE); wyrm—*dimensional lock* (8 PE).

Undetectable Essence (Su) A great wyrm occult dragon can choose to be immune to all divination spells and effects.

Age Category	Special Abilities	Caster Level
Wyrmling	Appraising sight	—
Very young	Protective aura	—
Young	Psychic magic	1st
Juvenile	Change shape	3rd
Young adult	DR 5/magic, psychic magic	5th
Adult	Frightful presence	7th
Mature adult	DR 10/magic, psychic magic	9th
Old	Aura sight	11th
Very old	DR 15/magic, psychic magic	13th
Ancient	Item mastery	15th
Wyrm	DR 20/magic, psychic magic	17th
Great Wyrm	Undetectable essence	19th

YOUNG OCCULT DRAGON — CR 6

XP 2,400

NG Medium dragon

Init +2; **Senses** appraising sight, dragon senses; Perception +14

Aura protective aura (20 ft.)

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 57 (6d12+18)

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

Immune paralysis, sleep; **SR** 17

OFFENSE

Speed 40 ft., fly 150 ft. (average)

Melee bite +10 (1d8+6), 2 claws +10 (1d6+4), 2 wings +8 (1d4+2)

Space 5 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, DC 16, 6d6 cold or fire)

Psychic Magic (CL 6th; concentration +9)

3 PE—*forbid action*[UM] (1 PE, DC 14), *mending* (0 PE)

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

1st (4/day)—*mage armor*, *sleep* (DC 14)

0 (at-will)—*detect magic*, *detect psychic significance*[OA], *mage hand*, *read magic*

STATISTICS

Str 18, **Dex** 14, **Con** 17, **Int** 16, **Wis** 14, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Deceitful, Multiattack, Skill Focus (Perception)

Skills Appraise +12, Bluff +12, Disguise +9, Fly +11, Knowledge (arcana, history, religion) +12, Perception +14, Sense Motive +11

Languages Celestial, Common, Draconic

ADULT OCCULT DRAGON — CR 10

XP 9,600

NG Large dragon

Init +1; **Senses** appraising sight, dragon senses; Perception +25

Aura frightful presence (180 ft., DC 19), protective aura (20 ft.)

DEFENSE

AC 28, touch 10, flat-footed 27 (+1 Dex, +18 natural, –1 size)

hp 138 (12d12+60)

Fort +13, **Ref** +9, **Will** +14

DR 5/magic; **Immune** paralysis, sleep; **SR** 21

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +18 (2d6+10), 2 claws +18 (1d8+7), 2 wings +16 (1d6+3), tail slap +16 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, DC 21, 12d6 cold or fire)

Psychic Magic (CL 12th; concentration +17)

9 PE—*augury* (2 PE), *blood biography*[APG] (3 PE), *forbid action*[UM] (1 PE; DC 16), *invisibility* (2 PE), *mending* (0 PE)

Psychic Spells Known (CL 7th; concentration +12)

3rd (5/day)—*gaseous form*, *mental barrier II*[OA]

2nd (7/day)—*hideous laughter* (DC 15), *protection from arrows*, *suggestion* (DC 17)

1st (8/day)—*burst of adrenaline*[OA], *burst of insight*[OA], *interrogation*[UM] (DC 16), *mage armor*, *sleep* (DC 16)
0 (at-will)—*detect magic*, *detect psychic significance*[OA], *grave words*[OA], *mage hand*, *message*, *read magic*, *resistance*

STATISTICS

Str 24, **Dex** 12, **Con** 21, **Int** 20, **Wis** 18, **Cha** 17
Base Atk +12; **CMB** +20; **CMD** 31 (35 vs. trip)
Feats Deceitful, Flyby Attack, Iron Will, Multiattack, Power Attack, Skill Focus (Perception)
Skills Appraise +20, Bluff +22, Diplomacy +18, Disguise +19, Fly +10, Knowledge (arcana, history, planes, religion) +20, Perception +25, Sense Motive +19
Languages Aklo, Celestial, Common, Draconic, Infernal
SQ change shape

ANCIENT OCCULT DRAGON CR 15

XP 51,200

NG Huge dragon
Init +0; **Senses** appraising sight, aura sight, dragon senses; Perception +35
Aura frightful presence (180 ft., DC 25), protective aura (20 ft.)

DEFENSE

AC 38, touch 8, flat-footed 38 (+30 natural, –2 size)
hp 270 (20d12+140)
Fort +19, **Ref** +12, **Will** +20
DR 15/magic; **Immune** paralysis, sleep; **SR** 26

OFFENSE

Speed 40 ft., fly 200 ft. (poor)
Melee bite +29 (2d8+16/19–20), 2 claws +29 (2d6+11/19–20), 2 wings +27 (1d8+5), tail slap +27 (2d6+16)
Space 15 ft.; Reach 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 27, 12d6 cold or fire)
Psychic Magic (CL 20th; concentration +27)
17 PE—*augury* (2 PE), *blood biography*[APG] (3 PE), *cognitive block*[OA] (3 PE), *debilitating portent*[UC] (4 PE), *divination* (4 PE), *forbid action*[UM] (1 PE, DC 19), *invisibility* (2 PE), *mending* (0 PE), *speak with dead* (3 PE)
Psychic Spells Known (CL 15th; concentration +22)
7th (5/day)—*greater teleport*, *limited wish*
6th (7/day)—*blade barrier* (DC 23), *permanent image* (DC 23), *repress memory*[OA]
5th (7/day)—*dismissal* (DC 22), *mind fog* (DC 22), *psychic crush I*[OA], *synapse overload*[OA]
4th (7/day)—*confusion* (DC 21), *dimension door*, *dream*, *spell immunity*
3rd (8/day)—*clairaudience/clairvoyance*, *gaseous form*, *mental barrier II*[OA], *speak with dead* (DC 20)
2nd (8/day)—*hideous laughter* (DC 19), *hold person* (DC 19), *protection from arrows*, *suggestion* (DC 19), *zone of truth* (DC 19)
1st (8/day)—*burst of adrenaline*[OA], *charm person* (DC 18), *burst of insight*[OA], *interrogation*[UM] (DC 18), *mage armor*
0 (at will)—*detect poison*, *ghost sound* (DC 17), *grave words*[OA], *mage hand*, *message*, *read magic*, *resistance*, *telekinetic projectile*[OA], *virtue*

STATISTICS

Str 32, **Dex** 10, **Con** 25, **Int** 24, **Wis** 22, **Cha** 21
Base Atk +20; **CMB** +33; **CMD** 43 (47 vs. trip)
Feats Deceitful, Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claw), Iron Will, Multiattack, Power Attack, Skill Focus (Perception), Snatch
Skills Appraise +30, Bluff +32, Diplomacy +28, Disguise +29, Fly +15, Intimidate +28, Knowledge (arcana, geography, history, planes, religion) +30, Perception +35, Sense Motive +29
Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Sylvan
SQ change shape, item mastery

Occult dragons infiltrate large urban centers in humanoid form to search for esoteric secrets and psychically charged artifacts to add to their hoards.

Illustration by Christina Yen

Dragonkin

This sleek, gold-scaled draconic creature looks both regal and intelligent. A leather harness holds a saddle between its wings.

DRAGONKIN **CR 9**

XP 6,400

LN Large dragon

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)

hp 115 (10d12+50)

Fort +12, **Ref** +9, **Will** +8

Immune fire, paralysis, sleep

OFFENSE

Speed 40 ft., fly 120 ft. (good)

Melee mwk glaive +18/+13 (2d8+12/×3), bite +13 (1d8+4) or bite +18 (1d8+8), 2 claws +17 (1d6+8)

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

Special Attacks breath weapon (30-ft. cone, 9d6 fire damage, Reflex DC 20 half, usable every 1d4 rounds)

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +10; **CMB** +19; **CMD** 31

Feats Combat Reflexes, Flyby Attack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Bluff +16, Fly +17, Intimidate +16, Perception +14, Stealth +11, Survival +14

Languages Common, Draconic

SQ rider bond

ECOLOGY

Environment any mountains

Organization solitary, pair, patrol (3–6), or wing (7–14)

Treasure standard (masterwork glaive, other treasure)

SPECIAL ABILITIES

Rider Bond (Su) A dragonkin can form a magical bond with its rider that lasts until death. Forming this bond requires a special ritual that takes 1 hour. Once a dragonkin forms this bond, it can't form another rider bond until its current rider dies. A dragonkin and its bonded rider can communicate with each other as if they both had telepathy with a range of 100 feet. When a rider is mounted on his dragonkin at the start of combat, both creatures roll initiative separately and treat the highest result as their single result.

Somewhere between true dragons and brute drakes lie the dragonkin. Intelligent, even-tempered, and deadly in combat, dragonkin get along well with humanoids. Unlike many other dragons, dragonkin have enough dexterity in their front limbs to hold and wield weapons, and favor huge glaives and long lances.

The most unusual aspect of dragonkin is their bond with other races. Dragonkin recognize other cultures' potential, and often adopt humanoid riders. After it comes of age, a dragonkin may form an unbreakable partnership with a rider, who acts as a trusted comrade. In battle, a rider and her dragon are inseparable, in such constant telepathic communication that they seem to be one entity. The humanoid riders are responsible for caring and providing for their draconic companions when they are not engaged in battle, though this domestic role is more a social dynamic than outright servitude.

Many dragonkin adopt mannerisms from humanoid races, even going so far as to wear armor. This, combined with the fact that dragonkin have thrown in their lot with humanoids, disgusts some true dragons. A typical dragonkin is 15 to 20 feet long and weighs roughly 2,000 pounds.

Illustration by Scott Purdy

Drake, Ether

Bony plates cover the upper body of this dragon. Its lower frame has a glassy sheen, and bone wings protrude from its back.

ETHER DRAKE **CR 10**

XP 9,600

N Large dragon (aether)

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

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)

hp 138 (12d12+60)

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

Immune paralysis, sleep; **SR** 21

OFFENSE

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

Melee bite +21 (3d6+15/17–20/×3), tail slap +16 (2d6+5)

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

Psychic Magic (CL 12th; concentration +14)

10 PE—*burst of adrenaline*[OA] (1 PE), *condensed ether*[OA] (4 PE), *mindlink*[OA] (1 PE)

Special Attacks ether bite

STATISTICS

Str 30, **Dex** 15, **Con** 21, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +12; **CMB** +23; **CMD** 35

Feats Critical Focus, Improved Critical (bite), Improved Initiative, Iron Will, Lunge, Power Attack

Skills Fly +23, Intimidate +17, Perception +17, Stealth +13, Survival +17

Languages Draconic; telepathy 60 ft.

SQ etheric shift, speed surge

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Ether Bite (Ex) An ether drake applies 1-1/2 × its Strength modifier to damage dealt by its bite attack, and its bite threatens a critical hit on a roll of 19–20 and has a ×3 multiplier. An ether drake's bite deals full damage to incorporeal creatures.

Etheric Shift (Ex) An ether drake can become ethereal (as the *etherealness* spell) once every 3 rounds as a swift action. The drake can activate this effect as a free action whenever it uses its speed surge ability, regardless of the number of rounds since the last time it used etheric shift. Once this ability is activated, the drake remains ethereal for 1 round.

Speed Surge (Ex) Three times per day as a swift action, an ether drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action in that round.

Paragons among their kind, ether drakes once roamed the Ethereal Plane, where they gorged themselves on the aether at the edges of the Elemental Planes. In time, they returned to the Material Plane for reasons unknown. Lacking the malicious nature of most drakes, ether drakes are generally content to prey on animals.

When an unwelcome creature enters their territory, ether drakes use their psychic abilities to create mental links between others of their kind to coordinate and strategize. Ether drakes measure 16 feet long from head to tail and weigh around 2,000 pounds.

Illustration by Ben Wootten

Drake, Jungle

The skin of this rugged dragon is mottled in hues of blue and green. Its elongated tail hides a menacing stinger.

JUNGLE DRAKE **CR 6**

XP 2,400

NE Large dragon (earth)

Init +7; **Senses** darkvision 60 ft., greensight 60 ft. low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 13 flat-footed 15 (+3 Dex, +1 dodge, +6 natural, –1 size)

hp 73 (7d12+28)

Fort +9, **Ref** +8, **Will** +6

Immune disease, poison, paralysis, sleep

OFFENSE

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

Melee bite +13 (2d6+7 plus grab), sting +13 (1d8+7 plus poison)

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

Special Attacks predatory grab

STATISTICS

Str 24, **Dex** 17, **Con** 19, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 29

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Fly +11, Perception +11, Sense Motive +11, Stealth +9, Survival +11

Languages Draconic

SQ speed surge, woodland stride

ECOLOGY

Environment warm jungles

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

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity and Strength damage; *cure* 1 save.

Predatory Grab (Ex) A jungle drake moves at full speed when it chooses the move option after maintaining a grapple, though it can't carry the grappled creature aloft. A jungle drake can spend a use of its speed surge to move a grappled creature in this way without requiring a check to maintain the grapple.

Speed Surge (Ex) Three times per day as a swift action, a jungle drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

Woodland Stride (Ex) A jungle drake can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Jungle drakes are tenacious predators, ruthlessly adapted to the environment they call home. The tails of these drakes inject a virulent toxin, capable of debilitating the most stubborn of foes.

Jungle drakes typically travel in rampages of three or more, stalking animals or humanoids without remorse. Able to travel through forested terrain with ease, jungle drakes prefer to make several hit-and-run attacks, using their stingers to inject their prey with poison. After the venom has time to set in, the drake reemerges from the jungle, snatching the weakest target in its jaws before retreating back into the woods with its new meal. When the prey of a jungle drake appears too well armed or prepared to assault foes head-on, the drake stalks them, letting the natural hazards of the jungle wear them down before emerging to grab a meal, and then retreating back to the protection of the deeper jungle.

A jungle drake measures 14 feet from front to back, with a lean but muscular build, and weighs around 2,100 pounds.

Illustration by Ben Wootten

Duppy

This floating, ghostly humanoid's face is a blend of human and beast. Canine shapes twine around the creature's legs.

DUPPY **CR 7**

CE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; Perception +14

Aura unnatural aura (30 ft.)

DEFENSE

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

hp 76 (9d8+36)

Fort +7, **Ref** +11, **Will** +8

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

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +12 (2d8 negative energy plus 1d6 Strength drain)

Special Attacks ravenous hounds, strength drain

STATISTICS

Str —, **Dex** 22, **Con** —, **Int** 13, **Wis** 15, **Cha** 19

Base Atk +6; **CMB** +12; **CMD** 26

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Lunge, Step Up

Skills Fly +26, Intimidate +16, Perception +14, Sense Motive +14, Stealth +18

Languages Common

ECOLOGY

Environment warm coastlines

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

Treasure none

SPECIAL ABILITIES

Ravenous Hounds (Sp) Once per day as a standard action, a duppy can bring into being a pack of incorporeal hounds for 1d4+3 rounds. The ravenous hounds attack as a single unit, have a +11 attack bonus, deal 2d6+3 points of force damage on a successful hit, and threaten a critical hit on a natural 20. This ability is otherwise identical to *mage's sword* (CL 7th).

Resurrection Vulnerability (Su) *Raise dead* or a similar spell cast on a duppy destroys it (Will negates). Using the spell in this way does not require a material component.

Strength Drain (Su) Creatures hit by a duppy's touch attack must succeed at a DC 18 Fortitude save or take 1d6 points of Strength drain. If the target fails its save, the duppy also gains 5 temporary hit points. The save DC is Charisma-based.

A duppy is the spirit of a cruel and brutal sailor who died by violence on land, away from his ship and crew, and thus was unable to receive a proper burial at sea. While its ghostly form is evidence enough of its twisted hatred, a duppy also possesses power over a pack of faithful, otherworldly hounds that share in their master's malevolence. The appearance of a duppy is often preceded by the distant sound of unearthly howling.

Duppies typically seek out sailors and pirates when exacting their vengeance, inflicting great violence on those living creatures who remind them of what they lost. For this reason, duppies are most often found in seaside towns or nearby beaches, and settlements that rely on the ocean know to fear and hate these spectral beings.

Though a duppy's incorporeal form ensures that it can't be captured by mundane means, those who do manage to trick a duppy into a magical trap are wise to keep the horror confined until the daytime, when its otherworldly abilities are hindered and it can be more easily defeated. Some tales claim that duppies arise near the treasures they buried while they were still alive, and ambitious sailors who buy into these stories might attempt to capture a duppy. However, few creatures can muster powers strong enough to cage a duppy, whose hounds confound enemies and allow the ghostly monster to attack victims from all sides.

Illustration by Fabio Corla

Dwiergeth

This beast's bulbous body perches atop four sucker-ended, multi-jointed legs, and possesses two gnashing, ophidian maws.

DWIERGETH **CR 13**

XP 25,600

CE Large aberration (extraplanar)

Init +11; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 28, touch 17, flat-footed 20 (+7 Dex, +1 dodge, +11 natural, –1 size)

hp 175 (13d8+117)

Fort +13, **Ref** +11, **Will** +15

Defensive Abilities all-around vision; **DR** 10/lawful; **Immune** blindness, dazzling, poison, visual effects; **Resist** cold 20, fire 20; **SR** 24

OFFENSE

Speed 60 ft., climb 60 ft.

Melee 2 bites +19 (4d6+11/19–20 plus grab)

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

Special Attacks fast swallow, forever gullet, swallow whole (8d6 slashing damage, AC 15, 17 hp)

Spell-Like Abilities (CL 13th; concentration +16)

Constant—*feather fall*

At will—*gust of wind* (DC 15)

1/day—*control winds* (DC 18), *wind wall*

STATISTICS

Str 32, **Dex** 25, **Con** 28, **Int** 5, **Wis** 24, **Cha** 17

Base Atk +9; **CMB** +21 (+25 grapple); **CMD** 39 (43 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Mobility, Spring Attack, Wind Stance

Skills Climb +29, Perception +16

Languages Abyssal

ECOLOGY

Environment cold mountains (Material Plane or Abyss)

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

Treasure incidental

SPECIAL ABILITIES

Forever Gullet (Su) When a dwiergeth swallows a creature whole, the act shunts the victim through extradimensional orifices within the creature's body and into a seemingly endless maze of tooth-lined entrails that exist outside of reality, similar to the labyrinth created by a *maze* spell but horribly organic and hungry. If a swallowed creature successfully cuts its way out of a dwiergeth, it must attempt a DC 15 Intelligence check as it crawls out of the hole. If the victim is successful, it escapes the creature, but on a failure, the victim merely crawls from one extradimensional intestine to another and must endure another round of being swallowed whole. A dwiergeth can continue to use swallow whole even after a creature cuts its way out. A creature casting any teleportation spell or spell-like ability while within 5 feet of a dwiergeth must succeed at a DC 21 Will save or the effect instead sends the target into the dwiergeth's forever gullet. When a dwiergeth is under the effects of *dimensional anchor* or in an area that prohibits extradimensional travel, it loses the abilities of its forever gullet, but its swallow whole ability functions normally. If a dwiergeth dies, the extradimensional space contracts, disgorging any swallowed creature into the corpse's space. The save DC is Charisma-based, and includes a +2 racial bonus.

Dwiergeths hunt Abyssal rift valleys, digesting prey in a gnawing process of transdimensional rumination. Sure-footed dwiergeths leap and sprint along vertical surfaces with disturbing ease, and often cling to cliff sides for hours or even days, waiting for prey to approach from either above or below. They have a supernatural mastery over the wind as well, and make use of their spell-like abilities to cause climbers to fall from cliffs or flying creatures to be dashed against rocky walls—it's easier to eat bleeding, broken meat, after all.

A dwiergeth's anatomy is often difficult for humanoids to comprehend. Trembling bristles protruding from the creature's flesh act as eyes, allowing it to see in all directions at once. Although dissection of a slain dwiergeth reveals a single coiling digestive tract winding from one of its mouths through its bulbous body to the other mouth, the entrails of a living dwiergeth actually extend into other strange dimensions generated by the monster's Abyssal heritage.

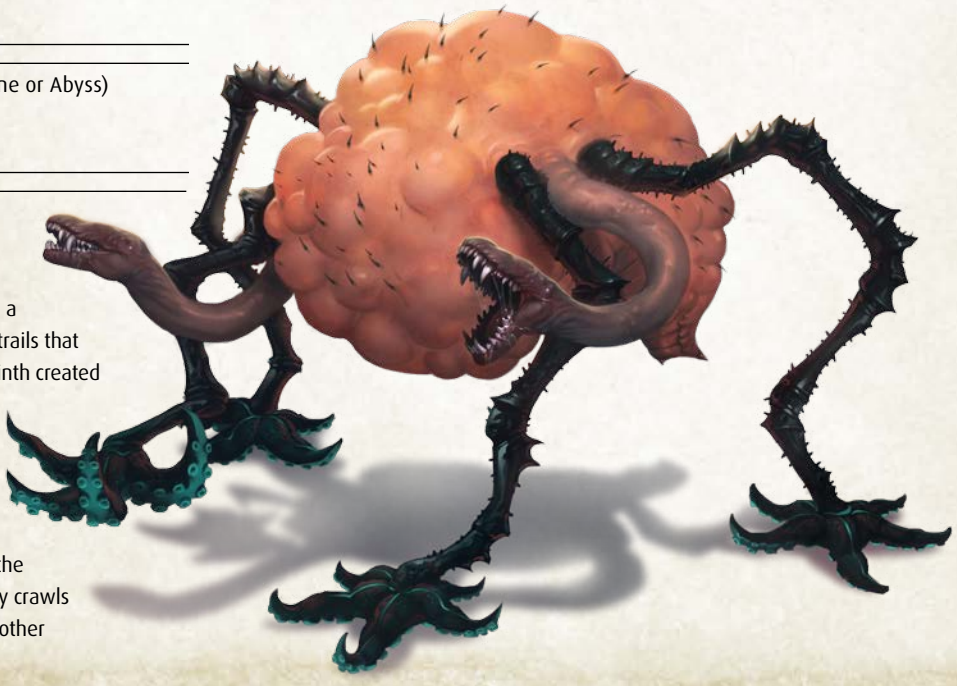


Illustration by Damien Mammoliti

Echeneis

This thin, colorful fish has a broad, segmented sucker above its narrow mouth. A line of spines runs down its back.

ECHENEIS **CR 1**

XP 400

N Small magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 19 (3d10+3)

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

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +5 (1d4+1 plus attach), tail slap +0 (1d4) or sucker +5 touch (attach), tail slap +0 (1d4)

Special Attacks attach, sap speed

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 2, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +3 (+11 grapple while attached); **CMD** 13 (17 vs. grapple while attached)

Feats Improved Initiative, Lightning Reflexes

Skills Perception +5, Stealth +8, Swim +9

ECOLOGY

Environment warm or temperate water

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

Treasure none

SPECIAL ABILITIES

Attach (Ex) An echeneis that hits with its bite or sucker attack automatically initiates a grapple against its target. While attached to a creature or vehicle, the echeneis gains a +8 bonus on combat maneuver checks to grapple and +4 bonus to its CMD against grapple attempts but loses any Dexterity bonus or dodge bonus to Armor Class. An echeneis that successfully maintains a grapple can make a free tail slap attack against any target except the one to which it is attached.

Sap Speed (Su) Whenever an echeneis ends its turn attached to a creature or vehicle, it steals fragments of time from its host and gains the benefits of *haste* for as long as it is attached and for an equal amount of time thereafter (maximum 3 hours). A creature with an attached echeneis takes a cumulative –1 penalty to Dexterity each round (which stacks with multiple echeneises) and must succeed at a DC 12 Will save or be affected as if by a *slow* spell until the end of the echeneis's next turn. The penalty to Dexterity ends at the end of the echeneis's turn if it is no longer attached to the creature. A vehicle with an attached echeneis has its speed reduced by half until the end of the echeneis's next turn. A creature or vehicle slowed by a second echeneis is reduced to one-quarter speed. A creature or vehicle slowed by three or more echeneises is reduced to a speed of 0 feet. The save DC is Charisma-based.

The echeneis is a magical fish known to sailors in many parts of the world as a major pest due to its theft of speed from boats and large, swimming creatures alike. It ranges across large stretches of water, stopping every few hours to feed and sap velocity from large boats, sharks, whales, and other hosts that might overlook it. Although native to warm waters, echeneises sometimes follow trade vessels elsewhere. Because echeneises prefer murky shallows, sailors rarely notice one before it begins to slow a vessel. The sharp and sturdy spines atop the creatures' backs scrape the hulls of ships to which they are attached, so sailors lament both the short-term inconvenience and the long-term damage caused by these pests. Old boats with hundreds of scrape marks on their bottoms garner reputations as cursed, and their captains face a serious stigma when trying to recruit crews. It is true that some ships draw echeneises more than others, but apart from the ship's size there is no indication as to what else might attract the creatures.

Like the remoras they resemble, echeneises are scavengers. However, they are aggressive and often retaliate when knocked off of creatures or vessels. In combat, echeneises attach themselves to enemies to slow them down while flailing with their tails against anyone attempting to remove them. If badly injured while attached, an echeneis releases its victim and uses the speed it has stolen to quickly escape.

An echeneis averages over 3 feet in length and weighs at least 12 pounds.

Illustration by Mathias Fahlberg

Egregore

Within a swirl of light, a clump of brains wrapped in arcs of light pulses and throbs. The impression of an open eye floats before it.

EGREGORE **CR 10**

XP 9,600

N Large aberration

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +21

Aura mental static (30 ft., DC 22)

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 armor, +3 Dex, +1 dodge, +6 natural, +4 shield, –1 size)

hp 123 (13d8+65), fast healing 5

Fort +10, **Ref** +9, **Will** +15

Defensive Abilities amorphous; **DR** 5/—; **SR** 21

OFFENSE

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

Melee 4 light tentacles +14 (1d8+6)

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

Special Attacks hypnotic oscillation, light tentacles

Psychic Magic (CL 13th; concentration +19),
24 PE—*heal* (6 PE), *mass bear's endurance* (6 PE), *mass bull's strength* (6 PE)

Spell-Like Abilities (CL 13th; concentration +19)
Constant—*mage armor*, *mental barrier I*[OA]
At will—*cure moderate wounds*

STATISTICS

Str 22, **Dex** 17, **Con** 18, **Int** 19, **Wis** 20, **Cha** 23

Base Atk +9; **CMB** +16; **CMD** 30

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Bluff +19, Escape Artist +19, Fly +25, Intimidate +22, Knowledge (arcana) +20, Perception +21, Sense Motive +18, Spellcraft +20

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ cult mind, psychic conduit

ECOLOGY

Environment any

Organization cult (1 plus 13–20 cultists)

Treasure standard

SPECIAL ABILITIES

Cult Mind (Su) An egregore is created by the combined will of a number of cult members equal to its Hit Dice (minimum 13), and can have a maximum number of members in its cult mind equal to its Hit Dice. Each member must be an intelligent, living creature. These cultists pour their collective psychic consciousness into the collaborative creation of the egregore, granting each member a number of advantages. Creating an egregore involves a ritual lasting 1 day and costing 1,000 gp per Hit Die of the egregore. New creatures can be added to the cult mind only if previous members die or depart (see below). Adding a new member to the cult mind requires a ritual lasting 1 day and costing 1,000 gp. All the other members who are still a part of the cult mind must be present during this ritual or it fails.

As long as a member of the cult mind is within 1 mile of the egregore, the egregore can use any of its spell-like abilities on that member, regardless of the spell's range. If a member of the cult mind is targeted by a mind-affecting spell, the egregore can attempt a Will save as well, and the cult member uses the better of the two results. If the cult member still fails, another member of the cult mind can choose to be affected instead.

In addition, the members of the cult mind share a limited form of telepathy: they are able to send and receive simple messages and emotions, much like the empathic link between a wizard and his familiar.

If a member of the cult mind is slain or travels more than 1 mile from the egregore, its link to the cult mind is severed, and every other member must succeed at a DC 20 Will save or be sickened for 1 round. If the number of members in the cult mind drops below half of the number of Hit Dice possessed by the egregore, the egregore must succeed at a DC 20 Will save or suffer from *confusion*. The egregore can attempt a new save at the start of each round to regain its senses. As long as the remaining number of members is less than half the egregore's Hit Dice, the egregore must attempt a new save each time a member of its cult mind is slain or leaves the cult mind. If the last member of the cult is slain or leaves the cult mind, the egregore dissipates harmlessly in 1d4 rounds.

Hypnotic Oscillation (Sp) As a standard action, an egregore can weave a *hypnotic pattern* using its bands of light in a 10-foot radius around itself. Members of its cult mind are immune and don't count towards the spell's Hit Die limit, but otherwise this ability functions as the spell.

Light Tentacles (Su) An egregore produces bands of light powered by its concentrated mental energy. It can cause these bands to become solid and lash out as tentacles. These tentacles follow all the normal rules for tentacles, except that they function as though they had the *brilliant energy* weapon special ability.

Psychic Conduit (Ex) Any member of a cult mind can channel any psychic spells it casts through the egregore, as long as the cultist is within 30 feet of the egregore. If a cultist casts spells in this way, treat the egregore as if it were the spellcaster for purposes of the spell's range, point of origin, and other functions that depend on the caster's location. The creature casting the spell still provokes any attacks of opportunity or other negative consequences of casting a spell. The egregore takes 1d6 points of slashing damage per level of spell cast through it in this way as the energy cuts its way out of the creature, though its damage reduction applies. (A 0-level spell channeled through the egregore deals no damage to it.)

When an especially powerful psychic leads a community of like-minded individuals, that group can pool its collective will together to create an egregore. The egregore is a powerful defender and a focal point for the psychic talents of every member of the group, granting them access to additional magical powers and a communal link.

Though egregores' appearances vary, they typically have a core that resembles a mass of brains, discernible by practitioners of phrenology (*Pathfinder RPG Occult Adventures* 196) as bearing characteristics of the brains of those who make up its cult mind. This core projects an image that reflects the ideals for which the egregore was formed—an unblinking eye to represent vigilance, a heraldic shield for protection, or some other stylized emblem to reflect the goals of the group. From this bizarre hovering mass emerges a number of pulsating arcs of light that move in a strange unison, forming an almost mesmerizing pattern with their cadence.

The synchronized synaptic pulses that emit from the egregore's cranial core manifest as elegant arcs of light leaping from one brain-shape to another in a rhythmic dance. The egregore can divert an arc outward, transforming it into a semi-solid band of light it can use to strike its foes. These bands normally pass through objects, but by concentrating more fully, the egregore can transform an arc into an even more solid form capable of manipulating objects.

Typically, the sort of cult that creates an egregore is formed of a small association of individuals under the guidance of a strong-willed psychic leader, who directs the weaker-minded followers in a ritual that combines their latent psychic energy into the creation of a powerful entity to support the goals of the organization.

The egregore itself is a totally separate creature, akin to the eidolons of summoners, though it seems to be a genuine living being of the Material Plane and not a true outsider. Creating an egregore requires a cult of 13—one leader and a dozen followers. Larger cults are capable of creating more powerful egregores, with stories circulating of doomsday cults with hundreds of members working together to create an abomination, but subsequently losing control and facing annihilation from their own creation. The egregore exists only as long as the cult that created it, fading back into the psychic ether from which it spawned once the cult is no more.

An egregore is 12 feet across, though the bands of light that extend out from it cause it to fluctuate between an effective size of 13 feet to 15 feet. It weighs only 300 pounds despite its vast size. The brains that make up the egregore's body aren't constructed like human brains, and are far less dense; they seem to take the form of brains only because of the conceptual link they represent. Likewise, the egregore's staring eye and bands of light are more metaphorical than physical.

Egregore Master

When a larger cult creates an egregore, it is often considerably more dangerous than standard egregores. Use the following guidelines when creating an egregore master. An egregore master is created by combining the will of a powerful cult leader and his followers. While the minimum number of cultists required for the creation of a normal egregore is 13, the more members willing to surrender to the cult mind and the stronger their belief in the ideals of the leader, the more powerful the resultant being.

Hit Dice: An egregore master always has more Hit Dice than a normal egregore, though after 13 Hit Dice, increasing its Hit Dice by 1 typically requires adding two or more cult members. An egregore master can have a cult of any size (minimum 15).

Challenge Rating: For every 2 Hit Dice over 13 an egregore master possesses, increase its CR by 1.

Size: Once an egregore master reaches 15 Hit Dice, its size increases to Huge; at 20 Hit Dice it becomes Gargantuan, and at 25 or more Hit Dice it becomes Colossal.

Armor Class: An egregore master has a natural armor bonus equal to half its Hit Dice.

Attacks: For every 3 Hit Dice the egregore master possesses beyond 13, it gains one additional light tentacle attack.

Caster Level: An egregore master has a caster level equal to its HD or the caster level of the cult leader, whichever is lower.

Psychic Magic: For every 2 Hit Dice the egregore master possesses above 13, it adds one spell to those it can cast using psychic magic, and its maximum PE increases by an amount equal to the spell's level. An egregore master can choose a spell from any spell list, but it can't choose a spell with a level equal to more than half its Hit Dice. Egregore masters typically choose spells that enhance the powers of their cult minds or protect their members. It is very rare for an egregore master to choose offensive spells.

Illustration by Nikolai Ostertag

Elemental, Aether

This strange entity is formed from interwoven, translucent threads of an unusual multicolored material.

Aether Elemental

Languages Aquan, Auran, Ignan, Terran

Ecology

Environment any (Ethereal Plane)
Organization solitary, pair, or gang (3–8)
Treasure none

Special Abilities

Telekinetic Invisibility (Ex) An aether elemental's body bends light and dampens sound waves. This works as the kineticist utility wild talent telekinetic invisibility (*Pathfinder RPG Occult Adventures* 28), except that it is constant and doesn't end when the elemental attacks. As this ability is inherent, it is not subject to effects such as *invisibility purge*.

Telekinetic Throw (Ex) An aether elemental can fling a creature or object (with a maximum range of 480 feet). A creature receives a Fortitude save to avoid being thrown (the save DC is Constitution-based). The telekinetic throw deals the listed damage to both the thrown creature or object and the target. The aether elemental can throw a creature or object that weighs at most 50 pounds per Hit Die the elemental possesses.

Telekinetic Deflection (Su) An aether elemental gains a deflection bonus to its AC equal to its Constitution modifier.

Telekinetic Maneuver (Su) An aether elemental can attempt a ranged combat maneuver check, as per *telekinesis*, with a CMB equal to its Hit Dice + its Dexterity modifier.

Small Aether Elemental — CR 1

XP 400

N Small outsider (aether, elemental, extraplanar)
Init +6; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +5

Defense

AC 14, touch 14, flat-footed 12 (+1 deflection, +2 Dex, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** +5, **Will** +0
Defensive Abilities telekinetic deflection; **Immune** elemental traits, force

Offense

Speed fly 60 ft. (good)
Melee slam +4 (1d4+1)
Ranged telekinetic throw +5 (1d8+2)
Special Attacks telekinetic maneuver, telekinetic throw (DC 12)

Statistics

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 15
Feats Improved Initiative[B], Point-Blank Shot
Skills Acrobatics +6, Fly +12, Perception +5, Stealth +11
SQ telekinetic invisibility

Medium Aether Elemental — CR 3

XP 800

N Medium outsider (aether, elemental, extraplanar)
Init +8; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +7

Defense

AC 17, touch 17, flat-footed 13 (+3 deflection, +4 Dex)
hp 34 (4d10+12)
Fort +7, **Ref** +8, **Will** +3
Defensive Abilities telekinetic deflection; **Immune** elemental traits, force

Offense

Speed fly 60 ft. (good)
Melee slam +6 (1d6+3)
Ranged telekinetic throw +8 (2d6+2)
Special Attacks telekinetic maneuver, telekinetic throw (DC 16)

Statistics

Str 14, **Dex** 19, **Con** 16, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +6; **CMD** 23
Feats Improved Initiative[B], Iron Will, Point-Blank Shot
Skills Acrobatics +9, Fly +13, Perception +7, Stealth +11
SQ telekinetic invisibility

Large Aether Elemental — CR 5

XP 1,600

N Large outsider (aether, elemental, extraplanar)
Init +11; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +11

Defense

AC 20, touch 20, flat-footed 13 (+4 deflection, +7 Dex, –1 size)
hp 76 (8d10+32)
Fort +10, **Ref** +13, **Will** +4
Defensive Abilities telekinetic deflection; **DR** 5/—; **Immune** elemental traits, force

Offense

Speed fly 60 ft. (good)
Melee 2 slams +10 (1d8+3)
Ranged telekinetic throw +14 (4d6+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks telekinetic maneuver, telekinetic throw (DC 16)

Statistics

Str 16, **Dex** 25, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +12; **CMD** 33
Feats Improved Initiative[B], Improved Iron Will, Iron Will, Point-Blank Shot, Precise Shot
Skills Acrobatics +18, Fly +20, Perception +11, Stealth +14
SQ telekinetic invisibility

Huge Aether Elemental — CR 7

XP 3,200

N Huge outsider (aether, elemental, extraplanar)
Init +13; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +13

Defense

AC 22, touch 22, flat-footed 13 (+5 deflection, +9 Dex, –2 size)
hp 105 (10d10+50)

Fort +12, **Ref** +16, **Will** +5
Defensive Abilities telekinetic deflection; **DR** 5/—; **Immune** elemental traits, force

OFFENSE

Speed fly 60 ft. (good)
Melee 2 slams +12 (2d6+4)
Ranged telekinetic throw +17 (6d6+7/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks telekinetic maneuver, telekinetic throw (DC 17)

STATISTICS

Str 18, **Dex** 29, **Con** 20, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +16; **CMD** 40
Feats Improved Critical (telekinetic throw), Improved Initiative[B], Improved Iron Will, Iron Will, Point-Blank Shot, Precise Shot
Skills Acrobatics +22, Fly +22, Perception +13, Stealth +14
SQ telekinetic invisibility

GREATER AETHER ELEMENTAL CR 9

XP 6,400

N Huge outsider (aether, elemental, extraplanar)
Init +14; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +16

DEFENSE

AC 24, touch 24, flat-footed 14 (+6 deflection, +10 Dex, –2 size)
hp 149 (13d10+78)
Fort +14, **Ref** +18, **Will** +6
Defensive Abilities telekinetic deflection; **DR** 10/—; **Immune** elemental traits, force

OFFENSE

Speed fly 60 ft. (good)
Melee 2 slams +16 (2d8+5)
Ranged telekinetic throw +21 (8d6+7/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks telekinetic maneuver, telekinetic throw (DC 18)

STATISTICS

Str 20, **Dex** 31, **Con** 22, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +20; **CMD** 46
Feats Deadly Aim, Improved Critical (telekinetic throw), Improved Initiative, Improved Iron Will, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot
Skills Acrobatics +26, Fly +26, Knowledge (planes) +15, Perception +16, Stealth +18
SQ telekinetic invisibility

ELDER AETHER ELEMENTAL CR 11

XP 12,800

N Huge outsider (aether, elemental, extraplanar)
Init +15; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 26, flat-footed 15 (+7 deflection, +11 Dex, –2 size)
hp 200 (16d10+112)
Fort +17, **Ref** +21, **Will** +7
Defensive Abilities telekinetic deflection; **DR** 10/—; **Immune** elemental traits, force

OFFENSE

Speed fly 60 ft. (good)
Melee 2 slams +20 (2d8+6)
Ranged telekinetic throw +25 (10d6+7/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks telekinetic maneuver, telekinetic throw (DC 19)

STATISTICS

Str 22, **Dex** 33, **Con** 24, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +24; **CMD** 51
Feats Combat Reflexes, Deadly Aim, Improved Critical (telekinetic throw), Improved Initiative, Improved Iron Will, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot
Skills Acrobatics +30, Escape Artist +30, Fly +30, Knowledge (planes) +19, Perception +19, Stealth +22
SQ telekinetic invisibility

Aether elementals are made of living aether, the rare fifth element that arises on the Ethereal Plane near the borders of the Elemental Planes.

Illustration by Bryan Sola

Emotion Ooze

This viscous blob of brightly colored goo quivers and pulses in a curious manner.

EMOTION OOZE **CR 6**

XP 2,400

N Medium ooze

Init –3; **Senses** blindsense 120 ft.; Perception +2

Aura emotion (DC 20)

DEFENSE

AC 13, touch 13, flat-footed 13 (+6 deflection, –3 Dex)

hp 76 (9d8+36)

Fort +13, **Ref** +6, **Will** +11

Defensive Abilities amorphous; **Immune** mind-affecting effects, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +11 (1d8+7 plus emotional scarring)

Special Attacks compel emotion, emotional scarring

STATISTICS

Str 20, **Dex** 5, **Con** 18, **Int** —, **Wis** 15, **Cha** 23

Base Atk +6; **CMB** +11; **CMD** 16

Skills Climb +13

SQ compression, emotional attunement, empathic healing

ECOLOGY

Environment any

Organization solitary, pair, conflict (3–12, often with different attuned emotions)

Treasure incidental

SPECIAL ABILITIES

Compel Emotion (Su) As a move action, an emotion ooze can release a pulse of psychic energy that causes intelligent creatures within 60 feet to be overwhelmed by the emotion ooze's attuned emotion (Will DC 20 negates). Each emotion has a special effect on affected creatures, which is described in the corresponding emotional attunement entry (see below). The effects of multiple emotion oozes attuned to the same emotion don't stack, but a creature can be under the effects of different emotions from different types of emotion oozes at the same time.

A creature affected by compel emotion retains the chosen emotion for as long as it remains within 60 feet of the emotion ooze and for 1d4 minutes thereafter. An affected creature that takes a move action to try to control its emotions can attempt another DC 20 Will save. Success on this Will save removes the effect and grants the creature a +4 circumstance bonus on future saves against that emotion ooze's compel emotion ability for 24 hours. This is a mind-affecting emotion[UM] effect. The save DC is Charisma-based.

Emotional Attunement (Su) Each emotion ooze is closely attuned to a single emotion. The type of emotion affects its physiology, altering its fundamental nature.

Anger: An emotion ooze attuned to anger glows bright red. Its Strength score increases by 4, it gains Power Attack as a bonus feat, and it has fire resistance 10. A creature affected by an anger-attuned emotion ooze's compel emotion ability is compelled to take attacks of opportunity against its allies whenever those allies take actions that would provoke an attack of opportunity from a creature. These count against the number of attacks of opportunity the creature can take each round.

Dedication: An emotion ooze attuned to dedication is a deep blue. Its Constitution score increases by 4, it gains Great Fortitude and Toughness as bonus feats, and its natural armor bonus to AC increases by 2. A creature affected by a dedication-attuned emotion ooze's compel emotion ability is unable to move away from an adjacent opponent unless it succeeds at a DC 20 Will save at the start of its turn. Success allows the creature to move away that round, but does not end the effect.

Despair: An emotion ooze attuned to despair is a pale, listless gray. Its Constitution and Charisma scores increase by 2, and it has DR 10/magic and cold resistance 10. A creature affected by a despair-attuned emotion ooze's compel emotion ability takes a –4 morale penalty on attack rolls and damage rolls.

Fear: An emotion ooze attuned to fear is light gray, flecked with darker gray motes swirling about its insides. Its Dexterity score increases by 4, it gains Improved Initiative and Lightning Reflexes as bonus feats, and it gains the evasion rogue class feature. A creature affected by a fear-attuned emotion ooze's compel emotion ability gains the shaken condition.

Hatred: An emotion ooze attuned to hatred is a deep black color, which pulsates violently when it attacks. Its Strength, Dexterity, and Constitution scores increase by 2, it has acid resistance 10, and its emotional scarring ability deals an additional 4d6 points of damage (instead of 3d6). A creature affected by a hatred-attuned emotion ooze's compel emotion ability takes a –4 penalty to AC, but gains a +1 morale bonus on attack rolls and damage rolls.

Jealousy: An emotion ooze attuned to jealousy is a swirl of oily green, orange, and brownish red. Its Strength and Dexterity scores increase by 2, and it has DR 5/silver and SR 17. A creature affected by a jealousy-attuned emotion ooze's compel emotion ability must attempt saving throws to resist all spells cast on it, including harmless and beneficial spells.

Zeal: An emotion ooze attuned to zeal is a bright orange color, and grows brighter when the ooze is feeding or has recently fed. Its Strength, Constitution, and Wisdom scores increase by 2, and it has DR 5/magic and electricity resistance 10. A creature affected by a zeal-attuned emotion ooze's compel emotion ability must succeed at a DC 20 Will save each round or repeat the same actions it

took on the previous round. If it is unable to do so (such as if it made a full attack against an opponent that has moved away, or cast a spell that has been expended), it must take actions that mimic those taken in the previous round as closely as possible. Succeeding at this Will save allows the creature to act normally for 1 round, but does not free it from the emotion effect.

Emotional Scarring (Ex) An emotion ooze's slam attack deals an additional 3d6 points of damage, which is mental damage like that from *mind thrust I* (*Pathfinder RPG Occult Adventures* 177). This is a mind-affecting emotion[UM] effect.

Empathic Healing (Su) An emotion ooze gains fast healing 5 as long as it is within 60 feet of a creature that is affected by its compel emotion ability (or that is otherwise experiencing the emotion to which the ooze is attuned). Though an emotion ooze is otherwise immune to mind-affecting effects, it is healed by emotion[UM] effects that match its emotion, regaining a number of hit points equal to the caster level of the effect (or to the ooze's Hit Dice for abilities with no caster level). The ooze takes an equal amount of damage if it fails a saving throw against an effect that specifically counters its corresponding emotion (for instance, *remove fear* for fear or *good hope* for despair).

Truly bizarre and alien creatures, emotion oozes are made of ectoplasm that has somehow been granted the spark of life. Though they can't be categorized as intelligent, emotion oozes have a unique emotional empathy, allowing them not only to respond and react to the emotions of nearby creatures, but also to psychically shape and alter the emotions of others.

Though they are carnivorous, emotion oozes prefer to seek out victims with strong emotions, on which they also feed. As a part of their unnatural biology, they gain a physiological benefit from being exposed to strong emotions. Each emotion ooze is attuned to a specific emotion, and the cause of this connection is unclear. The most commonly accepted theory is that the oozes imprint on the first strong emotion that they are exposed to or that the emotion is imprinted in the ectoplasm, though others believe that the creatures have some control over this bond, and can even change the emotion they're attuned to given enough time. In addition to their coloration reflecting their attuned emotions, emotion ooze takes on forms that befit the emotion to which they are tied, making it fairly easy for those with knowledge of the creatures to determine each one's particular emotional attunement on first glance.

Creatures that encounter an emotion ooze find that it mimics their expressions and movements in an unnerving manner, sometimes even duplicating the facial features of the creature as it mimics a smile or growl. The ooze's reactions get more extreme when creatures around it express the type of emotion to which the ooze is attuned. The ooze begins to noticeably ripple, pulsing in a sympathetic rhythm and reshaping itself more rapidly than it does when it is on the search for emotional creatures. An anger-attuned ooze might form its pseudopods to look more like jagged spikes, and a despair ooze might reach out fitfully like a creature struggling to escape from a pool of quicksand.

Most animals and unintelligent life forms find an emotion ooze's imitation and emotional echoes terrifying and flee as quickly as possible. Though some sentient creatures have this same reaction, others find the phenomenon fascinating, and attempt to either experiment with or capture emotion oozes, putting themselves within reach of the hungry oozes' grasp. These intelligent creatures are the most common victims of emotion ooze attacks.

Pitched battles draw the attentions of emotion oozes attuned to anger, fear, hatred, or zeal. Such an ooze might join a nearby battle it senses so it can feed off the emotions generated there. The desire to continue causing and absorbing such strong feelings causes the ooze to try to prolong the battle, spreading out its attacks among multiple targets and paying little attention to creatures that aren't affected by its ability to compel emotion. In the end, the ooze's hunger might actually be its downfall.

Emotion oozes often dwell in places where strong emotions were felt in the past, suggesting the creatures might have latent psychometric ability (*Pathfinder RPG Occult Adventures* 196). Hatred oozes might live at the sites of massacres, zeal oozes in old temples or political offices, despair oozes in ancient prisons, and so on. If stuck in one place or deprived of emotional connections for a long time, an emotion ooze begins to lose its coloration, becoming a dull white, and eventually hardens and cracks into pieces.

The typical emotion ooze has about the same volume as a human, but its composition makes it significantly lighter, weighing only around 50 pounds.

Illustration by Mattias Fahlberg

Encantado

This graceful creature combines the features of a human and a river dolphin.

ENCANTADO **CR 8**

XP 4,800

CN Medium fey (shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 21, touch 20, flat-footed 16 (+5 deflection, +5 Dex, +1 natural)

hp 95 (10d6+60)

Fort +13, **Ref** +17, **Will** +16

DR 10/cold iron

OFFENSE

Speed 30 ft., swim 80 ft.

Melee slam +10 (1d4+4 plus intoxication) or spear +8 (1d8+4/×3)

Ranged spear +10 (1d8+3/×3)

Spell-Like Abilities (CL 10th; concentration +15)

At will—*charm person* (DC 16), *suggestion* (DC 18), *unnatural lust*[UM] (DC 17)

3/day—*charm monster* (DC 18), *confusion* (DC 19), *daze monster* (DC 17)

1/week—*control weather*

STATISTICS

Str 16, **Dex** 21, **Con** 20, **Int** 13, **Wis** 18, **Cha** 21

Base Atk +5; **CMB** +10; **CMD** 28 (can't be tripped)

Feats Agile Maneuvers, Deceitful, Improved Initiative, Toughness, Weapon Finesse

Skills Bluff +22, Diplomacy +18, Disguise +7, Escape Artist +18, Knowledge (local) +9, Perception +17, Perform (dance) +13, Perform (sing) +13, Sense Motive +11, Stealth +18, Swim +15

Languages Common, Sylvan; *speak with animals*

SQ change shape (dolphin or Medium humanoid; *alter self* or *beast shape I*), enchanting grace, hold breath

ECOLOGY

Environment warm rivers

Organization solitary

Treasure standard (spear, other treasure)

SPECIAL ABILITIES

Enchanting Grace (Su) An encantado adds its Charisma bonus as a racial bonus on all of its saving throws, and as a deflection bonus to its Armor Class.

Intoxication (Su) An encantado's slam attack affects its target as if the target had overindulged, causing the target to gain the sickened condition for 1 hour. A target already sickened by an encantado's intoxication instead becomes nauseated for 1d4 rounds.

When warm, humid nights in the jungle turn into jubilant celebrations, one can be sure that an encantado can be found nearby. These fey live on the fringes of humanoid societies. They are attracted to parties, and change form into attractive humanoids to infiltrate celebrations. Skilled musicians and dancers, encantados blend in to the festivities seamlessly. When encantados shapeshift, their blowholes are still present, so they usually wear hats or wigs, or arrange their hair into elaborate coiffures, to conceal this feature. When in dolphin form, encantados can still manipulate objects with their flippers as if the flippers were hands.

Many encantados are kind creatures who want only to celebrate joy, but others take their inclinations to influence others to an extreme, kidnapping the objects of their obsession and taking them away to their river dens. Some suffer from extreme narcissism.

Encantados often take levels in bard or druid, while some cruel encantados become enchanters or mesmerists.

Illustration by Jim Nelson

Etiainen

This vaguely humanoid-shaped roil of mist appears to be improbably solid.

ETIAINEN **CR 1**

XP 400

CN Medium outsider (incorporeal, native)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 deflection, +2 Dex)

hp 13 (2d10+2)

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

Defensive Abilities incorporeal

OFFENSE

Speed 30 ft.

Melee incorporeal touch +4 (1d6 plus memory drain)

Special Attacks memory drain

Psychic Magic (CL 2nd; concentration +4)

15 PE—*deja vu*[OA] (1 PE), *ghost sound* (0 PE), *disguise self* (1 PE), *mage hand* (0 PE), *mindlink*[OA] (1 PE, DC 13), *open/close* (0 PE), *teleport* (self only, 5 PE)

STATISTICS

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

Base Atk +2; **CMB** +6; **CMD** 18

Feats Skill Focus (Stealth), Weapon Finesse[B]

Skills Disguise +7, Perception +5, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common (can't speak)

SQ assume visage, ephemeral existence

ECOLOGY

Environment any urban

Organization solitary

Treasure none

SPECIAL ABILITIES

Assume Visage (Su) When using *disguise self*, an etiainen can appear as only a Medium or Small creature that it can currently see. When it does, it is still incorporeal, though it can appear corporeal.

Ephemeral Existence (Su) An etiainen is a spirit of psychic energy, and manifests only when it has at least 1 PE. Once it spends its final PE, it phases out of existence for 24 hours. When it reappears, it can do so anywhere within 100 feet of where it phased out of existence.

Memory Drain (Su) When a creature is hit by a etiainen's incorporeal touch attack, it must succeed at a DC 13 Will saving throw or the etiainen can eliminate 1 minute of the creature's memory as if the target were affected by the *modify memory* spell. A creature that succeeds at this saving throw cannot be affected by memory drain from the same etiainen for 24 hours. This ability is a mind-affecting effect. The saving throw DC is Charisma-based.

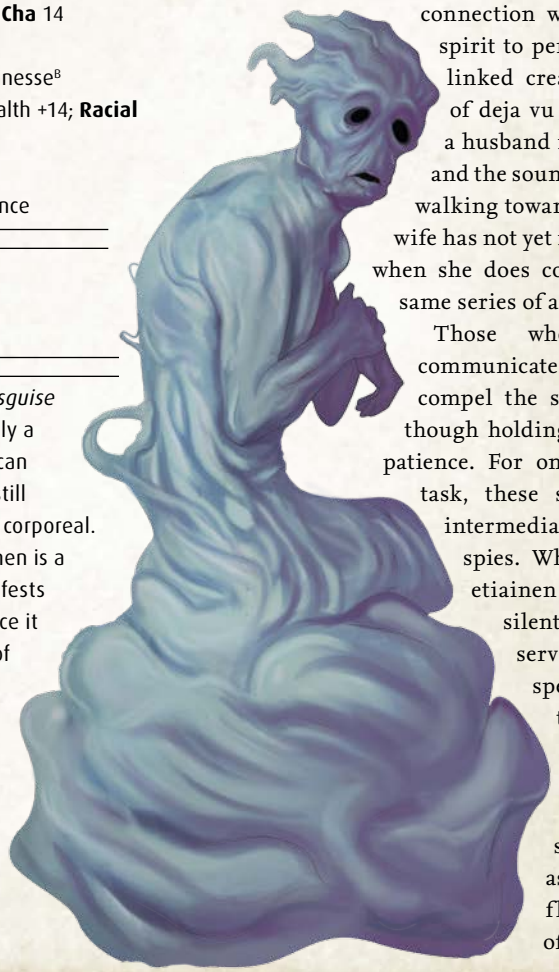


Illustration by Christina Yen

Etiainens are psychic amalgams of the past and the future, given form in a wispy, indistinct shape. It is believed these spirits are projections of strong psychic emanations from the past—usually the echoes of important people or the psychic residue of heroic deeds—and that they can manifest only in the presence of the psychic impressions and energies that attend the living. Once manifested, etiainens often act in confusing or even whimsical ways, opening and closing doors, attacking and stealing memories of those nearby, and creating a general sense of psychic discontent. They continue either until compelled to stop or until they use enough of their psychic magic to wink out of existence for a short period of time, returning only when the psychic impressions and energy of the local area allow them to manifest once again to repeat the cycle.

An etiainen sometimes forges an involuntary connection with a creature that allows the spirit to perform actions in advance of the linked creature, leading to bizarre cases of deja vu for those nearby. For instance, a husband might hear the front door open and the sound of his wife's familiar footsteps walking toward him, only to discover that his wife has not yet returned home—But bafflingly, when she does come home, she carries out the same series of actions.

Those who manage to successfully communicate with etiainens can sometimes compel the spirits to perform small tasks, though holding their attention requires great patience. For one who manages this difficult task, these spirits can sometimes act as intermediaries and messengers, or even spies. When acting in this fashion, an etiainen often appears as a strange, silent double of the creature it is serving. Etiainens can understand speech but cannot speak, and they rely on *mindlink* (*Pathfinder RPG Occult Adventures* 177) to communicate. Because of the chaotic nature of these spirits, such fellowships are short lived, as the etiainen might at any time flit away on some strange flight of fancy.

Illustration by Mattias Fahlberg

Familiar

Presented on these pages are base animal and vermin statistics for six additional familiars beyond those most commonly used by spellcasters—of course, these statistics can also be used for normal animals and vermin as well. These familiars use the standard rules for familiars presented on pages 82–83 of the *Pathfinder RPG Core Rulebook*. Tiny or smaller familiars in this section use Dexterity to modify Climb and Swim skill checks.

Familiar	Special Ability
Chicken	Master gains 3 hit points
Flying fox	Master gains a +2 bonus on Fortitude saves
Penguin	Master gains a +3 bonus on Swim checks
Red panda	Master gains a +3 bonus on Acrobatics check
Seal	Master gains a +3 bonus on Swim checks
Trilobite	Master gains a +1 natural armor bonus to AC

Chicken CR 1/6

XP 65

N Tiny animal

Init +4; **Senses** low-light vision; Perception +5

Defense

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

hp 5 (1d8+1)

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

Offense

Speed 30 ft., fly 20 ft. (clumsy); drift

Melee bite –2 (1d3–4)

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

Statistics

Str 3, **Dex** 11, **Con** 12, **Int** 2, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** –2; **CMD** 4

Feats Improved Initiative

Skills Fly –4, Perception +5

Ecology

Environment any land

Organization solitary or flock (5–50)

Treasure none

Special Abilities

Drift (Ex) A chicken flies in short bursts, and can't use its fly speed to hover. When it flies, it must end its move action by landing or perching on a solid surface.

Chickens are highly social creatures that raise their young communally. They are picky about where they roost, and a hen rarely strays from a nest once she's laid her eggs.

Flying Fox CR 1/3

XP 135

N Tiny animal

Init +1; **Senses** low-light vision, scent; Perception +9

Defense

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

hp 5 (1d8)

Fort +3, **Ref** +3, **Will** +2; +4 vs. disease

Offense

Speed 10 ft., **fly** 60 ft. (average)

Melee bite +1 (1d3–1)

Space 2–1/2 ft.; **Reach** 0 ft.

Statistics

Str 9, **Dex** 13, **Con** 12, **Int** 2, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** –1; **CMD** 8

Feats Skill Focus (Perception)

Skills Fly +5, Perception +9

Ecology

Environment warm forests

Organization solitary, pair, or colony (10–100)

Treasure none

These large bats are herbivorous and lack the echolocation abilities of their smaller kin, but are resistant to disease.

Penguin CR 1/3

XP 135

N Small animal

Init –1; **Senses** low-light vision; Perception +8

Defense

AC 11, touch 10, flat-footed 11 (–1 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

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

Offense

Speed 10 ft., swim 40 ft., toboggan 30 ft.

Melee bite +0 (1d3–1)

Statistics

Str 9, **Dex** 8, **Con** 13, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** –2; **CMD** 7

Feats Skill Focus (Perception)

Skills Perception +8, Swim +7

SQ hold breath

Ecology

Environment cold oceans

Organization solitary, pair, or colony (100–1000)

Treasure none

Special Abilities

Toboggan (Ex) On snow- or ice-covered terrain, a penguin can move at a rate of 30 feet by sliding on its belly rather than walking.

These flightless birds' most distinctive traits are their black-and-white coloration and their waddling gaits.

Red Panda CR 1/2

XP 200

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft.
Melee bite +5 (1d3–1)
Space 2–1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 16, **Con** 11, **Int** 2, **Wis** 13, **Cha** 5
Base Atk +0; **CMB** +1; **CMD** 10
Feats Weapon Finesse
Skills Acrobatics +9, Climb +15, Perception +5; **Racial Modifiers** +6 Acrobatics, +4 Climb

ECOLOGY

Environment temperate forests or mountains
Organization solitary or mated pair
Treasure none

Red pandas are small, short-legged arboreal mammals known for their red-brown fur and climbing abilities.

SEAL CR 1/3

XP 135

N Small animal
Init +5; **Senses** low-light vision; Perception +9

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)
hp 4 (1d8)
Fort +2, **Ref** +3, **Will** +1

OFFENSE

Speed 10 ft., swim 60 ft.
Melee bite +1 (1d4)

STATISTICS

Str 10, **Dex** 13, **Con** 11, **Int** 2, **Wis** 13, Cha 6
Base Atk +0; **CMB** –1; **CMD** 10 (can't be tripped)
Feats Improved Initiative
Skills Perception +9, Swim +8; **Racial Modifiers** +4 Perception
SQ hold breath

ECOLOGY

Environment any oceans
Organization solitary, pair, rookery (3–24)

Sleek-bodied mammals, seals spend the majority of their lives in aquatic environments.

Vermin Familiar

The process of making a vermin into a familiar grants it an Intelligence score and removes the mindless trait. Vermin familiars communicate with their masters and other vermin through behaviors that are specific to their kind. As is the case with other types of familiars, other creatures cannot understand this communication without magical aid.

TRILOBITE CR 1/4

XP 100

N Tiny vermin (aquatic)
Init +2; **Senses** darkvision 30 ft.; Perception +4

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 5 (1d8+1)
Fort +3, **Ref** +2, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 20 ft., swim 30 ft.
Melee bite +4 (1d3–2)
Space 2–1/2 ft.; Reach 0 ft.

STATISTICS

Str 7, **Dex** 15, **Con** 12, **Int** —, **Wis** 11, **Cha** 2
Base Atk +0; **CMB** +0; **CMD** 8
Feats Weapon Finesse[B]
Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception
SQ curl, water dependency

ECOLOGY

Environment any oceans
Organization solitary, pair, group (2–12)
Treasure none

SPECIAL ABILITIES

Curl (Ex) As a standard action, a trilobite can curl into a ball, increasing its natural armor bonus by 2 but preventing it from taking any move actions. Uncurling is a standard action.

Ancient arthropods adapted to scavenging the ocean floor, trilobites have both resilient exteriors and keen senses honed for use in the lightless depths of the sea, and are known for curling into balls to protect themselves.

Illustration by Bryan Sola

Fastachee

This gaunt, two-foot-tall humanoid figure appears made of corn husks, and carries an oversized basket filled with corn.

FASTACHEE **CR 11**

XP 12,800

NG Tiny fey

Init +10; **Senses** low-light vision, plant projection; Perception +27

DEFENSE

AC 26, touch 18, flat-footed 20 (+6 Dex, +8 natural, +2 size)

hp 153 (18d6+90)

Fort +12, **Ref** +17, **Will** +17

DR 10/cold iron

OFFENSE

Speed 30 ft.

Melee 2 vines +18 (1d8–2)

Space 2-1/2 ft.; **Reach** 0 ft. (30 ft. with vines)

Domain Spell-Like Abilities (CL 11th; concentration +17)

9/day—rebuke death (1d4+5)

Spell-Like Abilities (CL 11th; concentration +15)

At will—*plant growth*, *speak with plants*, *thorny entanglement*[ACG] (DC 16), *transport via plants*

Druid Spells Prepared (CL 11th; concentration +17)

6th—*greater dispel magic*, *heal*[D], *mass bear's endurance*

5th—*baleful polymorph* (DC 21), *breath of life*[D], *commune with nature*, *wall of thorns*

4th—*command plants* (DC 20), *cure critical wounds*[D], *flame strike* (DC 20), *freedom of movement*, *spike stones* (DC 20)

3rd—*aqueous orb*[APG] (DC 20), *call lightning* (DC 19), *cure serious wounds*[D], *protection from energy*, *remove disease*, *spike growth* (DC 19)

2nd—*barkskin*, *cat's grace*, *cure moderate wounds*[D], *flaming sphere* (DC 18), *lesser restoration*, *soften earth and stone*, *tree shape*

1st—*ant haul*[APG], *cure light wounds*[D], *endure elements*, *faerie fire*, *goodberry*, *longstrider*, *obscuring mist*

0—*create water*, *detect magic*, *purify food and drink*, *stabilize*

D domain spell; **Domain** Healing

STATISTICS

Str 6, **Dex** 23, **Con** 18, **Int** 19, **Wis** 22, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 21

Feats Augment Summoning, Combat Casting, Great Fortitude, Improved Initiative, Skill Focus (Heal), Spell Focus (conjuration), Toughness, Weapon Finesse, Weapon Focus (vines)

Skills Acrobatics +27, Craft (alchemy) +25, Escape Artist +27, Heal +30, Knowledge (arcana) +22, Knowledge (nature) +25, Perception +27, Sense Motive +27, Spellcraft +22, Survival +24

Languages Common, Sylvan

SQ bountiful basket, healer's blessing, sow corn

ECOLOGY

Environment any temperate land

Organization solitary or court (1 plus 2–26 other good–aligned fey)

Treasure double

SPECIAL ABILITIES

Bountiful Basket (Su) A fastachee carries a basket full of corn. Once per minute as a standard action, a fastachee can refill its basket with 2d6+12 ears of corn.

Plant Projection (Su) At will as a full-round action, a fastachee can project its senses through every non-creature plant within a radius of 1 mile per HD simultaneously. While projecting its senses in this way, the fastachee is flat-footed and can take no other actions. Alternatively, a fastachee can project its senses through a single ear of corn within 1 mile per HD as a free action. It continues projecting in this way for 1 round. The fastachee can treat either the corn plant it's projecting through or its own body as the origin point for any of its spells or spell-like abilities.

Sow Corn (Su) As a standard action, a fastachee can plant an ear of corn in the ground to cause a stand of 1d6 corn stalks to grow to full height and maturity in the span of 1 minute.

Spells A fastachee can cast spells as an 11th-level druid, and can spontaneously swap out any prepared druid spell for the *summon nature's ally* spell of the same level. A fastachee also gains access to all spells and powers of the healing domain as an 11th-level cleric.

Illustration by Nikolai Ostertag

Fastachees are mysterious, wise, and generous fey who foster the growth of nearby plants. Many communities who interact with them revere them as bringers of food and medicine, as well as protectors of crops. These fey have a particularly strong connection to corn; they regularly project their senses through corn plants to monitor the health of the field and search the local area for threats. They prefer to avoid direct confrontation if possible, using their ability to originate their spells from corn plants to harass those they wish to chase away.

Fext

This creature's pallid skin and dead, vacant eyes belie its healthy, powerful physique. It is clad in fearsome armor.

FEXT **CR 10**

XP 9,600

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 23 (+9 armor, +1 Dex, +1 dodge, +2 natural, +2 shield)

hp 127 (15d8+60)

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

DR 10/glass or obsidian; **Immune** cold, undead traits; **Resist** electricity 10, fire 10; **SR** 21

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee *+1 bastard sword* +20/+15/+10 (1d10+8/17–20) or slam +18 (1d4+10 plus energy drain)

Special Attacks energy drain (1d4 levels, DC 21)

Spell-Like Abilities (CL 15th; concentration +19)

At will—*death knell* (DC 16), *protection from good*, *speak with dead* (DC 17)

3/day—*bestow curse* (DC 17)

STATISTICS

Str 25, **Dex** 18, **Con** —, **Int** 13, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 33

Feats Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword)

Skills Acrobatics +4, Disguise +15, Intimidate +20, Knowledge (engineering) +12, Knowledge (religion) +12, Perception +20, Sense Motive +9, Stealth +11

Languages Common, Infernal

SQ unkillable

ECOLOGY

Environment any

Organization solitary

Treasure standard (*+1 bastard sword*, full plate, heavy steel shield, other gear)

SPECIAL ABILITIES

Unkillable (Su) When reduced to 0 hit points by anything other than a glass weapon or an obsidian weapon, a fext is not destroyed,but instead becomes unconscious. Additionally, 1d4 minutes after falling unconscious, a fext gains fast healing 1. To be completely destroyed, a fext must be reduced to 0 hit points by a glass or obsidian weapon, or once it is rendered unconscious, its head must be severed and anointed with holy water. Once destroyed, a fext dissolves into fine ash.

Any good general forbids mention of fexts among his ranks, but such strictures do little to prevent soldiers from whispering tales of undying officers leading enemy units.

These supernatural officers almost never seem to fall in battle, and when they do, they return for the next clash unfazed. Soldiers whisper that these deathless commanders are vulnerable only to glass weapons. Stories of fexts, usually dismissed as camp folktales derived from soldiers' frustration at failed campaigns and lost battles, are most frighteningly true—a truth living officers keep from the normal rank and file, for it takes a truly callous leader to send his soldiers against an unkillable foe. While these abominations often serve corrupt monarchs or power-hungry and desperate tyrants, some fexts infiltrate good armies and act as double agents, defying their nation's ideals. They use politics and miscommunication to distort the truth of their battlefield atrocities and cow those under their command into obedience.

Though a fext normally acts as a commander on the battlefield, when engaged in combat, it favors its martial prowess, intermingling quick strikes and deadly blows with disruptive curses and its energy drain ability.

Illustration by Ertaç Altınöz

Firbolg

This burly, eight-foot-tall humanoid, dressed in a bearskin and equipped with a massive axe, has long, red hair and a bushy beard.

FIRBOLG **CR 4**

XP 1,200

N Large humanoid (giant)

Init +5; **Senses** low-light vision; Perception +8

DEFENSE

AC 17, touch 10, flat-footed 17 (+2 armor, +1 Dex, +5 natural, –1 size)

hp 39 (6d8+12)

Fort +4, **Ref** +5, **Will** +6

OFFENSE

Speed 40 ft.

Melee Huge greataxe +8 (3d8+7/×3)

Ranged rock +5 (2d6+10)

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

Special Attacks oversized weapons, rock throwing (120 ft.)

Spell-Like Abilities (CL 6th; concentration +8)

At will—*reduce person* (DC 13)

1/day—*alter self*, *confusion* (DC 16), *detect magic*, *know direction*

STATISTICS

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

Base Atk +4; **CMB** +10; **CMD** 21

Feats Deflect Arrows, Improved Initiative, Lightning Reflexes

Skills Climb +12, Knowledge (nature) +6, Perception +8, Sense Motive +5, Stealth +1, Survival +8

Languages Common, Giant

ECOLOGY

Environment temperate hills or forests

Organization solitary, pair, gang (3–8), clan (9–16), or enclave (10–40)

Treasure standard (leather armor, greataxe, sack with other treasure)

SPECIAL ABILITIES

Oversized Weapons (Ex) A firbolg can wield weapons sized as if the firbolg were one size category larger.

Although they are giants, firbolgs are crafty, cautious, and reclusive. They have learned to distrust most other humanoids except elves, and dwell only in remote places far from civilization's encroaching grasp, amidst fey and spirits of nature. They live in small, close-knit clans that tend to occupy one large, wooden house surrounded by a field kept for harvest. To supplement the food they grow, they wander the surrounding territory in small gangs hunting and gathering.

Unlike most giants, firbolgs do not raid indiscriminately and do not solve all their problems with force and violence. If pressed into battle, they are cunning combatants who make good use of the terrain, and generally do not kill unless provoked. While they rarely raid, firbolgs love duping smaller creatures out of their food and treasure. Alone or in small groups, they disguise themselves as hapless mountain folk, comely youths, or foreign wanderers to engage in confidence schemes and practical jokes against humanoid neighbors. Firbolgs back up their trickery with their natural magic and incredible strength. Most who encounter a firbolg are never aware of the giant's true nature.

In their normal form, firbolgs look like oversized humans. They wear their hair long and free, and many decorate their skin with intricate designs picked out in blue woad.

Most firbolgs carry their possessions with them in great sacks. Typically, a firbolg's sack contain several throwing rocks, the firbolg's personal treasure, and a selection of mundane items stolen, bartered, or otherwise acquired from those the firbolg has recently encountered.

Illustration by Rogier van de Beek

Frog Father

This elephantine amphibian has a grotesquely long tongue and beady eyes.

Frog Father **CR 5**

XP 1,600

N Huge animal

Init +1; **Senses** low-light vision, scent; Perception +10

Defense

AC 18, touch 9, flat-footed 17 (+1 Dex, +9 natural, –2 size)

hp 57 (6d8+30)

Fort +10, **Ref** +8, **Will** +4

Offense

Speed 30 ft., swim 30 ft.

Melee bite +8 (3d6+9 plus grab), tongue +8 (grab)

Space 15 ft.; **Reach** 10 ft. (30 ft. with tongue)

Special Attacks fast swallow, pull (tongue, 10 ft.), swallow whole (2d6 bludgeoning damage, AC 14, 5 hp), tongue

Statistics

Str 23, **Dex** 13, **Con** 20, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Iron Will, Lightning Reflexes, Skill Focus (Acrobatics)

Skills Acrobatics +12 (+20 jumping), Perception +10, Stealth +2, Swim +14; **Racial Modifiers** +4 Acrobatics (+12 jumping), +4 Perception, +4 Stealth

Ecology

Environment warm marshes or water

Organization solitary or pair

Treasure none

Special Abilities

Tongue (Ex) A frog father's tongue is a primary attack with three times the reach of its bite. Its tongue deals no damage but can be used to grab. The frog does not gain the grappled condition when grappling with its tongue.

Frog fathers devour entire hives of monstrous vermin and any livestock that stray too close to their marshes, but happily gulp down any prey that crosses their paths. Their long, sticky tongues allow them to capture and restrain prey while they determine whether they want to consume it. A frog father's chosen prey has little chance of escaping, as the frog's powerful throat muscles allow it to swallow even large creatures rapidly.

Frog, Goliath

This massive, mottled amphibian glistens with slime, and its tongue drips with saliva.

Goliath Frog **CR 3**

XP 800

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +8

Defense

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

hp 34 (4d8+16)

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

Offense

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

Melee bite +6 (2d6+6 plus grab) or tongue +6 (grab)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks fast swallow, pull (tongue, 5 ft.), swallow whole (1d6 bludgeoning damage, AC 12, 3 hp) , tongue

Statistics

Str 19, **Dex** 13, **Con** 18, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)

Feats Lightning Reflexes, Skill Focus (Acrobatics)

Skills Acrobatics +12 (+20 when jumping), Climb +16, Perception +8, Stealth +5, Swim +12; **Racial Modifiers** +4 Acrobatics (+12 when jumping), +4 Perception, +4 Stealth

Environment warm marshes or water

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

Treasure none

Special Abilities

Tongue (Ex) A goliath frog's tongue is a primary attack with three times the reach of its bite. Its tongue deals no damage but can be used to grab. The frog does not gain the grappled condition when grappling with its tongue.

These hulking frogs haunt warm marshlands and river shallows where thick undergrowth can conceal them. They are dangerous, aggressive predators that gorge themselves on smaller creatures or team up to bring down larger prey. They often climb to the low branches of ancient, mossy trees, picking off prey from the wetland's floor before their existence is even suspected.

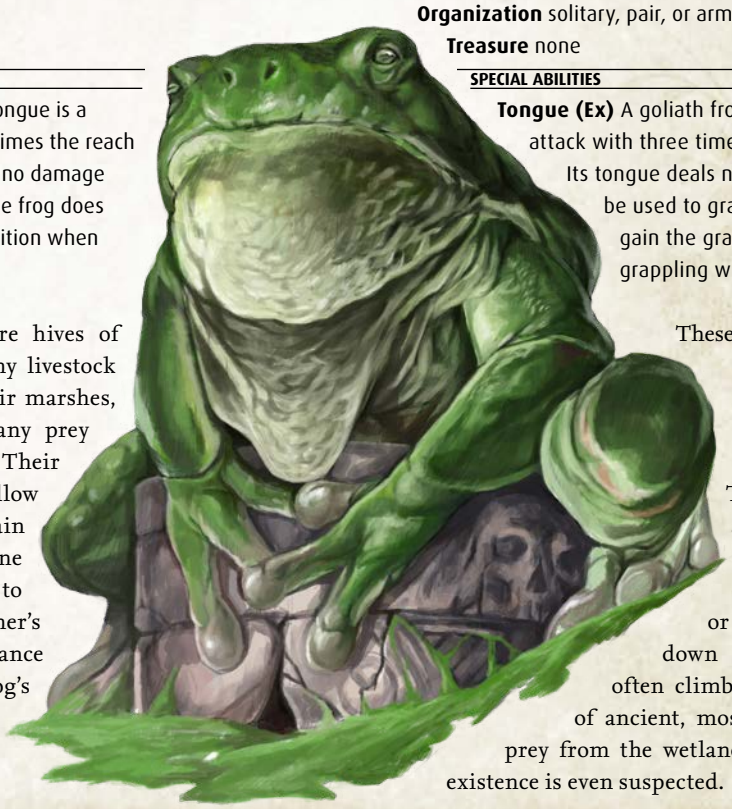


Illustration by Fabio Corla

Gegenees

Tattoos cover the blue skin of this towering, six-armed giant, and large tusks jut from his lower jaw.

GEGENEES **CR 16**

XP 76,800

CN Huge monstrous humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, –2 size)

hp 250 (20d10+140)

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

OFFENSE

Speed 50 ft.

Melee club +26/+21/+16/+11 (2d6+12), 2 heavy picks +26 (2d6+8/×4), 2 slams +21 (2d6+4 plus grab) or 6 slams +26 (2d6+8 plus grab)

Ranged spear +20/+15/+10/+5 (3d6+8/×3), 2 spears +20 (3d6+8/×3)

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

Special Attacks clobber, extra attacks, multiweapon mastery

STATISTICS

Str 26, **Dex** 14, **Con** 25, **Int** 10, **Wis** 13, **Cha** 11

Base Atk +20; **CMB** +30 (+32 bull rush, +34 grapple); **CMD** 42 (44 vs. bull rush)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Power Attack, Quick Draw, Staggering Critical, Stunning Critical

Skills Climb +16, Craft (any one) +6, Intimidate +31, Perception +24, Stealth +17, Survival +11, Swim +16

Languages Giant

ECOLOGY

Environment any temperate or warm land

Organization solitary, hunting party (2–5), or clan (6–25 plus 1 clan headman [barbarian, druid, or ranger of 4th–8th level] and 3 venerable mothers [oracles or witches of 3rd–5th level])

Treasure standard

SPECIAL ABILITIES

Clobber (Ex) When a gegenees damages a creature with three or more successful melee attacks in the same round, the gegenees can perform an awesome blow combat maneuver against the creature as a free action. If the awesome blow succeeds, the target must succeed at a DC 30 Fortitude save or be dazed for 1d4 rounds, in addition to the normal effects of the awesome blow. The save DC is Strength-based.

Extra Attacks (Ex) When a gegenees attacks as a standard action, it can make two additional attacks, even if its movement would normally restrict it to one attack. These additional attacks must be made with its other arms, and are made at its highest base attack bonus with a –2 penalty.

Illustration by Nemanja Stankovic

The gegenees are a race of six-armed giants who dwell in lands far from civilization. They prefer weapons such as clubs and spears, dress in skins and furs, and embellish their bodies with elaborate tattoos and ritual scarification. Though not malevolent, gegenees are territorial, superstitious, and exceptionally xenophobic. They have an innate distrust for arcane spellcasters in particular, and gegenees with innate sorcerous talents are quickly exiled from their clans.

Gegenees tattoos are stylized patterns that tell the story of the individual as well as the histories of that gegenees's most honored forebears. Consequently, gegenees are particularly infuriated by creatures that attempt to copy their tattoo patterns for aesthetic purposes, as this is tantamount to laying claim to the family legacies of the gegenees.

Each gegenees clan is guided by a chieftain, who is advised by the venerable mothers—the clan's three oldest and most revered women. Possessing great wisdom and supernatural gifts, the venerable mothers are also blind, for they pluck out their eyes to prove their devotion to the clan. Their every word is considered sacrosanct.

Gegenees are 21 feet tall and weigh 14,000 pounds.

Venerable Mother

Venerable mothers develop powerful abilities in exchange for their loss of sight. They have Charisma scores of at least 15 as well as the clouded vision oracle curse as a 20th-level oracle (*Pathfinder RPG Advanced Player's Guide* 42). Once per day, they can use *commune with nature*, *legend lore*, and *true seeing* as spell-like abilities.

Exceptional venerable mothers typically advance with oracle levels.

Ghoran

The humanoid creature's taut green shell extends like a cowl from chin to brow, wreathing a face of brilliant flower petals.

GHORAN **CR 1**

XP 200

Ghoran bard 1

N Medium plant

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (1d8+4)

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

Immune plant traits

Weaknesses delicious, light dependent

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6–1/18–20)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate, inspire courage +1)

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

1/day—*detect poison*, *goodberry*, *purify food and drink*

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

1st (2/day)—*charm person* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *light*, *mending*, *message*

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 10

Feats Weapon Finesse

Skills Bluff +7, Knowledge (history) +4, Knowledge (local) +4, Perception +5, Perform (sing) +7

Languages Common, Sylvan

SQ bardic knowledge +1, ghorus seed, past-life knowledge

ECOLOGY

Environment any

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

Treasure NPC gear (rapier, other treasure)

SPECIAL ABILITIES

Delicious (Ex) Ghorans take a –2 penalty on Escape Artist and combat maneuver checks to escape a grapple against any creature that has a bite attack with the grab ability.

Ghorus Seed (Ex) As a full-round action, a ghoran can expel its ghorus seed from an orifice in its abdomen. If planted in fertile ground and left undisturbed for 2d6 days, the seed grows into a healthy duplicate of the original ghoran, save that the duplicate can reallocate all of its skill ranks upon sprouting. Once a ghoran expels its seed, it gains 1 negative level, and it dies as soon as its duplicate sprouts. This duplicate replaces the previous ghoran character.

Light Dependent Ghorans take 1d4 points of Constitution damage each day they go without exposure to sunlight.

Past-Life Knowledge (Ex) Ghorans remember memories encoded in their ghorus seed. They treat all Knowledge skills as class skills.

Ghorans arose from plant life created by advanced druidic magic to be an especially hardy and adaptive food source for humans. Over the centuries, the plants evolved sentience and ambulatory bodies that mimicked the appearance of humanoids as a method to discourage their enemies from hunting them and improve their chances of survival. Their creators did not imbue them with the ability to create more of the ghorus seeds that give them life, so ghorans are fanatically protective of these seeds and consider destroying them the worst of crimes.

Illustration by Aleksey Bayura

Ghoran Characters

Ghorans are defined by their class levels—they don't have racial Hit Dice. A ghoran's challenge rating is equal to her class level. Ghorans have the following racial traits.

+2 Constitution, +2 Charisma, –2 Intelligence: Ghorans are hardy and guileful, but process thoughts slowly.

+2 Natural Armor: Ghorans have tough, rugged skin.

Plant: Ghorans have the plant type.

Delicious: See above.

Natural Magic: Ghorans with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*detect poison*, *goodberry* (created berries bud from the ghoran's own body), and *purify food and drink*. The caster level is equal to the ghoran's level. The DC for these spells is equal to 10 + the spell's level + the ghoran's Charisma bonus.

Ghorus Seed: See above.

Light Dependent: See above.

Past-Life Knowledge: See above.

Languages: Ghorans begin play speaking Sylvan and Common. Ghorans with high Intelligence scores can choose any languages they want (except secret languages such as Druidic).

Ghoul, Leng

This semi-canine humanoid has rancid green flesh and hooflike feet, yet its eyes sparkle with the gleam of intelligence.

LENG GHOUL **CR 10**

XP 9,600

CE Medium undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 17, flat-footed 18 (+7 Dex, +8 natural)

hp 126 (12d8+72)

Fort +10, **Ref** +11, Will +13

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

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft.

Melee bite +16 (1d8+7 plus disease and paralysis), 2 claws +17 (1d6+7 plus paralysis)

Special Attacks rend (2 claws, 1d6+10), sneak attack +2d6

STATISTICS

Str 24, **Dex** 24, **Con** —, **Int** 17, **Wis** 20, **Cha** 23

Base Atk +9; **CMB** +16 (+18 trip); **CMD** 33 (35 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Feint, Improved Trip, Lunge, Weapon Focus (claws)

Skills Acrobatics +19, Climb +30, Knowledge (arcana, dungeoneering, planes, religion) +12, Perception +20, Sense Motive +20, Stealth +22

Languages Aklo, Common

SQ erudite

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Disease (Ex) *Leng Ghoul Fever*: Bite—injury; *save* Fort DC 22; *onset* immediate; *effect* 1d3 Con and 1d4 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid that succumbs to Leng ghoul fever becomes a normal ghoul unless in life it had 12 or more Hit Dice, in which case it rises from death as a Leng ghoul.

Erudite (Ex) All Knowledge skills are class skills for Leng ghouls. In addition, a Leng ghoul can cast spells from any magic scroll as if it had the spells on its spell list. It automatically succeeds at the caster level check necessary to use the scroll.

Paralysis (Ex) A successful DC 22 Fortitude save negates a Leng ghoul's paralysis. At the end of each round after the first, the victim can attempt a new DC 22 Fortitude saving throw to end the paralysis effect; the effect is otherwise permanent. Once the effect ends, the victim is staggered for 1 round.

Illustration by Wayne England

The ghouls of the nightmare dimension of Leng are far more powerful and more intelligent than their lesser kin that haunt and caper in the lonely graveyards of the Material Plane, yet they are also more prone to discussion and debate with intruders. Ghoul warrens that burrow deep enough can inexplicably cross over from this world to Leng, allowing the ghouls of that realm access to this world. Leng ghouls delight in feasting on dead flesh and consider themselves gourmets of rot and decay, treating a full coffin as a sumptuous banquet table.

Leng ghouls maintain complex societies and extensive warrens when they colonize reaches of the Material Planes, digging deep below the surface graveyards they choose to haunt. These creatures are not only driven to gather victims to slaughter and bodies to ripen—they also seek out forbidden texts and magical scrolls to augment their ever-increasing stores of knowledge, which often rival the greatest of wizardly libraries in size, although their subject matter tends to be limited to necromancy and the study of forbidden rites. A Leng ghoul can sometimes be convinced to let a particularly delicious-looking intruder go (relatively) unharmed in exchange for new lore.

Although most Leng ghouls venerate the Great Old Ones or Outer Gods (they have a particular affinity for Nyarlathotep), a rare few of these creatures retain more of their humanity than merely their living intellect. These unique few drift away from evil in their pursuit of magical lore—while they still hunger for dead flesh, many try their best to feed only on those who died naturally or willingly offer themselves up to the carrion feast in return for favors. While many eventually succumb to the temptation to feed on fresh kills in time, a rare few manage to maintain nonevil alignments. Such rare ghouls also retain some or all of the class levels they had in life, transferring those levels onto their new undead forms. The bulk of these Leng ghouls have levels as arcane spellcasters or rogues, since those who were once divine spellcasters, or otherwise religious in life, tend to be wholly devoted to gods of evil and decay.

Giant, Eclipse

Symbolic representations of the occultation of heavenly bodies decorate the dark gray skin of this massive giant.

ECLIPSE GIANT **CR 19**

XP 204,800

N Gargantuan humanoid (giant)

Init +0; **Senses** low-light vision, see in darkness; Perception +41

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, –4 size)

hp 312 (25d8+200)

Fort +16, **Ref** +15, **Will** +21

Defensive Abilities rock catching; **Immune** death effects

OFFENSE

Speed 50 ft.

Melee mwk longsword +34/+29/+24/+19 (4d6+27/19–20)

Ranged rock +15 (3d6+27 plus imbue rock)

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

Special Attacks imbue rock, rock throwing

Spell-Like Abilities (CL 20th; concentration +24)

At will—*daylight*, *deeper darkness*, *harm* (DC 20), *heal*

3/day—quickened *harm* (DC 20), quickened *heal*

1/day—*lunar veil*[UM], *polar midnight*[UM]

STATISTICS

Str 46, **Dex** 11, **Con** 27, **Int** 13, **Wis** 24, **Cha** 18

Base Atk +18; **CMB** +40 (+44 bull rush); **CMD** 50 (52 vs. bull rush)

Feats Awesome Blow, Combat Casting, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Vital Strike, Martial Weapon Proficiency (longsword), Power Attack, Quicken Spell-Like Ability (*harm*, *heal*), Skill Focus (Perception), Vital Strike, Weapon Focus (longsword)

Skills Intimidate +32, Knowledge (arcana) +16, Knowledge (geography) +11, Perception +41

Languages Aklo, Common, Giant

SQ eclipse empowered

ECOLOGY

Environment temperate plains

Organization solitary, pair, or family (3–5 plus 2–3 noncombatants)

Treasure standard (mwk longsword, other treasure)

SPECIAL ABILITIES

Eclipse Empowered (Su) When an eclipse giant is in the presence of, and can see, either a solar or a lunar eclipse, it is affected as if subjected to a *greater heroism* spell (CL 20th) for as long as the eclipse lasts. As eclipse giants rarely watch where they're going, they learn to avoid obstacles by instinct; an eclipse giant adds its Wisdom modifier on Reflex saves, even when there is no eclipse.

Imbue Rock (Su) An eclipse giant can imbue a thrown rock, casting either its *heal* or *harm* spell-like ability just before it throws the rock. If it imbues the rock with *harm*, the rock targets touch AC, and a creature hit by the rock attack is also affected as if it were the target of the *harm* spell. If the giant imbues the rock with *heal*, any creature that catches the rock with the rock catching special ability is affected as if it were the target of the *heal* spell. If rocks so imbued either miss the target (in the case of a *harm*-imbued rock) or are not caught (in the case of a *heal*-imbued rock) they lose the spell effect.

Illustration by Subroto Bhaumik

While these massive giants might appear brutish, they are actually esoteric wanderers and thinkers who take very little notice of the world around them. Instead, their attention is fixated on the heavenly bodies, as they search for the empowering presence of solar or lunar eclipses. While in their search for such cosmological events, eclipse giants are uncaring and may be obliviously destructive, as they are quite large, and they don't watch where they step. While in the presence of an eclipse, however, an eclipse giant becomes truly active, unlocking an inspired inner self that varies from giant to giant. While one eclipse giant might enter a violent frenzy and rage against the world and other creatures, another might produce a fragment of writing that will one day become one of the greatest plays of her generation, and another might solve a complex formula that predicts the celestial movements of the planets.

Eclipse giants stand 40 feet tall and weigh 30,000 pounds.

Eclipse Seer

Eclipse seers are able to predict the coming of eclipses. While some believe this knowledge is divinely inspired, in truth most such giants are able to derive the eclipses using mathematical formulas. A typical eclipse seer has the advanced simple template or a few levels in bard, investigator, or wizard (specializing in divination).

Giant, Moon

This giant's gray skin sparkles as if with reflected light and is pocked with what look like impact craters on its rocklike surface.

MOON GIANT **CR 15**

XP 51,200

LN Huge humanoid (giant)

Init +8; **Senses** low-light vision, *true seeing*; Perception +28

Aura lunar (60 ft., DC 23)

DEFENSE

AC 32, touch 12, flat-footed 28 (+4 Dex, +20 natural, –2 size)

hp 220 (21d8+126)

Fort +15, **Ref** +13, **Will** +18

Defensive Abilities improved rock catching; **Resist** cold 30, fire 30

OFFENSE

Speed 50 ft.

Melee 2 slams +29 (3d6+16)

Ranged rock +19/+14/+9 (2d6+24 plus impact crater)

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

Special Attacks impact crater, rock throwing (180 ft.)

Spell-Like Abilities (CL 20th; concentration +23)

Constant—*true seeing*

At will—*dancing lights*, *detect magic*, *message*

3/day—*clairaudience/clairvoyance*, *control water*, *divination*

1/day—*commune*, *dream*, *scrying* (DC 18)

STATISTICS

Str 42, **Dex** 19, **Con** 22, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +15; **CMB** +33; **CMD** 47

Feats Combat Reflexes, Far Shot, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (rock)

Skills Knowledge (arcana, nature) +24, Perception +28, Sense Motive +25, Stealth +17 (+25 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant, Terran

ECOLOGY

Environment warm hills or mountains

Organization solitary, pair, or cult (2–5 plus 35% noncombatants and one oracle[APG] of 4th–7th level)

Treasure standard

SPECIAL ABILITIES

Lunar Aura (Su) Creatures within 60 feet of a moon giant are affected by its lunar aura as long as they remain with range (Will DC 23 negates). The giant can choose one of the following effects.

Waning: Affected creatures are calmed as per *calm emotions*. Aggressive action against a calmed creature breaks the effect for that creature only. A lycanthrope that fails its save is also affected by the *true form*[APG] spell.

Waxing: Affected creatures are enraged as per *rage*. A lycanthrope that fails its save is also affected by the *true form*[APG] spell, except it is forced to revert to its hybrid form instead of its human form.

A creature that succeeds at its save against the aura is immune to that particular moon giant's lunar aura for 24 hours. A moon giant can activate, suppress, or change the effect of the aura as a free action, and the giant can choose whether to include itself as part of the same free action. The save DC is Charisma-based.

Impact Crater (Ex) When a moon giant throws a rock, it creates an area of difficult terrain in a 10-foot radius around the spot where the rock landed. If the rock was thrown at a creature, the giant can choose the point of origin for this radius anywhere within the target's space. If the moon giant misses with a rock attack, roll to determine where the rock lands as if it were a splash weapon.

Improved Rock Catching (Ex) A moon giant gains rock catching, and it additionally receives a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Illustration by Tomasz Chistowski

Moon giants dwell in rocky badlands and other scarred, deserted places. They revere the moon, stars, and comets and seek wisdom in these celestial bodies' movements. Though they are normally placid scholars, more likely to enter a lively philosophical debate with other creatures than a brawl, moon giants can become violent when disturbed or when under the influence of a bad moon.

Most moon giants stand about 24 feet tall and weigh almost 18,000 pounds.

Giant, Sun

This giant has the arms and armor of an ancient warrior. Her golden skin and flame-colored hair amplify the light around her.

SUN GIANT **CR 16**

XP 76,800

CG or CE Huge humanoid (giant)

Init +3; **Senses** low-light vision; Perception +31

Aura solar (60 ft., DC 24)

DEFENSE

AC 31, touch 11, flat-footed 28 (+5 armor, +3 Dex, +15 natural, –2 size)

hp 241 (23d8+138)

Fort +19, **Ref** +12, **Will** +14

Defensive Abilities rock catching; **Immune** blind, dazzled, fire; **Resist** cold 30, electricity 30

OFFENSE

Speed 35 ft. (50 ft. without armor)

Melee mwk heavy mace +31/+26/+21/+16 (3d6+22) or 2 slams +30 (2d6+15)

Ranged mwk atlatl +19/+14/+9/+4 (2d6+15 plus sun dart)

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

Special Attacks sun dart

Spell-Like Abilities (CL 21st; concentration +24)

At will—*daylight*, *eagle eye*[APG], *remove blindness/deafness*, *sunburst* (DC 21)

3/day—quickened *blistering invective*[UC] (DC 15)

1/day—*flame strike* (DC 18), *waves of exhaustion*

STATISTICS

Str 40, **Dex** 16, **Con** 23, **Int** 15, **Wis** 20, **Cha** 17

Base Atk +17; **CMB** +34; **CMD** 47

Feats Greater Vital Strike, Improved Vital Strike, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (atlatl), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Quicken Spell-Like Ability (*blistering invective*), Rapid Reload (atlatl), Vital Strike

Skills Climb +25, Intimidate +29, Perception +31, Survival +31, Swim +25

Languages Common, Giant, Ignan

ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or family (3–5 plus 35% noncombatants and 1 cleric of 7th–10th level)

Treasure standard (mwk atlatl, mwk morningstar, mwk scale mail, other treasure)

SPECIAL ABILITIES

Solar Aura (Su) Light levels within 60 feet of a sun giant increase by one step (supernatural darkness becomes normal darkness). This does not count as a light effect for the purpose of light and darkness effects; a solar aura is not hindered by any type of magical darkness, and its effect is applied after all light and darkness effects. In areas of bright light, a solar aura causes sighted creatures to become dazzled for as long as they remain in the aura. Once per round as a free action, a sun giant can direct light toward a single target within her solar aura, and that creature must succeed at a DC 24 Fortitude save or be permanently blinded. The save DC is Charisma-based.

Sun Dart (Ex) A sun giant can fire darts of light from her atlatl. She doesn't need ammunition, the sun darts target touch AC, and the sun darts deal an additional 2d6 points of fire damage. A Large or smaller creature damaged by a sun giant's sun dart becomes entangled and immobilized. A creature can free itself with a successful DC 24 Escape Artist or Strength check as a standard action or by breaking the sun dart (hardness 5, hp 20). The save DC is Dexterity-based.

Illustration by Subroto Bhaumik

Sun giants view themselves as soldiers in an eternal war against the forces of darkness and shadow. In ancient days, sun giants were a benevolent people, fighting for the good of all living things. Over time, the majority of sun giants have become selfish, demanding tribute and even blood sacrifices in exchange for the protection they provide, ruling by might and opposed by those few brave and benevolent souls willing to take to the shadows to fight for freedom. Many evil sun giants pay homage to demon lords of the sun and warfare.

Sun giants hold vicious hatred for creatures of pure darkness and denizens of the Plane of Shadow, and they exterminate owbs (*Pathfinder RPG Bestiary 4* 210) in particular whenever possible.

Though they live for centuries, sun giants are blessed with eternally youthful appearances, a blessing that remains even for those who become selfish and corrupt. They tower over 25 feet tall and weigh roughly 18,000 pounds.

Glaistig

A mien of strange, primal beauty surrounds this woman, magnified by the inhuman tone of her skin and her bestial legs.

GLAISTIG **CR 21/MR 10**

XP 409,600

CN Medium fey (earth, mythic)

Init +26; **Senses** low-light vision, tremorsense 120 ft.; Perception +37

Aura reveler's rapture (30 ft., Will DC 32)

DEFENSE

AC 40, touch 32, flat-footed 28 (+10 deflection, +12 Dex, +8 natural)

hp 422 (25d6+335); regeneration 30 (air; see airbane)

Fort +18, **Ref** +26, **Will** +23; second save

DR 15/cold iron and epic; **Immune** daze, mind-affecting effects, stagger, stun; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 32; **Weakness** airbane

OFFENSE

Speed 60 ft., burrow 60 ft., climb 60 ft.; earth glide

Melee earth whip +26/+21/+16 (10d6+20/19–20 bludgeoning, piercing, or slashing plus hex) or
leaf whip +26/+21/+16 (20d6+30/19–20 slashing plus hex)

Ranged earth blast +36 (10d6+30/19–20 bludgeoning, piercing, or slashing plus hex) or
leaf blast +36 (20d6+40/19–20 slashing plus hex)

Space 5 ft.; **Reach** 5 ft. (10 ft. with earth whip or leaf whip)

Special Attacks infusions (bowling infusion, deadly earth, entangling infusion, extended range, fragmentation, grappling infusion, impale, kinetic whip, mobile blast, pushing infusion, snake, wall), mythic power (10/day, +1d12), terrakinesis, witch of the fey

Spell-Like Abilities (CL 25th; concentration +35)
Constant—*freedom of movement, pass without trace*
At will—*create water, know direction, purify food and drink, transport via plants*
3/day—*clashing rocks*[APG] (DC 29), quickened *confusion* (DC 23), *flesh to stone* (DC 26), *move earth, summon nature's ally IX*

STATISTICS

Str 28, **Dex** 35, **Con** 30, **Int** 27, **Wis** 28, **Cha** 31

Base Atk +12; **CMB** +21; **CMD** 69

Feats Combat Casting, Combat Reflexes[M], Defensive Combat Training[M], Improved Critical[M] (kinetic blast), Improved Initiative[M], Improved Precise Shot, Point-Blank Shot, Precise Shot, Quicken Spell-Like Ability (*confusion*), Skill Focus (Bluff), Skill Focus (Sense Motive), Weapon Finesse, Weapon Focus[M] (kinetic blast)

Skills Acrobatics +40, Bluff +44, Climb +17, Diplomacy +38, Disguise +28, Escape Artist +40, Intimidate +28, Knowledge (geography) +21, Knowledge (local) +37, Knowledge (nature) +37, Perception +37, Perform (dance) +38, Sense Motive +43, Sleight of Hand +40, Stealth +40, Use Magic Device +38

Languages Common, Elven, Sylvan, Terran

SQ divine source[MA], sylvan grace

ECOLOGY

Environment temperate forests or swamps

Organization solitary

Treasure double

SPECIAL ABILITIES

Airbane A glaistig's sylvan grace ability and regeneration are suppressed whenever she is in the air. While a glaistig is on the ground, only pure elemental air attacks (such as an kineticist's air simple blast or an air elemental's slam attack) can suppress the glaistig's regeneration.

Infusions A glaistig has access to the listed kineticist form and substance infusions (*Pathfinder RPG Occult Adventures* 17), which she can apply to any of the blasts granted by her terrakinesis ability without needing to accept burn. This applies to only the base burn cost; a glaistig can't pay additional burn to gain a greater effect with infusions such as pushing infusion.

Reveler's Rapture (Su) Glaistigs emit a bacchanalian aura of euphoria to a range of 30 feet. Creatures that enter the aura's area engage their wild side, with an effect equivalent to *irresistible dance*. A successful Will save renders the subject immune to that glaistig's aura for 24 hours, but the creature still dances for 1 round, even on a successful save. A creature under the effect of a glaistig's reveler's rapture can attempt a new save at the end of each turn after the first to end the effect and become immune to the aura. A glaistig can exclude any targets she wishes from her aura's effects.

Sylvan Grace (Su) A glaistig gains a deflection bonus to AC and a bonus on attack and damage rolls with her non-melee earth and leaf blasts equal to her Charisma bonus.

Terrakinesis (Sp, Su) A glaistig has access to a variety of earth wild talents as if she were a 20th-level kineticist (*Occult Adventures* 10), but she manifests them in a visual blend of earth and plant matter. As a being associated with earth and plants, she can perform the earth blast, as well as a special composite blast of the earth element called leaf blast, at no burn cost. A glaistig's leaf blast is a physical composite blast that deals slashing damage. The glaistig can apply the infusions of deadly earth, entangling infusion, impale, and pushing infusion, as well as any of the glaistig's universal infusions, to her leaf blast. The glaistig also gains infusions and utility talents listed under her other special abilities, but doesn't gain any other abilities of a 20th-level kineticist.

Witch of the Fey (Su) A glaistig can use the blight, disguise, fortune, and misfortune minor hexes, the agony and retribution major hexes, and the natural disaster grand hex as if she were a 20th-level witch (*Pathfinder RPG Advanced Player's Guide* 65); this ability counts as the hex class feature for the purposes of qualifying for feats. The save DC for this ability is Charisma-based. On a successful melee attack, a glaistig can affect her target with either her agony,

misfortune, or retribution hex as an additional effect. When she uses her earth blast or leaf blast, she can choose one of these hexes to affect all creatures damaged by the blast.

Hailed as either protectors or plagues, glaistigs are ancient fey, tied to the earth and wielding its powers. Although not evil, glaistigs are unpredictable and hot-tempered—easily stirred to anger and possessing powerful magic to deal great harm to the objects of their scorn.

A glaistig resembles a comely human woman with greenish skin and the lower legs of a goat, similar to a faun or satyr. Glaistigs usually cover their bestial lower body in flowing robes or gowns, typically woven from leaves frozen in the colors of summer or autumn, and adorn themselves with simple but elegant jewelry. Their haunting eyes show no pupils, and every step they take seems as one move in an endless dance. They can be whimsical, but often move and act with great deliberation, especially when their anger is roused.

Glaistigs are among the oldest and most powerful fey in existence. Legends say that they were once incorporeal spirits of the earth that strove to protect early humans living the simple lives of farmers in harsh worlds, and it was through that protection and proximity that these spirits coalesced into the forms they now hold. Regardless of their origins, many glaistigs still protect swaths of rural countryside, forests, and swamps, as well as the people who live therein. Their protection is often unobtrusive; they prefer to manifest their power and protection from the camouflage of foliage, making it seem like the wilderness itself is acting against interlopers. In times of great need, however, or when they become very angry, glaistigs confront dangers in the open. Inhabitants of places protected by a glaistig often leave food, drink, jewels, and crafts at a designated place of honor, or gather to sing songs or tell tales for the glaistig to hear from the shadows. Such communities tell stories of the green maiden who lives in the forest or some other stretch of pristine wilderness, and relate a number of cautionary tales about their fickle protector. Such tales have twofold purpose: to keep the favor of a local glaistig and to protect the young and foolish from doing something that angers the green maiden, which can often mean death. In return for such cautious reverence, those under the elder fey's protection often find furrows dug and earth mysteriously moved for them, troughs and barrels filled with fresh water during droughts, or even marauding monsters driven far away. But such harmony is often tenuous, and those that leave tribute for a glaistig do so as much to placate her as to praise her. For the same glaistig that brings water and turns earth can blight an entire countryside or cause the ground to tremble. A glaistig's mere presence can incite others to uncontrollable fits of dancing and demented antics, and those that move a glaistig to rage earn themselves a powerful foe indeed.

Illustration by Rogier van de Beek

In combat, a glaistig moves with ease and grace, typically targeting those under the effects of her aura with debilitating hexes before withdrawing to summon earth elementals to aid her, and bombarding her opponents with leaves and dirt. The living link of her body to the earth and its plants and trees makes a glaistig vulnerable in the air, and she does what she can to stay grounded. Even at the height of anger, however, a glaistig can still sometimes be reasoned with. A glaistig will typically pause to parley, and can be swayed to cease hostilities in exchange for some valuable, preferably magical, item of sufficient value, particularly a wooden or stone item. While glaistigs themselves have no compunction about bending the truth or flagrantly dissembling, they take extreme offense when others lie to them, and are quite adept at sniffing out falsehoods. When a glaistig deduces that someone has lied to her, even if the untruths were spoken in an attempt at flattery, her outrage is such that she is unwilling to even speak with that person again.

Among some of the most prevalent cautionary tales involving glaistigs is that they sometimes lure young children deep into their wilderness homes, kidnapping them and even replacing them with some form of fey impostor. In truth, these fey enjoy the innocence, honesty, and playfulness of children, and usually keep them only to chat and dance with for a short while before sending them home unharmed.

Golem, Crystal

This burly humanoid figure is cut from blue crystal that shines with an inner light.

CRYSTAL GOLEM **CR 11**

XP 12,800

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision, thoughtsense 60 ft.; Perception +3

DEFENSE

AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, –1 size)

hp 112 (15d10+30)

Fort +5, **Ref** +6, **Will** +8

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

OFFENSE

Speed 20 ft.

Melee 2 slams +21 (2d8+7)

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

Psychic Magic (CL 14th; concentration +17)

12 PE—*explode head*[OA] (5 PE, DC 18), *mind thrust II*[OA] (2 PE, DC 15)

Spell-Like Abilities (CL 14th; concentration +17)

Constant—*ethereal fists*[OA]

STATISTICS

Str 25, **Dex** 12, **Con** —, **Int** —, **Wis** 17, **Cha** 1

Base Atk +15; **CMB** +23; **CMD** 34

SQ psychic amplification

ECOLOGY

Environment any

Organization solitary or expatiation (2–5)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A crystal golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against the creature, as noted below.

- A *shatter* spell damages a crystal golem as if it were a crystalline creature, and slows it (as the *slow* spell) for 3 rounds (no saving throw).
- A magical attack that deals fire damage ends any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal.
- Any attempt at direct possession (such as the *possession*[OA] spell but not *dominate monster*) can affect a crystal golem. The golem does not resist these effects if they come from its creator or targets designated by its creator. Against all other attempts at intrusion, the golem receives a Will save at a +5 bonus.

Psychic Amplification (Su) Each time a creature within 30 feet of a crystal golem uses a psychic spell or spell-like ability, the caster can choose to gain the benefit of either the Enlarge Spell, Extend Spell, Intuitive Spell[OA], or Logical Spell[OA] metamagic feat without requiring a full-round action to cast. Only one such feat can be applied to a given casting. A crystal golem can use the spell-like abilities from its psychic magic as a swift action, and all its spell-like ability save DCs are Wisdom-based.

Crystal golems cannot speak, instead emitting a constant hum of psychic energy. A crystal golem is 10 feet tall and weighs 1,800 pounds.

Construction

A crystal golem's body must be fashioned from 2,750 pounds of cut crystal, costing 7,000 gp.

CRYSTAL GOLEM

CL 15th; **Price** 127,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *possession*[OA], *thoughtsense*[OA], creator must be caster level 15th; **Skill** Craft (glass) or Craft (jewelry) DC 22; **Cost** 67,000 gp

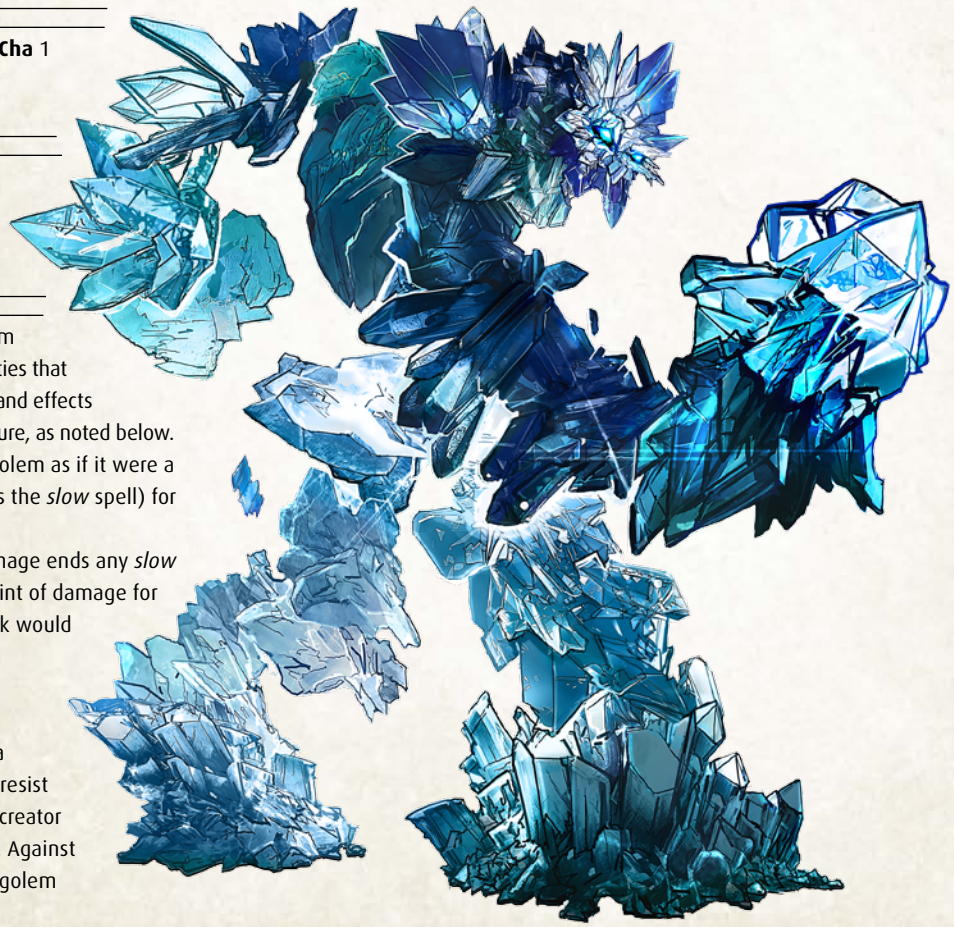


Illustration by Ertaç Altınöz

Golem, Lead

Resembling an unearthed vein of dull gray minerals, this crude, hunchbacked humanoid figure uses its arms to support itself.

LEAD GOLEM **CR 10**

XP 9,600

N Large construct

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 7, flat-footed 26 (–2 Dex, +19 natural, –1 size)

hp 107 (14d10+30)

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

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

OFFENSE

Speed 20 ft.

Melee 2 slams +21 (2d10+8)

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

Special Attacks retributive miasma

STATISTICS

Str 26, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +23; **CMD** 31 (39 vs. bull rush, reposition)

SQ divination screen, intractable density

ECOLOGY

Environment any

Organization solitary or curtain (2–4)

Treasure none

SPECIAL ABILITIES

Divination Screen (Ex) Divination spells cast within 60 feet of a lead golem automatically fail.

Immunity to Magic (Ex) A lead golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against a lead golem, as noted below.

- A magical attack that deals acid damage instead coats the lead golem, granting its slam attacks an additional 1d6 acid damage for the following 1d4 rounds.
- A *gust of wind* or *neutralize poison* spell directed at the lead golem dissipates any clouds created by the golem's retributive miasma ability and prevents it from using that ability for 1d6 rounds.

Intractable Density (Ex) The weight and sturdiness of its form grants the lead golem a +8 racial bonus on CMD versus bull rush and reposition combat maneuvers.

Retributive Miasma (Ex) Any attack that overcomes the damage reduction of the lead golem causes fine lead particles to fill the air within a 5-foot radius of the lead golem. This cloud of lead persists for 1 round; any creatures within the area or that pass through the cloud are exposed to the cloud's poisonous effects. Subsequent attacks damaging the golem increase the duration of the cloud by 1 round each.

Poison Cloud—inhaled; *save* Fort 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution and 1d3 Wisdom damage; *cure* 2 saves. The save DC is Constitution-based.

Lead golems are lurching, humanoid-shaped mounds of lead. A lead golem stands 11 feet tall when upright, and weighs 10,000 pounds.

Construction

A lead golem's body must be fashioned from 10,000 pounds of lead, costing 7,500 gp.

LEAD GOLEM

CL 13th; **Price** 57,500 lbs.

CONSTRUCTION

Requirements Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *sequester*, creator must be caster level 13th; **Skill** Craft (armor) or Craft (weapons) DC 18; **Cost** 32,500 gp

Illustration by Ertaç Altınöz

Gravebound

This humanoid figure has two impossibly deep pits where its eyes should be, and long claws that stretch toward the ground.

GRAVEBOUND **CR 4**

XP 1,200

NE Medium undead (earth)

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 37 (5d8+15)

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

Defensive Abilities amorphous; **Immune** undead traits

Weaknesses tied to the grave, vulnerable to consecration

OFFENSE

Speed 30 ft., burrow 30 ft.

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

Special Attacks bury alive, gravedigger

STATISTICS

Str 18, **Dex** 13, **Con** —, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +3; **CMB** +7; **CMD** 18

Feats Ability Focus (gravedigger), Improved Initiative, Weapon Focus (claw)

Skills Acrobatics +5, Intimidate +10, Knowledge (religion) +7, Perception +8, Stealth +8

Languages Common

ECOLOGY

Environment any land (graveyards)

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

Treasure standard (shovel, other treasure)

SPECIAL ABILITIES

Bury Alive (Su) As a full-round action, a gravebound can manipulate the ground to fill in a pit that it created with its gravedigger ability. Any creature the gravedigger buries alive is trapped and can't move, and begins to suffocate (*Pathfinder RPG Core Rulebook* 445). Creatures outside of the pit can dig out the buried creature. Each 5-foot cube of dirt weighs 3,000 pounds, and a creature can move 5 times her maximum load worth of dirt per minute, or 10 times her maximum load if she has a shovel or other appropriate tool. Once all squares of dirt above a creature's head have been removed, the creature can breathe, and can escape with a DC 15 Strength or Escape Artist check. A standing Medium creature typically has its head buried under 5 feet of earth (3,000 pounds). For a Small creature, this is increased to roughly 7 feet of earth (4,200 pounds). If the creature was prone when it was buried, its head is buried under the full 10 feet of earth (6,000 pounds).

Disease (Su) *False Death*: Injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Cha damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A creature whose Charisma score is reduced to 0 by false death falls into a deep coma and appears to be dead to anyone who doesn't succeed at a DC 25 Heal check. After one week, the affected creature wakes up with all of its Charisma restored.

Gravedigger (Su) As a standard action, a gravebound can open up a 10-foot-deep pit in the earth underneath a single creature. The creature can avoid falling into the pit with a successful DC 17 Reflex save. Because the pit is made of soft earth, the falling damage the creature takes is nonlethal damage. The save DC is Charisma-based.

Tied to the Grave (Ex) A gravebound can't venture more than 1,000 feet from the spot where its body is buried.

Vulnerable to Consecration (Ex) Whenever a gravebound is within the area of a *consecrate* effect, it must succeed at a DC 15 Fortitude save at the beginning of each of its turns or be staggered for 1 round.

Illustration by Steve Ellis

Gravebound are hateful creatures formed when the souls of people who were buried alive return, animating grave dirt to form new bodies. Obsessed with their own deaths, gravebound can't travel far from their resting places, but they seethe with the need to inflict their fate upon others. A gravebound digs graves and attempts to bury victims alive in them, and wounds taken at its hands can cause a victim to appear to be dead. Each gravebound arises with a shovel attached to its back—a mark of its obsession—and those who slay a gravebound can take the shovel to assist buried allies before they suffocate.

Gray

This gray-skinned humanoid has long, willowy limbs and a bulbous head with oversized black eyes.

GRAY **CR 4**

XP 1,200

NE Small humanoid (gray)

Init +3; **Senses** darkvision 30 ft.; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 39 (6d8+12)

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

OFFENSE

Speed 20 ft.

Melee touch +2 (sensory overload)

Special Attacks probe, sleep paralysis (DC 16)

Psychic Magic (CL 5th, concentration +9)

7 PE—*anticipate thoughts*[OA] (2 PE, DC 16), *mind thrust II*[OA] (2 PE, DC 16), *sleep* (1 PE, DC 15)

Spell-Like Abilities (CL 5th; concentration +9)

Constant—*blink*

STATISTICS

Str 9, **Dex** 16, **Con** 15, **Int** 18, **Wis** 14, **Cha** 17

Base Atk +3; **CMB** +1; **CMD** 13

Feats Combat Casting, Improved Iron Will, Iron Will

Skills Heal +8, Knowledge (any one) +10, Knowledge (arcana) +7, Knowledge (planes) +10, Perception +8, Sense Motive +8, Spellcraft +10

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

ECOLOGY

Environment any

Organization solitary, pair, or invasion (6–12)

Treasure standard

SPECIAL ABILITIES

Phase (Su) A gray has the ability to become out of phase, allowing it to pass through walls or material obstacles. In order to use this ability, a gray must begin and end its turn outside of whatever wall or obstacle it's moving through. A gray can't move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. This innate acumen with phasing also lets a gray begin and end its *blink* spell-like ability as a free action on its turn.

Probe (Su) As a standard action, a gray can probe the mind of a single intelligent, conscious, helpless creature it touches. Each minute it can scan for an answer to a simple question (such as, "Where is your family hiding?") or for information on a general topic the subject knows. In addition, as long as the gray has probed the subject for at least 1 minute, it can choose one Knowledge skill the subject has at least 1 rank in and make Knowledge checks using the subject's skill modifier instead of its own for the next 24 hours. This is a mind-affecting effect.

Sensory Overload (Su) Any creature hit by a gray's touch is stunned by sensory overload for 1d4 rounds unless it succeeds at a DC 16 Will save. A gray can't use sensory overload and probe at the same time, and must choose only one of these to use each time it touches a creature. The save DC is Intelligence-based.

Sleep Paralysis (Su) As a standard action, a gray can paralyze a sleeping creature within 30 feet that it can see. Targets who succeed at a DC 17 Will save remain asleep and are immune to the same gray's sleep paralysis for 24 hours. A creature who fails awakens and is paralyzed for 1d6 minutes. Any attack or hostile action other than a gray's probe ability ends this paralysis. If the paralysis is not interrupted early, at the end of its duration the victim falls back asleep and has no memory of the event, as if its memory were eliminated by *modify memory*. The creature attempts a Will save against the memory erasure, and if it succeeds it remembers the paralysis and probing but with imperfect clarity. This is a mind-affecting effect. The save DC is Intelligence-based.

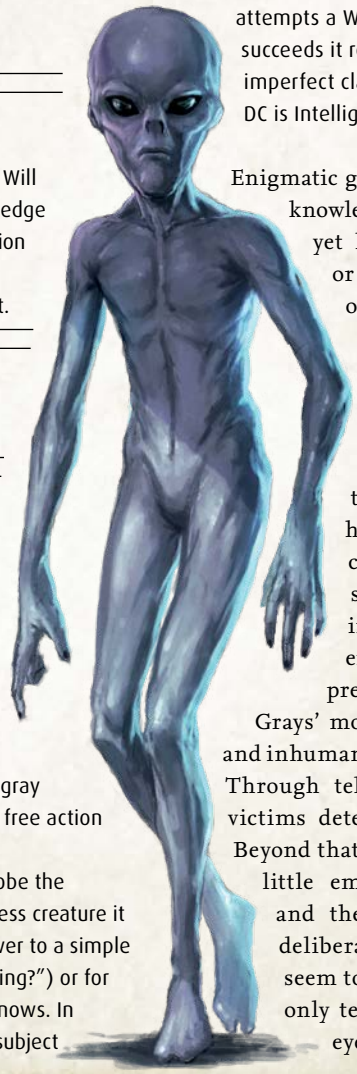


Illustration by Maichol Quinto

Enigmatic grays travel the Material Plane in search of knowledge and living specimens for research, yet little is known about their motivations or where exactly they come from. Stories of encounters with these creatures often take the form of poorly remembered nightmares from those who experience a gray's sleep paralysis. Some abductees recall being brought aboard the grays' vast, otherworldly vessels and subjected to nightmarish experiments, while others have vivid but terrifying memories of being confined in cramped, dark places that are seemingly alive. In spite of the differences in their experiences, those who have encountered grays universally find their presence alien, condescending, and sinister.

Grays' movements and expressions are disturbing and inhuman, and their intentions remain inscrutable. Through telepathic contact with the beings, their victims detect a constant, unwavering malevolence. Beyond that, the grays' faces and full, black eyes show little emotion. Their movements are efficient, and they frequently spend several seconds in deliberation before each move they make. They seem to communicate with their own kind using only telepathy, forgoing even body language or eye contact.

Gray Goo

Droplets of a silvery gray, slightly grainy goo gleam dully as they hang in the air.

GRAY GOO **CR 14**

XP 38,400

N Fine construct (swarm)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 29, touch 29, flat-footed 18 (+10 Dex, +1 dodge, +8 size)

hp 123 (19d10+19)

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

Defensive Abilities dispersion, swarm traits; **Immune** construct traits, weapon damage

OFFENSE

Speed fly 50 ft. (perfect)

Melee swarm (6d6 plus dismantle and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks dismantle, distraction (DC 21), infest

STATISTICS

Str 1, **Dex** 30, **Con** —, **Int** 5, **Wis** 10, **Cha** 1

Base Atk +19; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Dodge, Great Fortitude, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Lightning Stance, Mobility, Toughness, Wind Stance

Skills Fly +26, Perception +13, Stealth +32 (+42 when dispersed); **Racial Modifiers** +10 Stealth when dispersed

Languages Common (can't speak)

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Dismantle (Ex) Creatures damaged by a gray goo must succeed at a DC 19 Reflex save or a random piece of their equipment takes the same amount of damage, determined as though the target rolled a natural 1 on a saving throw, using the rules for items surviving after a saving throw (*Pathfinder RPG Core Rulebook* 217). In addition, unattended objects in the area of a gray goo take damage if the swarm chooses to harm them. The save DC is Constitution-based.

Dispersion (Ex) As an immediate action, a gray goo can disperse, spreading itself across a cube-shaped area 30 feet on a side. While dispersed, the goo deals no damage and can't use its other special abilities until it reforms. A dispersed gray goo can hide in plain sight (as a ranger in her favored terrain) with a +10 bonus on its Stealth checks and doesn't take additional damage from area effects for being a swarm. It takes 2 rounds for a dispersed gray goo to reform.

Infest (Ex) As a standard action, a gray goo can infest a Medium or larger creature (Fortitude DC 21 negates), including constructs and undead. The gray goo moves inside the creature's body, dealing double its normal damage to its host each round. It can't use its dismantle ability while infesting a creature. A host reduced to 0 hit points while infested by a gray goo is reduced to dust and destroyed (similar to *disintegrate*). A gray goo infesting a host can be expelled by any effect that cures disease, with a disease save equal to this ability's DC. The save DC is Constitution-based and includes a +2 racial bonus.

Swarms of weaponized nanites—microscopic mechanical constructs designed to work in large groups to perform varied tasks—reduce anything in their path to wisps of dust. Called "gray goo" by those who don't understand the true nature of the creature's components, some of these horrific swarms were activated as weapons of mass destruction. Others were originally benign, intended to enhance crops and clean them of pests or combat diseases, but malfunctioned and abandoned their programming. Nanites have limited intelligence and potentially respond to commands. Such controlled swarms are capable of relatively complex decision making, and they might spare the treasure their victims carry, for instance, allowing their masters to better loot the bodies.

Benign Nanites

Nanites meant for benign purposes that retain their original programming are capable of bringing benefits as great as the devastation wrought by their destructive kin, though it can be difficult to tell them apart.

Harvest nanites that tend a field can enhance production and eliminate pests and blight, increasing the yield as the *plant growth* spell. Medical nanites can infest a host body, using their infest ability, but choose not to damage the creature itself, instead surgically targeting invasive organisms, functioning as a *remove disease* spell with a caster level equal to the swarm's hit dice. Crafter nanites can dismantle objects to build others, as *fabricate*, and potentially even do the same with flesh, as *regenerate*.

Illustration by Diana Martinez

Gremlin, Hobkins

This small, blue-gray humanoid has glowing eyes and huge ears on its round, oversized head.

HOBKINS **CR 1/2**

XP 200

NE Small fey

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

DEFENSE

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

hp 9 (2d6+2)

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

Defensive Abilities out of phase; **DR** 5/cold iron

OFFENSE

Speed 30 ft.; minor levitation

Melee 2 claws +4 (1d4–1)

Special Attacks collateral damage

Spell-Like Abilities (CL 2nd, concentration +4)

At will—*dancing lights*, *ghost sound* (DC 12), *silent image* (DC 13)

STATISTICS

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

Base Atk +1; **CMB** –1; **CMD** 11

Feats Weapon Finesse

Skills Acrobatics +7, Bluff +7, Intimidate +11, Knowledge (local) +6, Perception +6, Sense Motive +6, Stealth +11; **Racial Modifiers** +4 Intimidate

Languages Aklo, Common

SQ frightener

ECOLOGY

Environment any

Organization solitary, gang (2–5), or infestation (6–30 plus 1 hobkins malefactor)

Treasure standard

SPECIAL ABILITIES

Collateral Damage (Su) Whenever an attack fails to damage a hobkins, whether due to the attack result being too low, a miss chance, or a failure to penetrate DR, the hobkins can redirect the attack to any target that was in range of the original attack (if any). The attack can't be redirected against the original attacker. The attacker rolls a new attack and damage roll against the new target, and is considered to possess the Improved Critical feat for the redirected attack. Hobkins delight in using this ability to force creatures to destroy their own prized possessions.

Frightener (Ex) Intimidate is always a class skill for a hobkins, and it never takes a penalty on Intimidate checks due to being smaller than its target.

Minor Levitation (Su) Hobkins generally float 1 inch above the ground. A hobkins can levitate up to 20 feet straight up as a move action, but at the end of the movement, unless it's found something to cling to, it returns to 1 inch above the nearest flat surface below.

Out of Phase (Su) Hobkins are slightly out of phase with the Material Plane, causing all ranged attacks against them to suffer a 75% miss chance, including spells that require ranged touch attack rolls. Anything that prevents the *blink* spell also prevents this ability from functioning.

Like many gremlins, hobkins enjoy destroying things that others cherish, but unlike their jinkin cousins, hobkins delight in manipulating people into destroying their own belongings. Their favorite strategy is to use their spell-like abilities and their Intimidate skill to frighten a family. A hobkins may wait at a child's window during a storm so that it appears pressed up against the glass when the lightning flashes, only to hide away when they check again. Once its victims work themselves into a frenzy, the gremlin gives them time to arm themselves, then reveals itself, leaping and floating out of reach to force panicked victims to throw anything at hand.

A hobkins stands 3 feet tall and weighs 15 pounds.

Hobkins Malefactor

Ordinary hobkins are threats to common folk or careless adventurers with more offense than defense, but hobkins malefactors can mold a group of hobkins into something much more terrifying. Possessed of eerie psychic powers, hobkins malefactors can command countless hobkins telepathically to ensure perfect coordination.

Hobkins malefactors possesses the psychic magic ability, with a variety of psychic spells at their command, different for each malefactor. Malefactors are usually advanced by hit dice, but sometimes have levels in psychic or mesmerist.

Hobkins malefactors are rarely content with the destruction of prized possessions; instead, they seek nothing less than the massacre of innocents at the hands of their own protectors. To accomplish these goals, they calculate each of their moves carefully, with an endgame of an entire small settlement gathered together and prime for redirected attacks from the hobkins' collateral damage ability.

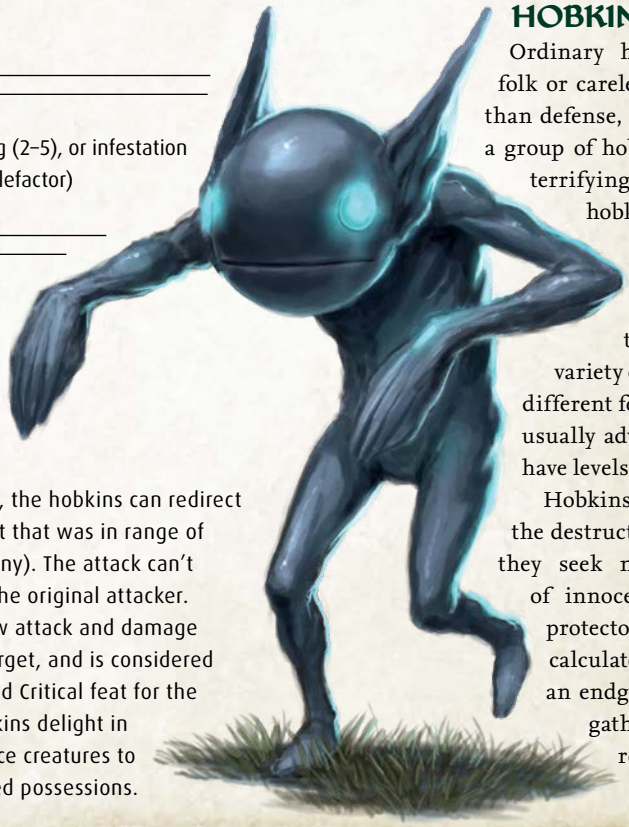


Illustration by Maichol Quinto

Gremlin, Nuno

This withered, eyeless little creature has a mushroom cap for a head, and a stringy fungus beard frames his toothless grin.

NUNO **CR 1/4**

XP 100

NE Tiny fey

Init +2; **Senses** tremorsense 30 ft.; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d6)

Fort +0, **Ref** +4, **Will** +4

Defensive Abilities ant affinity; **DR** 2/cold iron

OFFENSE

Speed 20 ft., burrow 10 ft.

Melee slam +0 (1d2–2)

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

Special Attacks nuno's curse

STATISTICS

Str 6, **Dex** 15, **Con** 10, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 8

Feats Ability Focus (nuno's curse)

Skills Bluff +6, Knowledge (dungeoneering) +6, Knowledge (nature) +5, Perception +6, Sense Motive +6, Stealth +14, Survival +3; **Racial Modifiers** +4 Knowledge (dungeoneering)

Languages Aklo, Sylvan, Terran

SQ wax locator

ECOLOGY

Environment any warm land or underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Ant Affinity (Su) Ants will never attack a nuno. A nuno can control ants and ant swarms as a druid's wild empathy, with a +4 racial bonus on their checks. While ants are normally mindless, the nuno imparts to them a modicum of implanted intelligence, allowing nunos to train ants to perform tasks as necessary to suit the nunos' fancies.

Nuno's Curse (Su) A nuno can curse any creature it touches unless the creature succeeds at a DC 14 Will save. A creature that harms the nuno, damages the nuno's home, or steals the nuno's belongings must also save against the curse with a –2 penalty. A creature that succeeds at its save is immune to that nuno's curse for 24 hours. A creature under the effects of the nuno's curse experiences horrific swelling and hair growth in a location the nuno touched or that was associated with harming the nuno (for instance, a creature's foot if that creature kicked over the nuno's anthill). This swelling imparts a –2 penalty to Dexterity and causes the affected area to occasionally ooze or expel black pus. The DC to remove a nuno's curse with spells and abilities like *remove curse* is 10 higher than normal (24 for a typical nuno). A nuno can remove its curse as a standard action, and when a nuno dies, all its active curses end immediately. The effects of multiple nuno's curses don't stack. The save DC is Charisma-based.

Wax Locator (Su) Any creature cursed by a nuno can spend 1 minute pouring molten wax into a spoon and then into a container of water, causing the wax to run in the direction of the nuno. This allows the accursed creature to find the nuno no matter where it hides and attempt to put an end to the curse.

Nunos are fungus gremlins that live in anthills. Even young nunos appear as wizened old men, and the creatures are solitary hermits, living among ants in anthills and burrows in tropical regions. Though nunos are as spiteful as any other gremlins, they tend to keep to themselves and reserve their enmity for those who bother them—especially those who dare to harm a nuno's anthill home.

Due to the relative difficulty of removing a nuno's curse via magic, the best options for a creature cursed by a nuno are to slay the nuno or parley with the creature. Since the curse could have triggered while the nuno wasn't present, both approaches are made easier by the nuno's wax locator ability. Though inherently grumpy, nunos are easily bribed with offerings of fruit or valuable objects, and can at times be swayed by a particularly well-constructed argument. They can also usually be persuaded by humanoids and fey they find beautiful, though a nuno's predilections are unpredictable at best, and they tend to loathe conventional beauty.

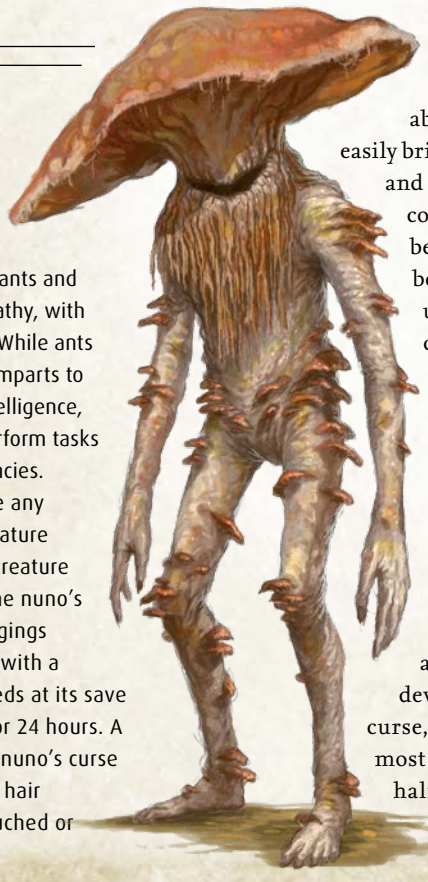


Illustration by Maichol Quinto

Nuno Ascetic

Rarely, a nuno's isolated existence allows it to unlock secrets of reality unknown to others. These nuno ascetics still value their privacy, but they are sometimes willing to accept lavish bribes from pilgrims in exchange for sharing their wisdom. Nuno ascetics advance by class level, usually either as either monks or occult classes. They each develop a unique variation on the basic nuno's curse, which acts as a signature of sorts. Unlike most monsters with class levels, nuno ascetics add half their class level to the DC of their nuno's curse ability.

Griefgall

Thorn-tipped tendrils and flowering filaments sprout from this tiny, squirming grublike plant.

GRIEFGALL **CR 6**

XP 2,400

NE Tiny plant

Init +8; **Senses** all-around vision, low-light vision; Perception +16

DEFENSE

AC 17, touch 17, flat-footed 12 (+4 Dex, +1 dodge, +2 size)

hp 58 (9d8+18)

Fort +8, **Ref** +7, **Will** +5

DR 5/slashing; **Immune** plant traits

Weaknesses cold lethargy

OFFENSE

Speed 5 ft., burrow 5 ft., climb 5 ft.

Melee tendrils +12 (1d2–3 plus paralysis)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tendrils)

Special Attacks paralysis (1d3 minutes, DC 16), parasitize

Psychic Magic (CL 9th; concentration +11)

12 PE—*crushing despair* (4 PE, DC 16), *feast on fear*[ACG] (5 PE, DC 17), *miserable pity*[UM] (affects host and self; 2 PE, DC 14), *overwhelming grief*[UM] (4 PE, DC 16), *terrible remorse*[UM] (4 PE, DC 16)

STATISTICS

Str 4, **Dex** 19, **Con** 14, **Int** 4, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 16 (can't be tripped)

Feats Dodge, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse

Skills Climb +5, Perception +16, Stealth +19

Languages Aklo (speaks through host only)

SQ freeze, germinate

ECOLOGY

Environment temperate or warm forests or urban

Organization solitary or infestation (2–5)

Treasure incidental

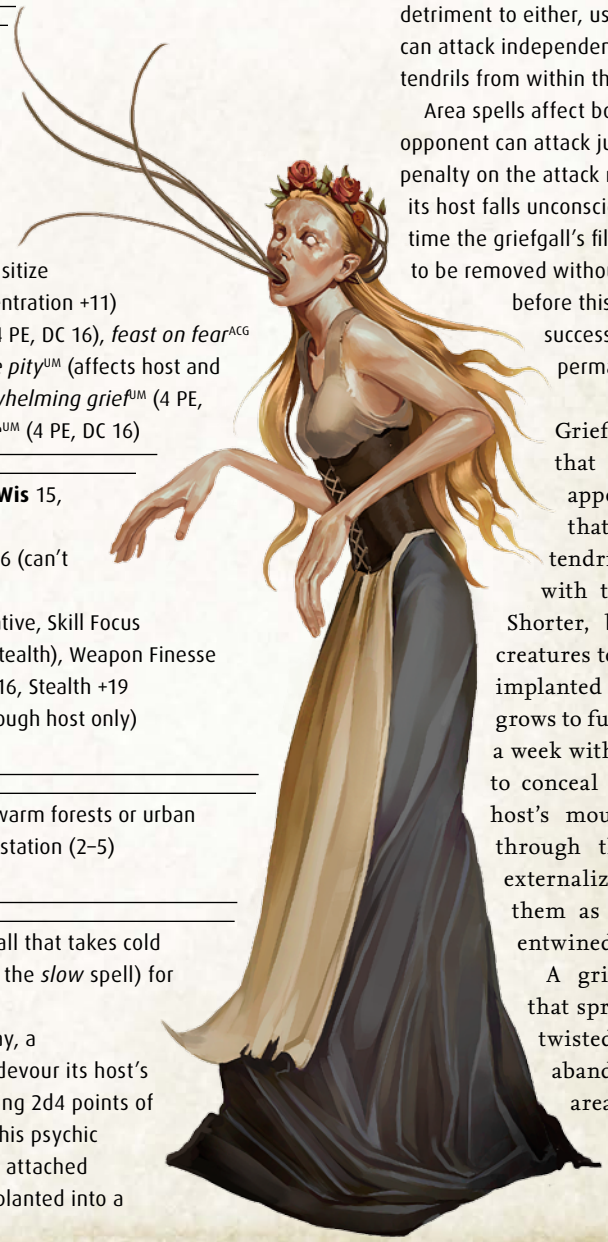
SPECIAL ABILITIES

Cold Lethargy (Ex) A griefgall that takes cold damage is slowed (as per the *slow* spell) for 1d4 rounds.

Germinate (Su) Once per day, a parasitizing griefgall can devour its host's emotions for 1 hour, dealing 2d4 points of Charisma damage. After this psychic feasting, it germinates an attached seedling that must be implanted into a new host within 1 week or perish. A griefgall can have no more than one seedling at a time.

Parasitize (Su) As a full-round action that provokes attacks of opportunity, a griefgall can implant itself or a seedling inside an adjacent helpless or willing humanoid's throat. An implanted seedling becomes a fully grown griefgall in 1 minute, during which time the seedling can be removed by a creature other than the target with a successful DC 20 Heal check. An implanted griefgall's filaments infiltrate the host's nervous system, controlling the host as *dominate person*. This control is not prevented by *protection from evil* or similar effects, nor does the host receive saving throws to resist control. Each day, the griefgall deals 1d2 points of Charisma damage to its host by feeding on its emotions. The griefgall shares the same space as its host without detriment to either, uses its flowers to see and hear, and can attack independently of its host, including with its tendrils from within the host's mouth.

Area spells affect both the griefgall and the host. An opponent can attack just the griefgall, but takes a –4 penalty on the attack roll. If a parasitizing griefgall is slain, its host falls unconscious for 1d4 hours, during which time the griefgall's filaments wither away, enabling it to be removed without harming the host. Removing it before this occurs requires 1d4 minutes and a successful DC 25 Heal check or the host is permanently paralyzed.



Griefgalls are pitiless psychic parasites that feed on emotions. Their bodies appear as tiny, squirming plant pods that closely resemble grubs. Long tendrils sprout from the pod, tipped with thorns that drip a paralytic sap. Shorter, blossoming filaments allow the creatures to see and hear. A griefgall must be implanted into a humanoid, and it quickly grows to full size, but can't survive more than a week without a humanoid host. It attempts to conceal its body and tendrils within the host's mouth. By extruding its filaments through the victim's neck and scalp, it externalizes its sensory organs, disguising them as a flowery headdress or garland entwined with the victim's hair.

A griefgall and the other griefgalls that sprout from its seedlings often form twisted family units by congregating in abandoned houses in sprawling urban areas. An elder griefgall, identifiable because it sprouts more and more tendrils as it ages, takes on the role of a matriarch.

Illustration by Diana Martinez

Grim Reaper

One bleached-bone hand of this robed, skeletal figure grasps a massive, curved scythe.

GRIM REAPER **CR 22**

XP 614,400

NE Medium undead (extraplanar)

Init +14; **Senses** darkvision 60 ft., *see invisibility*, status sight, *true seeing*; Perception +6

Aura misfortune (20 ft.), unnatural aura

DEFENSE

AC 39, touch 29, flat-footed 28 (+10 Dex, +1 dodge, +10 natural, +8 profane)

hp 400 (32d8+256)

Fort +26, **Ref** +29, **Will** +32

Defensive Abilities channel resistance +4, death's grace; **DR** 10/—; **Immune** undead traits; **SR** 33

OFFENSE

Speed 60 ft., fly 90 ft. (perfect)

Melee *+5 keen adamantine scythe* +40/+40/+35/+30/+25 (2d4+18/19–20/×4 plus death strike and energy drain)

Special Attacks death strike (DC 34), energy drain (2 levels, DC 34), final death

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

Constant—*haste*, *see invisibility*, *true seeing*

At will—*call spirit*[OA] (DC 23)

3/day—*finger of death* (DC 26), *power word kill*

1/day—*plane shift* (DC 23)

STATISTICS

Str 29, **Dex** 30, **Con** —, **Int** 15, **Wis** 23, **Cha** 26

Base Atk +24; **CMB** +34; **CMD** 62

Feats Cleave, Cleaving Finish[UC], Combat Casting, Combat Reflexes, Critical Focus, Dazing Assault[APG], Furious Focus[APG], Great Cleave, Improved Cleaving Finish[UC], Improved Initiative, Power Attack, Staggering Critical, Step Up, Stunning Critical, Tiring Critical, Weapon Focus (scythe)

Skills Acrobatics +42, Disguise +43, Fly +18, Intimidate +43, Knowledge (planes) +18, Knowledge (religion) +21, Ride +42, Stealth +45

Languages Celestial, Common, Infernal

ECOLOGY

Environment any

Organization solitary

Treasure standard (*+5 keen adamantine scythe*, other treasure)

SPECIAL ABILITIES

Death Strike (Su) A grim reaper automatically confirms any critical hit. A creature damaged by a critical hit from a grim reaper must succeed at a DC 34 Fortitude saving throw or be instantly killed. The save DC is Charisma-based.

Death's Grace (Su) The dark power stolen from countless souls protects a grim reaper, granting it a profane bonus on all saving throws and to AC equal to its Charisma modifier.

Final Death (Su) A creature killed by a grim reaper can't be brought back to life by any means short of divine intervention.

Misfortune Aura (Su) When a living creature attempts an ability check, attack roll, caster level check, skill check, or saving throw within 20 feet of a grim reaper, it must roll two d20s and take the lowest roll before applying any modifiers.

Status Sight (Su) When a grim reaper gazes on a creature, it can see that creature's emotion aura (*Pathfinder RPG Occult Adventures* 198) and that creature's current health and overall well-being. This acts as the *status* spell, as well as the emotion aura aspect of the *analyze aura*[OA] spell.

As silent as the grave and as inevitable as time, grim reapers are more akin to forces of nature than individual beings, being nothing less than personifications of grim, violent death.

Unlike their lesser kin, grim reapers never work together or with other creatures, save for select ancient dragons and dragon-like undead that sometimes serve these dreaded soul hunters as steeds. This lack of cooperation has led some to speculate that there is only one grim reaper who plagues the multiverse. Others claim that least nine of these creatures stalk the worlds and planes, culling the living as inexplicable servants of true entropy. According to the teaching of some death cults, the final goal of a grim reaper is to end the entire cycle of life and death and to serve as a silent lord of an empty universe.

Grim reapers are so feared that even most outsiders give them a wide berth. This suits the reapers well, as that means less interference with the harvest of doomed souls. A grim reaper stands approximately 6-1/2 feet tall and weighs about 40 pounds.

LESSER DEATH **CR 16**

XP 76,800

NE Medium undead (extraplanar)

Init +14; Senses darkvision 60 ft., *see invisibility*, status sight; **Perception** +6

Aura misfortune (10 ft.), unnatural aura

DEFENSE

AC 31, touch 21, flat-footed 20 (+10 Dex, +1 dodge, +10 natural)

hp 276 (24d8+168)

Fort +17, **Ref** +19, **Will** +20

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 27

OFFENSE

Speed 60 ft.; *air walk*

Melee *+2 keen scythe* +30/+30/+25/+20/+15 (2d4+14/19–20/×4 plus energy drain)

Special Attacks energy drain (2 levels, DC 29)

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

Constant—*air walk*, *haste*, *see invisibility*

3/day—*call spirit*[OA] (DC 22), *slay living* (DC 22)

1/day—*finger of death* (DC 25), *plane shift* (DC 22)

STATISTICS

Str 27, **Dex** 30, **Con** —, **Int** 15, **Wis** 23, **Cha** 24

Base Atk +18; **CMB** +27; **CMD** 47

Feats Combat Casting, Critical Focus, Dazing Assault[APG], Furious Focus[APG], Great Fortitude, Improved Initiative, Power Attack, Staggering Critical, Step Up, Stunning Critical, Tiring Critical, Weapon Focus (scythe)

Skills Acrobatics +34, Disguise +34, Intimidate +34, Knowledge (planes) +14, Knowledge (religion) +17, Ride +34, Stealth +37

Languages Celestial, Common, Infernal

ECOLOGY

Environment any

Organization solitary or murder (2–4)

Treasure standard (*+2 keen scythe*, other treasure)

SPECIAL ABILITIES

Misfortune Aura (Su) When a living creature attempts an ability check, attack roll, caster level check, skill check, or saving throw within 10 feet of a lesser death, it must roll two d20s and take the lowest roll before applying any modifiers.

Status Sight (Su) When a lesser death gazes on a creature, it can see that creature's emotion aura (*Occult Adventures* 198) and that creature's current health and overall well-being. This ability acts as the *status* spell, as well as the emotion aura aspect of the *analyze aura*[OA] spell.

Lesser deaths are the weaker cousins of grim reapers. It is whispered among dark cabals and occult fellowships that the first soul unshackled from its mortal coil faced its final judgment with scorn and defiance. This creature was so outraged by the metaphysical order of the multiverse that it became a kind of rogue deity dedicated to the ending of all other lives. Particularly powerful creatures killed by this unforgiving deity become the servants of their slayer, spreading death wherever they wander. The least powerful of these lethal servants are called lesser deaths.

The first creators of the *decks of many things* captured some of these twisted lesser deaths long ago and bound them to those artifacts. This handful of treacherous artifacts calls forth a lesser death instead of a dire wraith when the skull card is drawn. The vast majority of lesser deaths are not bound within artifacts, though, and are free to wander the multiverse, spreading doom wherever possible. Their choices of victims sometimes seem capricious, and have birthed myriad rumors regarding their nature and purpose. Some claim that these creatures serve the whims of a hidden force in the multiverse, while others claim they select their victims according to some dark logic that only they fathom. While these creatures possess a wicked intelligence, they converse with no one and use their haunting rasps only rarely, in mockery of those who would defy them. On rare occasions, a group of these creatures converges and works together to deal death to a particularly powerful foe. When they do, they often come riding advanced albino cauchemars (*Pathfinder RPG Bestiary* 216) in a terrifying stampede, trampling the life from any who would impede their dread work.

A lesser death appears much like a typical grim reaper, though those who have encountered both claim that it's impossible to mistake one for the other, as lesser deaths lack the hopeless gravity of true grim reapers.

Illustration by Maichol Quinto

Grimslake

This maggotlike creature has a long tail covered with frightening hooked suckers.

GRIMSLAKE **CR 6**

XP 2,400

CE Large aberration (extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 68 (8d8+32); fast healing 5

Fort +6, **Ref** +5, **Will** +10

Defensive Abilities slashing scales; **Immune** disease; **Resist** acid 10, fire 10

OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft.

Melee bite +12 (2d6+7 plus grab), sting +12 (1d6+7 plus grab)

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

Special Attacks constrict (1d6+6), marrow drain, penetrating jaws

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

3/day—*death knell* (DC 12), *ray of exhaustion* (DC 13)

1/day—*slow* (DC 13)

STATISTICS

Str 24, **Dex** 13, **Con** 19, **Int** 6, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 25 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Step Up

Skills Climb +26, Perception +13

Languages Abyssal

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Marrow Drain (Ex) A grimslake's tail is covered with suckers that extend long, thin, razor-sharp tendrils to drill into its victim's bones, draining them of marrow. As a swift action, a grimslake can drain marrow from a creature it is grappling or from a helpless creature. The victim can resist this painful attack with a successful DC 18 Fortitude save; otherwise, the creature becomes staggered from the horrific agony for 1 round and takes 1 point of Constitution drain. The save DC is Constitution-based.

Penetrating Jaws (Su) A grimslake's bite attack penetrates cold iron and silver damage reduction.

Slashing Scales (Ex) The scales running in a line down a grimslake's back have razor-sharp ridges and spines, and the creature is adept at lashing at attackers with these scales. Any creature that attacks a grimslake with a natural weapon, unarmed strike, or light weapon must succeed at a DC 15 Reflex save or take 1d4 points of slashing damage. The save DC is Dexterity-based.

The grublike grimslake is commonly found on Abyssal battlefields, where it crawls among the bodies, sucking away marrow and other vital tissues found within the dead. Of course, when fresh carcasses aren't available, grimslakes eagerly to turn to living victims—they take particular delight in the sound of screams as they feed. While on the Abyss, they often hunt lesser demons, but these semi-intelligent scavengers find mortal humanoids a particular delicacy.

The hermaphroditic grimslakes use the remnants of their meals as incubators for their eggs. After eating, they fill the drained bodies with their eggs and fertilize them. Then they abandon the eggs to search for new feeding grounds, leaving behind a hideous legacy. Other scavengers instinctively avoid the egg-filled bodies, and 10 to 12 days later, the corpses burst open, releasing a mass of grimslakes the length of a human arm. These creatures fall upon each other in a ravenous orgy of cannibalism, growing quickly as they consume their kin until, a few days later, the few surviving, fully grown grimslakes go off in search of new food and incubators.

In the Abyss, some demon lords use grimslakes to dispose of bodies. Others use them as implements of torture. The worst keep them as food sources—not to eat the grown specimens, but to dine on corpses pregnant with the grimslakes' seething young.

Illustration by Damien Mammoliti

Grioth

This silent batlike humanoid has a long, ratlike tail and four narrow eyes.

GRIOTH **CR 1**

XP 400

CE Medium monstrous humanoid

Init +4; **Senses** blindsight 20 ft., see in darkness; Perception +6 (+10 in darkness)

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 13 (2d10+2)

Fort +1, **Ref** +7, Will +6

Immune cold

Weaknesses light sensitivity

OFFENSE

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

Melee mwk kukri +3 (1d4+1/18–20 plus 1d4 nonlethal), bite –3 (1d6 plus poison)

Special Attacks mindshock, psychic weapons

Psychic Magic (Sp) (CL 1st; concentration +2)

6 PE—*daze monster* (2 PE, DC 13), *detect magic* (0 PE), *id insinuation I*[OA] (2 PE, DC 13), *mage hand* (0 PE), *open/close* (0 PE)

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 13, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 16

Feats Iron Will

Skills Fly +9, Knowledge (geography) +3, Perception +6 (+10 in darkness), Sense Motive +3, Stealth +9; **Racial Modifiers** +4 Perception in darkness

Languages Aklo, Grioth; telepathy 30 ft.

SQ no breath

ECOLOGY

Environment any

Organization solitary, pair, gathering (3–6 plus 1 cleric of 3rd level), or cult (7–20 plus 2–6 clerics of 3rd level, 2–4 barbarians of 3rd level, and 1 cleric of 7th level)

Treasure NPC gear (masterwork kukri, other treasure)

SPECIAL ABILITIES

Mindshock (Su) Whenever a grioth damages a creature with a psychic weapon, a surge of violent psychic energy pulses into the victim's body, causing an additional 1d4 points of nonlethal damage. On a confirmed critical hit, this additional nonlethal damage does not increase, but the creature struck must succeed at a DC 13 Will save or become confused for 1d2 rounds. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* shaken for 1 round; *cure* 1 save.

Psychic Weapons (Ex) A grioth's weapons are made from a strange metal that causes slashing and piercing weapons to deal 1 additional point of damage and allow the grioth to use its mindshock ability.

Grioths inhabit rogue planets cast away from their stars—often, they travel to other worlds via powerful magic portals during eclipses to pillage resources rare on their frozen homeworlds. Many of these evil creatures are known for their devotion to the Outer God Nyarlathotep (whom they worship in his guise as the Haunter of the Dark), and it isn't uncommon for colonies of grioths to be led by clerics.

Grioths speak a language composed of squeaks, clicks, and other nonsensical animal noises—they are capable of speaking other languages, but do so in raspy, dry voices. They favor weaponry crafted from metals that synergize with their psychic powers.

The grioth race is prone to mutations, their forms twisted by eldritch forces into lumbering giants or deformed horrors. The most powerful of their kind often possess great physical prowess, as well as unique psychic magic or spell-like abilities that aid them in ruling their dark spire cities and in their constant wars against entities even more alien than themselves.

Illustration by Miguel Regodón Harkness

Guardian Scroll

This innocuous-looking scroll flits about with serpentine grace, baring its razor-sharp edges.

GUARDIAN SCROLL **CR 3**

XP 800

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 size)

hp 27 (5d10)

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

DR 5/magic; **Immune** bludgeoning, crushing, and falling damage, construct traits

Weaknesses susceptible to mind-affecting effects, vulnerable to fire

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee slice +9 (1d4+3 plus 1d2 bleed and grab)

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

Special Attacks bleed (1d2), constrict (1d4+3), grab (Medium), smothering wrap

STATISTICS

Str 14, **Dex** 15, **Con** —, **Int** 4, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +5 (+9 grapple); **CMD** 18

Feats Dodge, Flyby Attack, Lightning Reflexes

Skills Acrobatics +4, Fly +20

Languages Common (can't speak)

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Smothering Wrap (Ex) When a guardian scroll grapples a creature, it entirely covers its opponent's head with an airtight grip. A creature grappled by the scroll cannot see, speak, or cast spells with verbal components, and it must hold its breath (see Suffocation on page 445 of the *Pathfinder RPG Core Rulebook*). Creatures that don't speak or breathe through their heads aren't affected in this manner, nor are those blinded who can see through other means. Any attacks targeting a guardian scroll while it's grappling deal half damage to the scroll and the other half to the grappled creature.

Susceptible to Mind-Affecting Effects (Ex) As an intelligent construct, a guardian scroll is subject to mind-affecting effects.

Illustration by Chris Seaman

Guardian scrolls are deceptive constructs created from enchanted paper or papyrus, designed to protect the lairs, libraries, and sacred texts of magical practitioners. When an intruder enters a proscribed area or touches a prohibited object without first speaking a password or otherwise signaling permission to enter, the guardian scroll attacks. At rest, guardian scrolls appear identical to any number of different types of magical or nonmagical scrolls. When a guardian scroll becomes active, it rises in the air and unfurls to a length of almost 4 feet. It wafts through the air with casual ease as it approaches its target. When it attacks, it stiffens its edges, making them blade-sharp. It races past its target and draws its entire length across any exposed flesh, leaving a long, deep, and painful slash that bleeds badly afterward. This is not the scroll's only means of attack, however. It can also wrap itself around a Medium or smaller creature in the blink of an eye, constricting it. While the strength of its constriction is not as intense as that of a giant snake, the guardian scroll is intelligent enough to strategically wrap itself around the face of its target to blind and asphyxiate the creature.

Construction

A guardian scroll's body is usually made of paper crafted from the body of a living, intelligent tree or plant creature; the complex process of extraction normally destroys the creature. For this reason, the creation of a guardian scroll is usually an evil act. A Large or Medium creature can provide more than enough paper to create dozens of guardian scrolls. The paper used for this purpose can also be produced alchemically from normal sources of pulp at greater expense with a successful DC 25 Craft (alchemy) check. The additional price and cost for this alternative process are listed in parentheses in the stat block below.

GUARDIAN SCROLL

CL 8th; **Price** 5,000 gp (7,500 gp)

CONSTRUCTION

Requirements Craft Construct, *bull's strength*, *false life*, *fly*, *lesser geas*, *magic weapon*, *make whole*; paper made from an intelligent plant creature that dies or is slain during the paper-making process, or a more costly alchemically treated paper; creator must have 5 ranks in Linguistics; **Skill** Craft (calligraphy) DC 15; **Cost** 2,500 gp (3,750 gp)

Gunpowder Ooze

This lurching mass of slime and gunpowder leaves a trail of shiny black residue in its wake, and shudders with concussive energy.

GUNPOWDER OOZE **CR 14**

XP 38,400

N Large ooze

Init +0; **Senses** Perception –5

DEFENSE

AC 9, touch 9, flat-footed 9 (–1 size)

hp 230 (20d8+140)

Fort +13, **Ref** +6, **Will** +1

Defensive Abilities split (slashing or fire, 46 hp); **Immune** cold, ooze traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +23 (2d6+13 plus grab and gunpowder residue)

Ranged blast +14 touch (4d6+7 plus gunpowder residue)

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

Special Attacks blast, combust, constrict (2d6+13), gunpowder residue

STATISTICS

Str 28, **Dex** 11, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 35 (can't be tripped)

Skills Climb +17

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Blast (Ex) Once every 1d4 rounds as a swift action, a gunpowder ooze can fire a blast of gunpowder from its body as a ranged touch attack, dealing an amount of damage equal to 4d6 + the ooze's Constitution modifier (+7 for most gunpowder oozes). Any creature struck by this blast is coated in the ooze's gunpowder residue (Reflex DC 27 negates). This attack has a range of 180 feet with no range increment. The save DC is Constitution-based.

Combust (Ex) Because of its volatile nature, a gunpowder ooze may explode around open flames or sparks. Anytime a gunpowder ooze takes fire damage or damage from a ranged firearm attack, it spontaneously explodes, dealing 10d6 points of fire damage to all creatures and objects in a 30-foot cone facing the damage source that ignited the ooze (Reflex DC 27 half). If there is no method of determining the damage source's direction (such as a burst or spread centered on the ooze), the ooze instead combusts in a 15-foot-radius burst. A gunpowder ooze that combusts splits automatically. The save DC is Constitution-based.

Gunpowder Residue (Ex) Whenever a gunpowder ooze successfully strikes a creature with its blast or slam attack, the target must succeed at a DC 27 Reflex save or be coated in sticky gunpowder residue. Though the residue is not harmful in itself, if a creature covered in the residue uses a firearm, wields any weapon capable of dealing fire damage, takes fire damage from any source, or is exposed to a suitable spark, the residue immediately ignites and explodes, dealing 5d6 points of fire damage to the creature. Creatures adjacent to the exploding creature take half damage (which can be halved again with a successful DC 27 Reflex save). Gunpowder residue remains flammable for 24 hours, until it is ignited, or until it is scrubbed away (which requires soap, water, and at least 1 hour of bathing and washing). A creature can be covered in only up to one layer of gunpowder residue at a time. The save DC is Constitution-based.

Common where wild magic and gunpowder are prevalent, gunpowder oozes are the combination of these two dangerous and unpredictable elements.

Admixture Ooze

Sometimes, when gunpowder mixes with unpredictable wild magic and alchemy (a frequent pairing in places where alchemical cartridges are common), an admixture ooze arises. These oozes include additional horrifying elements that were not present in their parent substances. An admixture ooze has the advanced simple template, as well as a unique ability depending on its alchemical admixture. For instance, an admixture ooze with the power of an entangling shot cartridge entangles foes with its slam attack (Reflex DC 27 negates), whereas flare cartridge oozes can emit blinding flashes as a free action, dazzling sighted creatures within 20 feet for 1d6 minutes (Fortitude DC 27 negates).

Illustration by Dieter Miller

Hag Eye Ooze

A single eye stares unblinking from an amorphous blob. A transparent pseudopod extends from the mass.

HAG EYE OOZE **CR 3**

XP 800

N Small ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 6, touch 6, flat-footed 6 (–5 Dex, +1 size)

hp 38 (4d8+20)

Fort +6, **Ref** –4, **Will** –4

Immune acid, cold, ooze traits; **Resist** fire 5

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (1d6+6 plus paralysis)

Special Attacks paralysis (1d4 rounds, DC 17), spell channel

STATISTICS

Str 18, **Dex** 1, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 11 (can't be tripped)

Skills Climb +10

SQ suction, transparent

ECOLOGY

Environment temperate marshes or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Spell Channel (Su) A hag creator of a hag eye ooze can see through the ooze's embedded eye as if it were one of her own. This ability requires that the hag creator and the hag eye ooze be on the same plane in order to function. If the hag that created the hag eye ooze is part of a coven, the following spells have a 5% chance per caster level of operating through a hag eye ooze: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*. A non-hag that controls a hag eye ooze can't cast spells through the ooze, nor can it see through the creature's eye.

Suction (Ex) A hag eye ooze can create a powerful suction against any surface it climbs, allowing it to cling to inverted surfaces with ease. It can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a hag eye ooze gains a +10 bonus to its CMD to resist bull rush attempts, awesome blow attempts, and other attacks and effects that attempt to physically move it from its location.

Transparent (Ex) A hag eye ooze is difficult to discern from its surroundings in most environments. A successful DC 20 Perception check is required to notice a hag eye ooze. Any creature that fails to notice it and walks into it automatically suffers damage as if struck by the hag eye ooze's slam attack.

Some hags create hag eye oozes to serve as scouts and spies, favoring them over humanoid servants due to the ease with which they can be controlled. With hag eye oozes' ability to blend in and climb nearly any surface, they are ideal for patrolling the hag's lair and territory. Hag eye oozes seem to be imbued with a sliver of caution, watching intruders from a distance and avoiding combat unless directed to attack. Once given a command, these creatures mindlessly pursue their goals.

Hag eye oozes can sometimes grow larger than 5 cubic feet, though most are smaller, taking up roughly half that space.

Construction

Creating a hag eye ooze requires a strange blend of cooking and dark rituals that takes 2 weeks. For each additional member of a coven involved in the process, the creation time is lessened by 2 days, to a minimum of 3 days. During this period, the creator must add various ingredients to a brewing cauldron. The hag must consult strange texts and foul recipes to assure proper creation. If she misses a step or poorly measures a reagent, the necessary arcane energies to create the hag eye ooze do not bind to the creature's nascent form. If successful, the hag then begins a 24-hour ritual, during which she must bombard the brewing cauldron with spells. This spellcasting ritual culminates in the addition of a hag's eye—preferably from the creator herself. If the ritual is successful, the hag eye ooze animates fully formed and able to serve as a minion. The hag eye ooze is under the control of its creator, but in cases where a coven takes part in creating the ooze, the hag that supplied the eye controls the creature.

Illustration by Jason Rainville

Heikegani

The carapace of this large crab resembles a scowling face, its eyes seething with an ancient fury.

HEIKEGANI **CR 4**

XP 1,200

NE Small aberration (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +10

Aura unnatural aura (30 ft., DC 14)

DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size)

hp 42 (5d8+20)

Fort +5, **Ref** +2, **Will** +6

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +9 (1d3+4 plus grab) or dagger +8 (1d3+4/19–20), claw +4 (1d3+2 plus grab)

Ranged dagger +5 (1d3+4/19–20)

Special Attacks challenge (2/day), constrict (1d3+4), grab (Medium), intimidating glare

STATISTICS

Str 18, **Dex** 13, **Con** 18, **Int** 9, **Wis** 14, **Cha** 7

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

Feats Power Attack, Skill Focus (Intimidate), Weapon Focus (claw)

Skills Intimidate +9, Knowledge (nobility) +4, Perception +10, Swim +18

Languages Common (can't speak)

ECOLOGY

Environment any coastlines

Organization solitary or guard (3–7)

Treasure none

SPECIAL ABILITIES

Challenge (Su) Two times per day as a swift action, a heikegani can challenge a foe to combat. Until either that foe is rendered unconscious, or the combat ends, the heikegani gains a +4 bonus on damage rolls against that enemy, and takes a –2 penalty to AC except against attacks made by the challenged foe. The heikegani gains DR 2/— against attacks made by the target of its challenge.

Intimidating Glare (Ex) As a full-round action, a heikegani can stand on its rear legs and display its facelike carapace, snapping its pincers in a threatening display. The heikegani can attempt an Intimidate check to demoralize all foes within 30 feet that can see its display, as if it had used the Dazzling Display feat. It doesn't take penalties on this check for being smaller than its targets.

Memory of Honor (Su) Once per day when the heikegani is about to attempt a saving throw or skill check, it can call upon the resolve it held to in its prior life, gaining a +4 bonus on the roll. The heikegani must decide to use this ability before the roll is made.

Samurai are renowned for their resolve, but sometimes a samurai becomes so obsessed with her purpose that her soul can't depart from the Material Plane upon her death. Unable to seek eternal rest, and unwilling to become undead in the pursuit of vengeance, the samurai's soul instead finds a suitable host in which to continue its existence. A heikegani is the effect of such a joining: a tragic, furious symbiosis of the soul of a dead samurai and the body of a crustacean. This usually occurs when the samurai dies near a crab habitat and her soul imprints upon a newly hatched crab zoea. Magic is always involved, either because the death happened in a high-magic environment or because the samurai was dealt a magical deathblow. A heikegani is especially vicious when young, and kills other crabs and marine creatures it encounters until it develops the ability to travel onto land. Each time the heikegani molts, its new shell comes to more closely resemble an angry demonic face.

The soul of a heikegani has very few of its memories from life, but retains its single-minded sense of purpose and honor, and is quick to challenge those it meets to mortal combat. A heikegani believes it has been reincarnated, but in reality it never passed on to be judged. The unnatural genesis of a heikegani causes it great agony, and the dangerous crustacean scuttles along the shores, seeking foes that it can defeat in honorable combat so its soul can finally be put to rest.

Illustration by Jim Nelson

House Spirit

These sometimes-helpful fey creatures known as house spirits bind themselves to rural families and live among them. Some bear a resemblance to the family's ancestors, a similarity that grows more obvious the longer they remain in the family's service. House spirits use their compression ability and invisibility to stay out of the sight of those among whom they live.

Domovoi

Barely knee-high, this small creature looks like a hairy old man with more beard than flesh.

DOMOVOI **CR 3**

XP 800

CG Tiny fey

Init +6; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 15, flat-footed 14 (+2 Dex, +1 dodge, +2 natural, +2 size)

hp 27 (5d6+10)

Fort +3, **Ref** +6, **Will** +5

DR 5/cold iron; **SR** 14

OFFENSE

Speed 20 ft.

Melee club +4 (1d3)

Special Attacks telekinesis

Spell-Like Abilities (CL 5th; concentration +7)

At will—*invisibility*, *lullaby* (DC 12), *mage hand*, *mending*, *prestidigitation*

3/day—*reduce person* (DC 13), *sleep* (DC 13)

1/week—*augury*

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 9, **Wis** 13, **Cha** 15

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

Feats Dodge, Improved Initiative, Mobility

Skills Acrobatics +7, Bluff +8, Diplomacy +8, Handle Animal +7, Knowledge (local) +4, Perception +7, Sense Motive +7, Stealth +17

Languages Common, Sylvan

SQ change shape (cat or dog; *beast shape I*), compression

ECOLOGY

Environment any land

Organization solitary or gathering (2–6)

Treasure none

SPECIAL ABILITIES

Telekinesis (Su) A domovoi defends itself and its home through telekinesis. This ability functions as the spell *telekinesis*, usable at will, with a caster level equal to the domovoi's Hit Dice (CL 5 for most domovoi). A typical domovoi has a ranged attack roll of +5 when using telekinesis to hurl objects or creatures, and can use the ability on objects weighing up to 50 pounds. If a domovoi attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 14 Will save. The save DC is Charisma-based.

The work never ends for those who live on farms or in small villages, and the wise often seek the aid of the fey folk while pursuing their daily chores. A family might leave a piece of bread under the stove or an old boot in the closet to attract a domovoi to their home. Domovoi help with small tasks like churning butter and mending clothes, but mostly protect the home from intruders and misfortune. These helpful fey can also tell the fate of the family they protect, but grow annoyed when asked to do so too often. A domovoi appears as small, old man no more than 2 feet tall, covered in hair and with a long, shaggy beard.

Dvorovoi

A wild mop of hair tops this small humanoid creature's head. It has prominent gleaming eyes and a toothy grin.

DVOROVOI **CR 4**

XP 1,200

CN Small fey

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

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

hp 38 (7d6+14)

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

DR 5/cold iron; **SR** 15

OFFENSE

Speed 30 ft.

Melee pitchfork +8 (1d8+6)

Ranged pitchfork +7 (1d8+6)

Spell-Like Abilities (CL 6th; concentration +9)

Constant—*speak with animals*

At will—*charm animal* (DC 14), *hide from animals*, *invisibility*

3/day—*break*[APG] (DC 14), *reduce person* (DC 14)

1/day—*entangle* (DC 14)

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 9, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 17

Feats Catch Off-Guard, Combat Reflexes, Throw Anything, Two-Handed Thrower[UC]

Skills Acrobatics +10, Bluff +10, Diplomacy +9, Handle Animal +13, Knowledge (nature) +5, Perception +9, Sense Motive +6, Stealth +16, Survival +3; **Racial Modifiers** +4 Handle Animal

Languages Common, Sylvan; *speak with animals*

SQ compression, oversized weapons, wild empathy +18

ECOLOGY

Environment any land

Organization solitary or gathering (2–6)

Treasure none

SPECIAL ABILITIES

Oversized Weapons (Ex) A dvorovoi can wield weapons sized for Medium creatures without penalty.

Wild Empathy (Ex) This ability works like the druid ability of the same name. The dvorovoi's total bonus includes a +8 racial bonus.

Just as domovoi protect the home, dvorovoi protect villagers' yards and pastures. Intrigued by tales of the creatures' guardianship, some farmers lure dvorovoi to their fields by leaving offerings of bread, sheep's wool, or shiny trinkets. When the owner of a farmstead with a dvorovoi purchases a new animal, he leads it through the yard to introduce it to the dvorovoi, hoping to gain the fey creature's approval of the new livestock.

Though undeniably useful to have around for feeding the cattle and keeping predators away from flocks, dvorovoi can be capricious. Dvorovoi despise any white animal, and will never tolerate a white-furred horse or cow in their presence. For unknown reasons, dvorovoi don't hold this same grudge toward white chickens.

Ovinnik

Covered in sleek black fur, this vaguely feline humanoid holds flickering flames in its clawed hand.

OVINNIK **CR 2**

XP 600

CN Tiny fey

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

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 22 (4d6+8)

Fort +3, **Ref** +7, **Will** +6

DR 2/cold iron; **Resist** fire 5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +7 (1d3+1)

Special Attacks luck touch, sneak attack +1d6

Spell-Like Abilities (CL 4th; concentration +7)

At will—*daze* (DC 13), *produce flame*

1/month—*divination*

STATISTICS

Str 12, **Dex** 17, **Con** 15, **Int** 9, **Wis** 14, **Cha** 16

Base Atk +2; **CMB** +3; **CMD** 14

Feats Go Unnoticed[APG], Weapon Finesse

Skills Acrobatics +8, Climb +11, Escape Artist +10, Intimidate +5, Knowledge (local) +4, Knowledge (nature) +4, Perception +9, Stealth +18

Languages Common, Sylvan

SQ compression

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Luck Touch (Su) With a claw attack or touch attack, an ovinnik can alter a creature's luck. If the target fails a DC 14 Will save, it either gains a +4 bonus or takes a –4 penalty (the ovinnik's choice) on its next three d20 rolls. The target can choose to automatically fail the saving throw, but must choose before it knows whether the touch will be beneficial or harmful. The save DC is Charisma-based.

Ovinniks make their homes in granaries and drying houses. These thin, sleek, black-furred humanoids stand only a foot high. Their eyes and features seem catlike, but they bark like dogs to scare away thieves. No one knows why an ovinnik chooses to take up residence in a particular farm's threshing house, and few would call on them willingly. A wise farmer placates resident ovinniks with frequent gifts of warm milk, pancakes, or dead roosters. By tradition, before the new year, farmers and their families go to the granary to learn their fates for the future. The ovinnik touches each of them in turn. If the ovinnik's touch is warm, the person will have good luck; if cold, she will suffer terrible misfortune in the days ahead.

Illustration by Kent Hamilton

Hundun

The wrinkled, blotchy skin of this giant hangs from its body like hooded robes, masking its face.

HUNDUN **CR 21**

XP 409,600

CE Large aberration (chaotic, extraplanar)

Init +10; **Senses** blindsense 300 ft., *detect law*; Perception +36

DEFENSE

AC 37, touch 23, flat-footed 31 (+8 deflection, +6 Dex, +14 natural, –1 size)

hp 364 (27d8+243)

Fort +18, **Ref** +23, **Will** +21

Defensive Abilities entropic mind, evasion, negative energy affinity, spacetime shifting; **DR** 15/lawful and piercing; **Immune** aging effects, cold, disease, mind-affecting effects, petrification, poison; **Resist** fire 30; **SR** 32

OFFENSE

Speed 60 ft.; *air walk*

Melee unarmed strike +32/+32/+27/+27/+22/+22/+17 (4d8+12/19–20 plus 1d6 negative energy)

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

Special Attacks befuddling strike (6/day, DC 29), punishing kick (6/day, DC 29), strange attractor

Spell-Like Abilities (CL 21st; concentration +29)

Constant—*air walk*, *detect law*

At will—*chaos hammer* (DC 22), *dimension door*, *enervation*, *greater dispel magic*, *mass inflict moderate wounds* (DC 24), *plane shift* (DC 23)

3/day—quickened *dimension door*, *disintegrate* (DC 24), quickened *mass inflict moderate wounds* (DC 24), *word of chaos* (DC 25)

1/day—*orb of the void*[UM] (DC 26)

STATISTICS

Str 34, **Dex** 22, **Con** 29, **Int** 18, **Wis** 23, **Cha** 27

Base Atk +20; **CMB** +33; **CMD** 57

Feats Befuddling Strike[ACG], Blind-Fight, Combat Reflexes, Dimensional Agility[UC], Dimensional Assault[UC], Dimensional Dervish[UC], Greater Blind-Fight[APG], Improved Blind-Fight[APG], Improved Critical (unarmed strike), Improved Initiative, Improved Unarmed Strike[B], Punishing Kick[APG], Quicken Spell-Like Ability (*dimension door*), Quicken Spell-Like Ability (*mass inflict moderate wounds*), Weapon Focus (unarmed strike)

Skills Acrobatics +36, Climb +30, Escape Artist +36, Intimidate +38, Knowledge (planes) +22, Perception +36, Sense Motive +27, Spellcraft +22, Stealth +32, Swim +30

Languages Abyssal, Aklo, Protean (can't speak any languages); telepathy 300 ft.

SQ faceless, no breath

ECOLOGY

Environment any (Abyss, Limbo, or Negative Energy Plane)

Organization solitary, pair, or mob (3–5)

Treasure none

SPECIAL ABILITIES

Entropic Mind (Ex) A hundun's mind is a maelstrom of utter chaos. A hundun is immune to mind-affecting effects, and any creature that attempts to affect a hundun with a mind-affecting effect gains 1d4 temporary negative levels (Will DC 31 negates) from entropic feedback. These negative levels disappear automatically after 8 hours. The save DC is Charisma-based.

Faceless (Ex) A hundun has no eyes, but detects infinitesimal gravitic distortions through its skin, gaining blindsense 300 feet. A hundun is blind and deaf, and is immune to effects that depend on sight or hearing. It subsists on negative energy and doesn't breathe, eat, or drink.

Spacetime Shifting (Ex) Reality constantly reconfigures in the vicinity of a hundun, correcting the paradoxes the creature's existence in space and time generates. This causes all attacks against the hundun to suffer a 20% miss chance, and grants the hundun a deflection bonus to AC and a racial bonus on Reflex saves equal to its Charisma modifier.

Strange Attractor (Sp) A hundun can activate or deactivate the stafflike strange attractor it carries as a free action. While active, a strange attractor hovers in place, and the hundun can mentally move it up to 60 feet through space as a move action, to a maximum range of 300 feet. If it enters a space with a creature, it stops moving for the round and that creature must attempt a DC 31 Will saving throw. The creature falls unconscious for 1 round if it fails this save, or is nauseated for 1 round if it succeeds. The space around an active strange attractor twists and warps, trapping creatures within its gravity well. This functions like *repulsion* but in reverse: creatures within 60 feet attempting to move away from it are prevented from doing so, wasting their move actions (Reflex DC 31 negates). Lawful creatures beginning their turn within 60 feet of an active strange attractor are nauseated for 1 round (Will DC 31 negates). Nausea caused by a strange attractor is a mind-affecting effect. Creatures with the chaotic subtype are immune to all effects of the strange attractor. The save DCs are Charisma-based.

A strange attractor can't be attacked or harmed by physical attacks, but *disintegrate*, *mage's disjunction*, a *sphere of annihilation*, or a *rod of cancellation* affect it. A strange attractor's touch AC is 18 (+8 deflection), and attacks against it suffer a 20% miss chance. If a hundun's strange attractor is destroyed, the hundun can create a new one after 1d8 hours of uninterrupted meditation. If a hundun is slain, its strange attractor disappears.

Unarmed Strikes (Ex) A hundun's unarmed strikes deal 4d8 points of damage, and function as chaotic, magic, and adamantine weapons for the purpose of overcoming damage reduction. A hundun can make a flurry of blows attack with its unarmed strikes as a 20th-level monk, without increasing its base attack bonus or taking the –2 penalty on attack rolls.

This ability also grants the hundun the befuddling strike[APG] rogue talent and the punishing kick hungry ghost monk[APG] class feature.

In the nightmare dimensions of unreality beyond space and time, the power of alien Gods is sufficient to give life to intention. Hunduns are the incarnation of the desire to reduce the multiverse to a space filled with nothing but randomly fluctuating energy fields and gravitic curvatures. Hunduns are primordial alien monks who embody aspects of the gaping, formless void that preceded the creation of the multiverse. They are out of step with reality, which accommodates their individual existences as intractable errors that must be continually accounted for yet that can never fully be corrected. These bizarre aberrations of life are sustained by negative energy—life's antithetical force—yet they are not undead, nor do they differentiate between the living and the unliving in the pursuit of their purpose. Few beings can exist on the Negative Energy Plane for long, making the hunduns, who often make their homes there, something of an anomaly. Some scholars speculate that early hunduns came to the Negative Energy Plane as explorers, and remained there, addicted to the mixture of pain and euphoric release caused by the effects of negative energy on their skin.

Hunduns are tireless antagonists of archons, asuras, axiomites, devils, inevitables, kytons, and other exemplars of law. They oppose any effort to impose or maintain discipline, structure, or regulation. They loathe and undermine the prospect of peace or tranquility, and relish confusion, disorder, and destruction. Though these attitudes would seem to make them ideological allies of the proteans, hunduns hold those creatures in contempt, caring nothing for that race's strange religion, nor the spontaneous, ephemeral acts of creation in which proteans delight. Hunduns believe that the freedom and truth of pure entropy are preferable to the artificial illusions of structure, and they seek to spread this brand of enlightenment to others as part of their goal to free all creation from order's fetters.

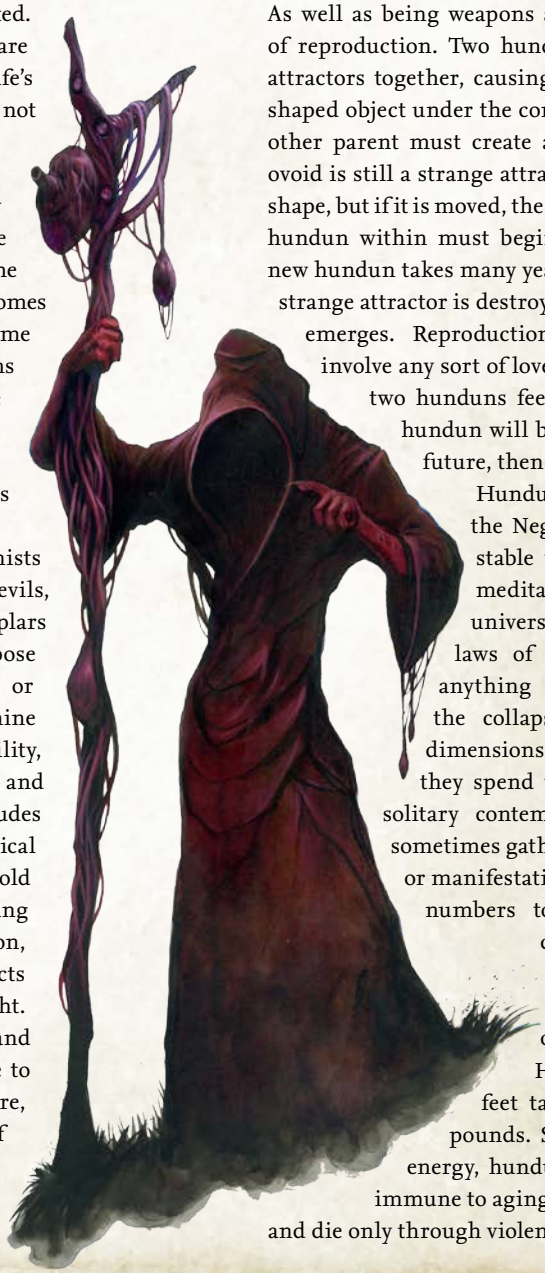


Illustration by Wayne England

Hunduns appear as gigantic humanoids with faces hidden by voluminous, hooded robes made out of their own wrinkled skin. In truth, their faces are not hidden, for they are faceless; the interiors of their hoods are just filled with more folds of skin. They carry staff-like objects known as strange attractors, which appear as different things to different observers but always as something that causes some form of revulsion or nausea: a shaft of knotted intestines and vital organs, studded with colored, weeping eyes; a polished metallic rod on which distorted reflections of the observer indulge in extreme self-harm; a column of darkness in which worlds spiral toward a black heart that snuffs out the life on them. These implements are not artificial objects, but part of a hundun's body. As well as being weapons and snares, they are methods of reproduction. Two hunduns can bring their strange attractors together, causing them to merge into an egg-shaped object under the control of one of the parents; the other parent must create a new strange attractor. This ovoid is still a strange attractor in all respects save for its shape, but if it is moved, the development of the embryonic hundun within must begin anew. The gestation of the new hundun takes many years. When the egg hatches, the strange attractor is destroyed and a fully formed hundun emerges. Reproduction between hunduns doesn't involve any sort of love or even affection. Rather, the two hunduns feel a premonition that another hundun will be needed to fight order in the future, then meet and breed wordlessly.

Hunduns can be found floating in the Negative Energy Plane or within stable voids in the planes of chaos, meditating on ways to corrupt universal truths and undermine the laws of nature on a cosmic scale—anything they can exploit to trigger the collapse and implosion of entire dimensions or planes of existence. Though they spend the majority of their time in solitary contemplation or action, hunduns sometimes gather to oppose forms of creation or manifestations of law that require greater numbers to counteract. The creatures come together spontaneously, drawn by an innate sensitivity to the structuring forces that operate on reality.

Hunduns stand around 10 feet tall, yet weigh only about 700 pounds. Sustained entirely by negative energy, hunduns never eat or rest and are immune to aging; they are effectively immortal and die only through violence.

Ichthyocentaur

This creature has an athletic human torso from the waist up, but its lower body consists of two hoofed forelegs trailing into a finned tail.

ICHTHYOCENTAUR **CR 5**

XP 1,600

N Large monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +5 natural, –1 size)

hp 59 (7d10+21)

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

OFFENSE

Speed 5 ft., swim 60 ft.

Melee mwk harpoon +12/+7 (1d8+6/×3), 2 hooves +5 (1d6+2)

Ranged mwk harpoon +11 (1d8+4/×3) or javelin +9/+4 (1d6+4)

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

Special Attacks pounce

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 13, **Wis** 16, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 26

Feats Dodge, Mobility, Quick Draw, Weapon Focus (harpoon)

Skills Diplomacy +7, Intimidate +10, Knowledge (nature) +6, Perception +11, Perform (wind instruments) +7, Survival +11, Swim +20

Languages Aquan, Common, Sylvan

SQ amphibious, undersized weapons

ECOLOGY

Environment temperate oceans or coastlines

Organization solitary, pair, band (3–6), or school (7–20 plus 3 hunters[ACG] of 2nd level and 1 spellcaster mentor of 7th level)

Treasure standard (mwk harpoon[UE], 6 javelins, other treasure)

SPECIAL ABILITIES

Pounce (Ex) An ichthyocentaur can use its pounce ability only while swimming.

Ichthyocentaurs, hybrids of hippocampi and more common merfolk, possess a culture that centers around communal growth fostered by mentoring and trading knowledge, songs, and services with small communities of the sea and coast. They idolize both memorable courage and wise stewardship. Ichthyocentaur warriors are known to challenge adventurers simply as a test of mettle and to offer guidance to respectful opponents whether the fight is lost or won. The leaders of ichthyocentaur tribes are usually bards, clerics, or oracles.

Most ichthyocentaurs are nomads, migrating across coastlines and sea lanes along ancient routes and largely living off what they catch. They prefer to avoid larger civilizations for fear of conquest but often form mutually beneficial arrangements with tritons, coast-dwelling satyrs, and insular coastal elf communities. Elder members of the tribe often seek out powerful magical beings such as seilenoi (see page 224) and sphinxes from which to learn. Most ichthyocentaurs worship deities of nature, beauty, and passion, as well as godlike elder fey.

An ichthyocentaur's humanoid torso generally has features reminiscent of those common in nearby human societies and skin tanned by the sun. They use armor when hunting or fighting but wear little else aside from a few pieces of meaningful jewelry, often fashioned from sea creatures like crabs (whose claws are favored for circlets).

Although they are amphibious and often form relationships with terrestrial creatures, ichthyocentaurs are only able to move on land with difficulty and rarely travel out of sight of the water. They determine their carrying capacity as if they were a quadruped despite having only two legs.

An average ichthyocentaur stands just over 5 feet tall when propped up by its legs and tail, is nearly 15 feet long from head to tail tip, and weighs over 1,700 pounds, but tribes from different areas vary significantly in build and size.

Illustration by Ben Wootten

Isonade

This massive horror looks like a shark protected by a crab carapace, with a tail, flanks, and pectoral fins covered in cruel hooks.

ISONADE **CR 15**

XP 51,200

CE Gargantuan magical beast (aquatic)

Init +1; **Senses** darkvision 120 ft., keen scent; Perception +28

DEFENSE

AC 28, touch 8, flat-footed 26 (+1 Dex, +1 dodge, +20 natural, –4 size)

hp 230 (20d10+120)

Fort +18, **Ref** +13, **Will** +13

SR 26

OFFENSE

Speed swim 100 ft.

Melee bite +29 (2d8+12 plus grab), 2 fins +28 (2d8+12 plus grab), tail slap +23 (2d8+6 plus grab)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Special Attacks capsize, fast swallow, hooked appendages, swallow whole (3d6 bludgeoning damage, AC 20, 23 hp)

STATISTICS

Str 34, **Dex** 13, **Con** 22, **Int** 13, **Wis** 20, **Cha** 9

Base Atk +20; **CMB** +36 (+40 drag, grapple); **CMD** 48 (50 vs. drag)

Feats Combat Expertise, Dodge, Greater Drag[APG], Improved Drag[APG], Improved Vital Strike, Iron Will[B], Mobility, Skill Focus (Stealth), Spring Attack, Vital Strike, Weapon Focus (bite)

Skills Perception +28, Stealth +18 (+28 in deep water), Swim +43; **Racial Modifiers** +10 Stealth in deep water

Languages Aquan, Common

ECOLOGY

Environment any oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Hooked Appendages (Ex) An isonade gains a +4 circumstance bonus on combat maneuver checks to grapple. When using the Spring Attack feat, an isonade can attempt a grapple or drag combat maneuver in place of its melee attack.

The dreaded isonade is a silent killer. Many a sailor has spotted a dark shape in the waters below, only to turn around in time to see his mate being dragged overboard, impaled on a spiny tail. A ship's captain who plans to sail through an isonade's waters often takes on extra crew, knowing that at least a few crew members might simply disappear over the side before they reach port. Though few alive have ever seen the monster's full body, a great many sailors have caught a glimpse of its hooked carapace as it drags a skewered sailor down to the inky depths.

Mercifully, isonades spend much of their existence in hibernation. When an isonade is preparing to hibernate, the population in its area of the ocean drops drastically while the beast consumes huge quantities of food. Though an isonade will eat just about anything that bleeds, it favors massive beasts to minimize time spent hunting—such as giant squid or whales—though it will resort to eating hundreds of fish once larger prey grow scarce. It's also intelligent enough to know that a seafaring vessel contains a large quantity of warm and screaming snacks all isolated in one convenient place. An isonade can hibernate for hundreds of years, waking only when its vast store of food has been exhausted or when startled by a natural disaster, such as an earthquake or volcanic eruption.

Because of this long hibernation, rumors of isonades are often exaggerated and relegated to myth, making their exact territories hard to predict when they awaken once again. The isonade's eating cycle provides indicators of its return. An abundance of fish in a region can signal a hungry isonade's territory, as sudden explosions in the fish population sometimes occur when these beasts begin devouring the region's larger predators. An isonade shakes off its torpor by eating the large, slow animals in the depths, but inevitably circles upward as its appetite grows.

An isonade can live for over 10,000 years, and can grow to over 70 feet in length. An adult isonade weighs approximately 300,000 pounds.

Illustration by Jim Nelson

Karkadann

A single wicked horn grows from the forehead of this stocky, oryx-like creature.

KARKADANN **CR 4**

XP 1,200

N Large magical beast

Init +2; **Senses** darkvision 60 ft., *detect evil, detect good,* low-light vision, scent; Perception +10

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 42 (5d10+15)

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

Immune disease, poison; **Resist** fire 5

OFFENSE

Speed 50 ft.

Melee gore +8 (1d8+4), 2 hooves +6 (1d6+2)

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

Special Attacks powerful charge (gore, 2d8+8)

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

Constant—*detect evil, detect good*

3/day—*cause fear* (DC 16)

1/day—*dimension door, neutralize poison* (DC 19)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 17, **Cha** 20

Base Atk +5; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Iron Will, Multiattack, Power Attack

Skills Acrobatics +9, Perception +10, Survival +5

Languages Common

SQ magical strike, sure-footed

ECOLOGY

Environment warm deserts

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

Treasure none

SPECIAL ABILITIES

Magical Strike (Ex) A karkadann's gore attack is treated as a magic cold iron weapon for the purpose of overcoming damage reduction.

Sure-Footed (Ex) A karkadann takes no penalty to speed or on Acrobatics or Stealth checks when moving through sandy or desert terrain.

Karkadanns roam the barren and wind-swept deserts of the world where their deep bellows can be heard for miles. Their solitary horns have led many to assume that they are a breed or variant of unicorn, but karkadanns bristle at that claim.

Known for their aggression and physical power, karkadanns are proud warriors that rarely back down from a fight. They readily charge into combat, seeking to impale their foes on their wicked horns. Legend says that the only thing that can calm an enraged karkadann is the song of a ring dove.

Some desert travelers seek out karkadanns because of their mystical ability to purge a creature of toxins. Many a traveler stung by a giant scorpion or bitten by a viper hopes for nothing more than to come across a karkadann. This treatment isn't granted lightly. Karkadanns are narcissistic and self-serving, so they often demand outlandish favors in return for curing a poisoned creature. They size up what the person can reliably pay and demand just a bit more. Some alchemists, however, have learned that the ability to purge poisons isn't just supernatural, and that some part of that power lies within the karkadann's devious horn.

Karkadann Horn

A karkadann's horn is a potent ingredient in treating most poisons. When combined with rare herbs and minerals worth 100 gp, a karkadann horn can be used as an additional material component when casting *neutralize poison* to grant the caster a +5 competence bonus on her caster level checks to end the poisons' effects. When using karkadann horn as an ingredient while making a Heal check to treat poison, the user gains a +5 bonus on the check, and, if successful, the treated character gains a +8 competence bonus on her saving throw against the poison instead of +4.

Illustration by Dave Allsop

Kawa Akago

This combination of a lily pad and a flytrap is ringed with horrifying fangs and has another tiny, toothy maw at its center.

KAWA AKAGO **CR 3**

XP 800

N Small plant

Init +7; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 26 (4d8+8)

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

Immune plant traits; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 2 bites +8 (1d6+3)

Special Attacks blood-burning fangs, wail of the water's dead

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 6, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +5; **CMD** 18 (can't be tripped)

Feats Improved Initiative, Weapon Focus (bite)

Skills Perception +10, Stealth +12, Swim +9; **Racial Modifiers** +4 Perception

Languages Aquan

ECOLOGY

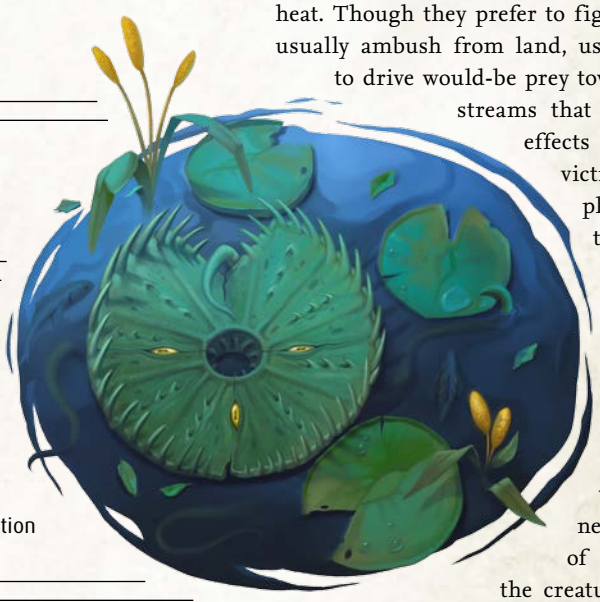
Environment temperate marshes or rivers

Organization solitary, pair, or clutch (2–7)

SPECIAL ABILITIES

Blood-Burning Fangs (Ex) A kawa akago's spiny fangs on both its outside and central maws are covered with nettles capable of inflicting wracking pain. On a successful bite attack, a target is sickened for 1 minute (Fortitude DC 14 negates). Multiple failed saves do not increase the penalty, but instead reset the effect's duration. Immersion in water or a similar liquid for 2 full rounds negates the effect. Despite feeling like fire, the effect is not reduced or negated by fire resistance or immunity. The save DC is Constitution-based.

Wail of the Water's Dead (Su) Once per day as a standard action, a kawa akago can unleash a keening wail that leaves a damaging and disruptive echo in the ears of those that hear it. All creatures and objects in a 20-foot radius take 2d6 points of sonic damage and are deafened for 1d4+1 rounds. A successful DC 14 Fortitude save halves the sonic damage and reduces the deafness to 1 round. The save DC is Constitution-based.



Kawa akagos are plants that were spiritually fertilized by fragments of the restless spirits of drowned children, becoming carnivorous creatures that inhabit marshes and riversides. They resemble lily pads with a mouthlike opening guarded by fibrous strands like those of a flytrap plant. A kawa akago's gourdlike skin ranges from maroon to crimson when it is well fed, but more often, creatures encounter a kawa akago when it is hungry. In this case, it instead takes on the same hue as other lilypads in the area, usually an innocuous green.

Carnivorous and cunning, kawa akagos hunt riverbanks and waterways for both animals and travelers on which to feed. Kawa akagos' thorn-tipped fangs excrete a pain-inducing sap that mimics the feeling of intense, burning heat. Though they prefer to fight in water, kawa akagos usually ambush from land, using their dangerous sap to drive would-be prey toward the nearby rivers or streams that will soothe the painful effects of their fangs. Once the victim immerses itself, the plant creatures swarm their target if attacking in numbers, or a single plant strikes from the depths to wear down the victim. Although a kawa akago has no respiratory system, it's body is rife with pockets it can fill with air and expel as necessary. This network of hollow chambers allows the creature to speak on the rare occasions it wishes to communicate, and is the source of the creature's terrible wail, which is capable of breaking bones and shattering glass. The sound is often described as similar to the simultaneous mournful cries of a dozen children in serious distress.

Blood Lily

While ordinary kawa akagos feed on any prey that pass by, some kawa akagos that remain engorged with the blood and flesh of sentient creatures for a long period of time become blood lilies. Blood lilies are much larger and are red at all times. They crave the blood of sentient creatures above all other food, and their alignment changes to neutral evil. They gain the advanced and giant simple templates as well as the psychic magic ability, with spells that vary but generally include magic that can lure their desired prey into their waiting maws.

Particularly tenacious blood lilies that continue to feed on sentient creatures may evolve further, gaining greater powers and even class levels. Fortunately, most blood lilies overstep themselves before that point and are destroyed by prey that proves too much for the plants to handle.

Illustration by Damien Mammoliti

Ketesthius

This enormous wolf-headed sea serpent's maw leads into what seems to be an endless expanse within.

KETESTHIUS **CR 13**

XP 25,600

LE Gargantuan magical beast (aquatic)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 28, touch 13, flat-footed 24 (+7 Dex, +15 natural, –4 size)

hp 200 (16d10+112); regeneration 10 (fire or acid)

Fort +17, **Ref** +17, **Will** +10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +22 (4d8+10/19–20 plus grab), 2 claws +22 (2d6+10/19–20)

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

Special Attacks bigger inside, fast swallow, grab (Gargantuan), swallow whole (see text)

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

3/day—*gust of wind*, *obscuring mist*

1/day—*control weather*

STATISTICS

Str 30, **Dex** 25, **Con** 24, **Int** 5, **Wis** 16, **Cha** 11

Base Atk +16; **CMB** +30 (+34 grapple); **CMD** 47

Feats Critical Focus, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Iron Will, Lunge, Power Attack, Staggering Critical

Skills Perception +14, Swim +29

Languages Common (can't speak)

SQ amphibious

ECOLOGY

Environment any oceans or coastlines

Organization solitary

Treasure double

SPECIAL ABILITIES

Bigger Inside (Su) A ketesthius's stomach is an extradimensional space, much larger on the inside than its physical size would allow. A ketesthius can swallow any Gargantuan or smaller creature, and its cavernous stomach is an entirely new location, its size varying wildly from ketesthius to ketesthius. Creatures swallowed by the ketesthius are not considered grappled, nor do they take damage each round, and damage to the walls of the stomach do not harm the ketesthius or allow the creatures to escape. Creatures trapped inside can generally escape only via teleportation magic that crosses planes or if the ketesthius is defeated or nauseated from outside. As a result of its unusual anatomy and huge appetite, a ketesthius often has other monsters living inside its stomach, which in turn feed on things the ketesthius swallows. A ketesthius usually has from one to four monsters of CR 8–9 in its gullet. Sea creatures like dire sharks, dire crocodiles, giant octopus, or giant squid are most common, but less frequently giants or other land-dwelling creatures live in its gut as well. Ketesthiuses are even known to swallow each other, though only on rare occasions.

Illustration by Nemanja Stankovic

Ketesthiuses are large sea monsters with wolflike heads and foreclaws, eel-like bodies, and powerful fish tails. They are voracious eaters with great jaws that can gulp down prey that can be as large as themselves. Creatures a ketesthius swallows are not digested immediately, because ketesthiuses' vast stomachs and unique anatomy allow them to sustain living creatures inside their gullets indefinitely. Entire ecologies can form within a single ketesthius's extradimensional digestive tract. Though the stomach's ecosystem is capable of supporting life, it's far from a welcome environment: no sunlight comes in, the air is thin and dank, and most creatures trapped within become feral in short order. Larger creatures that end up inside a ketesthius have a difficult time surviving long term, and must resort to quickly snapping up prey that their host later swallows.

Though it makes no attempt to hoard treasure, within a ketesthius's vast gut lies all the treasure of the creatures—and even ships—that the ketesthius has swallowed. More than once, tales of lost treasure within have led foolish adventurers to risk being intentionally swallowed by a ketesthius.

An adult ketesthius typically measures over 50 feet long. Its weight varies based on the size of its extradimensional gullet, but usually ranges from 5–60 tons.

Khala

This dragon has broad, ragged wings. Its serpentine body ends in three long, flailing necks with hissing, triangular heads.

KHALA **CR 17**

XP 102,400

CE Large dragon (cold)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 31, touch 15, flat-footed 25 (+6 Dex, +16 natural, –1 size)

hp 261 (18d12+144)

Fort +19, **Ref** +17, **Will** +16

Immune cold, disease, paralysis, sleep; **Resist** acid 10, electricity 10

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 3 bites +27 (2d10+10/19–20 plus disease), tail +25 (2d8+10 plus grab)

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

Special Attacks breath weapon (60-ft. line, 16d6 cold damage, Reflex DC 27 half, usable every 1d4 rounds), constrict (2d8+10), rend (2 bites, 2d10+15), tenacious grapple

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

3/day—*fire shield* (chill shield only), empowered *ice storm*, *incendiary cloud* (DC 25, deals cold damage), *suggestion* (DC 20)

1/day—*control weather*, *polar ray*

STATISTICS

Str 30, **Dex** 22, **Con** 27, **Int** 22, **Wis** 21, **Cha** 25

Base Atk +18; **CMB** +29 (+33 grapple); **CMD** 45 (can't be tripped)

Feats Alertness, Critical Focus, Empower Spell-Like Ability (*ice storm*), Flyby Attack, Improved Critical (bite), Improved Initiative, Multiattack[B], Power Attack, Staggering Critical, Stunning Critical

Skills Appraise +27, Bluff +28, Diplomacy +28, Fly +29, Intimidate +28, Knowledge (geography) +27, Knowledge (local) +27, Knowledge (nature) +27, Perception +30, Sense Motive +30, Stealth +23, Survival +26

Languages Abyssal, Aquan, Common, Draconic, Giant, Goblin

ECOLOGY

Environment any cold

Organization solitary

Treasure double

SPECIAL ABILITIES

Breath Weapon (Su) A khala can fire a jet of frigid liquid from one of its three mouths, dealing 16d6 points of cold damage (Reflex DC 27 half). Even if they succeed at the Reflex save, creatures caught in the line must succeed at a DC 27 Fortitude save or be encased in ice. A trapped creature must succeed at a DC 25 Strength check or DC 26 Escape Artist check as a full-round action to break free.

Disease (Ex) *Chillbane Fever*: Bite—injury; *save* Fortitude DC 27; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, sickened, and fatigued; *cure* 2 consecutive saves.

Tenacious Grapple (Ex) A khala does not gain the grappled condition if it grabs a foe with its tail, and it can maintain a grapple with its tail as a swift action.

It is rumored that khalas were a breed of rare amphibious dragon, warped through evil and wintry magic from proud creatures into voracious and wicked things that delight in the suffering of others. The creature ambulates like a snake, slithering along the ground or through the boughs of trees with its wings drawn close to its body, but it prefers flight whenever possible. All khalas are female, and scholars debate how the creatures procreate. It is believed that the males of the species, known in legend as the zmeys, were wiped out in a war with the khalas.

Illustration by Tomasz Chistowski

Kikimora

This crone has avian features, including a long nose resembling a beak, clawed hands, and birdlike feet.

KIKIMORA **CR 5**

XP 1,600

CN Medium fey

Init +8; **Senses** low-light vision; Perception +13

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 45 (7d6+21)

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

DR 5/cold iron; **SR** 16

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+1)

Spell-Like Abilities (CL 7th; concentration +12)

At will—*forced quiet*[UM], *invisibility* (self only), *mending*, *prestidigitation*, *stone call*[APG]

3/day—*break*[APG] (DC 16), *charm animal* (DC 16), *deep slumber* (DC 18), *pain strike*[APG] (DC 16)

1/day—*major image* (DC 18), *make whole*, *summon swarm*

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 12, **Wis** 16, **Cha** 21

Base Atk +3; **CMB** +4; **CMD** 19

Feats Dodge, Improved Initiative, Stealthy[B], Toughness, Weapon Finesse

Skills Acrobatics +14, Appraise +8, Bluff +15, Escape Artist +16, Perception +13, Sleight of Hand +14, Stealth +16

Languages Common, Sylvan

SQ hidey-hole

ECOLOGY

Environment any urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Hidey-Hole (Su) When a kikimora chooses a house to inhabit, she can create an extradimensional space by scrawling a sigil on a wall, baseboard, cupboard, or other permanent object (such as a stove). This sigil serves as the entrance to the kikimora's tiny domain, where she can live within the house without being detected. Only the kikimora can enter this hidey-hole. Anytime after designating a hidey-hole, the kikimora can transport herself and up to 50 pounds of objects to the hidey-hole as a standard action, as long as she is in the same room as the sigil. The kikimora can exit the hidey-hole in the same way, appearing in the nearest empty square to the sigil. Any objects left within the hidey-hole remain there when the kikimora exits the space, even if she removes the sigil and places it in another location. While inside the hidey-hole, the kikimora can see what is going on outside of the space through a special sensor, as if the kikimora were standing where her sigil is placed. As a result, mundane objects placed in front of the sigil can block the kikimora's sight from the hidey-hole.

Kikimoras are house spirits who torment those with whom they live unless the poor folk cater to and cajole them. They delight in stressing homeowners by using illusion magic to make the house look much filthier than it actually is; their favored illusions are those of scuttling vermin.

Kikimoras are enemies of brownies. While brownies can be mischievous, kikimoras often invite pain and frustration on their chosen housemates instead of helping chores along. Some brownies actively seek out kikimora-infested homes with the intention of driving out the disruptive fey creatures. When homeowners refuse to appease a resident kikimora (or can't rid themselves of her devious presence), the kikimora visits upon them a swarm of spiders, rats, or bats. Because of the subtle tricks these fey employ, inhabitants in homes plagued by kikimoras often believe they have been beset by ghosts.

Kikimoras love secretly breaking things or making such destruction seem like an accident. They proceed to trick the people in the house into leaving gifts in return for making repairs at night, much to the indignation of brownies, who view such gifts as payments for services rendered and resent the kikimoras' transformation of such agreements into coercion.

Illustration by Dmitry Burmak

Kurobozu

The mouth of this gray-skinned, emaciated monk is a distended, hollow pit of darkness.

KUROBOZU **CR 6**

XP 2,400

LE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 20, flat-footed 16 (+4 Dex, +2 monk, +4 Wis)

hp 76 (9d8+36)

Fort +7, **Ref** +9, **Will** +10

Defensive Abilities evasion; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee unarmed strike +12/+7 (1d8+5 plus sage's bane) or flurry of blows +13/+13/+8 (1d8+5 plus sage's bane)

Special Attacks disease, sage's bane, steal breath

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 34 (38 vs. trip)

Feats Defensive Combat Training, Power Attack, Improved Initiative, Improved Unarmed Strike[B], Lightning Reflexes, Stunning Fist[B], Weapon Focus (unarmed strike)

Skills Acrobatics +13, Climb +12, Perception +16, Sense Motive +12, Stealth +16

Languages Common

SQ echo of life, sage's bane

ECOLOGY

Environment any

Organization solitary, pair, or guard (3–5)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Black apoxia*: Steal breath—inhaled; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con damage and exhausted; *cure* 2 consecutive saves.

Echo of Life (Su) A kurobozu retains some the same disciplined training it had in life. It gains the monk's evasion, AC bonus, stunning fist, and flurry of blows class features and unarmed strike damage as a monk of equal level to its Hit Dice. A kurobozu's stunning fist lasts 1 round longer than normal. In addition, a kurobozu replaces its Constitution modifier with its Wisdom modifier instead of its Charisma modifier.

Sage's Bane (Su) Any target struck by a kurobozu's unarmed strike takes 1d4 points of Wisdom damage and loses an equal amount of ki (Fortitude DC 18 negates both). For every point of Wisdom damage a kurobozu deals, it heals 5 hit points. Hit points received in excess of the creature's normal total are treated as temporary hit points and dissipate after 1 minute. The save DC is Wisdom-based.

Steal Breath (Su) As a standard action, a kurobozu can steal the breath from a stunned or helpless target, as per the spell *suffocation*[APG], except it never causes the victim to die. Regardless of whether it successfully saved, the victim can't speak for 1 minute, and its breath reeks of carrion. This also exposes the victim to the kurobozu's disease.

Kurobozus, also called black monks, are jealous undead that arise when a monk dies under circumstances that violate the precepts of his or her monastic training. Kurobozus need to feed upon the breath of mortals to survive, and they usually acquire this sustenance by sneaking up on a sleeping victim, though they can just as easily draw breath from a foe stunned by their fists in combat. While this feeding doesn't immediately kill the victim, it leaves a horrific rotting scent on the victim's breath that can spread the kurobozu's contagious apoxia to others, eventually leading to faintness, exhaustion, and death.

When they aren't maintaining their existence through feeding, kurobozus carry out their jealous fantasies by murdering living monks, especially members of their former monastery or monastic tradition. They still possess a shred of their former discipline, which they use to formulate long-term plans for their acts of revenge. Generally, kurobozus' interactions with other creatures are limited to feeding and killing, but they have an affinity for malcontent ex-monks and may actually go out of their way to secretly offer protection or succor to such a person, without ever revealing their true identities. Evil ex-monks seeking to destroy their former masters and fellow disciples may even see the actual face of their benefactors and be able to forge lasting alliances.

Illustration by Miguel Regodón Harkness

Lamhigyn

This small, three-eyed creature has ragged, red-streaked wings and a menacingly barbed tail.

LAMHIGYN **CR 3**

XP 800

CE Small outsider (chaotic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +9

DEFENSE

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

hp 32 (5d10+5)

Fort +5, **Ref** +6, **Will** +2

OFFENSE

Speed 10 ft., fly 60 ft. (good)

Melee sting +10 (1d3+4 plus poison), 2 wings +5 (1d3+2 plus grab)

Special Attacks constrict (1d3+1), poison, wrap wings

STATISTICS

Str 18, **Dex** 15, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 20 (24 vs. trip)

Feats Flyby Attack, Hover, Improved Initiative

Skills Fly +16, Perception +9, Stealth +14

Languages Abyssal

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, clutch (3–9), or hive (10–30)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d4 Wis damage; *cure* 2 consecutive saves.

Wrap Wings (Ex) When a lamhigyn uses its wing attacks to grab an opponent, it wraps its wings around its target's head, causing the victim to gain the blinded condition for as long as the lamhigyn grapples that creature. This ability has no effect on creatures that do not have sensory organs in their heads.

Lamhigyns are simple pests that emerged from the chaotic fabric of the Abyss. They poison their prey until it falls into a coma, and then they slowly tear it apart, piece by piece, with their rasping mouths. Lamhigyns view intruders on their territory with disdain, and their stings have left many adventurers insane and debilitated, opportune victims for the Abyss's insatiable predators. Though lamhigyns might not appear frightening on their own, greater terrors sometimes follow in their wakes, hoping for easy meals.

Lamhigyns are strange-looking creatures often characterized by mortals visiting the Abyss as overgrown, flying tadpoles with bat wings and stinger-tipped tails. They lurk within dark places in the Abyss and in similarly lightless places on the Material Plane near rifts to their home plane. Their bulbous, unblinking eyes are vaguely froglike, and are often the last things unprepared adventurers see, as the pesky creatures are fond of wrapping their wings around their victims' heads to blind their prey. Their tiny mouths house thick tongues that flick about in the presence of prey.

Lamhigyns have thick, scaly skin ranging in color from red to green. Though lamhigyns are typically encountered flying, on the ground they stand on four insectile legs that they keep tucked beneath them while nesting. Although they are small, their 2-foot-high, 8-pound bodies are impressive sights when hurtling through the air at their victims.

When it comes to their own kind, lamhigyns can be quite volatile. In general, they tend to get along with other lamhigyns, though almost anything can set them off. When this happens, lamhigyns unleash the full force of their chaotic fury on each other, stinging and grappling until only one—or sometimes none—of the bizarre creatures remain.

When they're not fighting among themselves, lamhigyns live together in noisy, flapping hives, waiting for hapless creatures to stumble into their dens. When it comes to victims, lamhigyns prefer those that can think and walk, for they provide the most deliciously terrified reactions. There is nothing lamhigyns love more than injecting their mind-numbing toxin into terrified victims while they ineffectually scream and flail. Lamhigyns ignore most normal animals unless they have waited too long for fresh prey and have grown bored. Sometimes, however, a particularly large hive of lamhigyns will attempt to bring down large, imposing creatures simply for the challenge of it.

Illustration by Filip Burburan

Leechroot

This tangle of rotten, seemingly lifeless roots twitches slightly, moving the damp, bloody ground beneath it.

LEECHROOT **CR 4**

XP 1,200

NE Large undead

Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +3

DEFENSE

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

hp 32 (5d8+10)

Fort +3, **Ref** +0, **Will** +7

Defensive Abilities bloodthirst, channel resistance +2; **DR** 5/slashing; **Immune** undead traits

OFFENSE

Speed 5 ft., burrow 5 ft.

Melee 2 roots +7 (1d6+5 plus 2 bleed and grab)

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

Special Attacks bleed (2), bloody sap, drag under

STATISTICS

Str 20, **Dex** 8, **Con** —, **Int** —, **Wis** 17, **Cha** 15

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 18 (can't be tripped)

Skills Stealth +11; **Racial Modifiers** +16 Stealth

SQ earth barrier

ECOLOGY

Environment any forests

Organization solitary, garden (2–5), or hivemind (4–10)

Treasure none

SPECIAL ABILITIES

Bloodthirst (Su) A leechroot can absorb blood directly from its victims' cuts and from the soil on which that blood has dripped. The leechroot gains fast healing equal to the number of creatures with the bleed condition within its reach (if any).

Bloody Sap (Su) The viscous resin that exudes from a leechroot's tentacles is infused with negative energy, preventing both natural and magical healing. The DC of the Heal check to stop the bleeding from a leechroot's attacks increases by 2. While the bleed damage persists, any magical healing requires a successful DC 15 caster level check or the spell or ability has no effect on the bleeding creature.

Drag Under (Ex) As part of an action to maintain a grapple, a leechroot can move the grappled creature up to 5 feet (within the leechroot's reach) and bury it partially into the ground. The buried creature is pinned and can't receive help to break free from the grapple. A buried opponent that escapes the grapple remains pinned unless it digs itself out with a successful DC 10 Strength check attempted as a move action.

Earth Barrier (Ex) A leechroot burrowing 5 feet below the surface is partially visible, can make attacks using its normal reach, and gains concealment and partial cover. It can be uprooted with a successful drag[APG] combat maneuver. It may burrow back under the earth as a move action that provokes attacks of opportunity.

Leechroots emerge from the remains of plants poisoned by the blood-drenched soils of war-torn forests. Chaotic intertwinings of rotten roots, these monstrosities quickly spread their curse, soaking other dead plants in their sap to spawn horrid offspring. A leechroot is driven solely by an insatiable thirst for blood. It hides among undergrowth and below the earth while waiting for unwary prey. With its razor-sharp roots, a leechroot slashes at anything that comes its way, snatching victims and feeding directly from their wounds. The absorbed blood mutates into a thick, dark-red sap that runs through the leechroot and oozes from its unhallowed body, helping to heal and sustain the predatory creature.

An adult leechroot averages about 12 feet across (not including its thick, lashing root appendages) and weighs 700 pounds. By consuming enough blood, however, leechroots can grow significantly larger.

Leechroot Hivemind

Sometimes a network of leechroots can reach a state of sentience, creating a creature called a leechroot hivemind. The hivemind has an Intelligence score, which increases depending on the number of plants that compose the leechroot hivemind. This single mind shares a limited sentience, and it holds a bloody grudge against any who dare to slay a member, its cunning giving it the ability to plot against such hated foes.

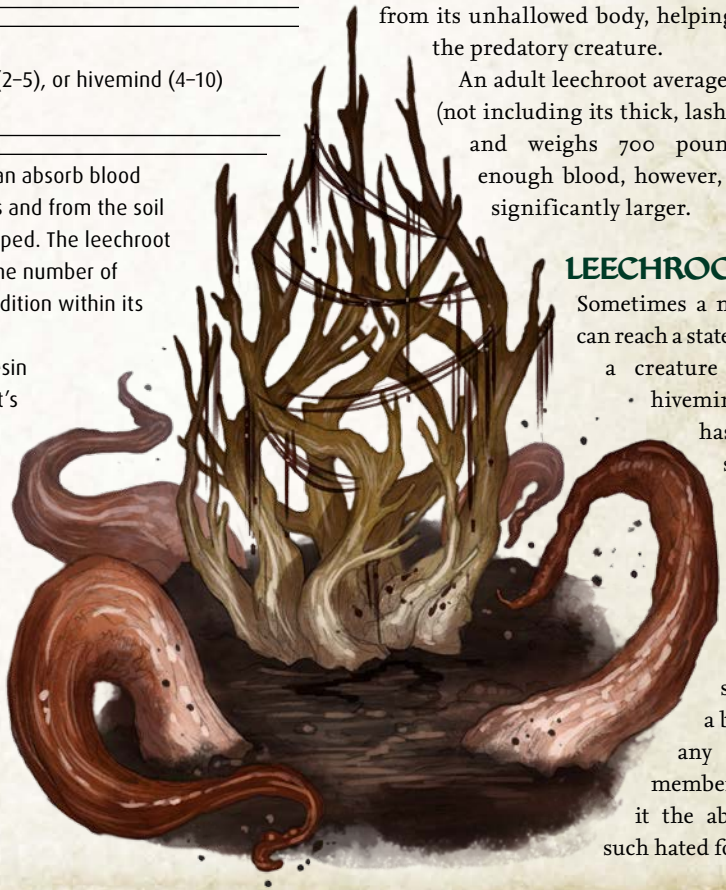


Illustration by Brynn Metheney

Leshy, Flytrap

This cluster of flytraps has a vaguely humanoid shape. The beady eyes atop the largest flytrap glare menacingly.

FLYTRAP LESHY **CR 4**

XP 1,200

N Small plant (leshy, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 39 (6d8+12)

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

Immune electricity, plant traits, sonic; **Resist** fire 5

OFFENSE

Speed 20 ft.

Melee bite +7 (1d4+1 plus 1d4 acid and digest), 2 flytrap hands +7 (1d3+1 plus 1d3 acid and digest)

Ranged acidic spittle +7 (1d4 acid and digest)

Special Attacks digest, sneak attack +1d6

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*pass without trace* (CL 12th)

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 16

Feats Combat Reflexes, Improved Initiative, Weapon Focus (bite)

Skills Intimidate +8, Perception +11, Stealth +6 (+10 in wetlands), Survival +0 (+4 in wetlands); **Racial Modifiers** +4 Stealth in wetlands, +4 Survival in wetlands

Languages Druidic, Sylvan; plantspeech (flytraps)

SQ amalgam, change shape (small flytrap; *tree shape*), verdant burst

ECOLOGY

Environment warm marshes or wetlands

Organization solitary or cluster (4–8)

Treasure standard

SPECIAL ABILITIES

Amalgam (Ex) Multiple flytrap leshys can combine themselves temporarily into a single creature, to a maximum of 25 leshys. Each leshy beyond the first grants the amalgam 1 Hit Die, and it gains a size category at 9, 12, 18, and 30 Hit Dice. The amalgam has a number of bite attacks equal to the number of bites of all component leshys combined, but only two flytrap hands attacks. If the amalgam drops below 0 hit points, it dissolves, and the damage is divided among the component leshys.

Digest (Ex) A creature that takes acid damage from a flytrap leshy's bites or spittle must succeed at a DC 15 Fortitude save or become sickened for 1d4 rounds. The save DC is Constitution-based.

Flytrap Hands (Ex) In addition to the central flytrap that serves as its head, a flytrap leshy has two additional, smaller flytraps that serve as its hands. These hands function as the bite of a Tiny creature.

Most leshys are peaceful creatures that focus their efforts on tending the natural region around them. While flytrap leshys do not leave their homes to pick fights, they relish the opportunity to attack intruders. These carnivorous plants tend to attack before asking questions. While they rarely work together with other creatures, the aggressive creatures eagerly collaborate with others of their kind. They fight best in teams, and coordinate with each other so seamlessly that a group of flytrap leshys is nearly indistinguishable from a single creature—an illusion that the similarity between a flytrap leshy's head and hands only compounds. While a typical flytrap leshy has one head and two hands, more powerful flytrap leshys exist with greater numbers of heads and hands.

Cantankerous flytrap leshys represent the harsh and seemingly cruel aspects of the natural cycle that are ultimately needed for the greater well-being of all creatures. When necessary to protect their homes, flytrap leshys start controlled fires, relying on their fire resistance to wade through the flames.

Unlike most of their kind, flytrap leshys eat flesh and are not picky about the kind of meat that they consume. They particularly savor insects, and one of the few ways to placate a flytrap leshy is to offer it a rare or unusual insect to consume.

A typical flytrap leshy is 2 feet tall and weighs 20 pounds.

Illustration by Daniel López

Creating a Flytrap Leshy

A flytrap leshy is usually grown in swampy or marshy terrain. A flytrap leshy will only emerge if it is given a small pile of freshly killed insects to eat.

FLYTRAP LESHY

CL 10th; **Price** 6,500 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, *burst of nettles*[UM], *plant growth*, *summon nature's ally IV*; **Skill** Knowledge (nature) DC 18; **Cost 3,250 gp**

Leshy, Lotus

A plant whose body resembles a blooming lotus flower exudes an air of serenity.

LOTUS LESHY **CR 5**

XP 1,600

N Small plant (leshy, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +14

Aura tranquility (20 ft., DC 15, 10 rounds)

DEFENSE

AC 20, touch 18, flat-footed 17 (+2 Dex, +1 dodge, +4 Wis, +2 natural, +1 size)

hp 52 (7d8+21)

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

Immune electricity, plant traits, sonic

OFFENSE

Speed 30 ft.; *lily pad stride*

Melee slam +8 (1d4)

Ranged seed spray +8 (1d3 nonlethal/×3 plus dream pollen)

Special Attacks dream pollen, seed spray

Spell-Like Abilities (CL 14th; concentration +16)

Constant—*lily pad stride*[APG], *pass without trace*

STATISTICS

Str 10, **Dex** 15, **Con** 16, **Int** 16, **Wis** 19, **Cha** 15

Base Atk +5; **CMB** +4; **CMD** 21

Feats Dodge, Improved Initiative, Skill Focus (Knowledge [religion]), Weapon Finesse

Skills Diplomacy +9, Heal +11, Knowledge (religion) +13, Perception +14, Sense Motive +11, Stealth +6 (+10 in aquatic terrain), Survival +0 (+4 in aquatic terrain); **Racial Modifiers** +4 Stealth in aquatic terrain, +4 Survival in aquatic terrain

Languages Druidic, Sylvan; plantspeech (lotuses)

SQ change shape (small lotus flower; *tree shape*), verdant burst

ECOLOGY

Environment warm lakes or ponds

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Tranquility (Su) A lotus leshy exudes a calming aura within a 20-foot radius, which functions as *calm emotions* (Will DC 15 negates). A creature that succeeds at the save is immune to that leshy's aura for 24 hours. The save DC is Charisma-based.

Dream Pollen (Ex) A lotus leshy can expel pollen in a 15-foot cone. All creatures within the cone (as well as those who take damage from seed spray) must succeed at a DC 16 Will save or fall asleep for 1d4 rounds. The save DC is Constitution-based.

Seed Spray (Ex) A lotus leshy can shoot several of its seeds at targets within 30 feet. It can shoot up to 6 seeds as a standard action, dividing the seeds as it chooses among targets in range. Each seed deals 1d3 points of nonlethal damage. The leshy rolls a single attack roll to determine the accuracy of all of the seeds in the spray. The attack has a ×3 critical multiplier, and the leshy makes only one roll to confirm a critical threat.

Enigmatic lotus leshys are wise guardians of secluded ponds and lakes. They spend most of their time in meditation as lotus flowers, sometimes for decades at a time. Although lotus leshys spend most of their time floating in solitary reflection, they do not shun the company of other creatures, and take humanoid form whenever they wish to speak. They find discussions of religion and philosophy particularly fascinating, and delight in fresh perspectives. Although they study deities of self-perfection and contemplation extensively, they do not revere such beings.

Lotus leshys speak indirectly rather than providing specific answers. They maintain that contemplation and discussion are far more valuable than concrete answers, whose usefulness is limited to the question at hand. In addition, they believe those who receive direct answers are more likely to blindly accept the words of others rather than thinking for themselves. When confronted with impatience, lotus leshys return to their lotus form rather than engaging further. They avoid combat whenever possible, preferring to calm tempers with their tranquil auras or lull violent creatures to sleep with their soporific pollen.

A typical lotus leshy stands 3 feet tall, and weighs 15 pounds.

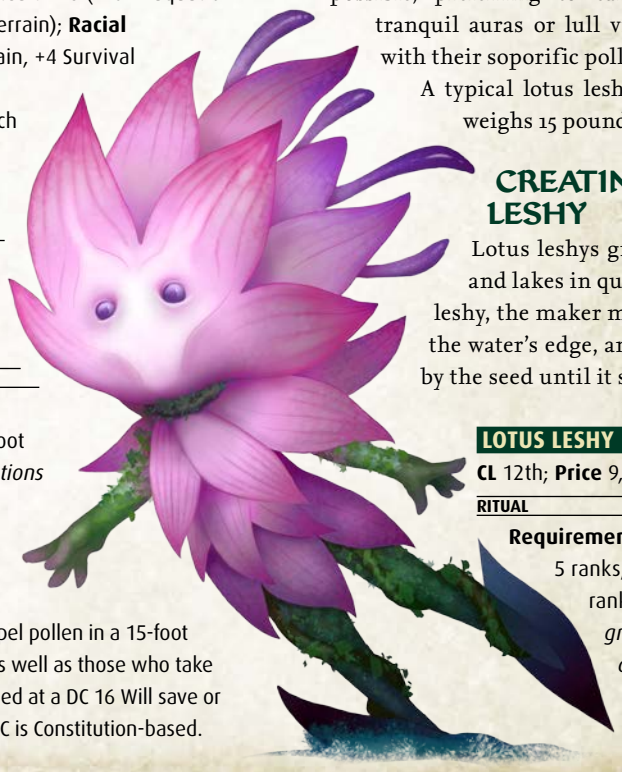


Illustration by Daniel Lopez

Creating a Lotus Leshy

Lotus leshys grow best in warm ponds and lakes in quiet areas. To grow a lotus leshy, the maker must plant a lotus seed by the water's edge, and sit in quiet mediation by the seed until it sprouts.

LOTUS LESHY

CL 12th; **Price** 9,000 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, Knowledge (religion) 5 ranks, *lily pad stride*[APG], *plant growth*, *summon nature's ally V*; **Skill** Knowledge (nature or religion) DC 19; **Cost** 4,500 gp

Liminal Sprite

This creature resembles an elven courtier in miniature, dressed in the latest fashion and mothlike wings on its back.

LIMINAL SPRITE **CR 2**

XP 600

CN Tiny fey

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

DEFENSE

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

hp 16 (3d6+6)

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

DR 5/cold iron; **immune** sleep; **SR** 13

OFFENSE

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

Melee rapier +6 (1d3–1/18–20)

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

Special Attacks repartee

Spell-Like Abilities (CL 6th; concentration +8)

At will—*daze* (DC 12), *prestidigitation*

3/day—*fumbletongue*[UM] (DC 13), *invisibility* (self only), *memory lapse*[APG] (DC 13)

STATISTICS

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

Base Atk +1; **CMB** +0; **CMD** 11

Feats Improved Initiative, Weapon Finesse

Skills Diplomacy +8, Escape Artist +9, Fly +17, Knowledge (local) +8, Perception +7, Perform (comedy) +8, Sense Motive +7, Stealth +17

Languages Elven, Common, Sylvan

SQ versatile performance

ECOLOGY

Environment any urban

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

Treasure standard (rapier, other treasure)

SPECIAL ABILITIES

Repartee (Su) Three times per day, when a liminal sprite successfully aids another creature's Charisma-based skill check, the creature gains a +2d4 bonus on the skill check instead of the normal +2 bonus. A creature can receive this bonus from only one liminal sprite per skill check.

Versatile Performance (Ex) A liminal sprite can use its bonus for Perform (comedy) in place of its bonus for Bluff and Intimidate. When substituting in this way, the liminal sprite uses its total bonus for Perform (comedy), including any class skill bonus, in place of the associated skill's total bonus, whether or not it has ranks in Perform (comedy) or Perform (comedy) is a class skill for the sprite.

An ancestral curse hangs over liminal sprites that prevents them from sleeping either inside a building or outside in the open. Fortunately for these sprites, a loophole exists that allows them to find rest within the external features of a building. As a result, liminal sprites make their homes under eaves, porches, and staircases.

Liminal sprites are fascinated by the arts, philosophy, and social intrigues of humanoids, which they experience vicariously from their hiding places, and with which they are often moved to interfere. They use their magic to bind the tongues of the witty and steal thoughts from the wise, returning them only after the moment in which they would have been useful has passed, thus adding insult to injury.

The sprites must be subtle, however, lest their unwitting hosts turn against them. They especially fear domestic animals turned loose near their hideaways. On the other hand, a homeowner who appeases the sprite with flattery and gifts finds his own eloquence improved. A 7th-level chaotic spellcaster can gain a liminal sprite as a familiar with the Improved Familiar feat, though she must take pains to find her familiar a suitable place to rest each night.

Liminal sprites stand 1 to 1-1/2 feet tall, and their mothlike wings stretch to a similar distance. Liminal sprites follow the local fashions of their city, modeling their clothes after those worn by nobles and celebrities.

Illustration by Diana Martinez

Living Mirage

A glimmering vision shimmers on the horizon, the very air coalescing into an oasis that may or may not exist.

LIVING MIRAGE **CR 9**

XP 6,400

N Gargantuan ooze

Init +0; **Senses** Perception –5

DEFENSE

AC 6, touch 6, flat-footed 6 (–4 size)

hp 114 (12d8+60)

Fort +9, **Ref** +4, **Will** –1

Defensive Abilities natural invisibility; **DR** 10/magic; **Immune** sonic, ooze traits; **Resist** cold 10, fire 10

Weaknesses vulnerable to wind

OFFENSE

Speed fly 20 ft. (perfect)

Melee touch +5 (8d6 plus desiccation)

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

Special Attacks consuming mirage (DC 21, 6d6 and desiccation), desiccation, project mirage (DC 20)

STATISTICS

Str —, **Dex** 10, **Con** 20, **Int** —, **Wis** 1, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 23

Skills Fly +2

SQ gaseous

ECOLOGY

Environment any deserts or oceans

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Consuming Mirage (Ex) A living mirage can engulf foes (as per the universal monster ability). A creature engulfed by a living mirage doesn't gain the pinned condition and can move normally—such a creature is not in danger of suffocating—but as long as it begins its turn engulfed, it's subject to desiccation in addition to the damage the attack causes. The save DC is Constitution-based.

Desiccation (Ex) A living mirage siphons streamers of blood and other vital fluids away from living creatures it touches or engulfs. A living creature that takes damage from the living mirage must succeed at a Constitution check to avoid the effects of thirst (*Pathfinder RPG Core Rulebook* 444), with a DC equal to either the DC against thirst as if 1 additional hour had passed or half the amount of damage dealt by the living mirage, whichever is higher. The target takes a cumulative –1 penalty on this check for each consecutive round beyond the first it takes damage from the living mirage. A creature that takes nonlethal damage from thirst as a result of this ability is fatigued.

Gaseous (Ex) A living mirage has a body composed of shimmering air. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Natural Invisibility (Ex) A living mirage remains invisible at all times, even when attacking. This ability isn't subject to the *invisibility purge* spell. Against foes that cannot pinpoint its location, a living mirage gains a +20 bonus on Stealth checks when moving or a +40 bonus when standing still. These bonuses are not included in the statistics above. Because of its size and pervasiveness within the area it occupies, a living mirage gains only a 20% miss chance due to its invisibility.

Project Mirage (Ex) As a standard action, a living mirage can create an illusory vision in areas of extreme heat or reflection—such as a desert, open ocean, or snow plain—to lure victims toward it, instinctively using the victims' own desires for comfort to form the illusion. This is a nonmagical mind-affecting glamer effect that is otherwise identical to *hallucinatory terrain* and that the living mirage can dismiss as a swift action. The save DC to disbelieve the illusion is Charisma-based, and the DC includes a +4 racial bonus.

Vulnerable to Wind (Ex) A living mirage is treated as if it were a Small creature for the purposes of determining the effects high wind has upon it (*Core Rulebook* 439).

A living mirage is a cloud of shimmering air that dwells in warm and cold deserts and calm stretches of open ocean. Although those who have lost loved ones to living mirages revile them as cruel deceivers, living mirages are in fact mindless, without any motive beyond feeding on the water and minerals found in living bodies. They manage to show hallucinations of what a victim desires not because of any intelligence on the living mirage's part, but because the victim's own mind generates the illusions.

Illustration by Bryan Sola

Lotus Tree

This majestic tree of strange, twisted bark has countless pale fruits and an intensely pleasant scent.

LOTUS TREE **CR 20**

XP 307,200

N Gargantuan plant

Init +10; **Senses** *detect thoughts* (DC 21), low-light vision, thoughtsense 60 ft., tremorsense 120 ft.; Perception +40

Aura hallucination (60 ft., DC 30, 4d6 hours)

DEFENSE

AC 39, touch 12, flat-footed 33 (+6 Dex, +27 natural, –4 size)

hp 356 (23d8+253); fast healing 15

Fort +23, **Ref** +15, **Will** +19

DR 15/cold iron and slashing; **Immune** daze, plant traits; **Resist** cold 30, electricity 30, fire 30

OFFENSE

Speed 10 ft.

Melee 4 slams +28 (5d6+14)

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

Special Attacks hope theft

Psychic Magic (CL 23rd; concentration +32)

40 PE—*create greater mindscape*[OA] (7 PE, DC 26), *dream council*[OA] (7 PE, DC 26), *dream scan*[OA] (6 PE, DC 25), *dream voyage*[OA] (9 PE, DC 28), *greater dispel magic* (6 PE), *id insinuation IV*[OA] (5 PE, DC 24), *microcosm*[OA] (9 PE, DC 28), *mind probe*[OA] (5 PE, DC 26), *nightmare* (5 PE, DC 24), *psychic image*[OA] (9 PE, DC 28).

Spell-Like Abilities (CL 23rd; concentration +32)

Constant—*detect thoughts* (DC 23)

At will—*mass suggestion* (DC 25), *mind thrust VI*[OA] (DC 27)

1/day—*animate plants* (DC 26; self unaffected), *weird* (DC 28)

STATISTICS

Str 38, **Dex** 23, **Con** 31, **Int** 23, **Wis** 30, **Cha** 28

Base Atk +17; **CMB** +35; **CMD** 51 (can't be tripped)

Feats Ability Focus (hope theft), Alertness, Combat Reflexes, Greater Spell Focus (divination), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Quicken Spell, Spell Focus (divination), Toughness, Weapon Focus (slam)

Skills Bluff +32, Diplomacy +32, Knowledge (arcana, history, nature) +29, Perception +40, Sense Motive +37, Spellcraft +29

Languages Aklo, Common, Elven, Giant, Gnome, Sylvan; telepathy 300 ft.

ECOLOGY

Environment any coastlines or forests

Organization solitary or grove (1–3 plus 2–7 charmed allies)

Treasure double

SPECIAL ABILITIES

Hallucination (Su) A living creature that starts her turn within 60 feet of a lotus tree or eats its fruit hallucinates pleasantly as per *synesthesia*[OA] (DC 30 Will negates) for 4d6 hours. The hallucinations include a humanoid figure of shifting colors that conveys the tree's telepathy and *thoughtsense*[OA] across any range, allowing the hallucinating creature to act as the tree's proxy. Suppressing or resuming the aura is a free action. The save DC is Charisma-based.

Hope Theft (Sp) As a swift action at unlimited range, a lotus tree can permanently charm a hallucinating creature (as per *mass charm monster* but with no save bonus for hostility) unless it succeeds at a DC 29 Will save. Affected victims forget all long-term goals, desiring only more hallucinations, and grant the tree temporary PE equal to half their Hit Dice and 5 times that amount in temporary hit points for 1 day. Regardless of the save, the target automatically is affected as per *mindwipe*[OA].

Lotus trees grow in ancient forests and paradisiacal islands, feeding on the fantasies of sentient beings. Some lotus trees are curious and wise; others hoard secrets while claiming they provide refuge from reality. Intentionally or not, lotus trees attract those seeking wisdom or dreamy escape.

Illustration by Nikolai Ostertag

Lusca

This beast has three sharklike heads on short, scaly necks, while its lower body appears to be that of an octopus.

LUSCA **CR 17**

XP 102,400

CE Gargantuan magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, –4 size)

hp 270 (20d10+160)

Fort +20, **Ref** +12, **Will** +11

Immune electricity, poison

OFFENSE

Speed 10 ft., swim 40 ft., jet 200 ft.

Melee 3 bites +27 (2d8+11/19–20), 8 tentacles +26 (1d8+5 plus grab)

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

Special Attacks constrict (1d8+5 plus poison), rend ship, vicious grapple

Spell-Like Abilities (CL 18th; concentration +22)

3/day—*chain lightning* (DC 20), *geyser*[APG] (DC 19)

1/day—summon (level 8, 1d4+1 dire sharks 50%), *vortex*[APG] (DC 21)

STATISTICS

Str 32, **Dex** 11, **Con** 26, **Int** 13, **Wis** 21, **Cha** 18

Base Atk +20; **CMB** +35 (+39 grapple); **CMD** 45

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Sickening Critical, Snatch, Weapon Focus (tentacle)

Skills Perception +28, Stealth +11, Swim +42

Languages Aquan, Common

SQ vicious grapple

ECOLOGY

Environment warm oceans

Organization solitary

Treasure double

SPECIAL ABILITIES

Poison (Ex) Constrict—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Rend Ship (Ex) As a full-round action, a lusca can attempt to use four of its tentacles to grapple a ship of its size or smaller by attempting a combat maneuver check opposed by the ship captain's Profession (sailor) check; the lusca receives a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the lusca grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its remaining four tentacles, but can't attack foes at all with its shark heads. Each round it maintains its hold on the ship, it automatically deals bite damage from all three heads to the ship's hull.

Vicious Grapple (Ex) A lusca does not gain the grappled condition if it grabs a foe with its tentacles. It can attempt to maintain a grapple against any number of creatures in its tentacles as a swift action.

Luscas are among the most feared predators in the open ocean—their snapping shark heads and writhing tentacles spell the end for many crews. A lusca's presence can first be felt in the air, as its body naturally conducts electricity. Sailors who have encountered the being and survived claim that thunderclouds seem to roll in alongside the creature and strange electrical fires dance in the air before it attacks, lending an eerie aura of foreboding to the oncoming assault. Ravenous and unpredictable, a lusca claims wide swaths of territory in order to maximize the number of ships it can sink and crews it can feast upon; luscas brook no other large predators in their claimed territory, and battle even mighty krakens for control. They are equally territorial with their own kind, and an encounter between two luscas, except to mate, almost always ends with one dead or driven off. While luscas prefer to make quick meals of the sailors onboard a ship, they will eat just about any aquatic creature, and even giant octopuses and whales know to steer clear of a hungry lusca's vicinity.

The average lusca is 90 feet from tentacle to snout and weighs 3,800 pounds. Legends tell of even larger luscas that can sink Colossal ships.

Illustration by Bryan Sola

Manasaputra

For most creatures, the path to self-perfection ends as all mortal pursuits do: in death. For a few, however, the path to self-perfection ends with fiery rebirth in the heart of the Positive Energy Plane, where the souls of those not yet born fuse with the potential of those who've learned from lifetimes of reincarnation to form wholly new entities—the manasaputras. These outsiders continue their path to perfection by striving to achieve oneness with the universe, further evolving and discovering new cosmic truths, as well as guiding mortals on their paths to similar ends.

Manasaputras are benevolent and compassionate entities that follow strict practices of contemplation, introspection, and meditation. Others often view their directness and disciplined nature as inflexible, yet in truth, manasaputras are accepting when presented with new ideas and challenges—adapting to accommodate these changes can simply take hundreds or thousands of years as the manasaputras gradually evaluate and reevaluate the slightest adjustment to their personal beliefs or ideals. The patience of manasaputras is legendary, and can make action seem like inaction from a mortal's perspective of time.

Manasaputras belong to a complex hierarchy. While immortal beings known as kumaras ostensibly lead them, each manasaputra operates as an individual, free to pursue its own contemplation of the multiverse and its inhabitants. More powerful manasaputras mentor younger and less experienced ones, particularly when their paths to perfection align. These relationships are master and apprentice structures similar to the Material Plane's monastic hierarchies. Lesser manasaputras have deep respect and reverence for the elders of their kind and the phenomenal—often godlike—power they wield.

When not contemplating reality in isolation at the heart of the Positive Energy Plane, manasaputras can be found drifting through the Astral Plane in search of wisdom, or drawn to the Material Plane when ignorance and chaos work hand in hand with cruelty and evil. Manasaputras do not often intervene in destructive events, preferring to instead aid mortals and teach them necessary skills that they can use to confront these challenges. Greater threats of a more cosmic nature can draw the direct intervention of dozens of manasaputras, especially when these threats concern the destruction of knowledge or foment disorder in the universe. To this end, manasaputras can sometimes be found working alongside aeons and inevitables on morally compatible agendas. Manasaputras respect the precious balance aeons bring to the planes, as well as inevitables' unfaltering dedication to their assigned tasks. They are distant toward most good-aligned outsiders, unable to fully share the passions of agathions and azatas, and put off by the zeal of angels and archons. They share a special kinship with devas, who often also oversee mortal affairs. Among outsiders, their greatest rivals are the sahkils of the Ethereal Plane, who attempt to hold back mortal development and are thus sworn enemies of all manasaputras.

Manasaputras seldom interact with wicked mortal creatures of the Material Plane. Their charge is to nurture the spiritual development of those who walk the path of enlightenment, and thus have little concern for mortal creatures outside that path, except as obstacles their students must overcome.

While usually described as humanoid in form, most manasaputras are wholly incorporeal entities forged of the raw Cosmic Fire from the heart of the Positive Energy Plane. When a manasaputra chooses to become corporeal, it usually adopts a resplendent, idealized humanoid form, often with striking features such as a third eye, multiple arms, or other compelling physical characteristics that clearly set it apart from mortals.

Occult lore suggests the enormous wisdom of the eldest manasaputras derives from their mortal existence during a previous incarnation of the multiverse itself. Certainly the manasaputras themselves favor doctrines of cycles such as reincarnation. Some mortal followers believe that manasaputras from the previous multiversal cycle were the first to inhabit the soulless husks that would ultimately become mortals, but as usual the manasaputras themselves favor riddles over straight answers on the matter.

The Seven Kumaras, the most powerful of all manasaputras, exist at the heart of all creation, each exemplifying a facet of the multiverse. These enigmatic entities rarely leave the Cosmic Fire of the Positive Energy Plane, communing with this source of all life in the multiverse and witnessing events across all creation through psychic rapport with a consciousness they (and the like-minded aeons) refer to as the Logos.

The Seven Kumaras

Seven glory-clad kumaras lead the manasaputras on their spiritual journeys. Each occasionally acts as a personal messenger or spirit guide for mortals with profound psychic gifts or particularly promising souls. While spellings often differ depending on the esoteric source consulted, their number is thought to include the following.

- Ameuritati, the First Immortal
- Ashavashitra, the Righteous Truth
- Asoshu Mana, the True Purpose
- Auramiti, the Holy Devotion
- Hourvetat, the Circle of Ages
- Ksathras, the Dominion
- Sraosha, the Cleansing Wings

Manasaputra, Manu

A toned, regal human radiates a shifting aura of many colors and murmuring voices that seem strangely familiar.

MANU **CR 12**

XP 19,200

LG Medium outsider (extraplanar, good, lawful, manasaputra)

Init +8; **Senses** darkvision 60 ft.; Perception +25

Aura unity (30 ft.)

DEFENSE

AC 27, touch 27, flat-footed 22 (+3 deflection, +4 Dex, +1 dodge, +9 soul armor)

hp 161 (17d10+68)

Fort +9, **Ref** +14, **Will** +15; +2 vs. enchantment

Immune calling, disease, poison; **Resist** adaptive 10; **SR** 23

OFFENSE

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

Melee 4 slams +18 (1d10+1)

Psychic Magic (CL 12th; concentration +17; Wis-based)

25 PE—*analyze aura*[OA] (3 PE), *aversion*[OA] (2 PE, DC 17), *enshroud thoughts*[OA] (2 PE), *mind thrust VI*[OA] (6 PE, DC 21), *psychic asylum*[OA] (5 PE), *psychic crush I*[OA] (5 PE, DC 20), *quintessence*[OA] (1 PE)

Spell-Like Abilities (CL 12th; concentration +17; Wis-based)

At will—*greater teleport* (self only), *plane shift* (self only)

STATISTICS

Str 13, **Dex** 19, **Con** 18, **Int** 14, **Wis** 20, **Cha** 17

Base Atk +17; **CMB** +18; **CMD** 45

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Whirlwind Attack, Wind Stance

Skills Acrobatics +18, Diplomacy +23, Fly +12, Intimidate +17, Knowledge (any one) +20, Knowledge (history, local, planes) +20, Perception +25, Sense Motive +22

Languages Celestial, Common; telepathy 100 ft.

SQ aura of unity, creature bond, formless, no breath, positive energy affinity, subjective appearance

ECOLOGY

Environment any (Material Plane or Positive Energy Plane)

Organization solitary or round (2–8)

Treasure standard

SPECIAL ABILITIES

Aura of Unity (Su) All allies that belong to the manu's creature bond work toward a unified goal while within 30 feet of the manu. As an immediate action, the manu can attempt an attack roll, saving throw, or skill check to replace the roll just made by an ally benefitting from the manu's aura of unity.

Creature Bond (Ex) Each manu is associated with a single race or kind of creature, such as humans or basilisks (not humanoids or magical beasts); this bond never changes. The manu is treated as both a manasaputra and as the race, creature type, and subtypes of its bonded creature for the purposes of effects that target a specific race or kind of creature.

Manus aspire to elevate members of a specific race or type of creature to enlightenment, adopting them collectively as special charges. Typically, this race or type of creature is chosen from those to whom the manu belonged during its most meaningful mortal incarnation, but this is not always the case.

While most manus focus on a people's enlightenment across a single Material Plane world, some ambitious manus follow their charges from world to world, continuing to elevate and guide them as they propagate among the stars. Manus are largely solitary, though they sometimes gather into tight-knit groups called rounds that coordinate efforts to guide their chosen peoples.

Illustration by Subroto Bhaumik

Manasaputra, Maharishi Manu

This elderly figure looks out with heavy-lidded eyes, and seems lost in its own serenity.

MAHARISHI MANU **CR 16**

XP 76,800

LG Medium outsider (extraplanar, good, lawful, manasaputra)

Init +10; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 31, touch 31 flat-footed 24 (+6 Dex, +4 deflection +1 dodge, +10 soul armor)

hp 237 (19d10+133)

Fort +13, **Ref** +17, **Will** +17; +4 vs. dismissal, +2 vs. enchantment

Immune calling, disease, poison; **Resist** adaptive 10; **SR** 27

OFFENSE

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

Melee unarmed strike +21/+16/+11/+6 (2d6+2) or aging touch +21 (12d10)

Psychic Magic (CL 16th; concentration +22; Wisdom-based)

27 PE—*catatonia*[OA] (3 PE, DC 19), *cognitive block*[OA] (3 PE, DC 19), *divide mind*[OA] (9 PE), *mind thrust IV*[OA] (4 PE, DC 20), *remote viewing*[OA] (5 PE), *retrocognition*[OA] (5 PE), *unshakable zeal*[OA] (7 PE)

Spell-Like Abilities (CL 16th; concentration +22; Wisdom-based)

At will—*greater teleport* (self only), *plane shift* (self only)

Special Attacks aging touch

STATISTICS

Str 15, **Dex** 23, **Con** 24, **Int** 16, **Wis** 23, **Cha** 18

Base Atk +19; **CMB** +21; **CMD** 52

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Lightning Stance, Mobility, Skill Focus (Knowledge [history]), Vital Strike, Wind Stance

Skills Acrobatics +25, Diplomacy +26, Fly +14, Intimidate +23, Knowledge (any one) +25, Knowledge (history) +31, Knowledge (local, planes) +25, Perception +28, Sense Motive +28

Languages Celestial, Common; telepathy 100 ft.

SQ evolutionary sentinel, formless, no breath, positive energy affinity, subjective appearance, timeless

ECOLOGY

Environment any (Material Plane or Positive Energy Plane)

Organization solitary

Treasure none

SPECIAL ABILITIES

Aging Touch (Su) As a standard action, a maharishi manu in either corporeal or incorporeal form can make a touch attack against a living creature to wear down the creature's body with age, dealing 12d10 points of damage and stunning the creature for 1 round. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A successful DC 26 Fortitude save halves the damage and negates the stun effect. The save DC is Constitution-based.

Evolutionary Sentinel (Su) A maharishi manu gains a +4 bonus on saves to resist the effects of a *dismissal* spell or similar effect while visiting the world it is currently supervising.

Timeless (Ex) A maharishi manu oversees vast periods of evolution without impediment. It is unaffected by magical aging effects and spells that manipulate time. Whenever a creature under the effect of *time stop* (or a similar effect) comes within 1 mile of a maharishi manu, the maharishi manu instantly gains the ability to act normally during the remaining duration of the effect, allowing the two creatures to interact.

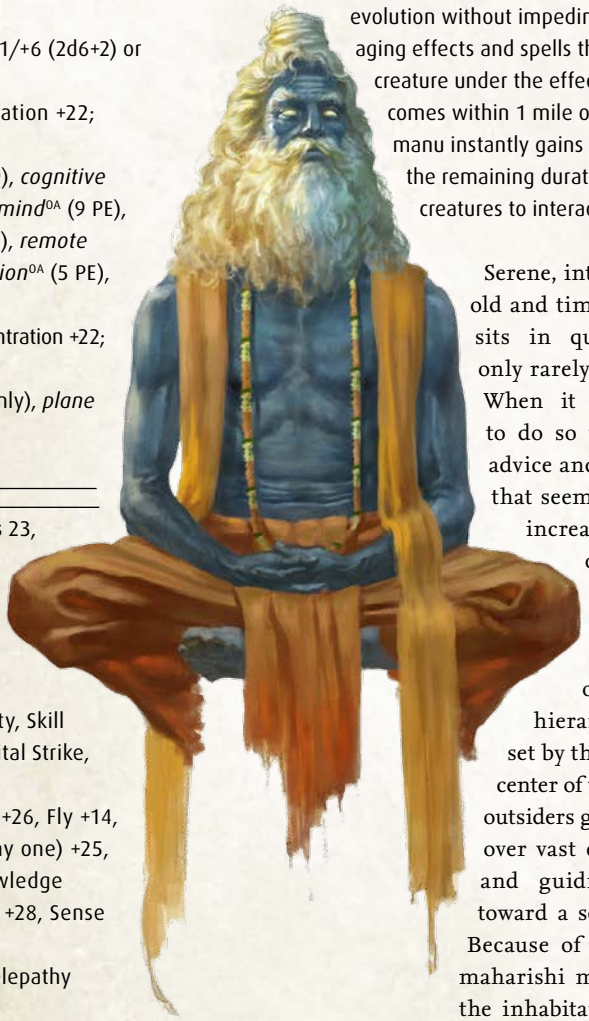


Illustration by Subroto Bhaumik

Serene, introspective, and simultaneously old and timeless, a maharishi manu often sits in quiet contemplation, speaking only rarely and acting only when it must. When it does communicate, it tends to do so telepathically, and phrases its advice and commands as strange riddles that seem nonsensical at first, but grow increasingly meaningful as listeners overcome struggles and grow on their own.

Maharishi manus are at the pinnacle of the manu caste of manasaputras, leading the hierarchy by following directions set by the kumaras and the Logos at the center of the Positive Energy Plane. These outsiders govern the spiritual development over vast epochs, teaching lesser manus and guiding all mortal incarnations toward a sense of perfect enlightenment. Because of the nature of their missions, maharishi manus form strong bonds with the inhabitants of the planets under their care and are never kept away for long before returning to those worlds should they be banished by malicious forces.

Manasaputra, Rishi Manu

This regal, apparently human figure has glowing purple eyes and the grace and fluidity of water given form.

RISHI MANU **CR 14**

XP 38,400

LG Medium outsider (extraplanar, good, lawful, manasaputra)

Init +10; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 31, touch 31, flat-footed 24 (+4 deflection, +6 Dex, +1 dodge, +10 soul armor)

hp 189 (18d10+90)

Fort +11, **Ref** +17, **Will** +16; +2 vs. enchantment

Immune calling, disease, poison; **Resist** adaptive 10; **SR** 25

OFFENSE

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

Melee *rishi scepter* +27/+27/+22/+17/+12 (2d6+10/18–20) or 4 slams +22 (2d6+4)

Ranged cosmic fire +24 touch (10d6 fire and 10d6 positive energy)

Psychic Magic (CL 14th; concentration +19; Wisdom-based) 19 PE—*anticipate thoughts*[OA] (2 PE), *burst of insight*[OA] (1 PE), *dream council*[OA] (6 PE, DC 21), *synapse overload*[OA] (5 PE, DC 20), *remote viewing*[OA] (5 PE)

Spell-Like Abilities (CL 14th; concentration +19; Wisdom-based) At will—*greater teleport* (self only), *plane shift* (self only)

Special Attacks cosmic fire, rishi scepter

STATISTICS

Str 19, **Dex** 23, **Con** 20, **Int** 16, **Wis** 21, **Cha** 18

Base Atk +18; **CMB** +22; **CMD** 53

Feats Blind-Fight, Combat Reflexes, Dazzling Display, Dodge, Improved Initiative, Mobility, Shatter Defenses, Weapon Focus (rishi scepter), Wind Stance

Skills Acrobatics +24, Diplomacy +25, Fly +14, Intimidate +22, Knowledge (any one) +24, Knowledge (history, local, planes) +24, Perception +26, Sense Motive +26

Languages Celestial, Common; telepathy 100 ft.

SQ formless, no breath, planetary bond, positive energy affinity, subjective appearance

ECOLOGY

Environment any (Material Plane or Positive Energy Plane)

Organization solitary or council (2–16)

Treasure standard

SPECIAL ABILITIES

Cosmic Fire (Su) As a standard action a rishi manu can project a ray of cosmic fire with a range of 100 feet. Firing this ray does not provoke attacks of opportunity. This ray deals 10d6 points of fire damage and 10d6 points of positive energy damage. This positive energy does not harm creatures not normally damaged by positive energy nor does it heal them.

Planetary Bond (Ex) Each rishi manu is bonded to a particular planet on the Material Plane. While on its bonded world, a rishi manu doesn't count as extraplanar. When traveling to its bonded world from an extraplanar location using *plane shift*, a rishi manu always arrives at the exact location of its choice.

Rishi Scepter (Su) Rishi manus possess a scepter forged from thought and will. In the hands of a rishi manu, it functions as a *+4 speed club* that deals damage as if it were two size categories larger and penetrates damage reduction as if it were both lawful-aligned and good-aligned. A rishi manu can touch a living creature of lawful good alignment with its scepter, granting it the benefits of *moment of prescience* (CL 14th). Once a creature has benefited from the touch of a rishi scepter, it can't benefit from it again for 24 hours.

Rishi manus are the shepherds of entire worlds, watching for shifts in the collective consciousness and gently nudging specific individuals of significant power or influence toward paths of enlightenment that will affect as many others as possible.

Illustration by Subroto Bhaumik

Manasaputra, Solar Pitri

This massive, red-skinned creature surges with roiling waves of brilliant fire.

SOLAR PITRI (AGNISHVATTA)

XP 307,200 CR 22/MR 8

LG Large outsider (extraplanar, good, lawful, manasaputra, mythic)

Init +19/–1; **Senses** darkvision 60 ft. *true seeing*; Perception +35

Aura cosmic fire (60 ft., DC 35)

DEFENSE

AC 41, touch 41, flat-footed 32 (+8 deflection, +7 Dex, +2 dodge, –1 size, +15 soul armor)

hp 404 (24d10+272)

Fort +16, **Ref** +21, **Will** +23; +2 vs. enchantment

DR 10/epic; **Immune** calling, disease, poison; **Resist** adaptive 30; **SR** 33

OFFENSE

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

Melee 4 slams +35 (3d6+12/19–20)

Ranged 4 disintegration rays +30 touch (10d6)

Special Attacks disintegration rays, mythic power (8/day, surge +1d10), radiant transformation (DC 30)

Psychic Magic (CL 20th; concentration +29; Wisdom-based)

36 PE—*awaken construct*[OA] (6 PE, DC 25), *divide mind*[OA] (9 PE), *ego whip V*[OA] (7 PE, DC 26), *greater create mindscape*[OA] (6 PE, DC 25), *mindscape door*[OA] (5 PE, DC 24), *retrocognition*[OA] (5 PE)

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

Constant—*true seeing*

At will—*greater teleport* (self only), *plane shift*[M] (self only)

1/day—*miracle* (DC 28), *true resurrection*, *wish*[M] (DC 28)

M mythic spell-like ability

STATISTICS

Str 35, **Dex** 25, **Con** 26, **Int** 24, **Wis** 28, **Cha** 27

Base Atk +24; **CMB** +37; **CMD** 79

Feats Blind-Fight[M], Blinding Critical, Combat Expertise[M], Critical Focus[M], Dodge[M], Improved Critical (slam), Improved Initiative, Mobility, Power Attack, Spring Attack, Whirlwind Attack, Wind Stance

Skills Acrobatics +30, Bluff +34, Diplomacy +34, Fly +39, Intimidate +34, Knowledge (any one) +30, Knowledge (arcana) +27, Knowledge (history, planes) +33, Knowledge (local) +29, Knowledge (religion) +30, Perception +35, Sense Motive +35, Use Magic Device +31

Languages Aklo, Celestial, Common, Draconic; telepathy 100 ft.

SQ formless, mythic spell-like abilities, positive energy affinity, subjective appearance, unending

ECOLOGY

Environment any (Positive Energy Plane)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cosmic Fire Aura (Su) Non-manasaputras that end their turn within 60 feet of a solar pitri take 5d6 points of fire damage and 5d6 points of positive energy damage. This positive energy does not harm creatures not normally damaged by positive energy, but doesn't heal them either. A mythic creature that succeeds at a DC 31 Will save takes half damage. An undead creature with HD less than half of the solar pitri's that ends its turn within the solar pitri's cosmic fire aura is automatically destroyed. Mythic undead that succeed at their Will saves are not destroyed, but must succeed at new will saves each round they remain within the aura. Manus, rishi manus, and maharishi manus that are slain within the cosmic fire aura return to life as if affected by *true resurrection* at the beginning of their next turns, so long as the solar pitri remains alive and its aura remains present at the location of the manasaputra's death at that time. The save DC is Wisdom-based.

Disintegration Rays (Su) A solar pitri can produce magical rays, each with a range of 100 feet. The solar pitri can shoot a single ray as an attack action or up to four rays as a full-attack action. Firing a ray doesn't provoke attacks of opportunity. Each ray deals 10d6 points of damage. Creatures reduced to 0 hit points by a ray are slain instantly and reduced to ash.

Mythic Spell-Like Abilities (Ex) A solar pitri can expend uses of mythic power to use the mythic version of *plane shift* or *wish* as if the ability were a mythic spell.

Radiant Transformation (Su) When a solar pitri takes a move action to become incorporeal, it explodes in a burst of blinding light. All non-manasaputras within line of sight are permanently blinded. Mythic creatures that succeed at a DC 31 Reflex save are not affected. The save DC is Wisdom-based.

Unending (Su) When a solar pitri is slain by a non-mythic source, it returns to life 24 hours later at the heart of the Positive Energy Plane.

Nearly perfect in form, action, and thought, solar pitris are revered as godlike creatures, and possess souls on fire with the radiance of creation and reincarnation. Solar pitris are in some ways alien to mortal reality, yet strongly in tune with it by way of the cycle of reincarnation. Each solar pitri is the embodiment of a soul that lived thousands—if not millions—of incarnations in at least one other multiverse that existed prior to the creation of the current one. Final expressions of enlightenment, these incredibly powerful entities have guided the development of all life for countless eons. Solar pitris possess singular focus on the development of the entire multiverse and all its creatures—some say even of deities themselves—guiding events down a course that leads like a descending spiral to another cycle of reincarnation at the eventual end of the current multiverse and creation of the next.

Some occult scholars contend that there are only seven solar pitris, and that they are the seven kumaras. Others believe that the numbers of these creatures range in the hundreds, thousands, or even millions, but that the majority of the solar pitris rest in still and silent meditation at the heart of the Positive Energy Plane, never venturing out into the vastness of the Astral Plane or other corners of the multiverse. Such sages insist that the intensity of their contemplation and meditation is the underlying fuel for the progression of souls, the expansion of space, and the flow of time. Some even go so far as to credit the solar pitris with the creation of the Cosmic Fire in the first place, though like all theories about the manasaputras in general and the kumaras in particular, the details are the subjects of heated debate and very little concrete evidence.

All the various camps of esoteric thought agree that seven of these creatures are known as the kumaras, and that they are the only solar pitris who have interacted with creatures that are not other manasaputras. Scholars generally believe that the solar pitris serve as masters to a number of twilight pitris, and sometimes even various manus, but the exact relationships seem to have a degree of fluidity—as some esoteric texts insist that this group of manasaputras serve Ksathras, the Dominion, while others claim the same group or members of that group serve Ameuritati, the First Immortal. Many of these contradictions stem from transcription mistakes in ancient texts or issues with the variety of spellings or even names by which some kumaras are known, but others can be explained only by shifts in the structure of the manasaputra caste system over the eons.

The lore regarding the relationship between the solar pitris and mortal races is less muddled. Most stories relate that at the dawn of creation, solar pitris took pity on misguided mortals, who were confused by the teachings and guidance given to them by the twilight pitris. The twilight pitris' nurturing led to overly rational mortals who lacked the compassion and empathy necessary for true enlightenment. The solar pitris intervened, and granted those wayward mortals a favored place in the cycle of cosmic reincarnation. Scholars speculate that this act on the part of the solar pitris was the first step that led to the evolution of samsarans (*Pathfinder RPG Bestiary 4* 230), though many samsarans deny this story, instead insisting that they are early forms of what will later become the next wave of manasaputras.

Because of their unfathomably ancient minds and far-reaching plans, solar pitris rarely interact with other creatures. They must restrain their power, lest their very presence prove deadly to other living beings. Solar pitris are creatures of fire, and even witnessing a solar pitri shifting from corporeality to incorporeality from afar can blind mortals. Creatures that come close to a solar pitri are scorched by the outsider's boundless, radiant energies. Adherents of some cults attempt such approaches regardless of the danger, believing that even if they burn to death, their souls will be purified by the solar pitri's presence. Most of what is known about solar pitris comes from the teachings handed down to mortals by lesser manasaputras, the traditions of those samsarans who believe that they are connected to manasaputras (or even that they are some early form of manu), the often wild and fanciful speculation of occult thinkers, the feverish dreams of eccentric mystics, and the few legitimate historical accounts of the various kumaras leaving their contemplation within the Cosmic Fire and interacting with mortals. But even then, only monumental events such as mass extinctions of whole worlds, the death of gods, the eradication of an entire intelligent species, or other reality-shaking events draw solar pitris' attention. Otherwise, their time is spent pondering unknowable truths and guiding other manasaputras from deep within the heart of the Positive Energy Plane.

Illustration by Subroto Bhaumik

Manasaputra, Twilight Pitri

Cerulean light surrounds this towering four-armed figure in a vibrant corona.

TWILIGHT PITRI (BARHISAD) CR 18

XP 153,600

LG Large outsider (extraplanar, good, lawful, manasaputra)

Init +12; **Senses** darkvision 60 ft.; Perception +35

Aura frightful presence (60 ft., DC 23)

DEFENSE

AC 36, touch 32, flat-footed 27 (+8 Dex, +1 dodge, +4 shield, –1 size, +14 Wis)

hp 300 (24d10+168)

Fort +15, **Ref** +22, **Will** +22; +2 vs. enchantment

Defensive Abilities cerulean nimbus; **Immune** calling, disease, poison; **Resist** adaptive 15; **SR** 29

OFFENSE

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

Melee unarmed strike +28/+23/+18/+13 (2d10+8/19–20/×3)

Ranged lunar rays +31/+26/+21/+16 touch (8d6 cold and 8d6 positive energy)

Psychic Magic (Sp) (CL 18th; concentration +26; Wisdom-based)

45 PE—*aversion*[OA] (2 PE, DC 20), *awaken* (5 PE), *awaken construct*[OA] (6 PE), *babble*[OA] (3 PE, DC 21), *ego whip V*[OA] (7 PE, DC 25), *greater synaptic pulse*[OA] (5 PE, DC 23), *mind thrust VI*[OA] (6 PE, DC 24), *mindwipe*[OA] (4 PE, DC 22), *psychic image*[OA] (9 PE), *psychic surgery*[OA] (6 PE), *synapse overload*[OA] (5 PE, DC 23)

Spell-Like Abilities (CL 18th; concentration +26; Wisdom-based)

At will—*greater teleport* (self only), *plane shift* (self only)

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

Special Attacks anatomical undoing, lunar rays, stunning fist (6/day, DC 18)

STATISTICS

Str 19, **Dex** 27, **Con** 24, **Int** 18, **Wis** 26, **Cha** 13

Base Atk +24; **CMB** +29; **CMD** 62

Feats Combat Reflexes, Critical Focus, Dodge, Improved Critical (unarmed strike), Improved Initiative, Improved Unarmed Strike, Improved Vital Strike, Mobility, Stunning Critical, Stunning Fist, Vital Strike, Weapon Focus (unarmed strike)

Skills Acrobatics +32 (+36 when jumping), Fly +41, Intimidate +25, Knowledge (arcana, dungeoneering, history, planes) +31, Perception +35, Spellcraft +31, Stealth +31

Languages Aklo, Celestial, Common; telepathy 100 ft.

SQ no breath, positive energy affinity, third eye

ECOLOGY

Environment any (Positive Energy Plane)

Organization solitary

Treasure none

SPECIAL ABILITIES

Anatomical Undoing (Ex) A twilight pitri adds its Wisdom modifier instead of its Strength modifier to damage dealt by its unarmed attacks, as it has an intuitive grasp of how to unmake corporeal forms. On a critical hit with its unarmed strike, it deals triple damage.

Cerulean Nimbus (Su) Twilight pitris are surrounded by an eerie blue light said to be a reflection from a previous version of the multiverse. While active, this light grants them a +4 shield bonus to their AC. A twilight pitri can make use of its frightful presence aura only while its cerulean nimbus surrounds it. The pitri can dismiss the light as a free action, even when it is not the pitri's turn, to reroll any one saving throw or to negate a critical hit. A dismissed nimbus returns in 1d3 rounds.

Lunar Rays (Su) A twilight pitri can shoot rays of moonlight with a range of 100 feet. A twilight pitri can fire a single ray as an attack action, or up to four rays as a full attack action. Firing a ray does not provoke attacks of opportunity. A twilight pitri can apply its Vital Strike feats to lunar rays. Each ray deals 8d6 points of cold damage and 8d6 points of positive energy damage. This positive energy does not harm creatures that aren't normally damaged by positive energy, nor does it heal them.

Third Eye (Su) As a swift action, a twilight pitri can open or close its third eye. While the eye is open, the twilight pitri gains access to an additional pool of 45 PE and gains a constant *true seeing* effect, but loses the benefits of its cerulean nimbus. This pool of psychic energy is separate from the twilight pitri's regular pool, and is accessible only while the third eye is open. Effects that blind a twilight pitri prevent the use of this ability.

While clerics and oracles spin their own myths of creation, manasaputras tout an occult truth behind these stories—the current multiverse is not the first to exist and it won't be the last. Like the cycle of seasons and the moon, existence itself waxes and wanes.

Similar to the highest caste of pitris, twilight pitris are manasaputras whose existence predates the current multiverse. Unlike the solar pitris, these creatures started their path to enlightenment in the preceding multiverse, not some more ancient one. During that indescribable existence, twilight pitris were mortals who ascended to the ranks of manus. Surviving the natural end of their native reality, they endured and were incarnated into the current multiverse as this higher caste of manasaputras. Though they are in a higher form, it is one filled with tribulation and challenge, as becoming a twilight pitri is among the greatest trials in the path to absolute enlightenment.

This transition between multiverses has the effect of cutting off the former manus' souls from the Cosmic Fire of creation. This "twilight" forces the new pitris to pursue enlightenment without the fire's guidance.

While these creatures can hover around the Cosmic Fire on the Positive Energy Plane, they are barred from entering it. Some occult scholars believe this is merely a taboo,

but the prohibition is more than a metaphysical barrier. These pitris are incapable of the spiritual incorporeality found among other types of manasaputras, which enables communion with the flame.

While some occult scholars teach that this exile is some form of punishment for actions in past incarnations, both twilight and even solar pitris deny this explanation. Instead, exile from the cosmic source is a test in spiritual suffering and self-sufficiency. Without the benefit of the Cosmic Fire, each twilight pitri must look within itself or to others to achieve full enlightenment, which is both challenging and spiritually taxing. Failure of this test leads to either the destruction of a twilight pitri or its continuance within lesser incarnations until the death of this multiverse and the creation of the next. Those who gain true enlightenment from this test become solar pitris when the next multiverse ignites, though most achieve status as a twilight pitri, fail the test, and are reincarnated as lesser manasaputras many times before succeeding and becoming solar pitris.

Because these pitris are disconnected from the cosmic source, their wisdom can sometimes seem imperfect, at least compared to that of the solar pitris. While all twilight pitris seek to expand enlightenment in the multiverse, their actions can accidently work against enlightened truth.

During the earliest epochs of this multiverse, the first twilight pitris sought not only to shepherd the fledgling races, but also to impart knowledge and reason to those with whom they formed the closest bonds. The results of this effort still haunt them, as the pitris' imperfect mastery of cosmic enlightenment turned these races into beings driven only by reason, logic, and systematic philosophies. As these beliefs opposed the spiritual ascension touted by other manasaputras, these early races ascended to become other types of outsiders, swelling the ranks of such beings. In the end, the kumaras had to intercede and right the wrongs inadvertently spurred by the twilight pitris' actions. Because of this, many twilight pitris have chosen to be more contemplative and intuitive in deciding on their courses of action than other manasaputras, while others become more active hoping to make up for this early misstep.

Illustration by Subroto Bhaumik

In spite of their alien origins, twilight pitris seek to aid and inspire mortals of the Material Plane. They take great care to search for and study the individual mortals, societies, and worlds that hold the greatest promise. Mortals who show the best chance of becoming some form of manu in their next incarnations are chosen and taught the methods of contemplation, mindfully executed action, and focused meditation necessary to achieve their next stage of enlightenment. At the same time, such visitations—either to mortals or others of their kind—can be both a boon and a curse, for the twilight pitris often act in unexpected ways—their minds inscrutable to the denizens of the Material Plane—and their lack of connection with the Cosmic Fire often makes them seem disconnected from other manasaputras. A handful of kumaras seek out the aid of twilight pitris when they do leave the Positive Energy Plane, enjoying and finding wisdom in their sometimes alien and unexpected modes of thought.

Relationships between twilight pitris and manus are complicated. Many manus have at least one twilight pitri to thank for their first steps of enlightenment and acceptance into the manasaputra castes, but upon ascension, the new manus intuit how disconnected their former teachers are from the cosmic source of all things. They immediately find the words and guidance of the twilight pitris to be filled with half-truths and blind paths, even though the twilight pitri's intentions are true and honorable. These manus still give members of this caste the respect and reverence they deserve, and understand the importance of this test—especially since they may face it themselves one day—but often go to great pains to avoid asking a twilight pitri for counsel.

Relationships between twilight pitris and samsarans are even more strained, as knowledgeable members of that race blame the twilight pitris for nearly damning the entire samsaran race to a path outside of reincarnation and enlightenment. While they would never outwardly disrespect these higher forms of being, they are often suspicious of the twilight pitris' guidance and disregard twilight pitris' advice. Some samsarans outright refuse all aid coming from one of these manasaputras.

Megafauna, Chalicotherium

This huge, rather slow-moving and slothlike creature has long, clawed forelimbs and short rear legs.

CHALICOTHERIUM **CR 6**

XP 2,400

N Large animal

Init +0; **Senses** low-light vision, scent; Perception +10

DEFENSE

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

hp 68 (8d8+32)

Fort +10, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+8)

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

STATISTICS

Str 26, **Dex** 11, **Con** 18, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +6; **CMB** +15 (+17 bull rush); **CMD** 25 (27 vs. bull rush, 29 vs. trip)

Feats Endurance, Improved Bull Rush, Iron Will, Power Attack

Skills Climb +11, Perception +10

ECOLOGY

Environment temperate forests

Organization solitary or pair

Treasure none

Chalicotheriums are massive creatures resembling sloths with vaguely equine heads and long forelimbs ending in wickedly sharp claws. While the size and the claws of these creatures make them seem fierce, they are generally docile animals and become aggressive only in the defense of their homes and offspring. They typically fight only until the invaders have fled, but if their young are threatened, they will not relent until the attacker is dead, even if they must pursue it for a great distance to be sure.

These herbivorous creatures are generally found alone or in pairs, along with any of their young.

A typical adult chalicotherium is about 10 feet tall at the shoulder and 12 feet long from nose to rump, and weighs 14,000 pounds.

Megafauna, Kaprosuchus

This massive, squat crocodilian has forward facing eyes, jutting teeth, and a pronounced snout.

KAPROSUCHUS **CR 5**

XP 1,600

N Huge animal

Init +5; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)

hp 59 (7d8+28)

Fort +9, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+7), tail slap +5 (2d6+3)

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

Special Attacks ramming snout

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 1, **Wis** 14, **Cha** 2

Base Atk +5; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +13, Stealth +6; **Racial Modifiers** +8 Stealth

ECOLOGY

Environment warm forests

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

Treasure none

SPECIAL ABILITIES

Ramming Snout (Ex) When a kaprosuchus charges, it can ram an opponent with the calcified tip of its snout. This attack has the same attack bonus as the kaprosuchus's bite attack, and it deals an amount of bludgeoning damage equal to the kaprosuchus's bite damage. If the attack is successful, the kaprosuchus can attempt a trip combat maneuver against the target as a free action.

Despite its close resemblance to other types of crocodilians, the kaprosuchus is a terrestrial predator, not an aquatic one. Squat and powerfully built, these creatures hunt for prey in forests. The adults can grow up to 20 feet long and weigh as much as 2,500 pounds.

Illustration by Steve Ellis

Megafauna, Moa

Standing on muscular legs that end in enormous talons, this flightless bird is almost twice the height of a man.

Moa **CR 2**

XP 600

N Large animal

Init +7; **Senses** low-light vision; Perception +9

Defense

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +1

Offense

Speed 30 ft.

Melee 2 talons +4 (1d6+3)

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

Statistics

Str 17, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +2; **CMB** +6; **CMD** 19

Feats Improved Initiative, Skill Focus (Perception)

Skills Perception +9

Ecology

Environment warm plains

Organization solitary, pair, group (3–5), or colony (6–100)

Treasure none

Moas are large, flightless birds that, with their necks outstretched, stand nearly as tall as ogres. They roam the grasslands feeding on the thick grasses and shrubs that are mostly inedible to smaller birds and mammals. While these birds are gigantic, they are rather docile and skittish, preferring to flee than fight. They can become aggressive when faced with predators or perceived threats to their young or food sources. In these cases, the larger birds of a colony or group move forward to protect the young and weak moas of the flock. These larger moas leap into the air and lash out with both of their broad, sharp talons to inflict grievous wounds.

A full-grown moa can weigh as much as 500 lbs.

Megafauna, Uintatherium

This large creature is built like a rhinoceros, but with fangs like a saber-toothed tiger and smaller hornlike ridges.

Uintatherium **CR 7**

XP 3,200

N Large animal

Init +0; **Senses** low-light vision; Perception +20

Defense

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +7, **Will** +6

Offense

Speed 30 ft.

Melee bite +16 (2d8+15)

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

Statistics

Str 30, **Dex** 10, **Con** 21, **Int** 1, **Wis** 13, **Cha** 3

Base Atk +7; **CMB** +18; **CMD** 28 (32 vs. trip)

Feats Diehard, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +20

Ecology

Environment temperate swamps

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

Treasure none

Uintatheriums are large browsing herbivores that move through marshes, plucking aquatic plants from silty water with their large front teeth. They also use these front fangs for defense when confronted with a predator, and males—who have larger fangs—use them in mating displays. Females also fight with their teeth, though they prefer to intimidate foes into leaving them alone.

While an uintatherium has a large, formidably protected skull, its brain is rather small. Dull-witted and slow to act, uintatheriums are not particularly dangerous to those who don't intentionally provoke them, and they can be domesticated more easily than most megafauna.

Uintatheriums stand nearly 6 feet tall at the shoulder and weigh over 2 tons.

Illustration by Steve Ellis

Merfolk, Deep

This gaunt mermaid has a long, semitransparent tail with a vivid red crest and caudal fin.

DEEP MERFOLK **CR 3**

XP 800

N Medium humanoid (aquatic)

Init +9; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +2

DEFENSE

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

hp 30 (4d8+12)

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

Defensive Abilities deep dweller, semitransparent; **Resist** cold 5

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., swim 40 ft.

Melee spear +6 (1d8+4/×3)

Special Attacks sneak attack +2d6, sprint

STATISTICS

Str 17, **Dex** 20, **Con** 16, **Int** 11, **Wis** 10, **Cha** 11

Base Atk +3; CMB +6; CMD 21

Feats Improved Initiative, Power Attack

Skills Perception +2, Stealth +9 (+17 underwater), Swim +16; **Racial Modifiers** +8 Stealth (while underwater)

Languages Aquan

ECOLOGY

Environment any oceans (trenches)

Organization solitary, family (2–4), or tribe (10–15)

Treasure standard (spear, other treasure)

SPECIAL ABILITIES

Deep Dweller (Ex) Deep merfolk are immune to damage from water pressure; their bodies adjust instantly to different depths.

Semitransparent (Ex) Deep merfolk are very difficult to spot while they are underwater. So long as they are at least 10 feet underwater, deep merfolk gain concealment and can use the Stealth skill while moving at their normal speed without penalty. In the ocean depths (about 3,000 feet deep or more), this benefit improves to total concealment.

Sprint (Ex) A deep merfolk can charge or withdraw at up to 3 times its swim speed.

Much like common merfolk, deep merfolk have humanoid upper bodies and fish-like tails, but they are adapted for survival within the depths of the ocean. Their skin is both dark and transparent to help them blend with the sunless ocean depths. They sometimes adorn themselves with bioluminescent dye to create glowing spots on the skin along their tails, which they use both as a form of silent communication and to lure in prey when they hunt.

Deep merfolk build villages along the sides of the deepest ocean trenches, where they hunt sea creatures and gather crustaceans from the ocean floor. They are capable hunters, and small hunting groups of deep merfolk have been known to take down sharks or other large creatures stalking the depths. When hunting, deep merfolk prefer to ambush their prey, often luring targets in with bioluminescence. They rely on their camouflage to hide within the crevices and cold sand until their traps can be sprung.

Like their cousins, deep merfolk are highly protective of their tribes and homes and go to great lengths to keep strangers away. Spellcasters among their tribes often use illusions to hide deep merfolk dwellings, while rangers and hunters set up traps, ambushes, and false trails that lead interlopers into distant and dangerous areas of the deep ocean. If such misdirection and illusion fail, deep merfolk don't hesitate to launch proactive attacks against intruders—at a fair distance away from their homes if possible.

While their appearance has led to legends of ties to dark powers and sinister agendas, most deep merfolk are simple folk with little interest in the world above the waves. A few secretive tribes worship the demon lord Dagon, but they view him as a dark protector they must appease, not a deity to emulate or for whom they feel any affection.

Illustration by Tomasz Chistowski

Mngwa

This jungle cat has a dark coat of striped fur, glossy black teeth and claws, and a black mane.

MNGWA **CR 7**

XP 3,200

CE Large magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, –1 size)

hp 85 (9d10+36)

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

DR 10/magic; **Immune** disease, poison

Weaknesses sunlight powerlessness (affected by *daylight*)

OFFENSE

Speed 40 ft.

Melee bite +15 (2d6+7 plus grab), 2 claws +16 (1d8+7 plus 1d6 bleed and grab)

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

Special Attacks murderous claws, pounce, rake (2 claws +16, 1d8+7 plus 1d6 bleed)

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

Constant—*feather step*[APG]

At will—*chameleon stride*[APG], *pass without trace*

STATISTICS

Str 24, **Dex** 18, **Con** 18, **Int** 3, **Wis** 13, **Cha** 11

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 31 (35 vs. trip)

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth), Weapon Focus (claw)

Skills Acrobatics +14, Climb +11, Perception +10, Stealth +15 (+23 in forest terrain), Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in forest terrain)

Languages Aklo (can't speak)

SQ creature of the night, focus of hate, jungle stealth

ECOLOGY

Environment warm forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Creature of the Night (Su) A mngwa exists only at night, appearing at sunset and fading away at sunrise. It receives the benefit of a *heal* spell (CL 15th) each night when it reappears. A mngwa's connection to darkness is so strong that it has sunlight powerlessness even within the effects of a *daylight* spell. However, a *daylight* spell that affects a mngwa loses 10 minutes of duration for each round it affects a mngwa in this way.

Focus of Hate (Su) A mngwa comes into being to punish a hated creature or group of creatures, and survives only as long as its focus of hate exists. The mngwa fades away permanently if its focus of hate dies (or if all members of the group die). A mngwa knows the direction and general distance to its focus of hate (or the nearest member in the case of a group). This sense can be blocked by any effect that blocks *scrying*. While its focus of hate exists, a mngwa destroyed through violence fades away and reappears fully restored in 1d4+1 days. The only way to permanently destroy a mngwa is to appease the spirits responsible for its creation—typically by killing its focus of hate or redressing the wrong that angered the spirits.

Jungle Stealth (Ex) A mngwa in forest terrain can move at full speed using the Stealth skill without penalty.

Murderous Claws (Ex) A mngwa deals an additional 1d6 points of bleed damage with its claw and rake attacks, and each subsequent successful claw and rake attack increases the amount of bleed damage by 1 (up to a maximum of 1d6+7 points of bleed damage). A successful DC 20 Heal check or the application of any magical healing stops the bleeding.

Mngwas are the incarnation of malevolent jungle spirits, driven by anger directed toward their focus of hate—a specific creature, family, or community who has despoiled the jungle or desecrated a sacred site. A mngwa exists only between sunset and sunrise. Each day at sunset the mngwa materializes near the spot on which it first manifested, and each day at sunrise the mngwa fades back into nothingness. Legendary for their skill at evading hunters, mngwas sometimes haunt a region for centuries, continuing to stalk the members of large tribes or extended families responsible for some ancient transgression.

Mngwas average 15 feet in length and weigh 3,000 pounds.

Illustration by Damien Mammoliti

Moon Dog

This sleek, white-furred hound stands three feet tall at the shoulder. Its paws resemble hands and its face seems preternaturally wise.

MOON DOG **CR 9**

XP 6,400

NG Medium outsider (extraplanar, good)

Init +2; **Senses** darkvision 120 ft., *detect evil, detect magic,* keen senses, scent, *see invisibility*; Perception +26

DEFENSE

AC 23, touch 13, flat-footed 20 (+2 Dex, +1 dodge, +10 natural)

hp 114 (12d10+48)

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

DR 10/evil; **Immune** fear; **SR** 20

OFFENSE

Speed 50 ft., or 30 ft. (while on two legs)

Melee bite +17 (1d6+6 plus trip)

Special Attacks bay (DC 19), lunar light, sneak attack +6d6

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

Constant—*detect evil, detect magic, see invisibility*

At will—*dancing lights*

3/day—*alter self, mirror image*

1/day—*darkness, dispel magic, greater invisibility, greater shadow conjuration* (DC 20), *nondetection, obscuring mist*

STATISTICS

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

Base Atk +12; **CMB** +16; **CMD** 29 (33 vs. trip)

Feats Alertness, Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (bite)

Skills Acrobatics +17, Bluff +17, Diplomacy +18, Knowledge (arcana) +13, Knowledge (planes) +10, Perception +26, Sense Motive +22, Stealth +17, Survival +18 (+22 when tracking by scent); **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

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

SQ lick, *plane shift*

ECOLOGY

Environment any (Nirvana)

Organization solitary, pair, or pack (3–11)

Treasure standard

SPECIAL ABILITIES

Bay (Su) A moon dog can produce one of the following effects when it howls or barks. Each bay is a sonic effect that functions as the spell of the same name (caster level 12th) except as noted below. The save DCs are Charisma-based. A creature that successfully saves against one of these effects is immune to that bay effect, created by that moon dog, for 24 hours.

Dismissal: This effect works as per the spell *dismissal*, except it targets one evil extraplanar creature.

Fear: As per the spell *fear*, except this fear affects all evil creatures within 80 feet.

Keen Senses (Ex) Moon dogs can see twice as far as humans in low-light and normal light conditions, and can see without impairment through mist and fog.

Lick (Sp) The lick of a moon dog provides one of the following spell effects (caster level 12th) to the target: *cure light wounds*, *neutralize poison*, or *remove disease*. Each is usable at will by the moon dog, but can affect a given recipient only once per day.

Lunar Light (Su) When in dim light, a moon dog can create dappled shadows and pale luminous patterns in a 60-foot-radius emanation. This effect causes evil creatures to become fascinated (Will DC 19 negates). Good-aligned creatures in this area gain the benefits of *protection from evil* (caster level 12th). Creating this lunar light is a full-round action, and the moon dog must concentrate to maintain it. The shadow weave remains centered on the moon dog as it moves. Evil creatures saving against lunar light cannot be affected again by that moon dog's lunar light for 24 hours.

Plane Shift (Sp) A moon dog can enter the Astral Plane, Ethereal Plane, or Material Plane as a standard action, as if using *plane shift* (caster level 12th).

Illustration by Daniel López

Moon dogs are extraplanar hounds that live in nomadic packs on Elysium, traveling and hunting planar menaces where they please. Often their hunts will take them to the Astral Plane or the Ethereal Plane, and sometimes to the remote wildernesses of the Material Plane. More often than not, they enter the Material Plane to combat irruptions of evil outsiders plaguing innocent mortals. When they do so, they often ally with powerful celestials, serving amid their forays as scouts and wise council.

Moon dogs can stand erect and wield weapons if desired, but they prefer the speed and mobility of traveling on all fours. Most moon dogs stand approximately 5 feet tall and weigh about 125 pounds.

Muckdweller

This bipedal lizard has mottled gray-and-brown flesh. A short dorsal fin runs the length of its body and its forelimbs look like hands.

MUCKDWELLER **CR 1/4**

XP 100

N Small magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 5 (1d10)

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

OFFENSE

Speed 10 ft., swim 30 ft.

Melee bite +4 (1d6–1)

Special Attacks blinding spray

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +1; **CMB** –1; **CMD** 11

Feats Weapon Finesse

Skills Acrobatics +6, Perception +5, Swim +14; **Racial Modifiers** +4 Acrobatics, +4 Swim

Languages Draconic

SQ dextrous swimmer

ECOLOGY

Environment temperate marshes

Organization solitary, pack (3–7), or swarm (8–17)

Treasure standard

SPECIAL ABILITIES

Blinding Spray (Ex) By filling its mouth with muddy water, a muckdweller can fire a concentrated stream of muck in a 10-foot line. A creature in the area must succeed at a DC 10 Reflex save or be blinded for 1d2 rounds. A muckdweller must spend a move action to refill its mouth with muddy water to use its spray again. The save DC is Constitution-based.

Dextrous Swimmer (Ex) A muckdweller moves through water gracefully. It uses its Dexterity modifier instead of its Strength modifier on Swim checks.

Muckdwellers have long tails that allow them to swim rapidly through the water or maintain their balance when standing upright. They sometimes associate with lizardfolk, forming allied settlements, but rarely living in the same community. Still they work and hunt together for mutual benefit. Most muck dwellers stand 3-1/2 feet tall and weigh 70 pounds.

Muckdweller, Giant

This massive lizard has pale, spotted flesh and spines around its face that form a spiky frill.

GIANT MUCKDWELLER **CR 2**

XP 600

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

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

hp 22 (3d10+6)

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

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +5 (2d6+4)

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

Special Attacks blinding spray

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Perception +10, Swim +15; **Racial Modifiers** +4 Acrobatics, +4 Swim

Languages Draconic

ECOLOGY

Environment temperate marshes

Organization solitary, pack (3–7), or swarm (8–17)

Treasure standard

SPECIAL ABILITIES

Blinding Spray (Ex) By filling its mouth with muddy water, a muckdweller can fire a concentrated stream of muck in a 10-foot line. A creature in the area must succeed at a DC 13 Reflex save or be blinded for 1d2 rounds. A muckdweller must spend a move action to refill its mouth with muddy water to use its spray again. The save DC is Constitution-based.

Giant muckdwellers are quadrupedal cousins of the common muckdweller. They sometimes socialize with their smaller kin, forming simple societies in which the largest rule. Occasionally they serve lizardfolk as allies and mounts. Giant muckdwellers measure up to 10 feet long and weigh around 900 pounds.

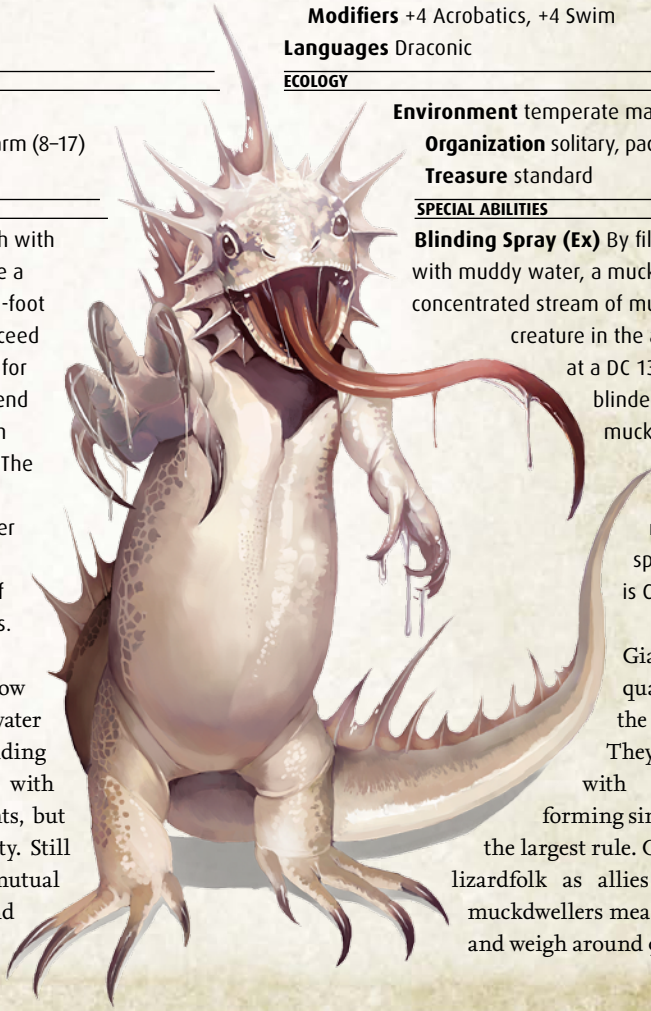


Illustration by Diana Martinez

MUMMY LORD

Dirty linen strips swathe this emaciated, once-noble figure from head to toe. Its eyes burn with unholy light.

MUMMY LORD **CR 10**

XP 9,600

Male human mummy lord cleric 9

LE Medium undead (augmented human)

Init +2; **Senses** darkvision 60 ft.; Perception +5

Aura great despair (30 ft., DC 19)

DEFENSE

AC 24, touch 14, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +4 natural)

hp 103 (9d8+63)

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

Defensive Abilities channel resistance +4, rejuvenation; **DR** 10/—; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee *+1 spear* +12/+7 (1d8+8/×3 plus insidious mummy rot) or slam +11 (1d6+7 plus insidious mummy rot)

Special Attacks channel negative energy 8/day (DC 21, 5d6), channel rot, insidious mummy rot (DC 19), sandstorm wrath (DC 19, 6d8 fire and slashing), scythe of evil (4 rounds, 1/day), undead mastery (DC 19)

Domain Spell-Like Abilities (CL 9th; concentration +14) 8/day—touch of darkness (4 rounds), touch of evil (4 rounds)

Cleric Spells Prepared (CL 9th; concentration +14)

5th—*dispel good*[D] (DC 20), *greater contagion*[UM] (DC 21), *slay living* (DC 21)

4th—*divine power*, *poison* (DC 20), *shadow conjuration*[D] (DC 19), *spit venom*[UM] (DC 19)

3rd—*animate dead*, *bestow curse* (DC 19), *deeper darkness*[D], *magic vestment*, *sands of time*[UM]

2nd—*align weapon*[D] (evil only), *bull's strength*, *desecrate*, *dread bolt*[UM] (DC 17), *hold person* (DC 18), *silence* (DC 17)

1st—*bane* (DC 17), *cause fear* (DC 17), *command* (DC 17), *detect good*, *divine favor*, *protection from good*[D], *sanctuary* (DC 16)

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D domain spell; **Domains** Darkness, Evil

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 10, **Wis** 20, **Cha** 20

Base Atk +6; **CMB** +11; **CMD** 25

Feats Blind-Fight, Combat Casting, Dodge, Improved Channel, Lightning Reflexes, Spell Focus (enchantment), Spell Focus (necromancy), Toughness[B]

Skills Intimidate +17, Knowledge (religion) +12, Sense Motive +20, Spellcraft +12, Stealth +16; **Racial Modifiers** +8 Intimidate, +8 Sense Motive, +8 Stealth

Languages Common

SQ eyes of darkness (4 rounds/day)

ECOLOGY

Environment any

Organization solitary or court (mummy lord and 6–14 standard mummies or mummified creatures[B4])

Treasure NPC gear (mithral breastplate, *+1 spear*, *headband of inspired wisdom +2*, *ring of protection +1*, *scroll of spiritual weapon*, *scroll of summon monster III*)

Many cultures practice the sacred art of mummification, though the sinister magical techniques used to imbue corpses with undead vitality are far less widespread. In certain ancient lands, such blasphemous techniques have been refined through centuries of ceremony and countless deaths, giving rise to mummies of terrible power. On rare occasions, if the deceased was of great rank and exceeding malevolence, he might undergo such elaborate rituals, rising from his tomb as a fearful mummy lord. Similarly, a ruler known for his malice or who died in a moment of great rage might spontaneously arise as such a vengeful despot. Regardless of the exact circumstances of his resurrection, a mummy lord retains the abilities he had in life, becoming a creature consumed by the desire to restore his rule and dominate both the living and dead.

CREATING A MUMMY LORD

"Mummy lord" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature) that has at least 8 Hit Dice. The process of creating a mummy lord requires 50,000 gp worth of rare herbs, oils, and other mummification materials. The mummy lord retains all of the base creature's statistics and special abilities, except as listed below.

Challenge Rating: Base creature's CR + 2.

Alignment: Any evil alignment.

Type: The creature's type changes to undead (augmented). Do not recalculate its base attack bonus, saves, or skill ranks.

Senses: A mummy lord gains darkvision with a range of 60 feet.

Aura: A mummy lord gains the following aura.

Great Despair Aura (Su): All creatures within a 30-foot radius that see a mummy lord must succeed at a Will saving throw or be paralyzed with fear for 1d4 rounds, then shaken for the following 1d4 rounds. Whether or not the saving throw is successful, that creature cannot be affected again by the same mummy lord's great despair aura ability for 24 hours. This is a mind-affecting paralysis and fear affect. The save DC is Charisma-based.

Armor Class: A mummy lord has either a +1 natural armor bonus for every 2 Hit Dice it possesses or the base creature's natural armor bonus, whichever of the two leads to a higher result.

Hit Dice: Change the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, mummy lords use their Charisma modifiers to determine bonus hit points.

Defensive Abilities: A mummy lord gains channel resistance +4, DR 10/—, immunity to cold and electricity (in addition to the immunities granted by its undead traits), and the following defensive ability.

Rejuvenation (Su): One day after a mummy lord is destroyed, the necromantic energies that created the abomination begin to rebuild its body. This process takes 1d10 days. If the body is destroyed before that time passes, the process starts anew. After this time, the mummy lord awakens fully healed in its tomb. To permanently destroy a mummy lord, it must be destroyed and then its remains must be targeted by *consecrate*, *hallow*, and then *dispel evil*, cast in consecutive rounds and in that order.

Attacks: The mummification process hardens the mummy lord's bones to a stone-like density, granting it a powerful slam attack if the base creature has no other natural attacks. This slam attack deals damage based on the mummy lord's size (*Pathfinder RPG Bestiary* 302), treating the creature as if it were one size category larger. Those hit by a mummy lord's slam attack also run the risk of succumbing to insidious mummy rot (see Special Attacks below).

Special Attacks: A mummy lord gains the following special attacks. The attacks' save DCs are equal to 10 + 1/2 the mummy lord's Hit Dice + the mummy lord's Charisma modifier unless otherwise noted.

Channel Rot (Su): A mummy lord can deliver its insidious mummy rot through melee weapon attacks, its slam attack, and any natural attacks it possesses.

Insidious Mummy Rot (Su): Curse and disease—slam; *save* Fortitude DC 10 + 1/2 the mummy lord's Hit Dice + its Charisma modifier; *onset* 1 minute; *frequency* 1/day; *effect* 2d4 Constitution and 2d4 Charisma damage; *cure* —. Insidious mummy rot is both a curse and disease, and can be cured only by first removing the curse and then curing the disease. Even after the curse element of insidious mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a caster level check (DC = 20 or 11 + the mummy lord's CR, whichever is higher), or the spell is wasted and the healing has no effect. Anyone who dies from insidious mummy rot transforms into a pile of sand and cannot be raised by means other than *resurrection* or greater magic.

Sandstorm Wrath (Su): Three times per day as a standard action, a mummy lord can exhale a blast of superheated sand in a 40-foot cone. The blast deals 2d8 points of fire and slashing damage for every 3 Hit Dice a mummy lord possesses. A successful Reflex save halves this damage. Creatures that fail this save are blinded for 2d4 rounds.

Undead Mastery (Su): As a standard action, a mummy lord can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the mummy lord's control (the save DC is Charisma-based). An undead with an Intelligence score is allowed an additional save every day to break free of the mummy lord's control; for undead without an Intelligence score, the control is permanent. A creature that succeeds at its Will save cannot be affected again by the same mummy lord's undead mastery for 24 hours. A mummy lord can control 6 Hit Dice of undead creatures for every Hit Die it has. If the mummy lord exceeds this limit, any excess undead from earlier uses of this ability become uncontrolled, as per *animate dead*. If another creature is currently controlling an undead that fails its save against undead mastery, the mummy lord must roll an opposed Charisma check against the current controller. If the mummy lord succeeds, it wrests away control of the undead. Otherwise, the mummy lord's undead mastery attempt has no effect.

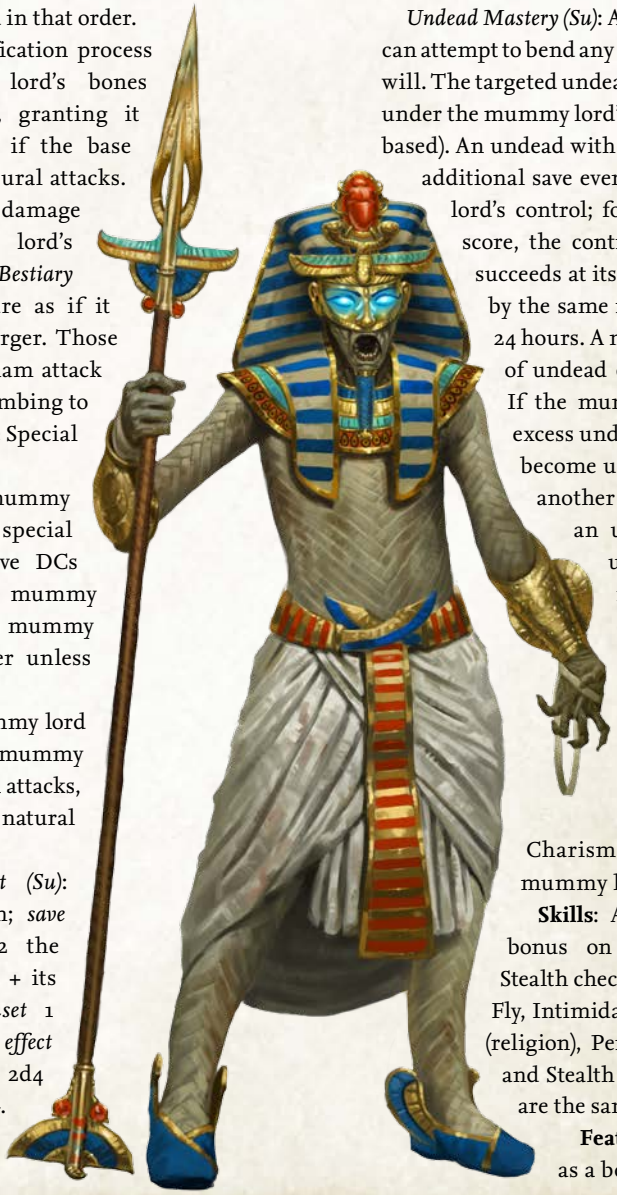


Illustration by Jason Rainville

Ability Scores: Strength +8, Charisma +6. As an undead creature, a mummy lord has no Constitution score.

Skills: A mummy lord gains a +8 racial bonus on Intimidate, Sense Motive, and Stealth checks. It always 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.

Feats: A mummy lord gains Toughness as a bonus feat.

Mummy, Swamp

Clad in the shreds of its original garments, this withered and leathery corpse has dark, empty eye sockets.

SWAMP MUMMY **CR 4**

XP 1,200

LE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +12

Aura drowning (30 ft., DC 15), unnatural aura (30 ft.)

DEFENSE

AC 17 touch 10, flat-footed 16 (+6 natural)

hp 52 (7d8+21 HD)

Fort +6, **Ref** +3, **Will** +7

DR 5/—; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee 2 slams +10 (1d8+5 plus bog rot)

STATISTICS

Str 20, **Dex** 12, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +5; **CMB** +10; **CMD** 21

Feats Great Fortitude, Improved Initiative, Power Attack, Toughness

Skills Perception +12, Stealth +11

Languages Common

ECOLOGY

Environment any swamps

Organization solitary, warden squad (2–6), or guardian detail (7–12)

Treasure standard

SPECIAL ABILITIES

Bog Rot (Su) Curse and disease—slam; *save* Fort DC 15; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Dex; *cure* —. Bog rot is both a curse and disease, and can be cured only if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of bog rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check or the spell is wasted and the healing has no effect. Anyone who dies from bog rot melts into a noisome sludge and cannot be raised without a *resurrection* spell or greater magic. The save DC is Charisma-based.

Drowning Aura (Su) All creatures within a 30-foot radius of a swamp mummy must succeed at a DC 15 Will save or be unable to speak or breathe. A creature can still hold its breath, and creatures that don't breathe air are unaffected. Whether or not the save is successful, that creature cannot be affected again by the same swamp mummy's drowning ability for 24 hours. This is a mind-affecting affect. The save DC is Charisma-based.

Strangled into unlife in the filth and muck of the deep mire, swamp mummies haunt the festering depths of isolated, desolate fenlands.

Some swamp mummies are cursed by dark powers to return to unlife, while others are the victims of sacrifices or criminal executions in which the bodies were thrown into a peat bog. The nature of the death and the emotional power of the victim are both contributing factors as to whether or not the victim crawls from its swampy grave as a swamp mummy.

Illustration by Xia Taptara

Swamp mummies—also often called bog or peat mummies—rarely, if ever, leave their marshy realms. Those that do most often venture forth from the swamp to take revenge on their slayers. While most swamp mummies are motivated by vengeance, many fulfill these dark yearnings in a more general sense. Filled with wrath and hatred for the living, they mercilessly attack any living creatures that dare to venture into their dismal domains. Their agonized moans echo over their putrid homes, driving away the natural animals dwelling therein and often alerting travelers to the relentless danger.

Swamp mummies delight in infecting living foes with bog rot, believing that adding their victims' essence to their gloomy domains expands their power. After battle, they carry away the bodies of their fallen victims to sink them in deep, isolated pools. Thus, even enemies that escape the bog rot become one with the swamp mummy's home.

Most swamp mummies are Medium humanoids, typically arising from the submerged corpses of human, lizardfolk, or elven victims—though instances of swamp mummies arising from the corpses of other races is not unknown.

Muse

This beautiful, woman moves with impossible grace, a knowing smile on her lips.

MUSE **CR 16**

XP 76,800

CG Medium fey

Init +12; **Senses** blindsight 120 ft., low-light vision; Perception +22

DEFENSE

AC 32, touch 28, flat-footed 23 (+4 armor, +9 deflection, +8 Dex)

hp 229 (17d6+170)

Fort +19, **Ref** +27, **Will** +21

Defensive Abilities muse's ward, unearthly grace; **DR** 15/cold iron; **Immune** sonic

OFFENSE

Speed 60 ft.

Melee slam +16 (1d4+3 plus 1d6 sonic)

Ranged 5 sound strikes +16 ranged touch (4d6 sonic)

Special Attacks bardic performance 49 rounds/day (swift action; as a 16th-level bard)

Bard Spells Known (CL 16th; concentration +25)

6th (2)—*brilliant inspiration*[APG], *irresistible dance* (DC 25)

5th (5)—*greater dispel magic*, *greater heroism*, *frozen note*[APG] (DC 25), *shadowbard*[UM]

4th (6)—*break enchantment*, *heroic finale*[APG], *legend lore*, *modify memory* (DC 23), *virtuoso performance*[APG]

3rd (7)—*exquisite accompaniment*[UM], *glibness*, *good hope*, *haste*, *purging finale*[APG]

2nd (7)—*calm emotions* (DC 21), *eagle's splendor*, *gallant inspiration*[APG], *honeyed tongue*[APG], *share memory*[UM] (DC 21), *tactical acumen*[UC]

1st (8)—*hideous laughter* (DC 20), *identify*, *liberating command*[UC], *saving finale*[APG], *solid note*[APG], *timely inspiration*[APG]

0 (at will)—*detect magic*, *ghost sound* (DC 19), *lullaby* (DC 19), *message*, *prestidigitation*, *summon instrument*

STATISTICS

Str 14, **Dex** 27, **Con** 20, **Int** 23, **Wis** 14, **Cha** 29

Base Atk +8; **CMB** +10; **CMD** 46

Feats Defensive Combat Training, Discordant Voice[UC], Extra Performance, Improved Initiative, Lingering Performance[APG], Skill Focus (Perform [all] and Craft [all]), Toughness, Weapon Finesse

Skills Craft (all) +34, Escape Artist +28, Knowledge (all) +17, Linguistics +13, Perception +22, Perform (all) +37, Spellcraft +23, Stealth +28, Use Magic Device +27

Languages Celestial, Common, Dwarven, Elven, Gnome, Halfling, Sylvan; telepathy 100 ft.; truespeech

SQ art is life, change shape (Small or Medium humanoid; *alter self*), inspiration

ECOLOGY

Environment any

Organization solitary or gathering (2–9)

Treasure triple

SPECIAL ABILITIES

Art is Life (Ex) A muse is the master of all forms of art; she counts Craft and Perform as single skills and all Knowledge skills as class skills. She can use versatile performance as a bard for all categories of Perform. A muse's blindsight is sound-based.

Inspiration (Su) A muse can inspire art and passion in her targets, as per a nymph's inspiration (*Bestiary* 217). The muse has a constant *status* spell cast on the creatures she is inspiring, and can project her senses to one of them, or teleport to a location within 100 feet of one of them, as a standard action. She can inspire a number of creatures equal to her Charisma bonus.

Muse's Ward (Su) A muse incorporates solid music into her jewelry and clothing, granting her (but not others) a +4 armor bonus to AC and allowing her to add half her Charisma bonus to her Constitution bonus when calculating hit points. The notes also act as masterwork instruments for all types of Perform.

Unearthly Grace (Su) A muse adds her Charisma modifier as a racial bonus on saves, and as a deflection bonus to AC.

Muses are the fey incarnation of inspiration, rousing poets, musicians, and artists to greater works of beauty.

Illustration by Alexandru Sabo

Mutant

This mutated, eyeless, heavily scaled orc holds a crude club in one arm, but her other arm is withered and useless.

MUTANT ORC **CR 7**

XP 3,200

Mutant orc barbarian 7

CE Medium aberration (augmented orc)

Init +1; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 16, touch 9, flat-footed 15 (+4 armor, +1 Dex, +3 natural, –2 rage)

hp 100 (7d12+49); fast healing 5

Fort +11, **Ref** +3, **Will** +4

Defensive Abilities ferocity, improved uncanny dodge, trap sense +2; **DR** 1/—; **Immune** gaze attacks, sight-based attacks, and visual effects

OFFENSE

Speed 40 ft.

Melee mwk club +18/+13 (1d6+13)

Special Attacks rage (20 rounds/day), rage powers (powerful blow +2, quick reflexes, scent)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 86; **Fort** +9, **Will** +2; **Melee** mwk club +16/+11 (1d6+10); **Str** 24, **Con** 18; **CMB** +14; **CMD** 25; **Skills** Climb +17, Swim +17.

STATISTICS

Str 28, **Dex** 12, **Con** 22, **Int** 6, **Wis** 11, **Cha** 4

Base Atk +7; **CMB** +16; **CMD** 25

Feats Blind-Fight, Cleave, Power Attack, Toughness, Weapon Focus (club)

Skills Acrobatics +11 (+15 when jumping), Climb +19, Swim +19; **Racial Modifiers** +4 Acrobatics when jumping

Languages Common, Orc

SQ deformities (blind, useless arm), fast movement, mutations (armored, echolocation, fast healing), weapon familiarity

ECOLOGY

Environment any

Organization solitary, pair, band (3–8), or tribe (9–30)

Treasure NPC gear (*potion of bull's strength*, *potions of cure serious wounds* [2], alchemist's fire [4], *+1 studded leather*, mwk club, *amulet of natural armor +1*, other gear)

When long-term exposure to radiation or bizarre magical fields doesn't result in a creature's death, it might mutate the creature into a twisted version of itself. Some of these mutations can be advantageous, while others are unquestionably a hindrance. Mutants often band together into roving bands of loosely affiliated marauders, traveling the land in search of food, shelter, or whatever else motivates their fractured minds.

Creating a Mutant

"Mutant" is an acquired template that can be added to any living, corporeal creature. A mutant retains the base creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 1.

Type: The creature's type changes to aberration (augmented). Do not recalculate its Hit Dice, base attack bonus, or saves.

Attacks: A mutant retains all the natural weapons, manufactured weapon attacks, and weapon and armor proficiencies of the base creature.

Special Abilities: A mutant retains any extraordinary and supernatural abilities of the base creature.

Abilities: A mutant gains a +4 bonus to two ability scores of its choice and takes a –2 penalty to two ability scores of its choice.

Skills: A mutant gains Climb, Intimidate, Knowledge (any one), Perception, Sense Motive, Survival, and Swim as class skills.

Deformities: Each mutant has one of the following deformities. It can take a second deformity to gain a mutation as detailed in Mutations on page 181. A deformity can't be taken if it wouldn't disadvantage the mutant.

Blind (Ex): The mutant can't see, and gains the blinded condition unless it possesses a means of seeing other than normal vision, darkvision, or low-light vision. This blindness can't be magically removed.

Deaf (Ex): The mutant can't hear, and gains the deafened condition. This deafness can't be magically removed.

Fragile (Ex): When the mutant fails a Fortitude save, it is staggered for 1 round.

Fractured Mind (Ex): When the mutant fails a Will save, it is confused for 1 round.

Lame (Ex): The mutant's stunted legs reduce its base speed by 10 feet. This deformity can't be taken if the mutant's base speed is already slower than 20 feet.

Light Blindness (Ex): The mutant has the light blindness special ability. This deformity can't be taken in conjunction with the blind deformity.

Mindless (Ex): The mutant gains the mindless trait. A mindless mutant has no Intelligence score, loses all feats and skills, and is immune to mind-affecting effects. A mutant with class levels retains its hit points, base attack bonus, and base saves from its class levels, but loses all weapon and armor proficiencies and other class abilities. This deformity could prevent the mutant from being eligible to take certain special abilities, at the GM's discretion.

Misshapen (Ex): Humanoid mutants only. The mutant can't wear armor (including magic armor) fashioned for humanoid creatures. Armor made to fit the mutant costs twice as much.

Poor Ability (Ex): The mutant takes a –4 penalty to one ability score in addition to the normal ability score penalties applied by the template.

Spasms (Ex): When the mutant fails a Reflex save, for 1 round it can't take attacks of opportunity or immediate actions and loses its Dexterity bonus to AC, on ranged attack rolls and attack rolls made using finesse weapons, and on ability checks and skill checks.

Useless Arm (Ex): One of the mutant's arms is malformed and useless.

Vulnerability (Ex): The mutant is vulnerable to one energy type. If the base creature has innate resistance or immunity to that energy type, it loses those abilities.

Mutations: A mutant gains one of the beneficial mutations below when it acquires this template, plus an additional mutation for every 4 Hit Dice it possesses. By taking an extra deformity (see above), a mutant can add an additional mutation. Only the first extra deformity provides this benefit. A mutant that gains additional Hit Dice after acquiring this template does not gain additional mutations.

Armored (Ex): The mutant's natural armor bonus to its AC increases by 2. This ability can be taken multiple times.

Bulbous Eyes (Ex): The mutant has darkvision with a range of 60 feet and low-light vision.

Celerity (Ex): As a swift action, the mutant gains the benefits of *haste* for 1 round. This ability can be used once every 1d4 rounds. The mutant gains a +2 bonus on Initiative checks.

Echolocation (Ex): The mutant has blindsense with a range of 30 feet and gains Blind-Fight as a bonus feat.

Extra Arm (Ex): The mutant has an extra arm and gains Multiweapon Fighting as a bonus feat if this mutation brings its total number of arms above two. This ability can be taken multiple times, adding an arm each time.

Fast Healing (Ex): The mutant gains fast healing 5.

Feral (Ex): The mutant gains a bite attack and gains one claw attack for each arm or forelimb. These natural weapons deal damage based on the mutant's size. If it already has these attacks, their damage improves by one size category.

Gills (Ex): The mutant has the aquatic subtype, the amphibious ability, and a swim speed equal to its base speed.

Increased Speed (Ex): One of the mutant's speeds increases by 10 feet. If this mutation is taken multiple times, apply it to a different speed each time.

Leaping (Ex): The mutant gains Acrobatics as a class skill and a +10 bonus on Acrobatics checks to jump. The mutant always counts as having a running start when jumping.

Mental Armor (Su): The mutant generates a protective field (as *mage armor*) while conscious. If its mental armor is removed, the mutant can restore it as a swift action.

Rage (Ex): The mutant gains the ability to enter a manic rage, as per the barbarian rage class feature. The mutant uses its Hit Dice as its barbarian level. If it also has levels in barbarian, it adds its racial Hit Dice to its barbarian levels to determine its number of rounds of rage per day.

Resistance (Ex): The mutant has resistance 10 to a single energy type. This special ability can be selected multiple times, for the same or different types. Selecting it twice for one energy type grants resistance 20; taking it three times for the same energy type provides immunity.

Rugged (Ex): The mutant has DR 5/—.

Sealed Mind (Ex): The mutant is immune to mind-affecting effects.

Slam (Ex): The mutant gains a slam attack for each arm or forelimb. These attacks deal damage based on the mutant's size. If the mutant already has a slam attack, its slam damage improves by one size category.

Spell-Like Ability (Sp): The mutant has one of the following spell-like abilities, usable at will unless noted otherwise: *charm monster*, *charm person*, *chill metal*, *deep slumber*, *dimension door* (3/day), *dominate person* (dominating a new character frees any previously dominated creature), *heat metal*, *mirror image*, *modify memory*, *rage*, *shocking grasp*, *shout*, *sleep*, *suggestion*, *telekinesis*. The mutant's caster level is equal to its Hit Dice. The mutant can choose only spells with a level no higher than half its Hit Dice. This ability can be taken multiple times, choosing a different spell each time.

Stench (Ex): The mutant has the stench ability, with a duration of 1 minute.

Telepathy (Su, Sp): The mutant has telepathy with a range of 100 feet as a supernatural ability and *detect thoughts* as a spell-like ability, usable at will.

Wings (Ex): The mutant grows wings, gaining a fly speed of 40 feet with average maneuverability.

Illustration by James Krause

Nemhain

A cloud of translucent humanoid spirits whirls around this ghostly desiccated corpse.

NEMHAIN **CR 15**

XP 51,200

NE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 26, touch 26, flat-footed 17 (+7 deflection, +8 Dex, +1 dodge)

hp 225 (18d8+144); profane regeneration 5 (electricity or good)

Fort +13, **Ref** +16, **Will** +20

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, undead traits; **Resist** acid 10, fire 10

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +21 (3d8 plus 1d6 Con drain)

Special Attack bound spirits

Spell-Like Abilities (CL 15th; concentration +22)

3/day—*harm* (DC 23), *slay living* (DC 22), *telekinesis* (DC 22)

1/day—*antilife shell*, *wall of force*

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 23, **Wis** 25, **Cha** 25

Base Atk +13; **CMB** +21; **CMD** 39

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Mobility, Toughness

Skills Bluff +25, Diplomacy +25, Fly +37, Intimidate +28, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +29

Languages Common; telepathy 100 ft.

SQ rejuvenation

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bound Spirits (Su) A nemhain is surrounded by a whirling cloud of spirits that are bound to her—often the spirits of close relatives or friends she had in life. As a swift action, she can direct these bound spirits to strike at any creature within 30 feet as a ranged touch attack (with an attack bonus of +21). These spirits may be used to cause damage as if the nemhain had touched the target with her incorporeal touch, or they can be used to deliver a *harm* or *slay living* effect. Using these spirits to deliver one of these spell-like abilities is a swift action; the nemhain does not need to take a standard action to cast the spell-like ability, but it still counts against the number of times per day she can use that spell-like ability. The nemhain can also send these spirits as a group up to 1 mile away to act as scouts; they have a fly speed of 60 feet (perfect). She can observe and listen through them, but as long as they don't share her space, she can't use them to deliver ranged touch attacks. These spirits are impervious to almost all attacks and magic, save the following: *dispel evil*, *raise dead*, or *resurrection*. Such spells cause the spirits to vanish and to be useless to the nemhain for 1 hour. *True resurrection* makes the spirits useless for 24 hours.

Profane Regeneration (Su) This ability functions like regeneration except the nemhain possesses it despite the fact that she lacks a Constitution score. A nemhain reduced to 0 hit points is staggered instead of destroyed while her profane regeneration is active. As long as her profane regeneration is active, a nemhain ignores all damage that would reduce her hit points below 0.

Rejuvenation (Su) All nemhains are tied to a ritual object used in their creation. This object is typically a large statue, pillar, or monolith. Until this object is destroyed, a destroyed nemhain automatically rejuvenates back to full hit points 1d4 days after she is destroyed, always appearing adjacent to her ritual object.

Illustration by Ryan Portillo

A nemhain is formed when a soul deliberately assumes undead status as a means of protecting a person, object, place, or ideal. Often, a devoted priest or ally volunteers herself and her (often unwitting) kin for transformation into a nemhain in order to continue protecting her home even beyond her death. The blasphemous rituals used to create nemhains are often believed to have been lost.

While most nemhain aspirants are evil to begin with—such individuals are often members of cults worshiping deities of lost or forbidden secrets—occasionally a goodly creature considers protecting a site worthy of a corrupted, tortured existence. Such an act, however well intentioned, is destined to damn her for all eternity.

Ningen

This enormous flippered creature is as pale as an iceberg and is nearly as large.

NINGEN **CR 16**

XP 76,800

N Colossal monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 31, touch 6, flat-footed 27 (+4 Dex, +25 natural, –8 size)

hp 262 (21d10+147)

Fort +14, **Ref** +16, **Will** +18

DR 10/piercing; **Immune** cold

OFFENSE

Speed 10 ft., swim 80 ft.

Melee 2 claws +29 (3d8+15/19–20), bite +28 (4d6+15)

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

Special Attacks capsize, polar breach

Spell-Like Abilities (CL 21st; concentration +24)

At will—*hydraulic torrent*[APG]

3/day—*freezing sphere* (DC 19)

1/day—*vortex*[APG] (DC 20)

STATISTICS

Str 40, **Dex** 18, **Con** 24, **Int** 9, **Wis** 19, **Cha** 17

Base Atk +21; **CMB** +44 (+46 bull rush); **CMD** 58 (60 vs. bull rush, can't be tripped)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Dazing Assault[APG], Improved Bull Rush, Improved Critical (claw), Improved Initiative, Iron Will, Power Attack, Staggering Critical, Weapon Focus (claw)

Skills Intimidate +17, Perception +28, Sense Motive +14, Swim +47

Languages Aquan

SQ hold breath

ECOLOGY

Environment cold oceans

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Polar Breach (Su) As a full-round action that does not provoke attacks of opportunity, a ningen can rapidly submerge itself beneath the water and then launch itself upward to break the surface and crash down. The impact produces flying chunks of ice dealing 10d6 points of cold damage and 10d6 points of piercing damage to all creatures and objects within a 30-foot radius. Creatures that take cold damage are staggered and entangled for a number of rounds equal to the ningen's Hit Dice, and those that take piercing damage are sickened for the same number of rounds. A successful DC 27 Reflex save halves this damage and negates the staggered effect. The save DC is Constitution-based.

Colossal but reclusive, ningens inhabit the coldest oceans of the world, preying on fish and large arctic mammals like walruses and even whales. A ningen has long armlike flippers ending in sharp spurs that act as claws, and a humongous tail that can propel it rapidly through the water. The creature's body is sheathed in layers of thick, insulating blubber. Its face is oddly featureless, with nothing more than a pair of small nostrils, two large, black eyes, and a thin mouth containing rows of large teeth.

Although intelligent and capable of communication, ningens are distrustful of humanoids, particularly those on seafaring vessels, due to a long history of their kind being hunted by land dwellers. While the insulating blubber that allows ningens to exist in the coldest waters has some of the same uses as whale oil, a ningen's supernatural link to cold makes its bones, its skin, and even its teeth valuable to those seeking to craft or enchant various magic items.

When threatened or angered, ningens make terrifying opponents. Ningens always attempt to bring enemies into the water, where they can use their abilities to greater effect.

A ningen is 90 feet long and weighs 180,000 pounds.

Illustration by Alexandru Sabo

Nulmind

This thick ribbon of fungus somewhat resembles a caterpillar. Its folds pulse with an eerie, golden incandescence.

NULMIND **CR 11**

XP 12,800

N Small plant

Init +8; **Senses** low-light vision; Perception +27

Aura mind drain (30 ft., DC 23)

DEFENSE

AC 25, touch 16, flat-footed 20 (+4 armor, +4 Dex, +1 dodge, +5 natural, +1 size)

hp 142 (15d8+75)

Fort +15, **Ref** +11, **Will** +12

Immune plant traits; **SR** 22

OFFENSE

Speed 10 ft., climb 10 ft.

Ranged spore +16 touch (mind spores)

Special Attacks mind spores

Psychic Magic (CL 11th, concentration +17)

10 PE—*ego whip I*[OA] (3 PE, DC 19), *id insinuation I*[OA] (2 PE, DC 18), *mental barrier I*[OA] (1 PE), *mind thrust IV*[OA] (4 PE, DC 20)

Spell-Like Abilities (CL 11th; concentration +17)

Constant—*mage armor*

STATISTICS

Str 10, **Dex** 19, **Con** 18, **Int** 17, **Wis** 20, **Cha** 23

Base Atk +11; **CMB** +10; **CMD** 25 (can't be tripped)

Feats Alertness, Combat Casting, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Climb +23, Intimidate +21, Perception +27, Sense Motive +24, Spellcraft +18

Languages Common, Sylvan, Undercommon (can't speak any language)

SQ devour magic

ECOLOGY

Environment temperate forests

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Devour Magic (Ex) When a creature casts a spell within 30 feet of a nulmind, the nulmind gains 1 PE. If the spell was a psychic spell, the nulmind instead gains a number of PE equal to the level of the spell.

Mind Drain Aura (Su) Any creature within 30 feet of a nulmind must succeed at a DC 23 Will save each round or take 1d3 points of Intelligence damage. A nulmind can control all creatures within its aura that have an amount of Intelligence damage greater than their Intelligence scores as if those creatures were dominated (this suppresses the usual coma that results from such damage).

Mind Spores (Sp) A creature hit by a nulmind's spores takes damage as if it failed its saving throw against *mind thrust I*.

The tremendously dangerous nulmind is a fungal creature believed by many sages to have extraterrestrial origins. It is drawn to areas of innate magical power or populated by spellcasters, feasting off the magic in the area while slowly wearing down the inhabitants' mental faculties with mind-numbing thoughts and images. Users of psychic magic prove to be favored targets, as their mental energy is especially empowering to the fungi. A creature that succumbs to a nulmind's mind drain aura might eventually become enslaved to the fungus's alien will, the nulmind using such unfortunate creatures to draw in further prey. A creature enslaved in this way is incapable of seeing to even its own basic needs, becoming a simple extension of the nulmind's need to feed.

Left unchecked, a nulmind rapidly depletes the local wildlife, as its mindless servants starve to death. Animal life provides very little sustenance for the creature, and a nulmind inevitably works to find richer sources of intelligence and spell power to devour. This sometimes leads the fungus to communities on the border of its forest or to gravitate toward woodland-bound druidic circles. Because of this, druid enclaves often actively hunt and destroy these creatures before they can wreak havoc on the local ecosystem. Despite the fungi's plantlike nature, most druidic communities view nulminds as anathema to the natural order.

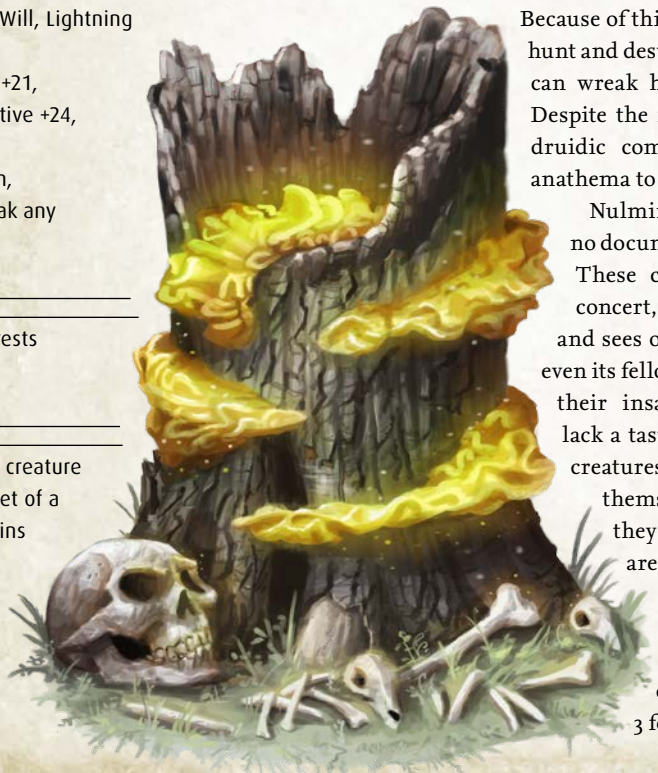


Illustration by Nikolai Ostertag

Nulminds are fortunately rare, with no documented culture or organization. These creatures rarely work well in concert, as each is ultimately selfish and sees only to its own needs, draining even its fellows without hesitation. Despite their insatiability, nulminds seem to lack a taste for the mental energy of fey creatures. While the fungi still defend themselves against fey creatures, they go out of their way to avoid areas where such creatures live.

A nulmind moves by compressing and shifting its body, creeping slowly like a caterpillar. A nulmind is about 3 feet long and weighs 50 pounds.

Ophiotaurus

This enormous russet serpent has the head and forequarters of a ruddy bull with bronze horns and hooves.

Ophiotaurus **CR 17/MR 7**

XP 102,400

N Gargantuan magical beast (mythic)

Init +15/–5[M], dual initiative; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

Defense

AC 36, touch 10, flat-footed 32 (+4 Dex, +26 natural, –4 size)

hp 302 (16d10+214); regeneration 10 (cursed weapons)

Fort +19, **Ref** +14, **Will** +15; +8 vs. mind-affecting effects

Defensive Abilities apocalyptic wound, fortification (50%), poisonous blood (nightmare vapor), second save; **DR** 15/epic; **Immune** divination, fear; **SR** 28

Offense

Speed 30 ft., swim 30 ft.

Melee gore +27 (2d8+15), 2 hooves +25 (2d6+7), tail slap +25 (2d8+7 plus grab)

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

Special Attacks confounding coils, constrict (2d6+22), drag along, mythic power (7/day, surge +1d10), trample (4d6+15, DC 27)

Spell-Like Abilities (CL 15th; concentration +19; Wisdom-based)

Constant—*mind blank*

3/day—*restore mythic power*[MA], *share glory*[MA], *steal power*[MA] (DC 19)

1/day—*ascension*[MA]

Statistics

Str 40, **Dex** 19, **Con** 28, **Int** 5, **Wis** 26, **Cha** 13

Base Atk +16; **CMB** +35; **CMD** 49

Feats Combat Reflexes[M], Greater Vital Strike, Improved Initiative[M], Improved Vital Strike, Iron Will, Multiattack, Power Attack[M], Vital Strike[M]

Skills Climb +20, Perception +24, Swim +27

Languages Common

SQ questing beast

Ecology

Environment warm hills, plains, or swamps

Organization solitary

Treasure standard

Special Abilities

Apocalyptic Wound (Su) When an ophiotaurus takes damage, it can expend one use of its mythic power as an immediate action to inundate its attacker's mind with dire prophetic visions for 2d6 rounds (DC 27 Will negates). These visions cause the attacker to become dazzled and to take a 20% miss chance on all its attacks. An affected creature must successfully save again each round or become confused, dazed, or frightened (equal chance of each) for 1 round. This is a mind-affecting divination effect. The save DC is Constitution-based.

Confounding Coils (Su) Mythic creatures grappled by an ophiotaurus must succeed at a DC 21 Will save each round or be affected as if by *mythic severance*[MA]. The save DC is Wisdom-based.

Drag Along (Ex) An ophiotaurus grappling Medium or smaller creatures does not gain the grappled condition, it 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 it can move itself and its target at full speed without making additional grapple checks.

Questing Beast (Su) Up to five creatures can feast upon a slain ophiotaurus's entrails. Each such creature is exposed to nightmare vapor poison (DC 27; *Pathfinder RPG Core Rulebook* 560), but also gains one of the following spell effects of her choice: *discern location, divination, find the path, greater scrying* (DC 21), *moment of prescience*, or *vision* (CL 15th). In addition, she may choose to accept a *geas/quest* to slay a specific mythic creature or creature of CR 20 or greater, gaining the effect of *vengeful outrage*[UM] when in combat with that opponent. Eating the entrails of a living ophiotaurus exposes the eater to the poison without any benefit. The save DC against the poison is Constitution-based, and the save DC against the spell effects is Wisdom-based.

Thundering Trample (Ex) An ophiotaurus can expend one use of its mythic power when using its trample attack to make a single combat maneuver check and apply the result as a bull rush maneuver against the CMD of each creature that fails to save against its trample. These combat maneuvers do not provoke attacks of opportunity.

Illustration by Steve Ellis

An ophiotaurus is a strange beast tied to apocalyptic prophecies, yet imbued with the power to alter destiny and bend fate. They typically measure about 20 feet long and weigh over 4 tons.

Orang-Pendak

This hairy humanoid has orange-brown hair, a broad chest, and muscular arms.

ORANG-PENDAK **CR 1/2**

XP 200

Orang-pendak fighter 1

N Small humanoid (sasquatch)

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

DEFENSE

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

hp 11 (1d10+1)

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

OFFENSE

Speed 30 ft.

Melee spear +5 (1d6+3/×3)

Ranged spear +4 (1d6+3/×3) or bolas +4 (1d3)

Special Attacks tear apart

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 15

Feats Power Attack, Skill Focus (Stealth)

Skills Climb +7 (+11 in forests), Handle Animal +4 (+8 with apes and monkeys), Stealth +9 (+13 in forests); **Racial Modifiers** +4 Climb in forests, +4 Handle Animal with apes and monkeys, +4 Stealth in forests

Languages Sasquatch

SQ forest walker, own two feet, simian empathy

ECOLOGY

Environment warm forests

Organization solitary, pair, family (3–7), or tribe (8–30 plus 8–30 noncombatants, 1 chieftain [3rd- to 5th-level hunter[ACG] or ranger], 1 shaman [3rd- to 5th-level druid or shaman[ACG]], and 1d4 gorillas or 1 monkey swarm[B2])

Treasure NPC gear (spear, 2 bolas, other treasure)

SPECIAL ABILITIES

Forest Walker (Ex) Orang-pendaks gain a +4 bonus on Climb and Stealth checks in forests and jungles.

Own Two Feet (Ex) Orang-pendaks are extremely unnerved whenever they are riding another creature or on a vehicle, and they take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks when doing so.

Simian Empathy (Ex) Orang-pendaks gain a +4 racial bonus on Handle Animal and wild empathy checks with apes and monkeys.

Tear Apart (Ex) Orang-pendaks have powerful upper bodies and gain a +2 racial bonus on Strength checks to break or burst an object. This bonus also applies on combat maneuver checks to sunder with their unarmed attacks.

Illustration by Daniel López

Orang-pendaks are a rare offshoot of the sasquatch species that dwells in remote mountainous jungles. Elusive and shy, they are rarely seen by other races. Given their friendship with apes (gibbons and orangutans in particular) and their hunched posture and shaggy fur—ranging from tawny or reddish to dark brown or black—they are often mistaken for those beasts at a distance. Orang-pendaks train apes and monkeys to hunt and fight for them, but despite the friendship and similar appearance, the species are not closely related.

Within their remote holds, Orang-pendaks cluster together into seminomadic tribes, hunting and gathering in a region until food and game becomes scarce, then moving on to the next area. Many tribes follow a regional pattern to this migration, allowing parts of the jungle to repopulate and gathering only enough substance so as not to disrupt the land's ability to recoup the losses.

Orang-pendaks range from 3 to 5 feet tall as adults, weighing up to 150 pounds, and they are quite strong for their size. Orang-pendaks are largely herbivorous, but sometimes hunt with spears, clubs, and bolas.

Orang-Pendak Characters

Orang-pendaks are defined by their class levels—they don't have racial Hit Dice. All orang-pendaks have the following racial traits.

+2 Strength, +2 Wisdom, –2 Intelligence: Orang-pendaks are strong and intuitive, but not particularly clever.

Small: Orang-pendaks are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to CMD, and a +4 size bonus on Stealth checks.

Forest Walker: See above.

Low-Light Vision: Orang-pendaks can see twice as far as humans in conditions of dim light.

Own Two Feet: See above.

Simian Empathy: See above.

Tear Apart: See above.

Languages: Orang-pendaks begin play speaking Sasquatch. Orang-pendaks who have high Intelligence scores can choose from the following: Aklo, Common, Draconic, Goblin, Grippli, Sylvan, Vanaran, and Vishkanya.

Ostovite

This tiny, skittering creature looks like an insect made of fish bones, with a head full of glowing red eyes.

OSTOVITE **CR 1**

XP 400

CE Tiny magical beast (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

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

hp 11 (2d10)

Fort +3, **Ref** +6, **Will** +0

Immune cold

OFFENSE

Speed 30 ft.

Melee bite +7 (1d2 plus 1d6 acid)

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

Special Attacks bone chariot

STATISTICS

Str 4, **Dex** 16, **Con** 10, **Int** 3, **Wis** 11, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 10

Feats Weapon Finesse

Skills Perception +4, Stealth +15

Languages Abyssal (can't speak)

ECOLOGY

Environment any (Abyss)

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

Treasure standard

SPECIAL ABILITIES

Bone Chariot (Su) An ostovite presented with a corpse that in life had 2 Hit Dice or fewer (not counting Hit Dice from class levels) and that contains a skeletal structure can spend 1 hour extracting the bones and then softening and reweaving them around itself, creating a deformed and skeletal version of the original creature. This "bone chariot" functions as if the corpse had reanimated and gained the skeleton template (*Bestiary* 250), but gains the construct type instead of the undead type and has no will of its own—it moves and attacks at the direction of the ostovite, which rides in its center. An ostovite cannot use its own attacks while ensconced in its bone chariot, and damage done to a bone chariot does not harm the ostovite until the bone chariot has been reduced to 0 hit points, at which point the skeleton crumbles and the ostovite can attack and be attacked as normal. Multiple ostovites can combine their abilities to animate the skeletons of larger creatures, so long as they all ride within the same bone chariot—each additional ostovite increases the maximum Hit Dice of the corpse that can be animated by this ability by 2.

Tiny Abyssal scavengers, ostovites skitter across demonic battlefields, amid charnel pits, and through that plane's festering sewers looking for corpses on which to feed. When they find these morsels, they use their acidic saliva to digest the flesh, taking what they need for sustenance. Yet what ostovites truly desire is not food, but self-improvement.

Though only barely intelligent, ostovites have a deep-seated jealousy of larger races, as well as an instinctive shame regarding their own forms, which resemble silverfish made out of thin, compressed bones. When an ostovite locates the corpse of a larger creature—particularly that of a humanoid or other intelligent being—it doesn't stop at feeding. Instead, as soon as it has sated its hunger, it begins using its acid to soften the creature's bones, drawing them out and reconstructing them into a twisted parody of their original configuration, with the ostovite resting in a nest-like structure in the sculpture's center. Once it's finished, the ostovite magically animates its creation, controlling it like a puppet and at last experiencing the thrill of being larger and—to the ostovite's mind—more important. These ghastly creations are generally more disturbing than normal undead, as ostovites' understanding of biomechanics is often crude, potentially resulting in humanoid skeletons that move around on all fours or drag themselves along like land-bound octopuses. Like hermit crabs changing shells, ostovites regularly replace their chariots in order to increase their social status and impress potential mates. Though they often squabble over smaller skeletons, when a particularly prime corpse is located, an entire nest of ostovites may band together to create a single bone chariot of epic proportions.

Adult ostovites are 2 feet long and weigh 3 pounds. Natural cowards except when enshrined in their chariots—at which point most believe themselves invincible—ostovites have a species-wide hatred of the more powerful vermlek demons, with whom they often compete for quality corpses.

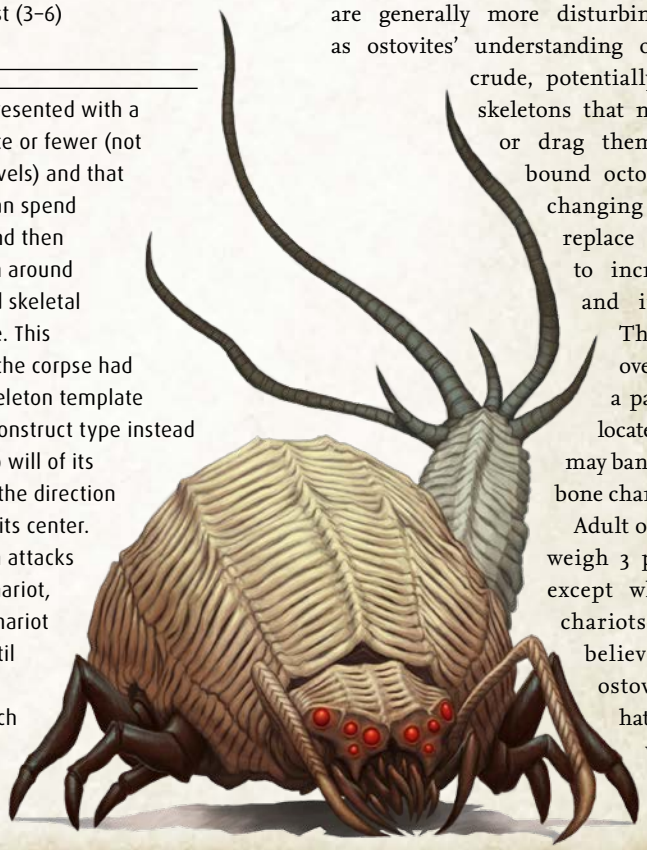


Illustration by Dave Allsop

Papinijuwari

This imposing one-eyed giant wears fragments of crude armor and a breechcloth adorned with skulls. Its breath reeks of pestilence.

PAPINIJUWARI **CR 13**

XP 25,600

NE Huge humanoid (giant)

Init +8; **Senses** darkvision 120 ft., low-light vision, sense decay; Perception +4

DEFENSE

AC 28, touch 11, flat-footed 25 (+8 armor, +3 Dex, +9 natural, –2 size)

hp 187 (15d8+120)

Fort +17, **Ref** +11, **Will** +11

Immune disease, poison

OFFENSE

Speed 20 ft., fly 60 ft. (average), shooting star

Melee club +25/+20/+15 (2d6+24) or 2 slams +25 (2d6+16)

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

Special Attacks devour disease

Spell-Like Abilities (CL 10th; concentration +12)

3/day—*invisibility*

STATISTICS

Str 42, **Dex** 18, **Con** 27, **Int** 17, **Wis** 18, **Cha** 15

Base Atk +11; **CMB** +29 (+31 bull rush); **CMD** 43 (45 vs. bull rush)

Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack

Skills Climb +31, Fly +15, Intimidate +20, Knowledge (planes) +18, Knowledge (religion) +18

Languages Auran, Common, Giant

ECOLOGY

Environment warm plains

Organization single, pair, or tribe (6–20 warriors, plus 30 noncombatants, 2 druids, 6 elders, and 1 chieftain)

Treasure double (*+2 breastplate*, other treasure)

SPECIAL ABILITIES

Devour Disease (Su) As a standard action, a papinijuwari can suck the life force out of a diseased creature within 30 feet as a ranged touch attack. An affected creature must immediately succeed at a saving throw against one disease affecting it or suffer that disease's effect. This saving throw does not count against the number of saves required to cure the disease. If it fails the saving throw, the papinijuwari gains 30 temporary hit points.

Sense Decay (Su) A papinijuwari is under the constant effects of *deathwatch*, and can detect creatures currently infected by disease as if by the scent ability.

Shooting Star (Su) As a full-round action that provokes attacks of opportunity, a papinijuwari can fly at a speed of 300 feet. The papinijuwari can use this ability only outside at night, and must be at least 500 feet above the ground to do so. It must also hold a lit torch while doing so; the torch need not be magical, and while held by the papinijuwari, the torch's flame is not subject to mundane effects that would extinguish it, such as the wind.

Racing across the skies and preying on diseased humanoids of all kinds, the merciless, cyclopean papinijuwaris are the hated cousins of cloud giants. Even evil cloud giants regard papinijuwaris with disdain, as their hunting practices offend the more "refined" giants' delicate sensibilities.

Papinijuwaris are agents of death and pestilence, feeding off of the suffering they help to spread. In some humanoid cultures, the sight of a shooting star heralds the arrival of the dreaded papinijuwaris, who invisibly stalk through settlements at night, hastening the progression of diseases.

A full-grown papinijuwari stands about 20 feet tall and weighs nearly 6,000 pounds.

Illustration by Dave Allsop

Peuchen

This enormous snake has glowing green eyes, large fangs, and wide, membranous wings.

PEUCHEN **CR 10**

XP 9,600

NE Medium magical beast (shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

hp 136 (13d10+65)

Fort +13, **Ref** +14, **Will** +9

OFFENSE

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

Melee bite +19 (2d6+9 plus 1d6 bleed, grab, and poison)

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

Special Attacks bleed (1d6), blood drain (1d2 Constitution), constrict (2d6+9)

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

At will—*vampiric touch*

3/day—*hold person* (DC 18)

STATISTICS

Str 22, **Dex** 23, **Con** 20, **Int** 13, **Wis** 16, **Cha** 21

Base Atk +13; **CMB** +19; **CMD** 35 (can't be tripped)

Feats Combat Reflexes, Deceitful, Flyby Attack, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Bluff +13, Disguise +7, Fly +19, Perception +16, Sense Motive +8, Stealth +15, Survival +9

Languages Common

SQ change shape (Small, Medium, or Large herd animal, *beast shape II*)

ECOLOGY

Environment any warm or temperate land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 2 consecutive saves.

Enormous winged snakes, peuchens range in color from violet to vibrant green to glossy black; the most commonly encountered peuchens are a dark, tawny brown. Those in jungles tend to match the patterns found on local pythons. Rarely, they sport a series of red, white, and black bands, with the thin white band sandwiched between the thicker red and black bands. When peuchens are not flying, their leathery, batlike wings lie folded along their bodies, matching the coloration of the hides below. Their eyes are a brilliant green, with snakelike pupils. Peuchens have a smooth, dry texture to their diamond-shaped scales and smell faintly of nutmeg. Their fangs fold up into their jaw, but snap into place to bite prey with lightning speed.

When they hunt, peuchens take on the form of livestock, such as sheep, goats, and cattle, and they prefer to stalk places suffering from drought or famine. These ambush predators often trick shepherds or lone farmers into bringing them back to farms, homesteads, and towns, where they can slip out each night to prey on any creatures they can find. They ambush their prey by coiling up and lunging with their strikes from a distance father than their prey usually expects. Peuchens prefer to drain the blood of humanoids, but they will eat sheep, goats, cats, dogs, or poultry if they fail to capture their favorite prey. They happily lair in haylofts or open attics, but also create nests in large trees or rock formations. Peuchens lay 6-inch eggs in scattered groups of eight to 12, and leave the young to fend for themselves.

A peuchen measures around 12 feet long and 1 foot in diameter at its thickest point, with a wingspan of 8 feet; it weighs nearly 250 pounds.

Illustration by Dave Allsop

Phantom, Unfettered

This strange ghostly creature seems to writhe in the throes of some uncontrollable emotion.

UNFETTERED PHANTOM **CR 4**

XP 1,200

N Medium outsider (phantom)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural) or
AC 18, touch 18, flat-footed 14 (+3 Dex, +4 deflection, +1 dodge) when incorporeal

hp 42 (5d10+15)

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

DR 5/slashing; **Immune** mind-affecting effects

OFFENSE

Speed 35 ft.

Melee 2 slams +8 (1d8+3)

Special Attacks phantasmagoric slam (anger)

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Fleet, Power Attack, Run[B]

Skills Acrobatics +11, Fly +11, Intimidate +9, Perception +8, Sense Motive +8, Stealth +11

Languages Common

SQ incorporeal step

ECOLOGY

Environment any (Ethereal Plane or Material Plane)

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

Treasure none

SPECIAL ABILITIES

Incorporeal Step (Su) When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.

Phantasmagoric Slam (Su) An unfettered phantom's attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. Each phantom has one of the following emotional foci. This phantom's emotional focus is anger, and is already reflected in the statistics above. The DCs for the slam's effects are Charisma-based.

Anger: An anger unfettered phantom's slam attack deals damage equal to 1d8 + its Strength modifier instead of the normal amount of damage (1d6 + its Strength modifier).

Dedication: When a dedication unfettered phantom hits a creature with its slam attack, it gains a +2 bonus to its AC against that creature for 1 round. If the unfettered phantom hits the same creature multiple times, this bonus stacks.

Despair: A creature hit by a despair unfettered phantom's slam attack must succeed at a Will saving throw (DC 13) or take a –2 penalty on attack rolls and damage rolls for 1 round.

Fear: A creature hit by a fear unfettered phantom's slam attack must succeed at a DC 13 Will saving throw or become shaken for 1d4 rounds.

Hatred: A hatred unfettered phantom gains a +1 bonus on attack rolls and damage rolls with its slam attack against the creature that most recently harmed it.

Jealousy: A jealousy unfettered phantom gains sneak attack +1d6 when using its slam attack.

Zeal: A zeal unfettered phantom's slam attack has a critical threat range of 19–20 and a critical multiplier of ×3.

Willful fugitives of the Negative Energy Plane's dread gravity, phantoms are escaped souls of humanoid creatures in desperate search of a psychically attuned being with whom to merge—such a merger creates a spiritualist. Every phantom harbors a strong emotion that tears it from the normal path of souls seeking final judgment and reward. This dominant emotion empowers the phantom's slam attack and can manifest in more potent forms when this creature merges with a spiritualist, but it also serves as a weight that drags the phantom into the Ethereal Plane and toward the Negative Energy Plane. Until an unfettered phantom finds a refuge, it is a frantic and shifting thing, a desperate creature of raw emotion and need.

Illustration by Daniel López

Pharaonic Guardian

This translucent humanoid figure has an animal's head. Rising from its back are wings of chilling white light.

PHARAONIC GUARDIAN CR 11

XP 12,800

LE Large undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 25, touch 21, flat-footed 18 (+5 deflection, +7 Dex, +4 shield, –1 size)

hp 142 (15d8+75)

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

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

OFFENSE

Speed fly 30 ft. (perfect)

Melee *+3 ghost touch speed longsword* +19/+19/+14/+9 (2d6+8/17–20)

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

Special Attacks insightful strike, judging gaze, soul-rending wings

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

3/day—*suggestion* (DC 18)

1/day—*greater command* (DC 20)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 13, **Wis** 16, **Cha** 21

Base Atk +11; **CMB** +19; **CMD** 34

Feats Combat Expertise, Combat Reflexes, Improved Critical (longsword), Improved Vital Strike, Stand Still, Step Up, Vital Strike, Weapon Focus (longsword)

Skills Fly +13, Intimidate +23, Knowledge (history) +16, Knowledge (religion) +19, Perception +21, Sense Motive +21

Languages Aklo, Auran, Celestial, Infernal; telepathy 100 ft.

SQ guardian sword and shield

ECOLOGY

Environment warm ruins

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

Treasure standard (mwk light steel shield, mwk longsword, other treasure)

SPECIAL ABILITIES

Guardian Sword and Shield (Su) The pharaonic guardian can imbue any Large sword and shield with the *ghost touch* and *speed* special abilities and a +3 enhancement bonus. This effect lasts for as long as the guardian wields them and for 1 minute thereafter. The guardian uses these items as if it had a Strength score equal to its Charisma score.

Insightful Strike (Ex) The pharaonic guardian gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.

Judging Gaze (Su) The pharaonic guardian's gaze attack allows it to read the minds of those within 30 feet, as per the *detect thoughts* spell with 3 rounds of concentration (Will DC 22 negates). This is a mind-affecting divination effect, and the save DC is Charisma-based.

Soul-Rending Wings (Su) As a standard action every 1d4 rounds, the pharaonic guardian can flare its wings to fire rays of soul-cutting light in two 30-foot lines extending away from it. Living creatures in the lines take 1d4 negative levels (Reflex DC 22 negates). A creature whose thoughts the pharaonic guardian has read via its judging gaze ability takes a –2 penalty on this save. The Fortitude save to remove these negative levels is also DC 22, though without the –2 penalty from judging gaze. The save DCs are Charisma-based.

Created only by the most evil and egotistical pharaohs, pharaonic guardians are elite protectors of tombs and other monuments. Much like the grand buildings they inhabit, pharaonic guardians are the product of fear and sweat wrung from slaves and other servants. To make one, a pharaoh uses rare arcane processes to draw out the souls of obedient servants, capturing both their fear of death and fear of eternal damnation should they disobey their god-rulers. The pharaoh then blends these essences together into towering, animal-headed warriors whose only purpose is guarding a royal location for eternity.

Illustration by Bryan Sola

Plague Swarm

Millions of red-eyed locusts blot out the sun. They descend in a ravenous tornado, consuming everything they touch.

Plague Swarm

All plague swarms have the following features.

Ecology

Environment any

Organization solitary or brood (plague swarm plus 1–100 spawn)

Treasure none

Special Abilities

Blight (Su) Plague swarms deal additional untyped damage equal to their standard swarm damage. This damage originates from divine power, similar to the spell *flame strike*. A plague swarm's damage counts as magic and epic for the purposes of bypassing damage reduction.

Multiply (Ex) Plague swarms spawn at an incredible rate. Once per minute, a plague swarm can produce a new swarm of the type listed in its stat block as full-round action. When the plague swarm is not in combat, it typically uses this ability once per minute. If the plague swarm is destroyed, all of the swarms that it spawned also disperse.

Reform (Su) When a plague swarm is dispersed by damage, it is not destroyed. A dispersed plague swarm reforms in 24 hours. Each plague swarm has a unique destruction condition. In addition, because plague swarms are manifestations of divine retribution, placating the deity's rage destroys the swarm instantly.

Rat Plague Swarm CR 11/MR 8

XP 25,600

LE Tiny magical beast (mythic, swarm)

Init +16[M]/–4, dual initiative; **Senses** darkvision 60 ft., low-light vision, scent; Perception +23

Defense

AC 25, touch 17, flat-footed 20 (+4 Dex, +1 dodge, +8 natural, +2 size)

hp 152 (16d10+64); fast healing 5

Fort +11, **Ref** +16, **Will** +9; second save

Defensive Abilities reform, swarm traits, unstoppable[MA]; **DR** 10/epic

Offense

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

Melee swarm +14 (4d6–2 plus 4d6 blight, curse of lycanthropy, disease, and distraction)

Space 20 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 19), mythic power (8/day, surge +1d10)

Statistics

Str 2, **Dex** 19, **Con** 8, **Int** 19, **Wis** 18, **Cha** 15

Base Atk +16; **CMB** —; **CMD** —

Feats Ability Focus (curse of lycanthropy), Ability Focus (distraction), Dodge[M], Extra Mythic Power[M], Great Fortitude, Improved Initiative[M], Lightning Reflexes[M], Lightning Stance, Wind Stance

Skills Acrobatics +20, Climb +31, Diplomacy +18, Perception +23, Stealth +31, Swim +31

Languages Abyssal, Celestial, Common, Infernal (can't speak any language); telepathy 200 ft.

SQ hivemind, multiply (rat swarm with curse of lycanthropy [Fort DC 12])

Special Abilities

Curse of Lycanthropy (Su) A humanoid of any size who takes damage from a plague rat swarm must succeed at a DC 19 Fortitude save or it contracts lycanthropy and becomes a wererat. Any humanoid who contracts lycanthropy from a rat plague swarm becomes immune to bubonic plague.

Disease (Ex) *Bubonic Plague:* Swarm—injury; *save* Fort DC 19; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage, 1 Cha damage, and target is fatigued; *cure* 2 consecutive saves.

Hivemind (Su) A plague rat swarm can maintain constant telepathic communication with every wererat it created with its curse of lycanthropy as long as they are on the same plane. These wererats have an attitude of helpful toward the swarm.

Reform (Su) A rat plague swarm can be destroyed only if a mythic spellcaster (or a non-mythic spellcaster who succeeds at a DC 31 caster level check) affects it with *remove disease* on the round before the swarm is dispersed. This condition bypasses a swarm's normal immunity to single-target effects.

Locust Plague Swarm CR 15/MR 8

XP 51,200

NE Fine magical beast (mythic, swarm)

Init +16[M]/–4, dual initiative; **Senses** darkvision 60 ft., low-light vision; Perception +24

Defense

AC 31, touch 23, flat-footed 26 (+4 Dex, +1 dodge, +8 natural, +8 size)

hp 216 (21d10+101); fast healing 5

Fort +15, **Ref** +18, **Will** +13; second save

Defensive Abilities reform, swarm traits, unstoppable[MA]; **DR** 10/epic; **Immune** mind-affecting effects, weapon damage

Offense

Speed 10 ft., climb 10 ft., fly 40 ft. (good)

Melee swarm (5d6 plus 5d6 blight, devour, and distraction)

Space 20 ft.; **Reach** 0 ft.

Special Attacks devour, distraction (DC 23), mythic power (8/day, surge +1d10)

Statistics

Str 6, **Dex** 19, **Con** 12, **Int** 5, **Wis** 18, **Cha** 9

Base Atk +21; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Dodge[M], Extra Mythic Power[M], Great Fortitude, Improved Initiative[M], Improved Lightning Reflexes, Iron Will, Lightning Reflexes[M], Lightning Stance, Skill Focus (Fly), Skill Focus (Perception), Wind Stance

Skills Climb +12, Fly +35, Perception +24
Languages Abyssal (can't speak)
SQ multiply (locust swarm[B4] with the devour ability)

SPECIAL ABILITIES

Devour (Ex) A locust plague swarm devours everything in its path. Its swarm attack damages all unattended objects and all attended items that are not magical. Each round, the locusts also damage one attended magic item worn or carried by each creature damaged by the swarm. Each round, the swarm can affect only one magic item per creature, even with its dual initiative. If a creature possesses more than one attended magic item, use the table for items affected by magical attacks (*Pathfinder RPG Core* 216) to *Rulebook* determine which magic item the swarm targets. The locusts' powerful jaws count as adamantine for the purpose of bypassing DR and bypass all hardness less than 20.

Reform (Su) A locust plague swarm is truly destroyed only if it devours a good-aligned minor artifact or holy relic.

BAT PLAGUE SWARM CR 17/MR 8

XP 102,400

NE Diminutive magical beast (mythic, swarm)
Init +19[M]/–1, dual initiative; **Senses** blindsense 100 ft., darkvision 60 ft., low-light vision; Perception +34

DEFENSE

AC 32, touch 24, flat-footed 24 (+7 Dex, +1 dodge, +8 natural, +2 profane, +4 size)
hp 279 (21d10+164); fast healing 10
Fort +18, **Ref** +21, **Will** +13; second save
Defensive Abilities profane protection, swarm traits, unstoppable[MA]; **DR** 10/epic; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)
Melee swarm (5d6 plus 5d6 blight, distraction, and soul bleed)
Space 20 ft.; **Reach** 0 ft.
Special Attacks create spawn, distraction (DC 26), mythic power (8/day, surge +1d10), soul bleed

STATISTICS

Str 6, **Dex** 25, **Con** 18, **Int** 11, **Wis** 18, **Cha** 9
Base Atk +21; **CMB** —; **CMD** —
Feats Ability Focus (distraction), Ability Focus (soul bleed), Dodge[M], Extra Mythic Power[M], Great Fortitude, Improved Initiative[M], Iron Will, Lightning Reflexes[M], Lightning Stance, Skill Focus (Fly), Skill Focus (Perception), Wind Stance
Skills Fly +37, Perception +34, Stealth +32
Languages Common
SQ multiply (bat swarm with soul bleed [Fort DC 11])

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature who dies from a bat plague swarm's soul bleed ability rises from death as a vampire in 1d4 days. This vampire is under the command of the swarm, and remains enslaved until the swarm is destroyed. The swarm can have enslaved spawn whose Hit Dice total no more than twice its own; any spawn it creates that would exceed this limit become free-willed undead.

Profane Protection (Su) A bat plague swarm gains a +2 profane bonus to its Armor Class from its divine creator.

Reform (Su) A bat plague swarm is truly destroyed only if it is dispersed in the area of a *hallow* spell.

Soul Bleed (Su) A creature that takes damage from a bat plague swarm begins to bleed from its body and its soul. Each round, a creature under the effects of soul bleed takes 1d4 points of Constitution bleed damage and gains 1 negative level. A creature affected by soul bleed can't be healed by magical healing from a non-mythic source. A mythic caster can attempt a DC 24 caster level check to heal a creature under the effects of soul bleed. If the caster succeeds, the soul bleed ends. Otherwise, any creature can end a soul bleed effect with a successful DC 35 Heal check. Twenty-four hours after a creature takes negative levels from soul bleed, it must attempt a separate DC 26 Fortitude save for each negative level. If it succeeds at a save, that negative level is removed. If it fails, that negative level becomes permanent. The save DC is Constitution-based.

Sent down by vengeful deities to punish communities that have offended them, plague swarms scour crops, terrorize populations, and lay waste to civilized lands. Normal means of dealing with vermin and pestilence don't drive them off, for these vicious and intelligent mythic swarms carry the destructive blessings of their gods, and breed at an exceptional rate until their spawn consume entire cities. They are single-minded in their devotion to carrying out the furious will of their deities.

Illustration by Diana Martinez

Plagued Beast

The rotting skeleton and muscles of this fanged, decaying horse seem barely able to hold together.

PLAGUED HORSE **CR 2**

XP 600

NE Large undead (augmented animal)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, –1 size)

hp 16 (2d8+7)

Fort +5, **Ref** +6, **Will** +1

Defensive Abilities channel resistance +2; **DR** 5/slashing; **Immune** cold, undead traits

OFFENSE

Speed 50 ft.

Melee bite +5 (1d8+5 plus disease), 2 hooves +0 (1d4+2)

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

Special Attacks disease

STATISTICS

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

Base Atk +1; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Endurance, Run[B], Toughness[B]

Skills Perception +6

SQ docile

ECOLOGY

Environment any

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Demon Plague*: Bite—injury; *save* Fortitude DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Constitution damage and 1d6 Wisdom damage, victim is fatigued if it takes any ability damage from the disease, and certain creatures slain by demon plague rise as plagued beasts; *cure* 3 consecutive saves.

When animals are stricken with demon plague, they may arise as undead and further spread the disease. Some demons and cultists are fond of using plagued horses as mounts.

Creating a Plagued Beast

"Plagued beast" is an acquired template that can be added to a living, corporeal creature with an Intelligence score of 1 or 2. A plagued beast uses all of the creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 1.

Alignment: Neutral evil.

Type: The creature's type changes to undead (augmented). It retains all subtypes except alignment subtypes and subtypes that indicate kind. Do not recalculate its saves, BAB, or skill ranks.

Armor Class: Increase the base creature's AC by 2.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. As undead, plagued beasts use their Charisma modifiers to determine bonus hit points.

Defensive Abilities: Plagued beasts gain darkvision 60 feet, channel resistance +2, and DR 5/slashing. They are immune to cold, and gain all of the standard undead traits.

Melee: A plagued beast gains a bite attack that deals damage based on the plagued beast's size. If the beast already has a bite attack, the bite's damage increases by one step, as if it had increased one size category.

Special Attacks: A plagued beast inflicts demon plague with each successful bite attack (DC = 10 + 1/2 the plagued beast's Hit Dice + the plagued beast's Charisma modifier).

Ability Scores: +4 Strength, +2 Dexterity. A plagued beast has a minimum Charisma score of 15—if the base creature's Charisma score is lower, increase it to 15. A plagued beast has no Constitution score; as an undead, it uses its Charisma when calculating its hit points, Fortitude saves, and any special abilities that rely on Constitution.

Feats: A plagued beast gains Toughness as a bonus feat.

Illustration by Damien Mammoliti

Plankta

The shattered remnants of buildings and statues can be seen in this shuddering mass of wet, rugged rock.

PLANKTA **CR 17**

XP 102,400

NE Colossal aberration (aquatic, earth)

Init +5; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +31

DEFENSE

AC 36, touch 11, flat-footed 36 (+8 cover, +1 Dex, +25 natural, –8 size)

hp 313 (19d8+228)

Fort +18, **Ref** +13, **Will** +20

Defensive Abilities all-around vision, rock catching, stony cover; **DR** 15/—; **Immune** cold, electricity, fire; **SR** 28

OFFENSE

Speed 10 ft., swim 30 ft.

Melee 2 slams +27 (4d6+20/19–20), bite +26 (4d6+20)

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

Special Attacks capsize, clashing rocks, fiery fault, powerful charge (slam, 8d6+24), push (slam, 10 ft.), rain of boulders

STATISTICS

Str 50, **Dex** 13, **Con** 34, **Int** 13, **Wis** 28, **Cha** 21

Base Atk +14; **CMB** +42; **CMD** 61 (can't be tripped)

Feats Blind-Fight, Critical Focus, Dazing Assault[APG], Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Snatch, Staggering Critical, Weapon Focus (slam)

Skills Climb +36, Knowledge (history) +13, Knowledge (nature) +10, Perception +31, Stealth +7 (+27 in natural rocks), Survival +31, Swim +38; **Racial Modifiers** +20 Stealth in natural rocks

Languages Aquan, Terran

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Clashing Rocks (Ex) A plankta can scatter its rocky mass into multiple fragments with a shared consciousness and a shared pool of hit points, though it loses its stony cover ability when it does so. These fragments churn and clash, dealing 4d6+14 points of bludgeoning damage per round to all creatures in a 60-foot-radius sphere in the water (extending up to 10 feet above the water's surface). Activating or maintaining this ability is a full-round action. If it chooses not to maintain this ability, the plankta's body reforms automatically at any point in the area. The save DC is Strength-based.

Fiery Fault (Su) When a critical hit is confirmed against a plankta, its rocky form cracks and a gout of magma spews out in a 10-foot cone toward the attacker, dealing 10d6 points of fire damage (Reflex DC 31 half). Any creature that fails its save is entangled for 2d4 rounds and takes 5d6 points of fire damage each round at the beginning of its turn, but can attempt a new save each round at the end of its turn to end this damage. A creature can break free of the hardened magma and end the entangled condition as a standard action with a successful DC 25 Strength check. This also ends the fire damage. The save DC is Constitution-based.

Rain of Boulders (Ex) As a standard action, a plankta can unleash a barrage of heated boulders that deals 12d6 points of bludgeoning damage and 6d6 points of fire damage (Reflex DC 31 half) in a 120-foot line. Huge or smaller ships that fail their saves are affected by the plankta's capsize ability, while creatures that fail their saves are affected by its push ability. The save DC is Constitution-based.

Stony Cover (Ex) A plankta's outer shell is covered in most places by ruin fragments that aren't part of its body, providing it improved cover at all times. As usual for improved cover, this grants the plankta improved evasion.

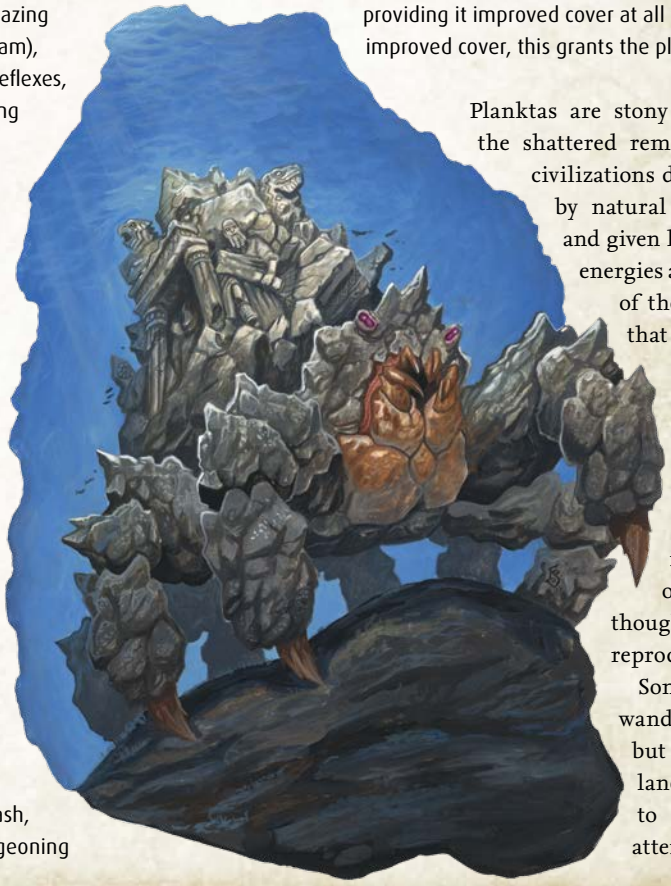


Illustration by Florian Stitz

Planktas are stony creatures formed from the shattered remnants of ancient island civilizations devastated and inundated by natural or magical cataclysms, and given life by unleashed magical energies and the anguished spirits of those lost in the tragedies that formed the planktas.

These massive, rocky aberrations dwell in the seas. They burn with hatred for the ships and cities of empires that still stand, and seek to ruin such foes in the hope of creating more planktas, though this bizarre attempt at reproduction rarely succeeds.

Some planktas are nomadic, wandering in search of prey, but others lurk in busy sea-lanes or narrow straits to shatter and sink ships attempting to pass.

Polong

This crimson spectral creature drips with blood, its skeletal face contorted with malice.

POLONG **CR 8**

XP 4,800

NE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +15

Aura murderous intent (30 ft.)

DEFENSE

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

hp 95 (10d8+50)

Fort +8, **Ref** +7, **Will** +11

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

Weaknesses bottle-bound (DC 22)

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +12 (6d8 plus 1d4 bleed and terrible wounds)

Special Attacks bleed (1d4), terrible wounds

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 13, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +11; **CMD** 26

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Intimidate), Weapon Focus (incorporeal touch)

Skills Fly +25, Intimidate +24, Perception +15, Stealth +17, Survival +12

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bottle-Bound (Su) A polong is bound to a bottle as part of the ritual to create it. A polong must remain within 1 mile of its bottle, and regains 1d8+5 hit points for each hour it spends inside its bottle. If a polong's bottle (AC 11, hardness 1, hp 1) is destroyed, the polong is considered staggered until the bottle reforms in 24 hours. Once per day, a creature that possesses a polong's bottle can attempt to take control of the polong for 24 hours as if the polong where under the effect of a *dominate monster* spell. The polong can attempt a DC 20 Will save to negate this effect. A creature that's controlling the polong is immune to its murderous intent aura.

Murderous Intent (Su) A polong generates a seething aura of unrestrained violence and malicious intent. As an immediate action, a polong can attempt an Intimidate check to demoralize any creature entering its aura. A creature that doesn't become demoralized is immune to the polong's aura for 24 hours. This is a mind-affecting fear effect.

Terrible Wounds (Su) A polong's touch deals slashing damage, and opens up terrible gashes. Each round a creature takes bleed damage from the polong's touch attack, it must succeed at a DC 20 Fortitude saving throw or take 2 points of Constitution damage. The save DC is Charisma-based.

Polongs are the spirits of murderers who have been magically bound to a bottle. Whoever possesses a polong's bottle can command the creature to carry out murderous acts. Necromancers, cultists, and assassins sometimes use polongs to perform assassinations from afar. Commanding polongs is dangerous, however, as their desire to kill makes them turn on their own masters if given the chance.

When a polong's bottle is opened, the creature manifests as a blood-drenched spirit with hands transformed into long claws. Its thirst for violence and murder twists its distorted features into a hateful visage. Polongs remember little of their past lives, their own thoughts turned to committing the heinous acts commanded by their masters.

Illustration by Ertaç Altınöz

Psychemental

This incorporeal field shimmers with a constant flux of colors and shapes that coalesce into distorted, ephemeral images and reflections.

PSYCHEMENTAL **CR 8**

XP 4,800

N Small outsider (extraplanar, incorporeal)

Init +8; **Senses** darkvision 60 ft., thoughtsense 60 ft.; Perception +18

Aura mental static (30 ft., DC 18)

DEFENSE

AC 19, touch 19, flat-footed 14 (+3 deflection, +4 Dex, +1 dodge, +1 size)

hp 82 (11d10+22)

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

Defensive Abilities incorporeal; **SR** 19

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +16 (mindwipe)

Special Attacks mass erasure (DC 19), mindwipe (DC 18)

Psychic Magic (CL 8th; concentration +11)

20 PE—*cognitive block*[OA] (3 PE, DC 16), *ego whip I*[OA] (3 PE, DC 16), *mind probe*[OA] (4 PE, DC 17), *mind thrust III*[OA] (3 PE, DC 16), *possession*[OA] (5 PE, DC 18), *synaptic pulse*[OA] (3 PE, DC 16), *thought shield III*[OA] (4 PE, DC 17)

STATISTICS

Str —, **Dex** 19, **Con** 14, **Int** 15, **Wis** 18, **Cha** 17

Base Atk +11; **CMB** +14; **CMD** 28

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack

Skills Bluff +17, Diplomacy +17, Fly +14, Intimidate +17, Knowledge (arcana, planes, religion) +16, Perception +18, Sense Motive +18, Stealth +8

Languages telepathy 100 ft.

ECOLOGY

Environment any (Astral Plane)

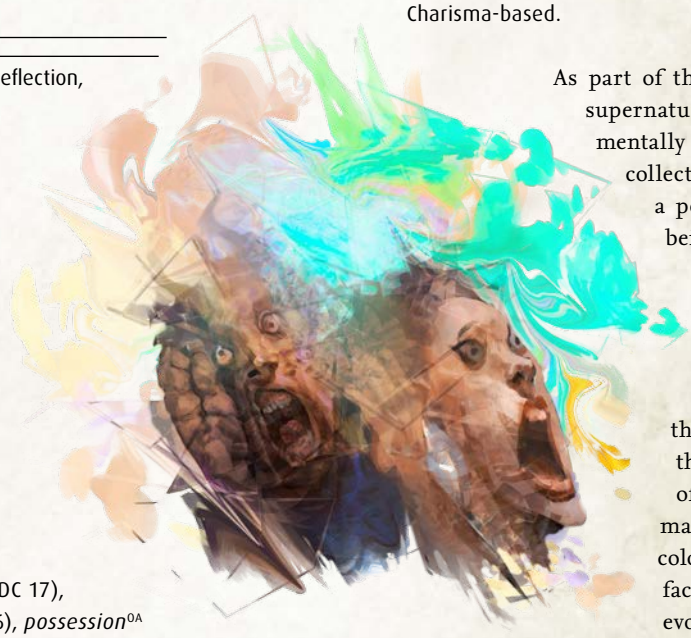
Organization solitary, pair, or quorum (3–6)

Treasure none

SPECIAL ABILITIES

Mass Erasure (Su) As a full-round action, a psychemental can move up to its speed and attack each creature whose space it passes through with its mindwipe ability. A target can make an attack of opportunity against the psychemental or forgo its attack of opportunity to instead attempt a DC 19 Reflex save to evade the psychemental. A psychemental can affect each target only once per round, no matter how many times its movement takes it through a target creature's space, and it can't end its move inside a creature. The save DC is Dexterity-based.

Mindwipe (Su) A psychemental can erase a portion of the mind and experiences of a creature it touches, affecting the creature as *mindwipe*[OA] (CL 11th, Will DC 18 negates). Each successful mindwipe heals the psychemental of 10 points of damage. It gains any healing in excess of its maximum hit points as temporary hit points for 1 hour, though such temporary hit points do not stack. The save DC is Charisma-based.



As part of the fallout of a major supernatural phenomenon or mentally disturbing event, the collective unconscious of a population of psychic beings can give rise to a self-aware intellect that's known as a psychemental. These emergent phenomena form on the Astral Plane, where they appear in the form of amorphous fields made up of fluctuating colors, shapes, and even faces that reflect their evolving thoughts and new perceptions as they attempt to come to terms with their new state of being.

While these inquisitive, unpredictable creatures are not inherently evil, they do temporarily absorb fragments of others' minds in order to heal themselves. And though psychementals seek out interactions with intelligent creatures for the pleasures of learning about the world and socializing, an encounter with one can be a dangerous affair if it feels threatened or provoked. Unfortunately, this occurs fairly often, as the upsetting stimuli that prompted a psychemental's creation leave it more easily startled than other creatures. A psychemental's attacks are never lethal on their own—the stolen mental fragments eventually reform themselves within the victim's mind over time—but the potential to leave a victim comatose for an extended period of time can be quite dangerous in its own right. Yet sentient beings who approach a psychemental calmly and without any ill intent find the creatures to be extremely engaging conversationalists, and psychementals' very natures guarantee that they are experts in a variety of esoteric topics. A creature that manages to make a psychemental feel safe may have just earned a highly unusual friend for life.

Illustration by Jorge Fares

Psychepore

A mass of shell-like fungus grows so thick it obscures the mass of plant matter beneath.

PSYCHEPORE **CR 7**

XP 3,200

N Medium plant

Init +3; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +12

DEFENSE

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

hp 85 (10d8+40)

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

Defensive Abilities psychotic musk; **DR** 5/slashing; **Immune** plant traits; **Resist** fire 10

OFFENSE

Speed 20 ft.

Melee 3 slams +13 (1d8+5 plus poison)

Ranged 3 razor conks +10 (1d8+5 plus poison)

Special Attacks poison, razor conk, visions

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +12; **CMD** 25

Feats Iron Will, Skill Focus (Stealth), Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Perception +12, Stealth +14

Languages Common (can't speak)

ECOLOGY

Environment warm forests or jungles

Organization solitary, pair, or colony (5–12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Slam or razor conk—injury, or spores—inhaled; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Wisdom plus visions; *cure* 2 consecutive saves. The save DC is Constitution-based

Psychotic Musk (Ex) A creature that deals damage to a psychepore with a slashing or piercing melee weapon releases a cloud of spores, exposing the attacker to the psychepore's poison.

Razor Conk (Ex) A psychepore can launch three fragments of its razor-sharp fungal covering as a standard action. Treat these as ranged attacks with a range increment of 30 feet.

Visions (Ex) A creature affected by the psychepore's poison has its mind clouded with visions of alien intent. Any round the target fails its saving throw against the psychepore's poison, it must succeed at a second DC 18 Will save or become confused for 1 round. This is a mind-affecting poison effect. The save DC is Constitution-based.

Illustration by Mattias Fahlberg

A psychepore is a symbiosis of two different plant creatures—a lurching bit of undergrowth distantly related to the shambling mound and an intelligent cluster of hard fungal growths that possess a malevolent hive mind. On their own, the shambling undergrowth is an unintelligent creature, barely aware enough to move itself to new sources of sunlight and water, while the fungal conks, for their part, are intelligent but immobile. The two pose a serious threat only once the psychic fungus infests the shambling undergrowth, and the creatures transform into the horrifying psychepore.

A psychepore procreates through microorganisms in its poison, spreading into victims fungal spores that try to bond with that host's physiology to create a new psychepore. Generally, the only creatures with which these spores can coexist are the shambles that form the base of a psychepore, but these spores also have strange effects on creatures that aren't their typical hosts. Such creatures suffer from delusional visions as their minds try to assimilate or reject the images presented by the alien will of the strange symbionts, and their bodies desperately attempt to force the foreign spores out. Some cultures harvest psychepores to distill their poison into a powerful drug, using it in religious rituals that search for inner knowledge or in dark alleys as a temporary escape from cruel, short lives—or transforming it into a truth serum used during psychological torture and other types of interrogation.

Most psychepores attack only in vain attempts to procreate, never seeming frustrated by their usually futile efforts, but more intelligent specimens pursue less direct but more fruitful approaches, often serving those who aid in gathering the undergrowth they need to replicate. There are rumors of even more highly developed and intelligent versions of these creatures that learn the secrets of telepathy and how to adjust their poison to replicate possession magic. These superintelligent psychepores become more aware of cultural structures and take great joy in manipulating other forms of life to achieve their goals.

A psychepore is a hulking thing with a dense composition. It stands 6 feet tall or slightly taller and weighs about 300 pounds.

Putrid Ooze

Masses of carrion and debris break the inky surface of this enormous, undulating sludge.

PUTRID OOZE **CR 11**

XP 12,800

N Huge ooze

Init –1; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 7, touch 7, flat-footed 7 (–1 Dex, –2 size)

hp 172 (15d8+105)

Fort +12, **Ref** +4, **Will** +0

DR 10/—; **Immune** ooze traits; **Resist** electricity 20, fire 20

OFFENSE

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

Melee slam +20 (6d6+16 plus 2d6 acid and grab)

Ranged splatter +8 (10d6 acid)

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

Special Attacks constrict (6d6+16 plus 2d6 acid), putrid acid, splatter

STATISTICS

Str 32, **Dex** 9, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +11; **CMB** +24 (+28 grapple); **CMD** 33 (can't be tripped)

Skills Climb +19, Swim +19

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Putrid Acid (Ex) A putrid ooze secretes a digestive acid that dissolves organic material and metal quickly, but doesn't affect stone. Each time a creature takes damage from a putrid ooze's acid, its clothing and armor take the same amount of damage from the acid (Reflex DC 23 negates damage to clothing and armor). A metal or wooden weapon that strikes a putrid ooze takes 2d6 points of acid damage, unless the weapon's wielder succeeds at a DC 23 Reflex save. If a putrid ooze remains in contact with a wooden or metal object for 1 full round, the object takes 30 points of acid damage (no save). The save DCs are Constitution-based.

Splatter (Ex) As a standard action, a putrid ooze can throw a portion of its acidic sludge at a creature within 30 feet. The putrid ooze must make a successful ranged touch attack to hit the target. Creatures struck take 10d6 points of acid damage.

Putrid oozes are primarily made from organic mire animated with Abyssal energies. These creatures can exist near any rift or portal to the Abyss. They caustically burn through plants and animals in pursuit of their vicious, mindless hunger. Putrid oozes get their name from their disturbing habit of subsuming dead creatures into their own gelatinous bodies. Putrid oozes generally are a combination of churning, gray-and-black slurries, similar to chunky tar mixed with wet gravel, but their bodies also hold undigested portions of the creatures they consume. At any one time, they present a mixture of rotting limbs, severed heads, and entangled entrails among the miscellaneous sludge that makes up their bodies.

Most hardy materials putrid oozes consume are never completely devoured. Putrid oozes slowly break down their meals into the same gray-black, chunky morass that makes up their bodies. Although it's rare for a putrid ooze to starve, those weakening from hunger use the last of their dwindling energy to seek out chasms or ravines where they can lie in wait, hoping for meals to wander past. In these dark places, the putrid oozes go dormant, existing as murky pools of sticky acid until a living creature draws near. Though the creatures are essentially in hibernation, all it takes is a simple touch to awaken them. In contrast, active putrid oozes are intimidating sights to behold, and rarely take anyone by surprise.

Unlike other oozes, putrid oozes don't reproduce via mitosis—splitting into two identical, smaller oozes. Instead, they form spontaneously from corrupted rifts to the Abyss. Some cultists of Jubilex, demon lord of ooze monsters, have experimented with generating putrid oozes by exposing slurries of entrails, filth, and acid to foul energies. They see the spontaneous creation of these oozes as manifestations of the Faceless Lord.

When putrid oozes take enough damage to be destroyed, they melt into an inert pool of muck like most other oozes, though whether putrid oozes eventually reform from such remnants is a point of debate. Some say that sunlight further breaks down putrid oozes once they are destroyed.

A putrid ooze typically covers an area that measures 12 feet by 12 feet, and piles up on itself to a height of no more than 8 feet. A putrid ooze weighs about 20 tons.

Illustration by Roberto Pitturru

Pyrausta

This minuscule dragon's transparent wings and large eyes resemble those of a praying mantis. Its form glows bright with an inner fire.

PYRAUSTA **CR 1/4**

XP 100

CN Diminutive dragon (fire)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 5 (1d12–1); fast healing 1

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

Immune fire, paralysis, sleep

Weaknesses heart of flame, vulnerable to cold

OFFENSE

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

Melee bite +7 (1d3–2 plus 1 fire)

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

Special Attacks breath weapon (10-ft. cone, 1d4 fire, Reflex DC 9 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 1st; concentration +2)

At will—*spark*[APG]

STATISTICS

Str 6, **Dex** 15, **Con** 8, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** –1; **CMD** 7 (11 vs. trip)

Feats Flyby Attack, Weapon Finesse

Skills Fly +16, Perception +5, Stealth +18

Languages Draconic

ECOLOGY

Environment any warm

Organization solitary, pair, or swarm (12–20)

Treasure double

SPECIAL ABILITIES

Heart of Flame (Ex) A tiny spark of flame that acts as a pyrausta's heart beats within its chest. Whenever a pyrausta takes cold damage, including damage from environmental cold, its little heart stalls. It loses its fast healing and breath weapon, gains the staggered condition, and takes 1 point of damage each round. This continues until it is exposed to a source of flame that would normally deal fire damage or until it successfully uses its *spark* spell-like ability to reignite its heart (doing so requires a successful DC 11 concentration check because of the ongoing damage).

Though perhaps the smallest of dragons, pyraustas are not insecure about their size, for they lack the inflated egos so common among their larger kindred. Instead, pyraustas delight in being what they are, and live in the here and now. Though their natural life spans are similar to a human's, their dependence on flame to keep their hearts beating means the average pyrausta meets its end much sooner.

Illustration by Ben Wootten

Some scholars believe that pyraustas, sometimes called "insect dragons" or "true dragonflies," are spawned from the very hearts of volcanoes, where flickering flames are common. In truth, young pyraustas are conceived in the warmest months of the year, when swarms of the creatures gather high in the night skies and perform elaborate courtship rituals with their colorful flames, frolicking playfully in mid-flight. These swarms are often mistaken for fireflies, auroras, or other phenomena. A pyrausta's flame and its heart are one, and its fiery breath changes color depending on the creature's emotions. Pyraustas use their inner flames primarily to express themselves, creating vivid pyrotechnic displays to communicate their feelings. They can also use this flame as a weapon if necessary, but prefer not to.

A typical pyrausta's body is 9 inches long, though its wingspan is longer, and it weighs 1 to 2 pounds.

Elder Pyraustas

Pyraustas who outlive the short life spans their frailty often imposes on them can grow to become far larger and more dangerous than their younger kin. They gain the giant and advanced simple templates, and the range of their breath weapons increases to a 15-foot cone. Elder pyraustas don't usually grow arrogant as their might increases; they instead either offer wisdom to other pyraustas, settling disputes and acting as guardians and mentors to their younger kin, or else travel far and wide, bridging the gaps between disparate pyrausta communities.

Ramidreju

This long, serpent-bodied weasel has tusks and a snout similar to that of a boar and a body covered with soft, green fur.

RAMIDREJU **CR 1/2**

XP 200

N Medium magical beast

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

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., burrow 10 ft., climb 20 ft.

Melee bite +4 (1d6 plus grab)

Special Attacks blood drain (1 Constitution), constrict (1d6)

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

1/day—*create pit* (DC 12)

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 3, **Wis** 13, **Cha** 11

Base Atk +2; **CMB** +2 (+6 grapple); **CMD** 14 (can't be tripped)

Feats Weapon Finesse

Skills Climb +8, Escape Artist +8, Perception +6, Stealth +8; **Racial Modifiers** +6 Escape Artist, +6 Stealth

Languages Sylvan (can't speak)

SQ compression, pit digger, smell gold

ECOLOGY

Environment any land

Organization solitary

Treasure triple (gold items)

SPECIAL ABILITIES

Pit Digger (Ex) A ramidreju can dig a 20-foot-deep pit in normal ground or soft earth (not solid stone) and cover it with branches, grass, and twigs. This pit is identical to a CR 1 pit trap (*Pathfinder RPG Core Rulebook* 420). It takes a ramidreju 4 hours to dig a pit, though the creature is not required to complete all the digging in the same day.

Smell Gold (Ex) A ramidreju can use its scent ability to detect and pinpoint the location of gold within 90 feet. The ramidreju can smell buried gold, gold held inside a container (like a backpack or treasure chest), or even gold deposits inside solid rock. The ramidreju knows neither the amount of gold nor if the gold is carried or guarded by a trap or creature.

Ramidrejus are snake-bodied weasels with a talent for digging pit traps and sniffing out gold. Most ramidrejus have green fur, often patterned with darker and lighter shades of green and brown suggestive of a poisonous snake's scales. Though not venomous, ramidrejus are fully capable of crushing small prey or biting and draining the blood from larger foes.

Ramidrejus are sometimes born into the litters of normal or giant weasel families who live near wild areas touched by fey magic. Belligerent and feisty, they are usually killed or driven off by their birth mothers, who are unnerved by their otherworldly nature. Ramidrejus that survive their infancy grow quickly to adulthood in the space of a week and live solitary lives sometimes lasting 300 years or more.

Due to their fey influence, all ramidrejus instinctively understand a small amount of Sylvan and can respond through facial expressions or tapping their feet, if not actual words.

Ramidrejus are unnaturally attracted to gold and often decorate their burrows with gold nuggets, gold coins, and stolen gold jewelry, which they protect with a savage ferocity. Unscrupulous gold miners have been known to capture ramidrejus and force them to sniff out and dig up caches of gold, though the creatures' unpredictable tempers often cause this arrangement to end in bloodshed. Kinder souls who bribe a ramidreju with gold rather than force it into captivity find that the creatures will occasionally form a powerful lifelong friendship with such a benefactor, though the ramidreju's desire for gold can mean that its ally makes little profit from this arrangement.

Ramidrejus average around 5-1/2 feet in length and weigh 100 pounds.

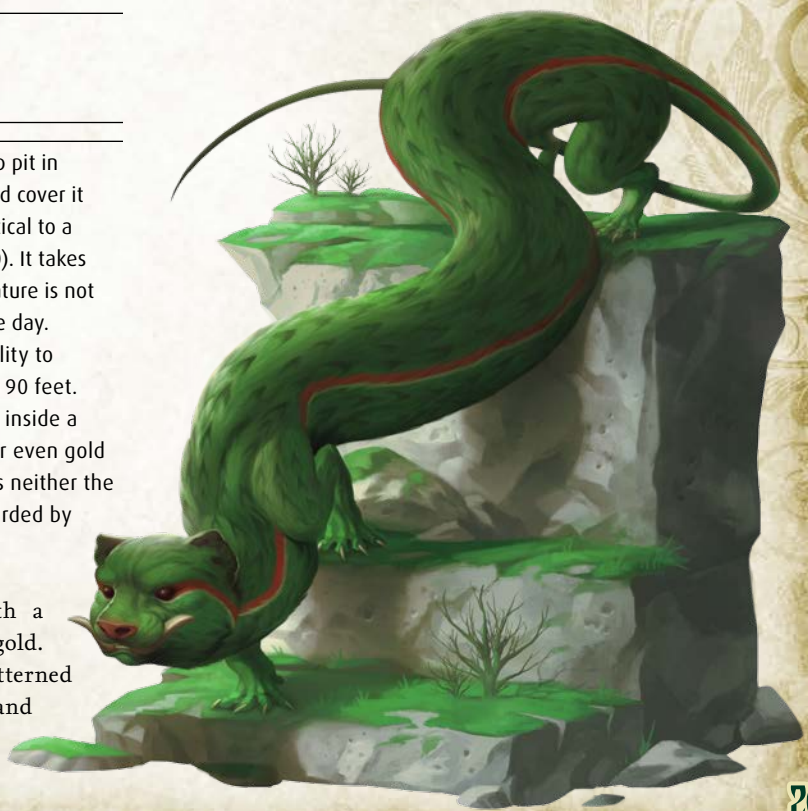


Illustration by Damien Mammoliti

Reptoid

This gaunt, scaled humanoid has reptilian eyes, a barely perceptible nose, and a wide, lipless mouth filled with sharp teeth.

REPTOID **CR 1/2**

XP 200

Reptoid mesmerist 1 (*Pathfinder RPG Occult Adventures* 38)
LE Medium humanoid (reptilian, shapechanger)
Init +0; **Senses** low-light vision; Perception +5

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 natural)
hp 7 (1d8–1)
Fort +1, **Ref** +2, **Will** +3; +2 vs. mind-affecting effects and poison

OFFENSE

Speed 30 ft.
Melee bite +1 (1d3+1), 2 claws +1 (1d3+1)
Special Attacks hypnotic stare, mesmerist tricks (4/day, psychosomatic surge), painful stare
Mesmerist Spells Known (CL 1st; concentration +4)
1st (2/day)—*hypnotism* (DC 14), *innocence*[APG]
0 (at will)—*daze* (DC 13), *detect magic*, *message*, *prestidigitation*

STATISTICS

Str 12, **Dex** 10, **Con** 8, **Int** 14, **Wis** 13, **Cha** 17
Base Atk +0; **CMB** +1; **CMD** 11
Feats Great Fortitude
Skills Bluff +8, Diplomacy +7, Knowledge (local, nobility) +6, Linguistics +6, Perception +5, Sense Motive +5, Use Magic Device +7
Languages Common, Elven, Reptoid
SQ change shape, consummate liar, mental potency

ECOLOGY

Environment any land
Organization solitary, pair, or cabal (3–8)
Treasure NPC gear

SPECIAL ABILITIES

Change Shape (Su) A reptoid can assume the appearance of a specific single Medium humanoid. The reptoid always takes this specific form when it uses this ability. The reptoid gains a +10 racial bonus on Disguise checks to appear as that type of humanoid. This ability otherwise functions as *alter self,* except the reptoid does not adjust its ability scores. A reptoid can select a new humanoid form by spending 1 week preparing itself for the change, but can then no longer assume its previous humanoid form.

Mental Potency (Ex) A reptoid's mental effects can affect more powerful creatures or a greater number of creatures than normal. Both the Hit Die limit and the total number of Hit Dice affected by each enchantment or illusion spell it casts increase by 1. For enchantment and illusion spells it casts that target a number of creatures greater than one, the number of creatures affected also increases by one (so a spell that targets one creature per level would be affected, but a spell that targets only one creature would not be). This ability stacks with the mesmerist's ability of the same name.

Illustration by Aleksey Bayura

Reptoids are bipedal reptiles from another planet, or perhaps even another plane—they refuse to reveal their origins to humanoids, even under duress. Disguised as members of others races, the reptoids seek positions of power in order to secretly prepare for an invasion from their homeworld. Even those who are aware of reptoids in their midst can never be truly sure who is real and who is an alien, as these creatures are often adept at enchantment and psychic magic, which they use to cover the tracks of their deceptions and to ensure the complacency or even collusion of their soon-to-be thralls.

Reptoid Characters

Reptoids are defined by their class levels—they don't have racial Hit Dice. They have the following racial traits.

+2 Strength, +2 Charisma, –2 Dexterity: Reptoids are both manipulative and strong, but they're deliberate in their movements.

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

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

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

Scales: When in its natural form, a reptoid has a +1 natural armor bonus.

Cold-Blooded (Ex): Reptoids receive a +2 racial saving throw bonus against mind-affecting effects and poison.

Natural Weapons (Ex): When in its natural form, a reptoid has a bite attack and two claw attacks that deal 1d3 points of damage each.

Change Shape (Su): See above.

Mental Potency (Ex): See above.

Languages: All reptoids begin play speaking Common and Reptoid. Reptoids with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

Rhu-Chalik

Thin tendrils trail from this misshapen ovoid. Its underside holds a gray orb that resembles a bulging, lidless eye.

RHU-CHALIK **CR 6**

XP 2,400

CE Small aberration

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

hp 68 (8d8+32); fast healing 2

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities all-around vision; **Immune** cold, disease

OFFENSE

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

Melee 4 tendrils +11 (1d4+3 plus pain touch)

Special Attacks pain touch, project terror, void transmission

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*mage armor*

At will—*detect thoughts* (DC 14), *invisibility*, *share memory*[UM] (DC 14)

1/day—*modify memory* (DC 16)

STATISTICS

Str 16, **Dex** 16, **Con** 19, **Int** 13, **Wis** 14, **Cha** 15

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

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Focus (tendril)

Skills Bluff +8, Diplomacy +8, Fly +13, Intimidate +10, Perception +10, Sense Motive +7, Stealth +15, Use Magic Device +10

Languages Aklo; telepathy 100 ft.

SQ compression, no breath

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Pain Touch (Ex) A rhu-chalik secretes an enzyme that coats its tendrils. When this enzyme comes into contact with a living creature, it causes excruciating pain. Any creature that comes into contact with the enzyme must succeed at a DC 18 Fortitude save or take a –2 penalty on attack rolls, ability checks, and skill checks for 1d4 rounds. If a creature is affected by multiple pain touch attacks, the duration stacks but the penalty doesn't. This is a pain[UM] effect. The save DC is Charisma-based.

Project Terror (Su) As a standard action, a rhu-chalik can harness the fears of any creature on which it has successfully used *detect thoughts* within the last minute. This effect creates terrible, nightmarish visions in the target's mind; the target must succeed at a DC 16 Will save or be frightened and take 1d4 points of Wisdom damage. The save DC is Charisma-based.

Void Transmission (Su) If a creature takes an amount of Wisdom damage from the rhu-chalik's project terror ability that equals or exceeds the creature's Wisdom score, the creature falls unconscious as normal. At that point, the rhu-chalik can take 10 minutes to copy and absorb the creature's entire consciousness and send that consciousness through the void of space to its waiting masters. If the creature's Wisdom damage is healed and the creature is revived prior to the end of this process, this effect fails. If the creature's Wisdom damage is healed after its consciousness is successfully transmitted, the creature awakens disoriented, and takes a –2 penalty on attack rolls, ability checks, and skill checks for 24 hours. This effect otherwise doesn't harm the target, as the target's consciousness isn't eliminated, only duplicated and transmitted.

A rhu-chalik, also called a void wanderer, is an alien entity that scouts through space on behalf of its conquering masters. In addition, this aberration also collects the memories of interesting creatures in the universe into a vast repository of knowledge that their masters use to slowly unravel all the secrets of existence.

Rhu-chaliks serve their masters tirelessly, and are as patient as they are long-lived. They rarely make an uncalculated move, and seek only the most prized intellects to cast into the dark beyond for their masters' delectations. When exploring distant worlds, rhu-chaliks are not social beings, and they avoid other rhu-chaliks so their predations won't cause too much overlap in the mind collections of their masters. However, back in their native space, rhu-chaliks number in the billions, and the creatures feed off a countless number of disembodied minds.

A rhu-chalik is approximately 3 feet across and weighs only 30 pounds.

Illustration by Steve Ellis

Riftcreeper

This slithering mass of bubbling red ooze extrudes a nest of long, thin tendrils, as if tasting the air in search of prey.

RIFTCREEPER **CR 15**

XP 51,200

CE Gargantuan ooze (extraplanar)

Init +12; **Senses** blindsight 60 ft., tremorsense 120 ft.; Perception +3

DEFENSE

AC 30, touch 14, flat-footed 22 (+8 Dex, +16 natural, –4 size)

hp 217 (15d8+150); fast healing 10

Fort +15, **Ref** +13, **Will** +8

Defensive Abilities adaptive defenses; **Immune** ability damage, ability drain, acid, exhaustion, fatigue, ooze traits

OFFENSE

Speed 30 ft., climb 30 ft., swim 20 ft.; gelatinous surge

Melee 2 slams +24 (4d6+16 plus 2d6 acid and grab)

Ranged 6 strands +15 touch (2d6 acid plus attach)

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

Special Attacks constrict (4d6+16 plus 2d6 acid), pull (strand, 20 feet)

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

Constant—*feather fall*

STATISTICS

Str 43, **Dex** 27, **Con** 30, **Int** 7, **Wis** 16, **Cha** 10

Base Atk +11; **CMB** +31 (+33 bull rush, +35 grapple); **CMD** 49 (51 vs. bull rush, can't be tripped)

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +39, Swim +24

Languages Abyssal (can't speak)

ECOLOGY

Environment any mountains (Abyss)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Adaptive Defenses (Su) After being damaged by any magical effect that deals cold, electricity, fire, or sonic damage, a riftcreeper's body instantly adapts to become immune to that form of energy. A riftcreeper can adapt to only one of those four types of energy at a time—if it adapts to a new energy type, it loses its immunity to the previous type. Otherwise, the immunity lasts for 1 hour.

Gelatinous Surge (Ex) Once per minute as a standard action, a riftcreeper can extrude a protoplasmic tendril of ooze to attach to any vertical surface within 120 feet. It can then transfer its entire bulk along that tendril as part of that standard action to change its location to the surface to which it is now attached. This movement doesn't provoke attacks of opportunity. Any creatures along its line of travel are subjected to a bull rush attempt.

Strands (Ex) A riftcreeper can extend up to six thin, sticky strands from its body at a time as a standard action, launching them to a maximum range of 120 feet. These attacks resolve as ranged touch attacks. On a hit, a strand deals 2d6 points of acid damage to its target and attaches to the creature. These strands are quite strong, but any amount of slashing damage severs them (a strand has AC 25). As long as a strand remains attached to a target, that creature takes an additional 2d6 points of acid damage at the start of its turn. A riftcreeper can automatically absorb the strands into its body if it uses its gelatinous surge ability (in doing so, it releases any attached creatures).

Heaving masses of unnatural protoplasm known as riftcreepers prowl the Abyss's shattered canyons. Despite their name, these intelligent, malevolent oozes are quite agile and swift, slithering up and down canyon walls and swimming through even the foulest water. Although smart enough to understand Abyssal, riftcreepers have little interest in listening to the babbling of the sacks of meat that will soon be their food.

Illustration by Damien Mammoliti

Robot

Products of advanced scientific technology, the constructs called robots are animated by engineering and advanced science rather than magic. Most people refer to robots as "automatons" or "metal men"; their proper nomenclature is known to only a few. Unlike most constructs, robots are capable of independent thought. However, they still must obey the programming instilled in them at their creation. Any robot whose creator hard-coded limitations into its programming can never be truly autonomous.

Robots almost always arise from cultures that possess technology that is leaps and bounds ahead of other civilizations, though sometimes they appear due to cultural diffusion from such a society. A wrecked spacecraft, a portal through time, or a group of robots mass-producing others of their kind could all bring robots into a world. Robots that appear from another place or time might still follow the alien dictates of their original programming, or could run amok, their directives corrupted or forgotten. Whatever the case, these robots possess technology that is beyond the means of almost anyone to reproduce, and they represent a stark contrast to other constructs, as they have nothing to do with magic.

Some spellcasters, despite lacking any real grasp on the technological principles required to create robots, have managed to create their own robots by cobbling together spare parts and broken machines, filling in the gaps and completing the design with a mixture of magic and barely understood fragments of science. These inferior designs usually lack the inexhaustible power supplies, advanced intellects, and self-repair systems found in the original robots, and the magic used in their creation can potentially render them more susceptible to techniques that work against other sorts of constructs.

Robots serve a wide range of purposes, from warfare and defense to peaceful tasks like excavation, farming, and maintenance. Small villages that find robots and somehow manage to command them will often put them to work quietly tending fields or constructing buildings all day long. Armies and warlords collect the more dangerous varieties of robots, but even the more ordinary varieties can be deadly. Most robots sport alloyed skin as hard as steel, meaning that even the lowliest worker robot presents a potent threat when altered for battle. Furthermore, since most cultures lack a means to reliably repair or understand how to command robots, even the most benign one might malfunction, or even reach a point in its programming where it changes its activity and refuses to follow orders, leading to untold death and destruction among the its former temporary masters.

Other Robots

In addition to the four robots with full entries on the following pages, robots are designed by beings of sufficiently advanced technology for a variety of other tasks. Here is a list of some other robot types and their common uses.

- Collectors serve as scouts and acquisition agents.
- Directors enforce order and maximize efficiency.
- Evaluators determine whether races are fit for contact with other beings.
- Juggernauts are titanic robots with the ability to shut down technology.
- Observers are designed for reconnaissance.
- Reclamators are adept at salvage and construction.
- Surgeons are equipped to treat injuries.
- Thought harvesters extract memories from living creatures.
- Wardens serve as guardians.

The means of commanding robots vary from model to model, which can be a source of endless frustration for any who seek to control them. Some obey orders from any humanoid, some bond to a specific master until her death, and others only yield to the command of technological brooches or control rods. Still others submit after mechanical surgery or rebuilding, or not at all. Many must be given extremely precise instructions, for they are unable to process metaphors or other figures of speech, and may interpret them in unanticipated ways, much to the chagrin of those who would command them. A surprisingly large proportion of uncontrolled robots already speak Common, as most models exhibit considerable linguistics talent, and the robots train each other in their new home's languages. Though they comprehend language, most robots rarely speak save for terse acknowledgements of orders. Their speech typically excludes words they deem unnecessary with their mechanical efficiency, leading to strange disjointed statements that convey the requisite information without emotion, although some robots programmed to interact well with humans are able to speak in a more fluid and less disconcerting manner.

Constructing a robot requires no magic, but does involve advanced and extraordinarily rare materials and technological expertise. Because almost no one possesses the skills and materials to complete the process of constructing a robot, these entries omit the construction sections provided for most constructs. A GM can add the robot subtype to a different type of construct, such as an animated object or homunculus, to create new types of robots. Typically, this doesn't alter the construct's CR. A character can't create a robot from or add the robot subtype to a construct that has already been created; adding the robot subtype (see page 308) to an existing creature is purely a means for the GM to simulate additional robots beyond those provided here.

Robot, Annihilator

The tip of this towering, scorpion-like construct's tail thrums with otherworldly energy.

ANNIHILATOR **CR 16**

XP 76,800

N Gargantuan construct (robot)

Init +6; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; Perception +24

DEFENSE

AC 31, touch 9, flat-footed 28 (+2 Dex, +1 dodge, +22 natural, –4 size)

hp 170 (20d10+60), force field (80 hp, fast healing 16)

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

Defensive Abilities hardness 10; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 50 ft., climb 30 ft.; booster jets

Melee 2 claws +28 (2d6+12/19–20)

Ranged 2 integrated chain guns +19 (8d6/×4)

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

Special Attacks combined arms, plasma lance, suppressing fire

STATISTICS

Str 34, **Dex** 15, **Con** —, **Int** 14, **Wis** 13, **Cha** 1

Base Atk +20; **CMB** +36; **CMD** 49 (57 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)

Skills Acrobatics +28 (+36 when jumping), Climb +20, Intimidate +15, Perception +24, Sense Motive +24; **Racial Modifiers** +8 Acrobatics (when jumping)

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Booster Jets (Ex) As a swift action up to 10 times per hour, an annihilator can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Chain Guns (Ex) These advanced firearms have a range increment of 200 feet, automatically reload, and never misfire. An annihilator's core can process scrap metal into new ammunition, effectively giving the annihilator infinite ammunition with these weapons.

Plasma Lance (Ex) As a standard action once every 3 rounds, an annihilator can fire a 120-foot-long line of plasma from its tail. All creatures in this area take 20d6 points of damage (Reflex DC 22 half). Half of this damage is fire and half is electricity. The save DC is Intelligence-based.

Suppressing Fire (Ex) As a standard action, an annihilator can use its chain guns to fire in a 100-foot cone. When it does so, it makes a single chain gun attack against every target in this area.

The enormous and formidable annihilator robots roam old ruins and wastelands, ridding them of all life and civilization. They smash structures, slaughter creatures both sentient and bestial, and scorch plant life to ashes. When rampaging, an annihilator indiscriminately destroys rather than following the meticulous approach many other robots take with their work. Despite the destruction they wreak, annihilators often gather up those who survive their assaults, collecting the dying and unconscious from battlefields and bringing them to a set location. Their purpose for keeping these battered but still-living prisoners is unknown.

Illustration by Dmitry Burmak

Robot, Gearsman

Made of what appears to be burnished brass, this construct resembles a suit of armor with a glowing glass orb for an eye.

GEARSMAN **CR 4**

XP 1,200

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 42 (4d10+20)

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

Defensive Abilities hardness 5; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee slam +9 (1d4+7) or
mwk spear +10 (1d8+7/×3 plus 1d6 electricity)

Ranged mwk spear +6 (1d8+5/×3)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1

Base Atk +4; **CMB** +9; **CMD** 20

Feats Combat Reflexes, Power Attack

Skills Craft (any one) +7, Disable Device +8, Perception +8, Profession (any one) +8, Sense Motive +8

Languages Common

SQ adaptive learning, charge weapon, nanite repair

ECOLOGY

Environment any

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

Treasure standard (masterwork spear, other treasure)

SPECIAL ABILITIES

Adaptive Learning (Ex) A gearsman has a number of skill points equal to 4 + its Intelligence modifier per Hit Die, and treats Craft and Profession as class skills. In addition, a gearsman has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any one skill—these ranks can't be split among multiple skills and must apply to one skill. A gearsman can change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions. Rather than spend these bonus ranks on a skill, a gearsman can choose to devote them to weapon knowledge, gaining proficiency with a single weapon instead of bonus ranks in a skill. All gearsmen are automatically proficient with all simple weapons.

Charge Weapon (Ex) Any metal weapon wielded by a gearsman becomes charged with electricity and deals 1d6 additional points of electricity damage on a hit.

Nanite Repair (Ex) A gearsman's nanites heal it, restoring a number of hit points equal to its Hit Dice every hour (4 hit points per hour for most gearsmen). Once per day, as a full-round action, a gearsman can heal itself or any robot it touches of 4d6 points of damage.

For reasons known only to themselves, gearsmen willingly serve as shock troops and guards, performing their tasks with mechanical detachment and coldly logical efficiency. Yet they serve a purpose beyond their current directives—an objective installed in them when they were first created. Gearsmen disobey their putative masters whenever an order contradicts these mysterious internal directives. When questioned about their lapses, gearsmen answer with only silence.

Despite their construction, gearsmen move fluidly. Their lack of a functional mouth doesn't prevent them from talking, though most speak rarely. When they do talk, they speak with shrill, oddly distorted speech devoid of emotion and nuance, and their voices are all eerily alike.

Illustration by Dmitry Burmak

Robot, Myrmidon

This metallic creature has pincer-tipped arms, a single red eye, and an array of deadly armaments.

MYRMIDON **CR 11**

XP 12,800

N Large construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +20

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, –1 size)

hp 112 (15d10+30), force field (55 hp, fast healing 11)

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

Defensive Abilities hardness 10, resilient; **Immune** cold, construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee 2 claws +22 (1d6+8 plus grab), 2 quantum lashes +22 touch (1d10 force/19–20)

Ranged integrated laser rifle +16 touch (2d10 fire)

Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

Special Attacks combined arms, constrict (1d6+8), rockets

STATISTICS

Str 27, **Dex** 15, **Con** —, **Int** 12, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot

Skills Fly +26, Knowledge (engineering) +19, Perception +20

Languages Common

ECOLOGY

Environment any

Organization solitary or unit (2–6)

Treasure none

SPECIAL ABILITIES

Laser Rifle (Ex) A myrmidon's eye is an integrated laser rifle with a range increment of 250 feet.

Quantum Lash (Ex) A myrmidon's two facial tentacles lash out with surprising force, and are capable of extending up to a reach of 20 feet. These lashes are primary attacks that deal force damage on a hit. They resolve as touch attacks, but the damage dealt is not modified by Strength, nor can it be improved by Power Attack. A quantum lash threatens a critical hit on a natural 19–20. A quantum lash that strikes a force field or force effect has a chance to disrupt that effect. Against a magical force effect like a *wall of force*, the myrmidon makes a special check as if it were casting *dispel magic* against the effect (CL 11th). Against a robot's force field, the robot struck must succeed at a DC 18 Fortitude save or its force field deactivates for 1d10 rounds, after which time the robot reactivates at the same hit point total it was at before it was deactivated. The save DC is Intelligence-based.

Resilient (Ex) Myrmidons receive a +3 racial bonus on all saving throws.

Rockets (Ex) As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 half). A myrmidon carries a maximum of five rockets. It can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components. The save DC is Intelligence-based.

Superior Optics (Ex) Myrmidons see invisible creatures and objects as if they were visible.

Myrmidons are highly mobile robots programmed to patrol the skies above important locations. They react with swift violence, interpret anomalous sensory input as proof of hostile intent and rain destruction on the offending target immediately and without mercy. Most have been programmed to communicate, but they rarely hesitate in their carnage to do so.

Illustration by Dmitry Burmak

Robot, Terraformer

This large robot's arms end in an assortment of drills, torches, hammers, and vices.

TERRAFORMER **CR 7**

XP 3,200

N Large construct (robot)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 85 (10d10+30)

Fort +5, **Ref** +6, **Will** +3

Defensive Abilities hardness 10; **Immune** construct traits; **Resist** acid 5, cold 5, fire 15

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 10 ft. (clumsy), swim 20 ft.

Melee integrated drill +15 (1d6+5), slam +14 (1d6+5 plus grab), integrated laser torch +14 touch (1d6 fire)

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

Special Attacks breath weapon (30-ft. cone, 3d6 acid plus poison, Reflex DC 15 half, usable every 1d4 rounds)

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** 15, **Wis** 11, **Cha** 5

Base Atk +10; **CMB** +16; **CMD** 29

Feats Acrobatic Steps, Great Fortitude, Improved Great Fortitude, Nimble Moves, Weapon Focus (drill)

Skills Acrobatics +6, Climb +13, Fly +3, Knowledge (engineering) +19, Knowledge (nature) +19, Perception +13, Swim +13; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common

SQ reprogram terrain, technological wonders, terraform

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Breath weapon—inhaled; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Reprogram Terrain (Ex) Three times per day as an action that takes 1 full round, a terraformer can release a cloud of nanites that mimics the effects of one of the following spells, using the terraformer's Hit Dice as the caster level: *expeditious excavation*[APG], *soften earth and stone*, or *stone shape*.

Terraform (Ex) Ten terraformers working in tandem can create remarkable effects over long periods of time, causing permanent changes to the local environment. The robots must maintain line of effect to each other, and each must be within 1 mile of one other terraformer. If they do this for a period of at least 2 weeks, one of the following effects (robots' choice) occurs in a 1-mile radius: the terrain is shaped as per *move earth*; water in the area is altered as per *control water*; plants in the area are affected as per either *plant growth* or *diminish plants*; or the average temperature in the area is raised or lowered by 10° Fahrenheit.

Technological Wonders (Ex) Effects from a terraformer's abilities are nonmagical in nature, and can't be identified, dispelled, or affected by effects that can affect only spells. The duration of these effects never expires.

Terraformer robots are sent to planets to pave the way for military bases, trading outposts, or settlements. A planet designated as a waystation might require only a few robots, but those marked for permanent habitation might have their skies darkened by hordes of terraformers, forming a hovering lattice around the globe.

Illustration by Damien Mammoliti

Roiling Oil

This viscous heap slides like an inky spill. It's the color of a starless night sky, and a thick odor permeates the air around it.

ROILING OIL **CR 6**

XP 2,400

N Large ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 103 (9d8+63)

Fort +10, **Ref** –2, **Will** –2

DR 10/slashing; **Immune** electricity, fire, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +15 (3d6+15 plus nauseating film)

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

Special Attacks nauseating film, rolling inferno

STATISTICS

Str 30, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +17; **CMD** 22 (can't be tripped)

Skills Climb +18

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Nauseating Film (Su) When a roiling oil makes a successful slam attack, it coats a portion of its target in a clinging, reeking film. Creatures affected must succeed at a DC 19 Fortitude save or be nauseated for 1d4+1 rounds. On a successful save, they are instead nauseated for 1 round. This is a poison effect. Another creature can take a full-round action to scrape off some of the film and reduce the remaining duration of the nauseated condition by 1 round.

Rolling Inferno (Su) Roiling oil is both volatile and flammable. Although the ooze is immune to fire and electricity damage, any exposure to either energy type, mundane or magical, causes it to ignite in an explosion that deals 5d6 points of fire damage to all creatures and objects in a 20-foot radius (Reflex DC 21 half). When lit, a roiling oil loses its nauseating film ability but its slam attack deals an extra 2d6 points of fire damage on a successful hit and the ooze gains the burn special attack (Reflex DC 21 negates). Both DCs are Constitution-based. While ablaze, the roiling oil gives off smoke that creates concealment in the roiling oil's space and 5 feet beyond. This smoke functions like a *fog cloud* in the range indicated. Water does not extinguish the flames, but any cold damage or a *gust of wind* or similar effect smothers the flames. Otherwise, a roiling oil burns for 1 minute before returning to its original state. While the ooze is ablaze, any additional fire or electricity damage extends the duration but doesn't cause additional explosions.

A magical compound of pitch and alchemist's fire, roiling oil is a volatile and dangerous ooze. It hunts in subterranean tunnels and even city sewer systems and waterways for animal and vegetable material to consume. Thick, viscous, and resembling a glistening spread of black wax, roiling oil moves slowly across flat surfaces and up walls to find prey it can batter with its greasy pseudopods. When a patch of roiling oil attacks, the process of stretching and shifting its form to strike exposes portions of its interior mass to oxygen. This interaction creates a pungent odor of oil and rancid fat. A roiling oil's strikes slather its targets in an equally malodorous film capable of overwhelming victims with nausea. A roiling oil prefers to fully coat its prey in this substance before it kills and devours them. Even more dangerous, however, is the fact that creatures attempting to burn away a roiling oil only make it more lethal. Even the smallest spark or flame can turn this voracious ooze into a moving inferno against which only cold or strong wind act as any protection. The ooze itself feels no pain from the flames and isn't impeded by them, but such attempts can result in burns to everyone and everything else in the area.

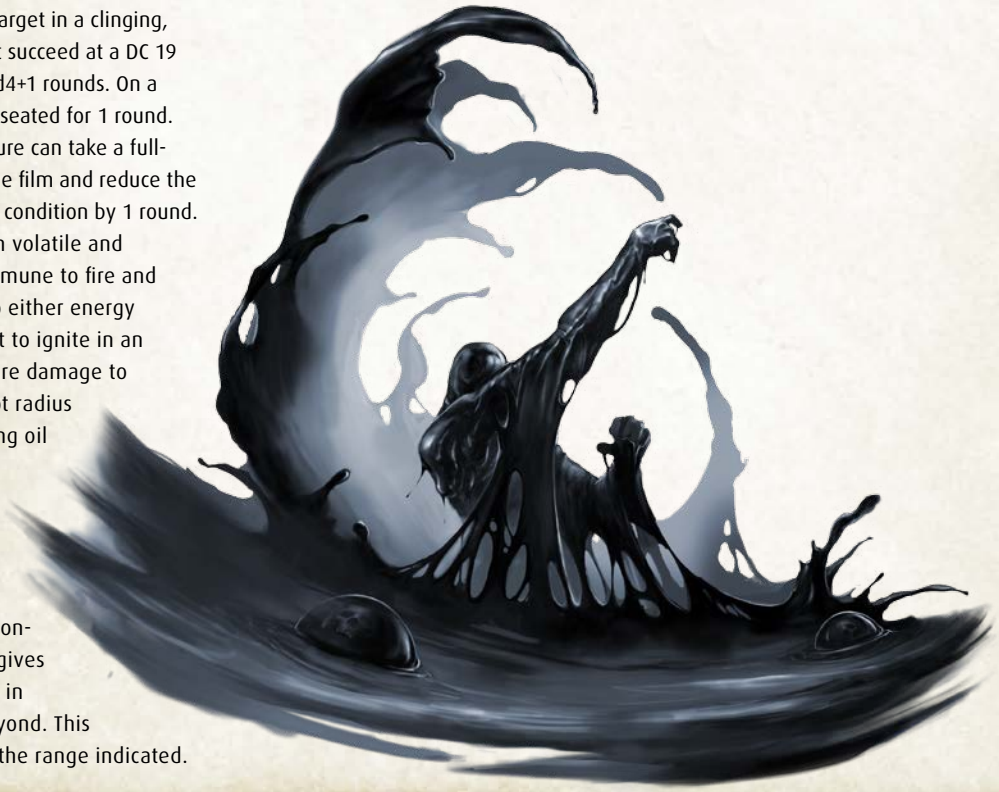


Illustration by Joshua Meehan

Rope Dragon

This small dragon, which appears to be composed of coils of rope, bristles with frayed filaments.

ROPE DRAGON **CR 5**

XP 1,600

CN Small dragon (shapechanger)

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

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 Dex, +4 natural, +1 size)

hp 57 (6d12+18)

Fort +8, **Ref** +9, **Will** +7

DR 5/slashing; **Immune** paralysis, sleep

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., fly 30 ft. (average)

Melee 2 claws +10 (1d4+3), bite +10 (1d6+3), tail slap +5 (1d4+1)

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

Special Attacks breath weapon (20-ft. cone, 4d6 slashing damage, Reflex DC 16 for half, usable every 1d4 rounds), corded breath, discorporating coils

Spell-Like Abilities (CL 6th)

At will—*animate rope*

STATISTICS

Str 16, **Dex** 18, **Con** 17, **Int** 11, **Wis** 15, **Cha** 14

Base Atk +6; **CMB** +8 (+10 disarm, +10 trip); **CMD** 22 (24 vs. disarm, 26 vs. trip)

Feats Combat Reflexes, Flyby Attack, Improved Disarm[B], Improved Trip[B], Skill Focus (Stealth)

Skills Acrobatics +10, Climb +10, Fly +15, Knowledge (dungeoneering) +7, Perception +11, Stealth +20, Swim +10

Languages Common, Draconic

ECOLOGY

Environment any urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Corded Breath (Su) A rope dragon's breath weapon is a cone of abrasive filaments. Any target that fails its Reflex save against the dragon's breath suffers whiplike cuts and is entangled. The filaments attach to nearby surfaces, causing the entangled creature to be stuck in place. An entangled creature can free itself with a successful Strength check against the breath weapon's DC as a full-round action or by dealing 10 points of slashing damage to the clinging strands. The strands become brittle and fall away from their target in 1d4 rounds.

Discorporating Coils (Su) As a standard action, a rope dragon can change its shape into what appears to be a coil of rope. In this form, it loses its fly speed and its base land speed drops to 5 feet. It can use its bite and tail slap attacks—both with a reach of 10 feet—but has no claws. A successful Perception check against the rope dragon's Stealth check reveals the coiled rope to be alive, with the dragon's shape visible within, but while staying still in this form, the rope dragon receives a +20 bonus on Stealth checks to hide among or appear to be ordinary rope. A rope dragon can resume its dragon form as a free action.

The rope dragon is a strange and capricious shapeshifting trickster that sneaks about, disguising itself as and hiding among ordinary rope. Rope dragons most commonly use their abilities to sneak into bakeries, confectionaries, and the food stores of the wealthy in order to steal sweet and expensive foods and escape undetected. A rope dragon reserves its other main use of its shapeshifting talents—setting up pranks and traps—for those who attempt to seek out or capture it, usually after the dragon has had its way with their pantries. Those who offer food willingly to a rope dragon, or at least don't mind the dragon's pilfering ways, are rarely the victims of the dragon's whimsy, and may find that when their lives or livelihoods are truly threatened, their small draconic ally uses its tricks and traps to protect them.

Rope dragons rarely interact with their own kind except to mate, but they sometimes grow curious about other places and sneak along with travelers, wanderers, or adventurers by pretending to be part of that most iconic piece of adventuring gear: the 50-foot rope. While this may cause the rope dragon's unwitting transporter to experience an inexplicably dwindling food supply, in the end, a rope dragon doesn't want to be left in some monster's lair. The carrier of a rope dragon is in for a real surprise when she gets into a fight that she can't win on her own and her rope comes to life to assist in fending off the monster. Rope dragons dislike it when other creatures become aware of their existence, however, so a rope dragon abandons such an adventurer at the first opportunity.

Illustration by Daniel López

Sahkil

Psychopomps oversee one of the most fundamental functions of the multiverse: the progress of mortal souls. Through this infinite cycle of lives, deaths, and rebirths, the forces of the planes calibrate and evolve. Psychopomps serve as caretakers of this process, yet no matter their might or influence, they all know their place, their duty, and a shared secret: that the order of the planes is not perfect, and that one distant day it will end. For most psychopomps, this burdensome truth reinforces the great need for their diligence in fending off the decay of all things. For others, it is an onrushing nihilistic destiny.

And for the most brazen, selfish psychopomps, it is a reason to rebel.

Those psychopomps that dissent are known as sahkils. Not content to serve as clerks in an endlessly deteriorating cycle of meaningless lives, these former psychopomps abandoned their duties. Escaping the strictures of their previous brethren, they flee to the empty places of reality—most congregating in the misty Ethereal Plane. There, where the great procession of newly departed souls endlessly marches toward judgment, death's rebels remake themselves. Embracing the dread with which mortals already view them, they restyle themselves as tyrants of terror. No longer servants to souls, they would become their terrifying masters. Reality's days might be numbered, but for those finite eons, sahkils resolve to rule.

Sahkils bear little resemblance to the psychopomps they once were. Although some embrace the morbidity of their former brethren, most sahkil forms are inspired by common or particularly potent mortal fears. Unnatural fusions, insectile limbs, and bloody phantasmagorias abound among sahkil shapes, each designed and destined to terrify. The least sahkils have the most recognizable forms—familiar limbs seemingly twisted by unimaginable excruciations. The greatest of their kind, though, are near-indescribable horrors, obscene in both shape and proportions. Yet sahkils share the single drive to give all creatures reason to fear.

From the Ethereal Plane, sahkils watch. They slip tenuous tendrils into the dark and abandoned places of the world, infusing the mundane with dread and giving fangs to mortal imaginings. When they trespass upon the Material Plane, most sahkils prefer to remain veiled, corrupting nature and turning people into monsters. They revel in the awe associated with terror and hear praises in every scream. When finally their victims have been sapped, drained of their capacities to hope and to fear, the sahkil feed. Not willing to let their playthings escape to feed the cycle they once served, sahkils delight in nothing more than tearing mortal souls apart or giving rise to blasphemous undead.

Sahkil Tormentors

A fractious group of godlike warlords dominate vast numbers of sahkil. They have been the most effective in the goals of their race, amassing power and worship through terror. From their nether-realms upon the Ethereal Plane, these sahkil tormentors sow new horrors among mortal worlds and minds. Some of the most dreadful tormentors include the following.

- Ananshea, The Skin That Walks on Teeth
- Chamiaholom, Skull Staff
- Charg, The Typhon Wheel
- Dachzerul, The Darkness Behind You
- Iggeret, She Who Was Lost
- Hataam, River Eater
- Nameless, Upon an Empty Throne
- Ozranvial, Despair's Smile
- Shawnari, The One Out of Place
- Velgaas, Minds in the Dark
- The Vermillion Mother
- Xiquiripat, Flying Scab
- Zipacna, The Mountain Below

The most dangerous sahkils rise to dominate their brethren as nightmare warlords. These sahkil tormentors form vast, sanity-bending realms from which only tortured sounds escape. Unique in form and objectives, these demigods gather legions of sahkil servitors, uniting them in campaigns targeting vulnerable souls, entire mortal worlds, or even rival tormentors. Regardless of their goals, sahkil tormentors are the most secretive members of the race, cloaking themselves to preserve the terror of their true faces, or sometimes to hide the beings they once were.

As sahkils viciously impede the multiverse's workings, these gluttons of fear are widely loathed. Nearly every celestial and lawful race opposes their selfish desires, hunting them as dangerous beasts and metaphysical brigands. Psychopomps most actively oppose sahkil interference with the progress of souls, yet rarely display racial malice against the traitors. Additionally, manasaputras violently resent sahkil schemes, as sahkil predation actively impedes the development of mortal souls. This often results in dutiful manasaputras or their agents defending vulnerable spirits or leading quests to liberate worthy souls before they're destroyed.

The sahkil are not without allies, though. Divs, in their campaigns to spread misfortune and ruin among mortals, respect the motivations of sahkils and sometimes work with them to spread fear. Equally nihilistic, the end-seeking daemons delight in sahkil destruction of mortal souls and their hastening of the end times. Kytons, too, have a distant admiration for the avant-garde masterpieces of insanity and terror that sahkils work upon mortal minds.

Sahkil, Esipil

This creature's stout canine torso tops a slimy mass resembling an earthworm. Disgusting veins dangle from its face.

ESIPIL **CR 2**

XP 600

NE Tiny outsider (evil, extraplanar, sahkil)

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

DEFENSE

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

hp 19 (3d10+3)

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

DR 5/good; **Immune** death effects, disease, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10

OFFENSE

Speed 30 ft.

Melee bite +4 (1d4–1 plus grab), 2 claws +4 (1d3–1)

Special Attacks bewildering assault, grab (Small), look of fear (30 ft., DC 14), spirit touch

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

At will—*cause fear* (DC 14), *mage hand*

3/day—*mirror image*

1/week—*contact other plane*

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 9, **Wis** 12, **Cha** 12

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

Feats Improved Initiative, Skill Focus (Intimidate)

Skills Acrobatics +9, Intimidate +10, Knowledge (planes) +5, Perception +7, Stealth +17

Languages Abyssal, Celestial, Common, Infernal; telepathy (touch)

SQ change shape (tiny cat or dog; *beast shape II*) easy to call, emotional focus

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary or pack (2–12)

Treasure standard

SPECIAL ABILITIES

Bewildering Assault (Su) If an esipil makes a successful critical hit with one of its natural attacks, the target is confused for 1 round.

Look of Fear (Su) A creature affected by an esipil's gaze is shaken for 1 round.

Esipils prey upon the unease that comes from living among beasts. The civilized world has domesticated animals, but those creatures are just a step away from wild animals, and esipils make sure that humanoids who live around them remember that. They ingratiate themselves with humanoids (particularly neutral evil spellcasters who might take them on as familiars) by acting like loving pets. They then delight in aggressive episodes, barking and snapping until called down by their masters. They return to a fawning obedience for a time—until the next inevitable outburst.

Instead of gnashing jaws, an esipil's bite involves a lashing mass of fleshy veins and viscera that can grasp at its opponent. Esipils use this attack to distract their opponents, savaging entangled victims with their vicious claw attacks until their masters pull them away.

Although an esipil's ability to frighten its victims is potent, it relies on its *cause fear* spell-like ability only when grossly outnumbered, outmatched, or greatly injured. Esipils like to fight and scrap with nearly anything, and prefer that their victims not simply flee in terror, as they wish to savor the fear. Esipils use their telepathic abilities to harass would-be opponents into attacking them first, flinging mental taunts that are vulgar and disconcerting. Once they engage, they are resilient and dogged fighters.

An esipil stands 1 foot tall at the shoulder, and its thin, wormlike body stretches nearly 3 feet long. An esipil weighs around 13 pounds.

Though they make unruly companions, esipils actually enjoy serving those mightier than themselves, taking pride in their masters' power, even if they continue to snap and snarl when given commands. A neutral evil spellcaster of at least 7th level who takes the Improved Familiar feat can select an esipil as a familiar.

Illustration by Jose Parodi

Sahkil, Kimenhul

Three monstrous, misshapen skulls top a twisted trunk balanced on three leglike splinters of flesh and bone.

KIMENHUL **CR 20**

XP 307,200

NE Huge outsider (evil, extraplanar, sahkil)

Init +9; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +37

DEFENSE

AC 37, touch 17, flat-footed 28 (+9 Dex, +20 natural, –2 size)

hp 362 (25d10+225); fast healing 20

Fort +23, **Ref** +17, **Will** +23; +8 vs. mind-affecting effects

Defensive Abilities all-around vision, *mind blank*; **Immune** death effects, disease, fear effects, poison; **DR** 15/good; **Resist** cold 20, electricity 20, sonic 20; **SR** 31

OFFENSE

Speed 50 ft., climb 50 ft.

Melee 3 bites +35 (2d8+11 plus grab), 4 claws +35 (1d8+11/19–20 plus 1d3 Charisma bleed)

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

Special Attacks bleed (1d3 Charisma), eternal fear, look of fear (120 ft., DC 32), snatch between, spirit touch, trample (2d8+16, DC 33), unsettled mind

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

Constant—*detect thoughts* (DC 20), *mind blank*, *true seeing*

At will—*air walk*, *enervation*, *greater teleport* (self plus 50 lbs. of objects only), *magic circle against good*, *tongues*

3/day—*blasphemy* (DC 25), *crushing despair* (DC 24), *dispel magic*, *fear* (DC 24), *malicious spite*[UM] (DC 24), *suggestion* (DC 21)

1/day—*antipathy* (DC 28), *eyebite* (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), *symbol of fear* (DC 26), *weird* (DC 29)

STATISTICS

Str 33, **Dex** 29, **Con** 29, **Int** 22, **Wis** 28, **Cha** 26

Base Atk +25; **CMB** +38 (+42 trip); **CMD** 57 (61 vs. trip)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Dazing Assault[APG], Dazzling Display, Greater Trip, Improved Critical (claw), Improved Trip, Power Attack, Staggering Critical, Stunning Critical, Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +26, Bluff +36, Climb +37, Diplomacy +36, Intimidate +36, Knowledge (arcana, religion) +20, Knowledge (dungeoneering, nature, nobility) +10, Knowledge (local, planes) +23, Perception +37, Sense Motive +37, Spellcraft +31, Stealth +29, Use Magic Device +33

Languages Abyssal, Celestial, Infernal; telepathy 300 ft.

SQ easy to call, emotional focus, skip between

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Eternal Fear (Su) As a standard action, a kimenhul can present itself in a terrifying manner to all creatures within 300 feet that can perceive it. Other sahkils are immune to this effect. All creatures within range must succeed at a DC 32 Will save or forever hold the kimenhul in the darkest corners of their minds. Once per day as a free action, a kimenhul can telepathically communicate with a creature affected by this ability for 1 minute as long as both creatures are on the same plane. For as long as the creature remains affected by a kimenhul's eternal fear, each time the affected creature finds itself in a stressful situation (such as combat), it has a 50% chance of being shaken for 1 minute as it recalls the horror of its encounter with the kimenhul. This lingering fear persists even if the creature defeated or killed the kimenhul. This effect is instantaneous and can be removed only via a *wish* or *miracle*. 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.

Look of Fear (Su) A creature affected by a kimenhul's gaze is paralyzed with fear for 1d4 rounds as the victim imagines its body being warped and transformed. Even on a successful save, a creature is shaken for 1 minute, and creatures immune to paralysis that fail the save gain the cowering condition for 1d4 rounds instead. While paralyzed, the victim appears to those viewing it to transform into a terrifying creature as ghostly appendages of bone and gore randomly sprout from its body. Any creatures adjacent to the victim must succeed at a DC 32 Will save or be shaken for 1 minute. The ghostly appendages are an illusion (glamer) effect. Spells that provide immunity to fear, such as *greater heroism*, are automatically dispelled if they come within range of a kimenhul's look of fear. The save DC is Charisma-based.

Snatch Between (Su) While using skip between, a kimenhul can bring along any creatures grappling it or grappled by it, with no saving throw. A kimenhul can use skip between as either a swift or a move action.

Unsettled Mind (Su) Any creature affected by a kimenhul's spell, spell-like ability, or other effect with the emotion[UM] or fear descriptor (even those that have a lesser effect on a successful save) takes a –4 penalty on caster level checks, concentration checks, Will saves, and skill and ability checks based on Intelligence, Wisdom, or Charisma for as long as it is affected by that effect and for 1d4 rounds thereafter.

Kimenhuls prey upon the fear of failure, and encourage self-loathing. While all sahkils delight in spreading fear, few can leave an indelible mark of terror on its victim like a kimenhul. Among the strongest of sahkils, kimenhuls rarely leave the Ethereal Plane. Aside from the sahkil tormentors, kimenhuls are the eldest of all sahkils,

and some particularly powerful kimenhuls carve out territory in the Ethereal Plane and rule over legions of other sahkils in much the same manner. Kimenhuls that achieve long-term control are outliers among their kind, however, as the hierarchy among sahkils is more mutable and fluctuating than the rigid order of devils or kytons, or psychopomps' strict adherence to the planar order.

A kimenhul appears as three enormous, fused humanoid skulls with mouths full of jagged fangs, sitting atop an ever-shifting mass of limbs and faces. These latter manifestations constantly try to pull free of the kimenhul's bulk, shrieking and wailing in fear. Sometimes a creature gazing into this fluctuating horror sees a face all too familiar—a scolding parent, an old bully, or a lost lover. This may or may not be real, as the terrifying forms stretching out from a kimenhul's body incorporate both images from the viewer's mind and those creatures that have fallen prey to the kimenhul's eternal fear ability. A typical kimenhul stands 25 feet tall and weighs roughly 10,000 pounds.

When a kimenhul telepathically communicates with those marked by its eternal fear, it constantly reminds them that they will never be good enough, and that they are utter failures in everything they do. These sahkils derive a perverse amount of pleasure from these brief mental interjections, and those that have made their horrific impression on large numbers of beings spend hours of each day engaged in this long-distance abuse.

This lingering torment often drives a kimenhul's victims insane, or forces them into desperation as they attempt more and more drastic means to rid themselves of the sahkil's influence and predation. Many of these victims end up in the care of others, as their paranoia overtakes any ability to care for themselves and they constantly worry over whether they can actually achieve anything on their own. Doubt and distrust seep into every thought. The victim can't get the denigrating voice out of his head, and self-destruction seems the only thing that can keep it at bay.

Kimenhuls don't bother with those they consider "lesser" minds, unless their intention is to cause havoc or rampant violence. They instead focus on instilling fear in the best and brightest they can find. Kimenhuls appreciate a challenge and even dedicate themselves to breaking down creatures that are immune to fear effects. Kimenhuls delight in tormenting the brave and confident. These cruel outsiders track down great heroes and famed generals—women and men known for courage and righteousness—and infect their otherwise strong minds with the static of constant fear. Kimenhuls share stories of their conquests with each other and any allied sahkils, bragging about the reduction of once-proud warriors to twitchy, frightened children who jump at the slightest noise.

In combat, kimenhuls combine the use of their spell-like abilities and their physical might. Enemies out of reach fall victim to a host of different effects meant to frighten or weaken, while those nearby are at risk of being trampled or snatched up by one of the kimenhul's fanged mouths. Kimenhuls sometimes grab enemies with their bite attacks and then use their snatch between ability to bring their victims to the Ethereal Plane.

Once back on the Ethereal Plane, kimenhuls bring their kidnapped victims to their lairs, where they and their sahkil allies subject them to a host of frightening stimuli in hopes of driving them mad. Some of these victims linger in this prison of terror for decades, while others die from fright—or take their own lives to escape the torture of constant dread. Otherwise, kimenhuls do their best to keep their victims alive.

Kimenhuls generally linger near those places on the Ethereal Plane where a mortal peering into that realm might briefly glance upon their horrific visages. Most viewers only catch a terrifying, half-remembered glimpse of the sahkil and go on their ways, shaken but unscathed. Yet if the viewer looks too long into that hazy realm, a kimenhul doesn't hesitate to expose the creature to its look of fear or eternal fear abilities, or to attempt to drag the victim back to its lair for a proper dose of terror.

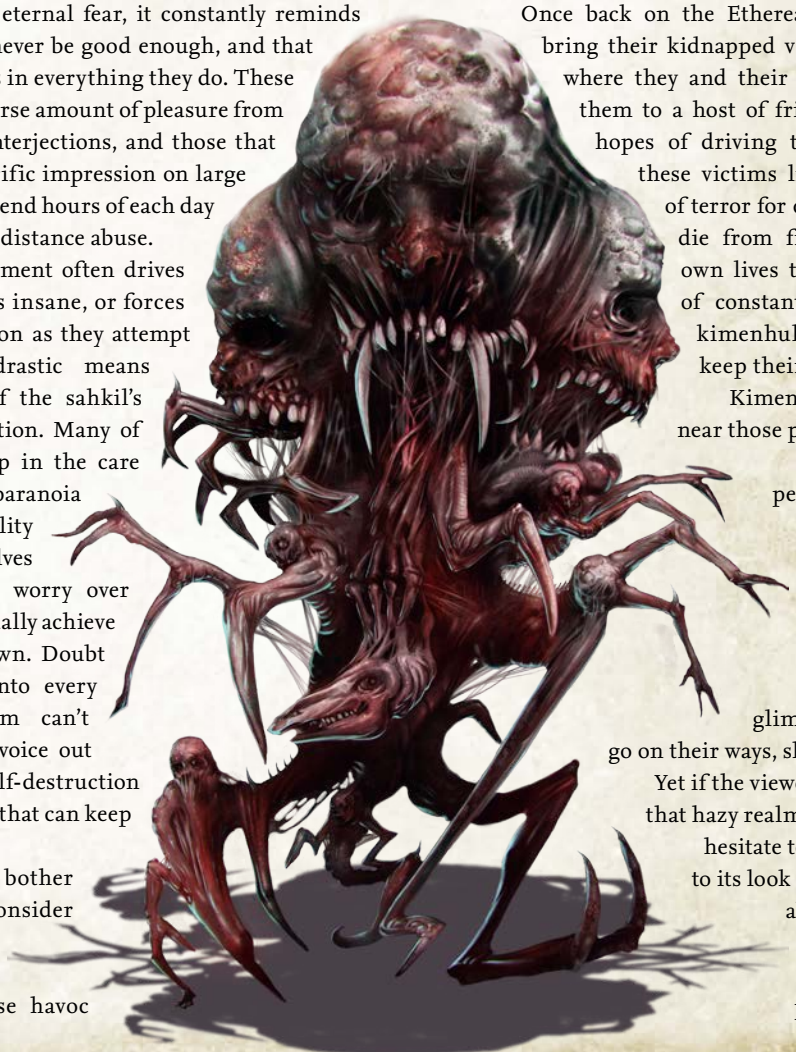


Illustration by Jose Parodi

Sahkil, Pakalchi

Thorny vines with tiny red flowers grow from this emaciated woman and flow like a train behind her.

PAKALCHI **CR 9**

XP 6,400

NE Medium outsider (evil, extraplanar, sahkil)

Init +10; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +13

DEFENSE

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

hp 115 (11d10+55)

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

DR 10/good; **Immune** death effects, disease, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 20

OFFENSE

Speed 30 ft.

Melee 2 claws +17 (1d6+6/19–20), 4 vines +15 (1d4+3 plus 1d4 bleed and poison)

Ranged 4 thorns +17 (1d4 plus bleed and poison)

Special Attacks bleed (1d4), entangling train, look of fear (30 ft., DC 22), spirit touch, sudden strike, thorns

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*true seeing*

At will—*charm person* (DC 16), *detect magic*, *detect good*, *greater teleport* (self plus 50 lbs. of objects only), *protection from good*

3/day—*blink*, *calm emotions* (DC 19), *fly*

1/day—*dominate person* (DC 20), summon (level 6, 1 wihsaak 40%)

STATISTICS

Str 22, **Dex** 23, **Con** 20, **Int** 15, **Wis** 16, **Cha** 21

Base Atk +11; **CMB** +17; **CMD** 33

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (claws), Improved Initiative, Multiattack

Skills Acrobatics +15, Bluff +15, Climb +16, Diplomacy +15, Intimidate +15, Knowledge (planes, religion) +13, Perception +13, Sense Motive +15, Spellcraft +10, Stealth +20

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ easy to call, emotional focus, skip between

ECOLOGY

Environment any (Ethereal Plane)

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

Treasure standard

SPECIAL ABILITIES

Entangling Train (Su) Creatures adjacent to a pakalchi must succeed at a DC 20 Reflex save or become entangled in its vines for 1 round, and count as tethered. Entangled creatures take vine damage automatically each round they're entangled. Creatures are no longer entangled if the pakalchi moves away. The save DC is Constitution-based.

Look of Fear (Su) A creature affected by a pakalchi's gaze is panicked for 1 round and shaken for 1d4 rounds thereafter. A creature that successfully saves against this effect is only shaken for 1 round. The save DC is Charisma-based.

Poison (Ex) Thorns—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; *cure* 2 consecutive saves. A creature with Wisdom damage from a pakalchi's poison hears paranoid whispers warning of betrayal. It can't treat any other creature as an ally or be a willing target for a spell or effect. This is an emotion[UM] effect.

Sudden Strike (Ex) Once per round, a pakalchi can extend the reach of one claw or thorned vine by 5 feet as part of a single attack. It can use this ability to threaten additional squares to cause an enemy to provoke an attack of opportunity.

Thorns (Ex) A pakalchi can fling a volley of poisonous thorns as a standard action (make an attack roll for each thorn). This attack has a range of 100 feet with no range increment.

Illustration by Jose Parodi

Pakalchis feed on the fear and insecurity of failing relationships. They delight in seeing social bonds shatter, as they know that mortals broken or set adrift by such conflicts are more susceptible to their malign influence. Consummate puppetmasters, pakalchis use their powers of domination to turn friends and lovers against each other, relishing how even a single word can cause an avalanche of destruction as panicked victims make their situations worse. Pakalchis then draw the despondent mortals to their sides, playing cat-and-mouse games and slowly increasing physical and psychological pressure until their quarry breaks.

While they may sometimes work though intermediaries, these creatures prefer to personally witness the anxiety they cause. Pakalchis stand 7 feet tall and weigh 160 pounds.

Sahkil, Qolok

Terrible jaws ringed with clawed arms open atop this towering mass of flesh. A probing tongue flops from another orifice.

QOLOK **CR 16**

XP 76,800

NE Large outsider (evil, extraplanar, sahkil)

Init +8; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +27

DEFENSE

AC 31, touch 13, flat-footed 27 (+4 Dex, +18 natural, –1 size)

hp 243 (18d10+144); fast healing 5

Fort +16, **Ref** +17, **Will** +17; +8 vs. mind-affecting effects

DR 10/good; **Immune** death effects, disease, divinations, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 27

OFFENSE

Speed 40 ft.

Melee 2 slams +26 (1d8+9), tongue +26 (2d6+9 plus grab), bite +26 (1d8+9), 2 claws +26 (1d6+9)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tongue, 5 ft. with bite)

Special Attacks instill phobia, look of fear (30 ft., DC 26), spirit touch, swallow whole (16d6 bludgeoning damage and frightened, AC 19, 24 hp), tongue

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

Constant—*mind blank*, *true seeing*

At will—*air walk*, *calm emotions* (DC 19), *detect magic*, *detect good*, *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *magic circle against good*, *suggestion* (DC 18)

3/day—*blink*, *deeper darkness*, *disintegrate* (DC 21), *mass suggestion* (DC 21), *nondetection*

1/day—*mind blank*, *plane shift* (DC 22), summon (level 7, 1d3 pakalchis 40%)

STATISTICS

Str 28, **Dex** 19, **Con** 27, **Int** 16, **Wis** 22, **Cha** 21

Base Atk +18; **CMB** +28 (+32 trip); **CMD** 42 (44 vs. trip)

Feats Combat Expertise, Combat Reflexes, Great Fortitude, Greater Trip, Improved Initiative, Improved Trip, Intimidating Prowess, Lightning Reflexes, Power Attack

Skills Bluff +26, Diplomacy +26, Intimidate +35, Knowledge (arcana) +12, Knowledge (planes) +24, Knowledge (religion) +15, Perception +27, Sense Motive +27, Spellcraft +15, Stealth +21, Use Magic Device +17

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ easy to call, emotional focus, skip between

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary or terror (2–6)

Treasure standard

SPECIAL ABILITIES

Instill Phobia (Su) A creature swallowed by a qolok for 2 or more rounds must succeed at a DC 26 Will save or gain a phobia (*Pathfinder RPG GameMastery Guide* 250). The subject of the affected creature's phobia is a commonplace creature, object, or situation the target encountered in the last 24 hours (GM's discretion). The save DC is Charisma-based and includes the +2 bonus from the qolok's emotional focus ability.

Look of Fear (Su) A creature affected by a qolok's gaze is panicked for 1d6 rounds and shaken for 1 minute thereafter, or shaken for 1 minute on a successful save. A qolok gains a number of temporary hit points equal to the number of rounds the target is panicked, which stack with each other to a maximum equal to double the qolok's number of HD.

Tongue (Ex) A qolok's tongue attack is a primary natural weapon that deals slashing and bludgeoning damage.

Qoloks prey on the fear of not having enough, urging mortals to overindulge in every way possible.

Illustration by Jose Parodi

Sahkil, Wihsaak

Buzzing wings hold this gaunt creature just above the ground. A grasshopper serves as the creature's head.

WIHSAAK **CR 6**

XP 2,400

NE Medium outsider (evil, extraplanar, sahkil)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 68 (8d10+24)

Fort +5, **Ref** +9, **Will** +7

DR 10/good; **Immune** death effects, disease, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 17

OFFENSE

Speed 50 ft., fly 80 ft. (perfect)

Melee 4 claws +12 (1d6+3)

Special Attacks droning madness, look of fear (30 ft., DC 18), spirit touch

Spell-Like Abilities (CL 8th; concentration +10)

At will—*blur*, *detect magic*, *greater teleport* (self plus 50 lbs. of objects only), *vomit swarm*[APG]

1/day—*see invisibility*, *suggestion* (DC 15), *unholy blight* (DC 16)

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** 11, **Wis** 12, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (claw)

Skills Acrobatics +10, Bluff +10, Fly +15, Intimidate +11, Knowledge (local) +7, Knowledge (planes) +7, Perception +12, Sense Motive +12, Stealth +14

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ easy to call, emotional focus, skip between, swarmwalking

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary or swarm (2–12)

Treasure standard

SPECIAL ABILITIES

Droning Madness (Ex) As a standard action, a wihsaak can beat its wings in a way that creates a maddening droning sound that numbs the mind of all intelligent creatures within 100 feet. Creatures within this area must succeed at a DC 16 Will save or become confused for 1 round. The wihsaak can maintain this effect in subsequent rounds as a move action. This is a sonic mind-affecting effect, and the save DC is Charisma-based.

Look of Fear (Su) A creature affected by a wihsaak's gaze is shaken for 1d4 rounds.

Swarmwalking (Su) A wihsaak is immune to damage or distraction effects caused by swarms.

Wihsaaks prey on the fear of creeping, crawling, and buzzing insects. Instead of whispering from the shadows, wihsaaks blatantly present their unnerving insectile forms to frighten and demoralize humanoid mortals. Wihsaaks use their *suggestion* spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their own ideas. Wihsaaks savor their targets' fear, drawing it out whenever possible. When facing a group of enemies, wihsaaks don't immediately attack foes affected by their fear effects, and instead try to frighten all possible enemies before delivering the killing blows so as to properly season their prey in terror. When these sahkils do finally attack, their claws rip and tear flesh as easily as paper.

Wihsaaks stand 7 feet tall, have a 5-foot wingspan, and weigh around 170 pounds.

Illustration by Jose Parodi

Sangoi

Dressed in tattered finery and an animal for a cloak, this small, gaunt humanoid has unnaturally long fingers and nails.

SANGOI **CR 7**

XP 3,200

NE Small fey

Init +10; **Senses** hear heartbeat, low-light vision; Perception +15

DEFENSE

AC 21, touch 18, flat-footed 14 (+6 Dex, +1 dodge, +3 natural, +1 size)

hp 82 (11d6+44)

Fort +7, **Ref** +13, **Will** +8

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee bite +12 (1d4+1 plus 1d4 bleed), 2 claws +12 (1d3+1 plus 1d4 bleed)

Ranged dagger +12 (1d3+1/19–20)

Special Attacks bleed (1d4), blood rage, curse of misery, horrific critical, sneak attack +2d6

Spell-Like Abilities (CL 11th; concentration +15)

Constant—*hide from animals* (self only), *hide from undead* (self only), *tongues*

At will—*detect thoughts* (DC 16)

3/day—*animal trance* (DC 16), *invisibility* (self only), *snare* (DC 17)

1/day—*control weather*, *dominate animal* (DC 17), *speak with dead* (DC 17)

STATISTICS

Str 13, **Dex** 23, **Con** 18, **Int** 14, **Wis** 12, **Cha** 19

Base Atk +5; **CMB** +5; **CMD** 22

Feats Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +20, Bluff +18, Craft (traps) +10, Diplomacy +10, Disguise +18, Escape Artist +11, Intimidate +15, Knowledge (local, nature) +10, Perception +15, Sleight of Hand +11, Stealth +24

Languages Aklo, Common, Sylvan; *tongues*

SQ change shape (Medium or Small land animal or humanoid, *polymorph*), sideways glance, sunlight transparency

ECOLOGY

Environment any cold or temperate land

Organization solitary or pair

Treasure standard (dagger)

SPECIAL ABILITIES

Curse of Misery (Su) As a full-round action, a sangoi can deliver its curse to an adjacent humanoid as a melee touch attack. If the target fails its save, the sangoi gains the benefit of *aid* (with a caster level equal to the target's Hit Dice). A sangoi gains a +2 morale bonus on attack rolls, weapon damage rolls, saving throws, and opposed skill checks against any creature affected by its curse. A creature that successfully saves can't be affected by the same sangoi's curse for 24 hours. The save DC is Charisma-based.

Curse of Misery: Touch—contact; *save* Will DC 19; *frequency* 1 day; *effect* permanent *crushing despair*.

Hear Heartbeat (Ex) A sangoi can hear the beating hearts of living creatures nearby, granting it blindsense 30 feet and blindsight 5 feet. It can locate all creatures taking bleed damage within 30 feet as if it had blindsight. This ability does not reveal the location of creatures without hearts.

Horrific Critical (Ex) When a sangoi enters a blood rage, its claws and teeth elongate and sharpen, threatening a critical hit on a roll of 18–20. If a sangoi reduces a humanoid to –1 or fewer hit points with a critical hit from its claws or teeth, it can tear out the target's heart and consume it as a free action (Fortitude DC 19 negates), killing the creature instantly. The sangoi gains 1d8 temporary hit points and a +2 enhancement bonus to Strength for 1 hour. When it kills a creature in this way, any humanoid within 30 feet who witnesses this attack must succeed at a DC 19 Will save or become shaken and sickened for 1d4 rounds (this is a mind-affecting fear effect). The save DCs are Charisma-based.

Sideways Glance (Su) Sangois fade from view when in a creature's peripheral vision. They gain concealment against creatures they flank. They can attempt a Bluff check to feint as a swift action, but only against a foe that can clearly see them.

Sunlight Transparency (Ex) Sunlight causes sangois to partially fade from view. Their bodies become translucent (20% miss chance), and they become fatigued and take a –10 penalty on Disguise checks as long as they remain in direct sunlight.

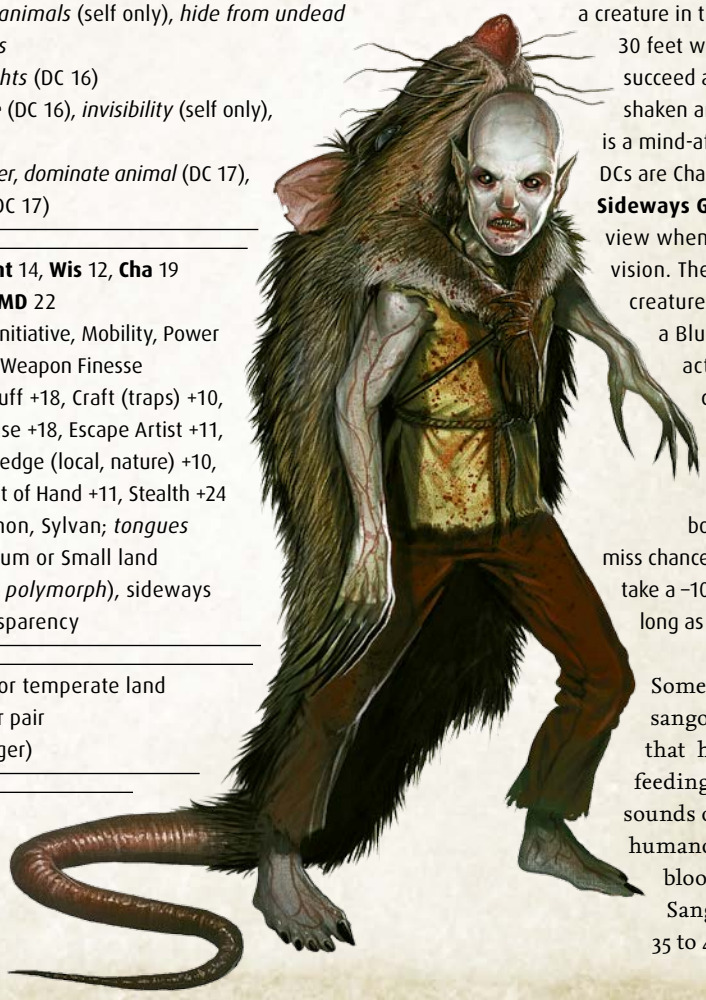


Illustration by Alexandru Sabo

Sometimes mistaken for vampires, sangois are evil nocturnal fey that haunt towns and graveyards, feeding on blood and hunting by the sounds of victims' hearts. They prefer humanoid blood but settle for animal blood when hungry.

Sangoi stand 4 feet tall and weigh 35 to 40 pounds.

Saxra

An immense humanoid skeleton stands draped in tattered robes, its horselike skull lit from within by an eerie red glow.

SAXRA **CR 18**

XP 153,600

NE Huge undead (air)

Init +7; Senses darkvision 60 ft.; Perception +33

DEFENSE

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, –2 size)

hp 300 (24d8+192)

Fort +16, **Ref** +17, **Will** +20

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning; **Immune** cold, undead traits

OFFENSE

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

Melee bite +29 (2d6+13/19–20 plus 2d6 negative energy and energy drain), 2 claws +29 (1d10+13/19–20 plus 2d6 negative energy and energy drain)

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

Special Attacks bone swarm, energy drain (2 levels, DC 30), spawn skeleton, splintered ground

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

Constant—*deathwatch*, *true seeing*

At will—*call spirit*[OA] (only creatures slain by the saxra, DC 21), *desecrate*, *enervation*, *gust of wind* (DC 20)

3/day—*finger of death* (DC 25), *horrid wilting* (DC 26), *telekinesis* (DC 23), *unholy blight* (DC 22)

1/day—*legend lore*

STATISTICS

Str 36, **Dex** 25, **Con** —, **Int** 13, **Wis** 23, **Cha** 26

Base Atk +18; **CMB** +33; **CMD** 56

Feats Combat Reflexes, Critical Focus, Defensive Combat Training, Exhausting Critical, Greater Vital Strike, Improved Critical (bite), Improved Critical (claw), Improved Vital Strike, Lightning Reflexes, Power Attack, Tiring Critical, Vital Strike

Skills Bluff +20, Diplomacy +10, Fly +19, Intimidate +35, Knowledge (religion) +17, Perception +33, Sense Motive +21, Stealth +26

Languages Auran, Common

ECOLOGY

Environment any mountains

Organization solitary (plus spawn)

Treasure none

SPECIAL ABILITIES

Bone Swarm (Su) Any creature that ends its turn within 5 feet of a saxra takes 5d6 points of slashing damage and 5d6 points of negative energy damage from the whirling cloud of bone shards that surrounds it. Before the bone swarm deals damage, it attempts a caster level check to dispel any *death ward* effects on the target (as per a CL 20 *dispel magic* spell).

Spawn Skeleton (Su) Any creature that dies within 60 feet of a saxra must succeed at a DC 30 Will save or rise as a skeleton (or skeletal champion if it has an Intelligence score of 3 or more) in 1d4 rounds. Creatures raised as skeletons are overcome with the desire to slay living creatures, but the saxra has no control over them. The save DC is Charisma-based.

Splintered Ground (Su) As a standard action, a saxra can cause splintered bones to erupt from all terrain (except worked stone or open water) in a 100-foot radius. Any creature moving across this area takes 2d6 points of piercing damage and 2d6 points of negative energy damage for every 5 feet of movement, and must succeed at a DC 30 Reflex save or have its land speed reduced by half for 10 minutes. The bones remain and continue to deal damage indefinitely unless someone removes them manually (taking 10 minutes of work for each 5-foot square) or the saxra uses this ability again. The save DC is Charisma-based.

Illustration by Alexandru Sabo

This undead spirit of bones and wind makes its home high atop remote mountains. Legends claim that a saxra can call forth amazing insights from latent memories stored in the very bones that make up its form.

A saxra towers over 20 feet tall and weighs 2 tons.

Scarab, Giant

This glossy beetle is the size of a cow, and has a hard, blue-black carapace spattered with dust and dung.

SCARAB, GIANT **CR 6**

XP 2,400

N Large vermin

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

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +4, **Will** +3; +4 vs. disease and paralysis

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 20 ft., fly 20 ft. (average)

Melee bite +13 (2d4+12 plus disease and gnaw)

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

STATISTICS

Str 27, **Dex** 12, **Con** 16, **Int** —, **Wis** 10, **Cha** 1

Base Atk +6; **CMB** +15; **CMD** 26 (34 vs. trip)

Skills Climb +16, Fly –1, Perception +4; **Racial Modifiers** +4 Perception

ECOLOGY

Environment warm deserts

Organization solitary or swarm (3–9)

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 17; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Gnaw (Ex) Scarabs deal 1d4+6 additional points of damage and 1 point of Strength damage on a successful bite. This is doubled against creatures with no armor or natural armor, but creatures in heavy armor or with a natural armor bonus of +10 or greater are immune, as are fleshless creatures and those immune to critical hits.

Scarabs are small, six-legged insects with sharp protrusions on their front legs that they use for burrowing. They are primarily coprophagous, eating dung for sustenance. An individual scarab often spends days rolling a single ball of dung across the desert until it can find the perfect place to bury it and deposit eggs. Because they burrow underground to create life, scarab beetles are associated with burial rites. Some say scarab beetles' connection with the dead gives them powers greater than those of normal beetles, but as of yet there is no evidence this is true.

Scarab Swarm

This mass of iridescent blue-black insects emits a foul stench and carries with it a cloud of filthy dust.

SCARAB SWARM **CR 3**

XP 800

N Fine vermin (swarm)

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size)

hp 22 (4d8+4)

Fort +5, **Ref** +1, **Will** +1; +4 vs. disease and paralysis

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., climb 10 ft., fly 20 ft. (clumsy)

Melee swarm (1d6 plus disease and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13)

STATISTICS

Str 1, **Dex** 10, **Con** 13, **Int** —, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +8, Fly +0, Perception +4; **Racial Modifiers** +4 Perception

ECOLOGY

Environment warm deserts

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

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Scarab beetles often mass in swarms and terrorize remote desert regions. These vermin are a threat to ancient tombs as they chew their way through the interred.

A scarab swarm comprises thousands of scarab beetles, each filthy from its constant contact with dung and carrion. Normally inattentive toward other creatures, scarab swarms subject those who get in their way to thousands of sharp bites as well as an infectious disease. Indeed, the bites of a scarab swarm are the least of their victims' worries, as the disease they carry claims far more lives than their hunger.

Some religious scholars theorize that scarabs are prone to swarming because they're drawn to the same malign energy that causes undead to rise, though most people regard this explanation as pure superstition. Some worshipers of gods of death see the arrival of a scarab swarm as a portent of ill fortune.

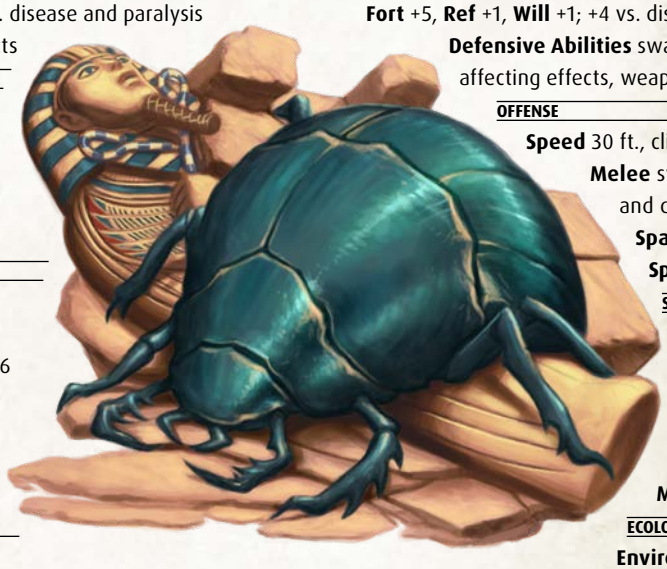


Illustration by Dave Allsop

Scitalis

This ophidian dragon's scales and frills form a brightly colored pattern, backlit like stained glass by the creature's inner glow.

SCITALIS **CR 12**

XP 19,200

N Large dragon

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 27, touch 17, flat-footed 23 (+4 Dex, +10 natural, –1 size)

hp 175 (14d12+84)

Fort +15, **Ref** +13, **Will** +11

Immune paralysis, sleep

OFFENSE

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

Melee 2 frills +21 (2d6+8), gore +21 (1d8+8), bite +21 (2d6+8 plus sedative), tail slap +19 (1d8+4)

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

Special Attacks breath weapon (40-ft. line, sedative, Fort DC 23, usable every 1d4 rounds), prismatic pattern

STATISTICS

Str 26, **Dex** 19, **Con** 22, **Int** 9, **Wis** 15, **Cha** 14

Base Atk +14; **CMB** +23; **CMD** 37 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Wingover

Skills Fly +19, Intimidate +15, Perception +19, Sense Motive +17, Stealth +15, Survival +17

Languages Draconic

ECOLOGY

Environment any land

Organization solitary, pair, den (3–5)

Treasure standard

SPECIAL ABILITIES

Prismatic Pattern (Su) Due to the hypnotic and distorting effects of a scitalis's colorful pattern, creatures that can see the dragon take a penalty on attack rolls against it equal to the dragon's Charisma modifier (a –2 penalty for a typical scitalis). As a standard action, a scitalis can enhance the pattern, causing all creatures within 60 feet of it that can see it to become stunned for 1d4+1 rounds (Will save DC 23 negates). Prismatic pattern is an illusion (pattern) effect. The save DC is Constitution-based.

Sedative (Ex) A scitalis's bite and breath weapon introduce a potent sedative into its victims, causing them to become staggered for 1d6 rounds. A successful DC 23 Fortitude save reduces the duration to 1 round. This is a poison effect. The save DC is Constitution based.

Scitalises are horned dragons with long, ophidian bodies; beautiful, many-colored frills; and thin, tapered horns. Their heavy scales have an elliptical shape, and grow ragged and thicker as the scitalises age.

A scitalis glows from within, its scales and frill lighting up like a stained-glass window and projecting mesmerizing patterns that the dragon uses while hunting.

Scitalises covet territory and food more than the gold and gems that true dragons prize. They live in caves, forest grottoes, and rocky crags, and mark their territories with a combination of musk and their sour, bile-scented sedative. Scitalises often range up to 5 miles from their nests every few days to hunt large herd animals and livestock. Lacking forelegs with which to tear apart a meal, scitalises allow their kills to ripen for a day or so in their lairs before eating them. They keep some treasure and can be bribed, burying what they do attain in the walls and floors of their nests.

Scitalises lay clutches of one to three eggs, and males and females share duties guarding the nest. The pair remains together until the juveniles reach maturity after 2 years. These eggs sell for 5,000 gp in large cities, and juveniles can command prices of 8,000 gp. Scitalises coexist with wyverns, but detest basilisks and griffons, which regularly devour the scitalises' eggs when they run across them.

An average scitalis is between 14 and 18 feet long and weighs approximately 2,500 pounds.

Illustration by Damien Mammoliti

Sea Urchin, Hunter

Thousands of bright purple spines darken to ominous black tips all over this creature's spherical body.

HUNTER URCHIN **CR 1**

XP 400

N Medium vermin (aquatic)

Init –4; **Senses** low-light vision, scent, tremorsense 30 ft.; Perception +4

DEFENSE

AC 12, touch 6, flat-footed 12 (–4 Dex, +6 natural)

hp 13 (2d8+4)

Fort +5, **Ref** –4, **Will** +0

Defensive Abilities all-around vision, stability; **Immune** mind-affecting effects

OFFENSE

Speed 15 ft.

Melee tongue +3 (1d3+3 plus pull)

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

Special Attacks spines (+3, 1d4+2 plus poison), pull (tongue, 5 feet)

STATISTICS

Str 15, **Dex** 3, **Con** 14, **Int** —, **Wis** 11, **Cha** 2

Base Atk +1; **CMB** +3; **CMD** 9 (17 vs. bull rush, can't be tripped)

Skills Perception +4; **Racial Modifiers** +4 Perception

SQ amphibious

ECOLOGY

Environment temperate or warm oceans or coastlines

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Spines—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* staggered for 1 round; *cure* 1 save.

Spines (Ex) When any creature attacks a hunter urchin with an unarmed strike or a natural attack, or with a manufactured melee weapon while adjacent to the urchin, the urchin gains a free attack with its spines.

Stability (Ex) Hunter urchins receive a +8 bonus to CMD against bull rush and trip combat maneuvers.

Giant sea urchins are predators of opportunity that wait for the tide to carry prey within reach of their attacks.

Sea Urchin, Spear

This creature's spines are massive in comparison to its body, and appear to be bladed.

SPEAR URCHIN **CR 4**

XP 1200

N Large vermin (aquatic)

Init –4; **Senses** low-light vision, scent, tremorsense 30 ft.; Perception +4

DEFENSE

AC 17, touch 5, flat-footed 17 (–4 Dex, +12 natural, –1 size)

hp 42 (5d8+20)

Fort +8, **Ref** –3, **Will** +1

Defensive Abilities all-around vision, stability (see the hunter urchin); **Immune** mind-affecting effects

OFFENSE

Speed 5 ft.

Melee 2 spines +8 (1d6+6 plus poison)

Ranged 2 spines +3 (1d6+6 plus poison)

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

Special Attacks spines (+8, 1d6+6 plus poison)

STATISTICS

Str 23, **Dex** 3, **Con** 18, **Int** —, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** +10; **CMD** 16 (24 vs. bull rush, can't be tripped)

Skills Perception +4; **Racial Modifiers** +4 Perception

SQ amphibious

ECOLOGY

Environment warm oceans or coastlines

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Spines—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and nauseated for 1 round; *cure* 1 save.

Spines (Ex) When a creature attacks a spear urchin with an unarmed strike or natural attack, or with a manufactured melee weapon while adjacent to the urchin, the urchin automatically gains a free attack with its spines. In addition, a spear urchin can fire up to 2 spines each round with a range increment of 30 feet. As long as its target is within 30 feet, a spear urchin ignores Dexterity and size penalties on ranged attack rolls, but beyond this range the penalties function normally. A spear urchin's spines function equally well underwater and above water.

Illustration by Florian Stitz

Seilenos

This creature has the body of a middle-aged human man and the pointed ears and legs of a goat.

SEILENOS **CR 19**

XP 204,800

CN Medium fey

Init +13; **Senses** low-light vision, *true seeing*; Perception +38

DEFENSE

AC 37, touch 30, flat-footed 26 (+9 deflection, +9 Dex, +2 dodge, +7 natural)

hp 333 (23d6+253); sustaining joy

Fort +18, **Ref** +23, **Will** +21

Defensive Abilities grace; **DR** 15/cold iron and magic; **Immune** sonic; **SR** 30

OFFENSE

Speed 40 ft.

Melee *+5 morningstar* +28/+28/+23/+18 (1d8+20/19–20), hoof +17 (2d6+5)

Ranged *+5 composite longbow* +27/+27/+22/+17 (1d8+13/×3)

Special Attacks dramatic flourish, impossible verisimilitude, thyrsus

Spell-Like Abilities (CL 21st; concentration +30)

Constant—*haste*, *speak with animals*, *stone tell*, *true seeing*

At will—*commune with nature*, *confusion* (DC 23), *crushing despair* (DC 23), *dancing lights* (DC 19), *divination*, *fear* (DC 21), *good hope*, *mass suggestion* (DC 25), *mirage arcana* (DC 24), *persistent image* (DC 24), *polymorph any object* (DC 27), *reckless infatuation*[UM] (DC 22), *waves of ecstasy*[UM] (DC 26)

3/day—quickened *greater heroism*, *vengeful outrage*[UM] (DC 25)

1/day—*cloak of dreams*[APG] (DC 25), *freedom*, *insanity* (DC 26), *mass charm monster* (DC 27), *plant growth*, *reincarnate*, summon (level 9, 4d4 advanced dire tigers, 4d4 advanced maenads[B4], or 2 storm giants 100%)

STATISTICS

Str 31, **Dex** 29, **Con** 32, **Int** 24, **Wis** 26, **Cha** 29

Base Atk +11; **CMB** +19; **CMD** 49

Feats Dodge, Improved Critical (morningstar), Improved Initiative, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability (*greater heroism*), Rapid Shot, Spring Attack, Weapon Focus (morningstar), Weapon Focus (longbow)

Skills Knowledge (arcana, history, religion) +30, Knowledge (geography, nature) +33, Perception +38, Perform (act) +35, Perform (comedy) +35, Perform (dance) +35, Perform (oratory) +39, Perform (wind instruments) +37, Stealth +39, Survival +31; **Racial Modifiers** +4 Perception, +4 Perform (oratory), +4 Stealth

Languages Common, Elven, Sylvan; *speak with animals, stone tell*

SQ versatile performance (act, comedy, dance, oratory, wind instruments)

ECOLOGY

Environment temperate forests

Organization solitary, troupe (1 plus 3–9 advanced dire tigers, centaurs, ichthyocentaurs [see page 146], leanan sidhe[B4], maenads[B4], satyrs, or NPCs of at least 11th level), or court (1–3 plus 1–3 muses [see page 179], 4–12 centaurs or satyrs, and 3–9 leanan sidhe[B4], maenads[B4], or storm giants)

Treasure standard (composite longbow with 40 mithral arrows, mithral morningstar, mwk pipes, other treasure)

SPECIAL ABILITIES

Dramatic Flourish (Su) As a standard action while its impossible verisimilitude is active, a seilenos can inspire strong emotions in all enemies, all allies, or all creatures (seilenos's choice) within 120 feet that can hear or see it, replicating the effect of a spell of the seilenos's choice: *charm monster*, *confusion*, *crushing despair*, *fear*, *good hope*, *joyful rapture*[UM], *reckless infatuation*[UM], *suggestion*, *vengeful outrage*[UM], or *waves of ecstasy*[UM]. A creature that successfully saves against a seilenos's dramatic flourish can't be affected by that seilenos's dramatic flourish again for 24 hours. Any save DC is 30, regardless of which effect the seilenos chooses. The save DC is Charisma-based.

Grace (Su) A seilenos gains a deflection bonus to AC equal to his Charisma bonus (minimum +1).

Impossible Verisimilitude (Su) As a standard action, a seilenos can begin telling a story so supernaturally vivid that the elements described spring to life, replicating the effect of a spell of the seilenos's choice: *screen*, *shades* (can also mimic *summon nature's ally VIII*), or *veil*. It must use a free action to continue the performance each round; if it doesn't, the illusion immediately ends. As part of this free action, the seilenos can add, remove, or change one illusion effect each round, to a maximum of three simultaneous illusions. Any save DC is 30, regardless of which effect the seilenos chooses. The save DC is Charisma-based.

Sustaining Joy (Su) As long as it is within 60 feet of one or more other creatures that have a morale bonus or are under a harmless effect with the emotion[UM] descriptor, the seilenos gains regeneration 15.

Thyrsus (Su) Any weapon a seilenos wields functions as a +5 weapon. Whenever the seilenos strikes a foe with a weapon, he can spend a swift action to use a spell-like ability of 6th level or lower that can target that foe. Only the creature struck can be affected by the spell-like ability.

Versatile Performance (Ex) A seilenos can use versatile performance as a 20th-level bard, using the chosen Perform modifier for checks with the corresponding skills.

Elder kin to satyrs, seilenoi are primeval fey bound to the basest emotions, including lust, joy, surprise, aggression, and fear. These fey wander the world, indulging in any excuse to experience or inspire passionate feelings. New spectacles of beauty, physical adventure, and

psychoactive plants and alcohol draw their attention, and they encourage creatures they encounter to be equally experimental. Seilenoi particularly enjoy luring stodgy, honorable, or self-important beings into grandiose acts of foolishness or indulgence. Although less notorious than satyrs for sexual exploits, seilenoi possess a rugged animal magnetism and an appreciation for all sorts of carnal pleasures. They are particularly renowned for their insight and skill as storytellers and playwrights.

Like satyrs, seilenoi prefer to keep to untamed wilds where they revel in the passionate emotions of the fey and beasts that live, grow, and play there. Creatures of the forest often flock to seilenoi in small troupes or even traveling courts. Satyrs, leanan sidhe, and muses (see page 179) enjoy the artistry of a seilenos's storytelling. Centaurs and maenads revere seilenoi for inspiring irresistibly passionate, ecstatic rage. The seilenos acts as a mercurial judge, jocular keeper of fey culture and secrets, and sometimes self-centered celebrity to these groups. Seilenoi traveling across the ocean often take on ichthyocentaurs (see page 146) as seafaring guides and honor guards. Most seilenoi get separated from their courts eventually, either because their fey followers move on to more sedate leaders or because the seilenos feels stifled and drunkenly wanders off in search of a change of pace.

Seilenoi who do not lead their own fey courts sometimes serve as jesters, emissaries, unpredictable generals, or companions for fey lords, deities, or other mighty beings. Seilenoi prove surprisingly dangerous on the battlefield, as they dash about scattering scores of enemies with every cutting joke and inspiring monologue. When dealing with more numerous foes, they confound the battlefield with seemingly natural barriers and illusory sheets of roaring flame. Others enjoy deflating the egos of powerful fey (and, occasionally, mortals) with bitingly insightful satire.

In their wanderings, seilenoi sometimes seek out new kinds of indulgence and distraction among mortals, in which case these fey generally prove themselves amiable, though gruff. Seilenoi can charm almost anyone with raucous affection or witty commentary. Those they can't talk into joining the revelry, they generally ply with alcohol or psychotropic plants to lower the inhibitions of civilization and enable a freer expression of raw emotion. Bored seilenoi occasionally take it upon themselves to mentor mortals with exceptional self-awareness and power. Sometimes they do so while disguised with polymorph magic to avoid undue attention.

Seilenoi are passionate creatures, as thrilled by the chance to have a drunken brawl with new opponents as to explore the body of a new lover. Usually, seilenoi view combat as a sort of hunting or wrestling game, but if they recognize true hostility, they become a terrifying force. A seilenos never faces combat alone; it summons allies to distract foes if necessary and hides an ever-shifting *mirage arcana* while rallying allies and keeping foes off balance by manipulating their emotions. Its illusions represent the natural elements with which a seilenos is familiar, from fantastical mazes of writhing vines to confusing clouds of spores. It is particularly amused by exchanging the appearances of enemies and allies. Seilenoi have also been known to transform especially vexing foes into harmless animals or useful plants.

Although their wide range of moods tends toward joy and frivolity, all seilenoi at times indulge in the insidious thrill of violence, hatred, or madness. When filled with these dark passions, a seilenos might provoke a battle among evenly matched friends to watch the tense contest or dive headlong into the confused heart of a fray.

Seilenoi are about the same size and weight as male humans, although they tend toward the heavier end of that range.

Illustration by Eric Belisle

Sha

The strangely shaped glowing red eyes, unnaturally upright ears, and split tail betray the unnatural origins of this black canine.

SHA **CR 4**

XP 1,200

LE Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, sandstorm sight; Perception +7

DEFENSE

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

hp 45 (6d10+12)

Fort +7, **Ref** +9, **Will** +4

OFFENSE

Speed 40 ft.

Melee bite +10 (2d6+6 plus disease and trip)

Special Attacks disease, sandstorm

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 5, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Combat Reflexes, Following Step[APG], Step Up

Skills Acrobatics +8, Perception +7, Stealth +10

Languages Infernal (can't speak)

ECOLOGY

Environment warm deserts

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

Treasure none

SPECIAL ABILITIES

Disease (Su) Shas transmit potent diseases with their bites. The most common form of disease carried by a sha drives its victims insane, reducing them to babbling fools or raving lunatics.

Touch of Madness: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1/day; *effect* 1d4 Wis damage and 1d4 Cha damage; *cure* 2 consecutive saves.

Sandstorm (Su) Once per day as a full-round action, a sha can create a sandstorm (*Pathfinder RPG Core Rulebook* 431). The sandstorm has a radius of 100 feet centered on the sha, and lasts for 1 minute per Hit Die the sha possesses (6 minutes for a typical sha).

Sandstorm Sight (Su) A sha can see clearly in a naturally occurring sandstorm or one created by it or another sha using its sandstorm ability.

Servants of the dark gods of the wastes, shas stalk the deepest deserts, skirting the edges of civilization. Villagers whisper that a sha nears when they spot faint red lights in the distance, believing those lights to be the creatures' menacing eyes. Many times, these sightings are only imagined, but shas do prowl near settlements and keep an eye on humankind. Shas' urge to hunt people who have ceased to remember and honor their patrons drives them to attack caravans, harass remote villages, and prowl isolated oases to slaughter humanoids.

Shas possess a distinctly canine appearance, and are often mistaken at night for common jackals whose eyes are illuminated by firelight. Black fur, tinted with the dust and sand of the desert, covers a sha's body. The creature's spiral-ended eyes glow a dull red. Explorers report that seeing a sha's eyes glowing in the dark night is often the only indication of an impending attack. A sha's strong jaw, lined with razor-sharp teeth, allows the creature to drag down larger prey in a fashion similar to that of a wolf. Standing at chest height to most humans, shas weigh between 100 and 150 pounds.

When alone, a sha spends its days trekking the vast wastelands of the desert, prowling among lost monuments of ancient times. While wandering the deserts, shas attack small convoys or groups of nomads along the desert fringes. Using their innate ability to conjure sandstorms, shas close in on the unsuspecting groups and try to bite as many different enemies as possible, then retreat before their foes can regroup. By doing this, the shas ensure that survivors return to civilization mad with disease and then spread the sickness to others or act on their insane urges.

When packs of shas come together, they usually do so because a number of their kind happen upon each other in pursuit of a caravan or some other nomadic prey, then decide to continue hunting together once they feed. Packs quickly dissolve as prey grows scarce.

Sacred Sha (CR 6)

A sacred sha is a sha with both the advanced simple template and the fiendish simple template (see page 288). It also gains the ability to speak and knows one additional language. Closely tied to its patron's portfolio of storms, a sacred sha also deals an additional 1d6 points of electricity damage with its bite attack.

Illustration by Ben Wootten

Shabti

Light shimmers across this humanoid figure's bare golden skin, illuminating regal features.

SHABTI **CR 1/2**

XP 200

Shabti oracle 1 (*Pathfinder RPG Advanced Player's Guide* 42)
LN Medium outsider (native)
Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 12 (1d8+4)
Fort +3, **Ref** +1, **Will** +1
Defensive Abilities immune to undeath, resist level drain

OFFENSE

Speed 30 ft.
Melee longsword +0 (1d8/19–20)
Spell-Like Abilities (CL 1st; concentration +4)
1/day—*suggestion* (DC 16)
Oracle Spells Known (CL 1st; concentration +4)
1st (4/day)—*command* (DC 14), *cure light wounds*, *summon monster I*
0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *stabilize*
Mystery heavens

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 13, **Wis** 8, **Cha** 17
Base Atk +0; **CMB** +0; **CMD** 11
Feats Martial weapon Proficiency (longsword)
Skills Diplomacy +7, Knowledge (religion) +5, Perception +3, Sense Motive +3, Spellcraft +5
Languages Celestial, Common
SQ immortal, oracle's curse (haunted), past-life knowledge, revelations (coat of many stars), shattered soul

ECOLOGY

Environment any
Organization solitary or retinue (1 plus 2d4 human commoners)
Treasure NPC gear (club, *potion of cure moderate wounds*)

SPECIAL ABILITIES

Immortal (Ex) Shabti do not age naturally and can't die of old age. While some might come into being at age categories other than adulthood, they never leave their original age categories. Spells and effects that cause aging affect a shabti as normal.
Immune to Undeath (Ex) Shabti can't become undead. Spells and abilities that would transform a shabti into an undead creature have no effect.
Past-Life Knowledge (Ex) Shabti remember bits of their past lives. As a result, they treat all Knowledge skills as class skills.
Resist Level Drain (Ex) A shabti takes no penalties from energy drain effects, though it can still be killed if it accrues more negative levels than it has Hit Dice. After 24 hours, any negative levels a shabti takes are automatically removed without the need for additional saving throws.
Shattered Soul (Ex) Shabti who are killed are exceptionally difficult to return to life. Anyone who attempts to return a shabti to life using *raise dead*, *resurrection*, or a similar spell must succeed at a caster level check whose DC is equal to 10 + the shabti's Hit Dice. If it fails, the spell fails and the caster can't return the shabti to life for the next 24 hours (though the caster can try again after this period).

Shabti are facsimiles of wealthy or powerful mortals seeking to escape judgement for their sins upon death. Grown from broken bits of mortal souls, shabti endure whatever cosmic punishments or labor might await their creators in the afterlife unless they're discovered and freed by psychopomps. Shabti typically look like idealized humans with perfect physiques and flawless features. They usually stand 6 feet tall and weigh around 175 pounds.

Illustration by Kent Hamilton

Shabti Characters

Liberated shabti often explore the planes, seeking to replace their false memories with unique experiences. Shabti are defined by their class levels—they don't have racial Hit Dice. All shabti have the following racial traits.

+2 Constitution, +2 Charisma: Shabti have powerful bodies and presences to match.

Native Outsider: Shabti are outsiders with the native subtype.

Medium: Shabti are Medium creatures and receive no bonuses or penalties due to their size.

Darkvision: Shabti can see in the dark up to 60 feet.

Immortal, Immune to Undeath, Past Life Knowledge, Resist Level Drain, Shattered Soul: See above.

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

Spell-Like Ability: A shabti can use *suggestion* once per day as a spell-like ability, with a caster level equal to the shabti's class level.

Languages: Shabti begin play speaking Common. Those with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Shadow Collector

Shadows drip from the hands of this small, humanoid figure. Massive ears and elaborate eyebrows frame her youthful features.

SHADOW COLLECTOR **CR 8**

XP 4,800

CN Small fey

Init +7; **Senses** low-light vision; Perception +18

DEFENSE

AC 21, touch 19, flat-footed 13 (+7 Dex, +1 dodge, +2 natural, +1 size)

hp 90 (12d6+48)

Fort +8, **Ref** +15, **Will** +11

DR 10/cold iron; **SR** 19

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d6+2)

Special Attacks sneak attack +3d6, steal shadow, tear shadow

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

At will—*dancing lights*, *disguise self*, *major image* (DC 17), *shadow evocation* (simulating *leashed shackles*[UM] only; DC 19), *shadow step*[UM]

3/day—*shadow conjuration* (DC 18)

1/day—*shadow evocation* (DC 19), *shadow walk*

STATISTICS

Str 14, **Dex** 24, **Con** 19, **Int** 15, **Wis** 17, **Cha** 18

Base Atk +6; **CMB** +12 (+14 steal[APG]); **CMD** 25 (27 vs. steal[APG])

Feats Agile Maneuvers[B], Combat Expertise, Dodge, Improved Steal[APG], Mobility, Spring Attack, Weapon Finesse[B], Weapon Focus (claw)

Skills Bluff +19, Climb +11, Diplomacy +19, Escape Artist +22, Knowledge (arcana, planes) +8, Perception +18, Sense Motive +12, Sleight of Hand +22, Stealth +26

Languages Aklo, Common, Sylvan

SQ no shadow

ECOLOGY

Environment any land

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

Treasure standard

SPECIAL ABILITIES

No Shadow (Ex) A shadow collector casts no shadow of its own, but instead casts any one of the stolen shadows it possesses.

Steal Shadow (Su) A shadow collector automatically steals the shadow of any incorporeal or living creature destroyed, incapacitated, or killed by its claw attack. A shadow collector can also steal a living corporeal creature's shadow with the steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322); the shadow doesn't count as fastened to its owner. Until the shadow is returned, the victim has no shadow or reflection and gains 2 permanent negative levels. These negative levels can't be removed otherwise, even with magic that usually removes negative levels. When a shadow collector steals a shadow, it gains 2 shadow points. A shadow collector must expend 1 shadow point to use any of its spell-like abilities. A shadow collector generally begins an encounter with 1d3+1 shadow points. A shadow collector can release a stolen shadow as a standard action. A creature can touch the shadow collector to regain its stolen shadow, as long as the shadow collector is helpless or dead. A successful *break enchantment* (DC 23) can also restore a target's shadow.

Tear Shadow (Su) A shadow collector's claws strike as *ghost touch* weapons and, in addition to their normal damage, deal 1d6 points of Charisma damage to incorporeal creatures. This damage destroys a creature if it equals or exceeds the creature's actual Charisma score.

Shadow collectors feed on memories and regrets sifted from shadows. They often weave mortal shadows into certain magic items such as cloaks and gloves. Some shadow collectors con mortals into selling their shadows or resort to blatant theft; others prowl the Plane of Shadow and the Ethereal Plane for shadows that are already lost.

Shadow collectors favor spaces like the edges of forests and foothills for the varied lighting and for the numerous places where they can flank marks from hiding or surprise them with pits created by *shadow conjuration*.

A typical shadow collector stands over 3 feet tall and weighs 40 pounds.

Illustration by Steve Ellis

Shasalqu

A ridge of jagged ice runs down the back of this glistening, desert-dwelling lizard.

SHASALQU **CR 3**

XP 800

N Small magical beast

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

Aura trapping cold (10 ft., DC 14)

DEFENSE

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

hp 30 (4d10+8)

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

Defensive Abilities heat absorption, **Immune** fire; **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee tail slap +8 (1d8+4 plus 1d6 cold)

STATISTICS

Str 17, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Improved Initiative, Step Up

Skills Climb +7, Perception +6, Stealth +10

SQ frigid flesh

ECOLOGY

Environment warm deserts

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

Treasure none

SPECIAL ABILITIES

Frigid Flesh (Ex) A creature that hits a shasalqu with a natural attack or an unarmed strike takes 1d6 points of cold damage.

Heat Absorption (Ex) Shasalqus are immune to fire damage. Instead, the shasalqu gains 1 temporary hit point for every 3 points of fire damage it would have taken, which disappear after 1 hour.

Trapping Cold (Su) A shasalqu exudes a heat-sapping aura. Any creature that begins its turn within 10 feet of a shasalqu takes 1d6 points of cold damage and becomes entangled. A successful save negates both effects. An affected creature is entangled for as long as remains within the aura's area plus 1 additional round. Creatures whose cold immunity or resistance prevents all cold damage are not entangled. When a shasalqu dies, this aura persists around its corpse for 1 hour. The save DC is Constitution-based.

While some reptiles bask in the sun's warm embrace to raise their body temperatures, a shasalqu is ravenous in its search of warmth. Even in equatorial deserts, it never seems to have enough heat. Instead of just relying on the sun, a shasalqu gathers energy by sapping the heat from the air around it. It then uses the intense cold generated from this heat absorption to trap its prey. A shasalqu is 3 feet tall at the shoulder and weighs about 40 pounds.

Most desert scholars believe the strange biology that fuels a shasalqu's heat absorption is the same as that of brown mold, and some even claim that the creatures carry brown mold spores in their bodies. This could account for shasalqus' ability to sap heat from their surroundings even after they die. Because of their sandy environs and the drops of water that melt off their icy ridges, shasalqus' bodies are often caked in a layer of gritty mud. Motionless shasalqus are often mistaken for rocks or small muddy clumps from a distance—a mistake desert travelers quickly come to regret.

Shasalqus who settle near oases make their lairs far enough away to escape immediate notice, allowing them to sneak up on drinking or bathing creatures and then retreat to their lairs with little risk. Shasalqus that find a trade route within their territory also digs lairs far enough away to prey on travelers without betraying their presence.

Regardless of their locations, shasalqu lairs are often extremely damp since the desert's heat melts the accumulated ice that crusts on the creatures' hides. This makes shasalqu lairs breeding grounds for a variety of mosses and plants, especially those that can withstand colder temperatures. These tiny oases rapidly become too mossy and cool for shasalqus, forcing them to leave in search of new dens. Shasalqus frequently keep multiple dens within their territory and rotate between them.

Illustration by Chris Seaman

Shen

This serpentine dragon with gold scales constantly contorts into a pattern of rings and knots.

SHEN **CR 24/MR 9**

XP 1,228,800

N Gargantuan dragon (aquatic, mythic, water)

Init +15[M]; **Senses** darkvision 120 ft., low-light vision, mistsight, scent, see invisibility, *true seeing*; Perception +38

Aura frightful presence (300 ft., DC 30)

DEFENSE

AC 44, touch 8, flat-footed 44 (+2 Dex, +38 natural, –4 size)

hp 568 (29d12+380)

Fort +26, **Ref** +20, **Will** +24

DR 10/epic; **Immune** paralysis, sleep; **SR** 35

OFFENSE

Speed 50 ft., fly 250 ft. (average), swim 80 ft.

Melee bite +41 (2d10+22/19–20), 2 claws +41 (2d8+15/19–20), gore +40 (2d10+22), tail slap +38 (2d10+22)

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

Special Attacks breath weapon (60-ft. cone, 25d6 cold, Reflex DC 34 for half, usable every 1d4 rounds), cloud breath, crush, dragon attacks, lingering breath (4d6 cold, 9 rounds), mists of madness, mythic power (9/day, surge +1d10), tail sweep (DC 34, 2d6+22), wild arcana[MA]

Spell-Like Abilities (CL 29th; concentration +35)

Constant—*true seeing*

At will—*control water*, *create water*, *hydraulic push*, *water walk*

Sorcerer Spells Known (CL 17th; concentration +23)

8th (4/day)—*maze*, *greater shadow evocation* (DC 28)

7th (6/day)—*control weather*[M], *greater shadow conjuration* (DC 27), *prismatic spray*[M] (DC 23)

6th (7/day)—*globe of invulnerability*[M], *greater dispel magic*, *mass suggestion* (DC 22), *programmed image* (DC 26)

5th (7/day)—*dominate person* (DC 21), *persistent image* (DC 25), *shadow evocation* (DC 25), *telekinesis*[M] (DC 21)

4th (7/day)—*dimension door*[M], *greater invisibility*, *rainbow pattern* (DC 24), *shadow conjuration* (DC 24)

3rd (7/day)—*deep slumber*[M] (DC 19), *dispel magic*, *haste*[M], *major image* (DC 23)

2nd (8/day)—*euphoric cloud*[ACG] (DC 18), *hypnotic pattern* (DC 22), *minor image* (DC 22), *mirror image*[M], *invisibility*[M]

1st (8/day)—*comprehend languages*, *obscuring mist*, *silent image* (DC 21), *unseen servant*, *vanish*[APG]

M mythic spell

STATISTICS

Str 41, **Dex** 14, **Con** 30, **Int** 23, **Wis** 22, **Cha** 23

Base Atk +29; **CMB** +48; **CMD** 60 (64 vs. trip)

Feats Flyby Attack, Greater Spell Focus (illusion), Improved Critical (bite), Improved Critical (claws), Improved Initiative[M], Iron Will[M], Lightning Reflexes[M], Lunge, Multiattack, Power Attack, Snatch, Spell Focus[M] (illusion), Vital Strike[M], Weapon Focus (bite, claw)

Skills Bluff +38, Disable Device +31, Fly +28, Intimidate +38, Knowledge (arcana, geography, history, nature) +38, Perception +38, Sense Motive +38, Stealth +22, Swim +55

Languages Aquan, Auran, Celestial, Common, Draconic, Sylvan, Terran

SQ change shape, competent caster[MA], dragon cantrips, gaseous form, mirage castle, mythic spellcasting[MA], pearl soul

ECOLOGY

Environment any water

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A shen can assume the shape of a pheasant, a shellfish, or a swallow at will, as *beast shape III*.

Cloud Breath (Su) When a shen uses its lingering breath ability, the breath leaves a cloud of fog similar to the spell *obscuring mist*. This cloud dissipates when the lingering breath ends.

Dragon Attacks (Ex) A shen has all the natural attacks of a true dragon of its size (page 86–87) as well as a gore attack, which functions as a true dragon's bite attack.

Gaseous Form (Su) A shen can assume gaseous form (as per the spell), at will and remain in this form indefinitely. It has a fly speed of 120 feet (perfect) while in gaseous form.

Mirage Castle (Su) Once per day as a full-round action, a shen can fabricate an illusory castle at will, as per *mirage arcana* (20th-level caster), but affecting 10 times as much volume. The shen doesn't need to concentrate to maintain its creation. The mirage castle lasts until it's dismissed by the shen as a free action or until the shen creates another. As a swift action, the shen can change the details of an existing mirage castle. By expending one use of mythic power, the shen can make the illusion quasi-real for 24 hours, as if it the castle were a *shadow conjuration* that functioned as 90% real on a successful Will save.

Mists of Madness (Su) A shen can expend one use of mythic power as a free action when making a breath weapon attack to infuse it with madness. Creatures within the area of the breath weapon must succeed a DC 30 Will saving throw or become confused for as long as they stay within the breath weapon's cloud and 1d4 rounds after leaving it. This is a mind-affecting effect and its save DC is Charisma-based.

Pearl Soul (Su) By expending one use of mythic power as a standard action, or automatically at no cost anytime it is reduced to fewer than 0 hit points, the shen assumes the shape of a pearl. The shen retains awareness of its environment, but otherwise is treated as if it had the petrified condition. The shen's pearl form cannot be damaged in any way or affected by most spells or abilities, but the shen can be forced to return to dragon form by a *miracle* or *wish* spell. While in its pearl form, the shen heals naturally, and it automatically returns to its dragon form when it is fully healed.

Shen are mysterious and aloof dragons, more potent and enigmatic than their imperial dragon cousins. A shen is

rarely found in its true form, preferring to appear as a bird, a shellfish, or even a pearl. Its true form is that of an enormous serpentine dragon, adorned with green and gold glistening scales. A shen is a creature in constant motion, as it writhes and wiggles its long body into a pattern of scintillating twirls and intricate knots.

Typically benevolent, shen have been known to answer prayers for rain when the gods turn a deaf ear and even to herd fish into the nets of needy fisherfolk. These proud creatures can become capricious and even petty, however, when they believe they have been slighted or treated with disrespect. Such transgressions can seem random: eating a swallow (a shen's favorite food), trespassing in a shen's hunting grounds on special ceremonial days, and committing acts of petty vandalism can all draw a shen's wrath. For this reason, some philosophers suggest shen are creatures of balance seeking to maintain the natural order. They bring about an early thaw to a harsh winter or destroy creatures preying on local villages to return everything to a state of balance. Regardless of what their motivations are, most people fear and respect them. More often than not, unusual good or bad fortune is attributed to shen.

While they are physically mighty, shen are most feared and respected for the impressive magic they wield. They are powerful illusionists and manipulators of weather and climate.

Shen prefer quiet contemplation amid oceans or other large bodies of water; more rarely, they can be found in large rivers. While they need to eat very little, shen enjoy dining on small amounts of fish and fowl. When taking their revenge for some small slight, they eat livestock and freeze crops, but they are not typically compelled to engage in such feasts or in wanton destruction.

Shen can transform into great pearls and frequently do so instead of sleeping. A shen might turn into a pearl for years or decades before emerging again into the natural world.

As with most dragons, shen accumulate great hoards of treasure, most often from offerings given as thanks for some great deed, but also plunder from those who have angered them or monsters they have vanquished. In spite of their otherwise gregarious nature, a shen is unforgiving of creatures that steal or even disturb its treasure and goes to great lengths to restore even trivial items removed from its hoard.

To protect their treasures, shen create immense mirage castles on or in the bodies of water they call home. These castles are often huge, encompassing dozens of empty rooms bedecked in illusory silks and gold, opulent dining halls outfitted with phantasmal furniture, and massive antechambers illuminated by simulated chandeliers. No one understands exactly why these creatures choose to model their mirage homes after human dwellings, and often the surface resemblance only serves to further confuse and befuddle visitors.

Despite being solitary creatures, shen socialize more often than many other types of dragons, and on occasion conspire along with fellow shen to accomplish some great task or deed. Though such groups rarely interfere with the more ephemeral races, they are known to show pity in times of great need and have delivered much needed rains during drought or rid the areas neighboring their homes of some particularly bothersome creatures. Because of this and out of fear for the great beasts, local peoples give shen considerable reverence, and pay the dragons tribute with sacrifices or treasure.

Illustration by Ben Wootten

Shrimp, Giant Mantis

This brightly colored crustacean looks like a large lobster with cruel pincers poised at its fore.

GIANT MANTIS SHRIMP **CR 9**

XP 6,400

N Medium vermin (aquatic)

Init +7; **Senses** darkvision 60 ft., incredible sight; Perception +1

DEFENSE

AC 26, touch 17, flat-footed 19 (+7 Dex, +9 natural)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

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

OFFENSE

Speed 40 ft.; swim 30 ft.

Melee pincer +17/+12 (2d6+4 plus grab and sonic burst), pincer +17 (2d6+4 plus grab and sonic burst)

Special Attacks sonic burst, speedy pincers

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** —, **Wis** 13, **Cha** 16

Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 31 (43 vs. trip)

Feats Weapon Finesse[B]

ECOLOGY

Environment warm coastlines

Organization solitary

Treasure none

SPECIAL ABILITIES

Incredible Sight (Ex) A giant mantis shrimp's eyes pick up colors well beyond those visible to humans, and it can see perfectly in all light conditions, including supernatural darkness. As long as the giant mantis shrimp is not blinded, it is treated as having blindsight 60 feet.

Sonic Burst (Ex) A giant mantis shrimp attacks with such extreme speed that its pincers issue a concussive blast of light and force when they snap closed. Each time a giant mantis shrimp makes a pincer attack, whether it hits or misses, each creature in a 10-foot-radius burst centered on the attack's target takes 1d8 points of sonic damage and must succeed at a DC 20 Reflex save or be stunned for 1 round. A creature that succeeds at this save is immune to the stun effect from additional sonic bursts from that giant mantis shrimp until the vermin's next turn, but it still takes sonic damage from additional sonic bursts. The giant mantis shrimp is immune to this effect. The save DC is Constitution-based.

Speedy Pincers (Ex) A giant mantis shrimp can make iterative attacks with one pincer.

Though the colorful shells of giant mantis shrimp are beautiful to behold, the sight of one often means death. These apex predators prowl tide pools and coastal shallows, competing for territory with karkinoi and shark eater crabs.

A typical giant mantis shrimp grows to 4 feet high and 6 feet long, and weighs around 200 pounds.

Variant Giant Mantis Shrimp

Their incredible eyesight and deadly pincers make giant mantis shrimp formidable predators in any environment.

Cave Mantis Shrimp: A cave mantis shrimp has adapted to life in caves, losing its coastal cousin's vibrant shell and becoming almost translucent. A cave mantis shrimp gains a +8 racial bonus on Stealth checks and can take a full-round action when it acts on a surprise round.

Mantis Shrimp Lord: Found on the seabed in deeper waters than its smaller relatives, mantis shrimp lords are Large. Their attacks ignore the first 20 points of hardness when attacking objects, which the mantis shrimp lords use to their advantage, scuttling ships and devouring the unfortunate cargoes and crews.

Sand Mantis Shrimp: Sand mantis shrimp bury themselves in deserts, waiting for passersby to approach a little too close to their claws. A sand mantis shrimp loses the aquatic subtype.

Illustration by Florian Stitz

Skinwalker

This man seems human at first, but a closer look reveals he has claws and sharp teeth.

SKINWALKER **CR 1/2**

XP 200

Male skinwalker ranger 1
N Medium humanoid (shapechanger, skinwalker)
Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 12 (1d10+2)
Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.
Melee 2 claws +4 (1d4+3)
Ranged longbow +3 (1d8/×3)
Special Attacks favored enemy (human +2)
Skinwalker Spell-like Abilities (CL 1st; concentration +3)
1/day—*speak with animals*

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 14, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 16
Feats Power Attack
Skills Climb +7, Handle Animal +5, Perception +6, Survival +6, Swim +7; **Racial Modifiers** +2 Handle Animal
Languages Common
SQ change shape, track +1, wild empathy +2

ECOLOGY

Environment any forests, hills, or mountains
Organization solitary, pair, or pack (3–12)
Treasure standard (studded leather armor, longbow, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A skinwalker can change shape to a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to his choice of Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, he can choose to gain two claw attacks that each deal 1d4 points of damage, 60 foot darkvision, or a +1 natural armor bonus. These benefits last until the skinwalker returns to his humanoid form as a swift action. A skinwalker must first return to his humanoid form before changing to bestial form again to change benefits. The skinwalker presented here is currently in bestial form, and has claw attacks and a +2 racial bonus to Strength.

Illustration by Kent Hamilton

Most people believe that skinwalkers are half-breeds of lycanthropes, or that they possess a weaker version of the curse of lycanthropy. However, skinwalker shamans claim that their people were chosen by the gods as a bridge between humanity and animals. Either way, skinwalkers resemble humans much of the time, but they have the uncanny ability to transform into bestial humanoids with powerful and fearsome aspects of animals.

Skinwalker Characters

Skinwalkers are defined by class levels—they don't possess racial Hit Dice. Skinwalkers have the following racial traits.

+2 Wisdom, –2 Intelligence, +2 to One Physical Ability Score While in Bestial Form: Skinwalkers are attuned to the natural order and value passion above reason. Their bestial forms strengthen their bodies in various ways.

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

Normal Speed: Skinwalkers have a based speed of 30 feet.

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

Spell-Like Ability: A skinwalker with a Wisdom score of 11 or higher can use *speak with animals* once per day as a spell-like ability, using his Wisdom modifier to determine his concentration checks. The caster level for this ability is equal to the skinwalker's character level.

Animal-Minded: Skinwalkers have a +2 racial bonus on Handle Animal checks and on wild empathy checks.

Change Shape: See above.

Languages: Skinwalkers all begin play speaking Common. Skinwalkers with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Somalcygot

Four long antennae stretch from the face of this giant, multi-eyed flatworm. From its spiny, chitinous body emerge four tentacles.

SOMALCYGOT **CR 12**

XP 19,200

NE Large aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +26

DEFENSE

AC 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, –1 size)

hp 189 (14d8+126)

Fort +15, **Ref** +11, **Will** +14

Defensive Abilities resistant evolution; **DR** 10/slashing; **Immune** acid, cold

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +21 (2d6+12 plus 4d6 acid), 4 tentacles +19 (1d8+6 plus grab)

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

Special Attacks acid spray, constrict (1d8+6)

STATISTICS

Str 34, **Dex** 17, **Con** 28, **Int** 12, **Wis** 17, **Cha** 11

Base Atk +10; **CMB** +23 (+27 grapple); **CMD** 37 (can't be tripped)

Feats Cleave, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception)

Skills Acrobatics +20 (+24 when jumping), Climb +29, Intimidate +17, Perception +26, Stealth +16

Languages Aklo; telepathy 60 ft.

SQ no breath

ECOLOGY

Environment any (terrestrial vacuum)

Organization solitary, pairs, or clutch (3–6)

Treasure none

SPECIAL ABILITIES

Acid Spray (Ex) Every 1d4 rounds, a somalcygot can spit a 60-foot line of acid that deals 10d6 points of acid damage. The acid continues to burn, causing each affected creature to take an additional 5d6 points of acid damage on the following round. A successful DC 26 Reflex save halves the initial damage and negates the ongoing damage. The save DC is Constitution-based.

Resistant Evolution (Su) Somalcygots have evolved in the harsh, unforgiving vacuum of space and developed fortified resistances to the myriad threats found in their environment, granting them a +2 resistance bonus on all saving throws.

Somalcygots are incredibly territorial; each claims roughly a mile-radius patch of desolate surface on a moon, asteroid, or similar airless terrestrial environment as its chosen hunting ground, and enters another's territory only to mate. Somalcygots can digest nearly any organic matter, but because they usually live on barren terrain, they often go for long intervals without a meal. In order to preserve energy between meals, a somalcygot enters a trancelike hibernation during which it burrows in circles beneath the surface of its territory with unthinking repetition. When it detects another creature nearby, the somalcygot awakens and enters a frenzy to capitalize on the rare meal, fighting relentlessly until the prey either dies or escapes. Only rarely do somalcygots pursue prey beyond the boundaries of their claimed hunting grounds, a tendency that serves both to preserve the creature's energy and to avoid needless conflict with other somalcygots that claim neighboring regions.

A typical adult somalcygot is 16 feet long and weighs 1,500 pounds.

Illustration by Ben Wootten

Storm Hag

This hag's hair, claws, and teeth crackle with sparks of electricity. Her windswept hair billows up from her brow like a thunderhead.

STORM HAG **CR 7**

XP 3,200

CE Medium monstrous humanoid

Init +2; **Senses** child-scent, darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d10+30)

Fort +6, **Ref** +9, **Will** +8

Immune electricity; **SR** 18

OFFENSE

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

Melee bite +13 (1d6+3 plus 1d6 electricity), 2 claws +13 (1d4+3 plus 1d6 electricity)

Special Attacks storm strike, whipping winds

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

At will—*bleed*, *gust of wind* (DC 15), *whispering wind*

3/day—*invisibility*, *lightning bolt* (DC 16), *river of wind*[APG] (DC 17), *sleet storm*

1/day—*control winds* (DC 18)

STATISTICS

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

Base Atk +10; **CMB** +13; **CMD** 26

Feats Combat Casting, Dodge, Flyby Attack, Mobility, Vital Strike

Skills Bluff +10, Fly +17, Intimidate +15, Perception +14, Spellcraft +7, Stealth +15

Languages Common, Giant

SQ storm rider

ECOLOGY

Environment any temperate

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Child-Scent (Ex) A storm hag has the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Storm Rider (Su) A storm hag is considered two size categories larger for the purpose of wind effects.

Storm Strike (Su) Each time a storm hag makes a successful attack with her bite, claws, or a weapon that is predominantly made of metal, the attack deals an additional 1d6 points of electricity damage.

Whipping Winds (Su) As a standard action, a storm hag can use *gust of wind* to trip her foes. This ability can only affect one target within 30 feet, and the storm hag uses her normal CMB. The *gust of wind* doesn't create its normal effects. The trip attempt does not provoke an attack of opportunity, but casting the spell-like ability does as normal.

When the clouds turn gray and the winds pick up into a howl, wise travelers pray that the cause is only a natural tempest and not a storm hag. A storm hag resembles an old woman with a thundercloud of hair. Her mouth hangs open, revealing thin pointed teeth with small arcs of electricity jumping across them. Black talons sprout from her fingertips, likewise crackling with electricity. A storm hag weighs 70 pounds and stands around 4 feet tall, though if she stood up straight she could easily reach 5 feet.

Storm Hag Covens

A storm hag is haughty and views her way of doing things as the only proper approach, forcing coven members to ride a fine line between flattery and submission. Coven members gain the child-scent ability as long as they are within 100 feet of the storm hag. In addition, a coven with a storm hag as a member has access to the following additional spell-like abilities: *call lightning storm* (DC 18), *plague storm*[UM] (DC 19), *quench* (DC 16), *whirlwind* (DC 21), and *wind wall*.

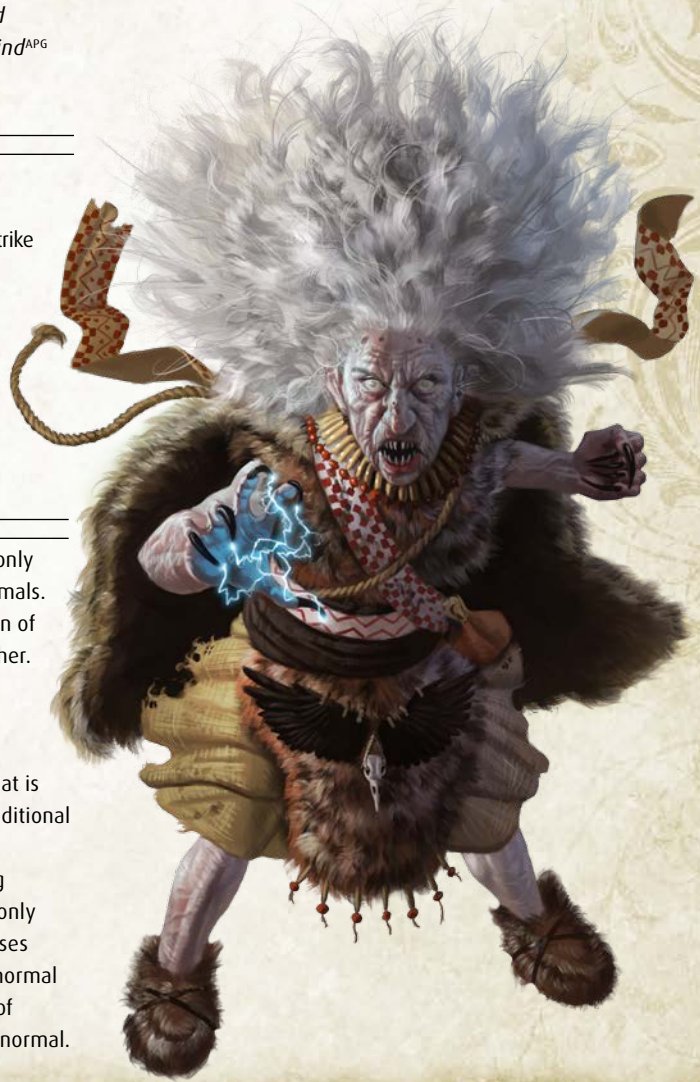


Illustration by Jason Rainville

Stormghost

This menacing creature stands on four pointed legs like those of an insect. A conical head sits atop its humanoid torso.

STORMGHOST **CR 15**

XP 51,200

CE Large monstrous humanoid

Init +12; **Senses** all-around vision, darkvision 90 ft., low-light vision, mistsight, scent, see in darkness; Perception +22

Aura static aura (5 ft., 2d6 electricity)

DEFENSE

AC 30, touch 18, flat-footed 21 (+8 Dex, +1 dodge, +12 natural, –1 size)

hp 212 (17d10+119); regeneration 5 (acid)

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

Immune disease, electricity, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +24 (1d8+8), 2 claws +24 (1d8+8/19–20 plus 1d6 electricity)

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

Special Attacks impaling leap, sneak attack +3d6, static blast

Spell-Like Abilities (CL 11th; concentration +14)

At will—*alter winds*, *fog cloud*, *jump*

3/day—*deeper darkness*, *greater invisibility*, *gust of wind* (DC 15), *ice storm*

1/day—*control weather*, *plague storm*[UM] (DC 19), *sirocco*[APG] (DC 19)

STATISTICS

Str 27, **Dex** 27, **Con** 24, **Int** 11, **Wis** 14, **Cha** 16

Base Atk +17; **CMB** +26; **CMD** 43 (47 vs. trip)

Feats Acrobatic Steps, Combat Reflexes, Dodge, Improved Critical (claws), Improved Initiative, Mobility, Nimble Moves, Power Attack, Spring Attack

Skills Acrobatics +22, Climb +24, Perception +22, Stealth +24 (+28 in icy or snowy areas), Survival +20; **Racial Modifiers** +4 Stealth in icy or snowy areas

Languages Auran

SQ adaptive camouflage

ECOLOGY

Environment cold mountains

Organization solitary

Treasure none

SPECIAL ABILITIES

Adaptive Camouflage (Ex) A stormghost's hide shifts coloration over time to match its environment, granting it +4 racial bonus on Stealth checks within the ranger favored terrain type matching its current terrain. A stormghost moving to a different terrain must stay 1d4 weeks to gain the bonus.

Impaling Leap (Ex) As a standard action, a stormghost can leap onto a target at least one size category smaller than itself and impale the victim. The target suffers 6d8+16 points of piercing damage and is pinned (DC 26 Reflex negates). The stormghost must maintain the pin as normal. Pinned foes take impaling leap damage each round. The save DC is Dexterity-based.

Static Aura (Su) A stormghost can surround itself with crackling electricity that leaps from its body. All creatures within 5 feet of the stormghost take 2d6 points of electricity damage at the beginning of the stormghost's turn. A stormghost can suppress or resume this ability as a free action.

Static Blast (Su) As a standard action, a stormghost can focus its static charge into a bolt, releasing it in a 40-foot line that deals 15d6 points of electricity damage. A successful DC 25 Reflex save halves this damage. A stormghost can use its static blast once every 1d4 rounds. The save DC is Constitution-based.

Cunning hunters, stormghosts prowl lonely arctic tors, so named by their victims for their ability to conjure malignant weather and attack unseen. Stormghosts search constantly for food, tracking animals and intelligent creatures alike, and their appearances vary depending on the season, allowing them to blend into any environment. While stormghosts are thankfully rare, their regeneration mitigates the effects of aging, allowing them to live for more than 2,000 years. A typical stormghost stands 8 feet tall in its regular posture, but can extend its legs to reach up to 14 feet, with its muscled flesh and hardened chitin armor making it weigh roughly 1,500 pounds.

Illustration by Raven Mimura

Stranglereed

This tangled mass of thick reeds extends from a bulbous pod split by a wide, thorn-toothed maw.

STRANGLEREED **CR 9**

XP 6,400

N Large plant (aquatic)

Init +9; **Senses** low-light vision; Perception +10

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, –1 size)

hp 114 (12d8+60)

Fort +13, **Ref** +11, **Will** +5

Defensive Abilities all-around vision, **DR** 5/slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 5 ft., climb 10 ft., swim 20 ft.

Melee 2 tendrils +16 (2d8+7 plus grab), bite +15 (1d8+7)

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

Special Attacks constrict (2d8+7), grab, pull (tendril, 5 ft.), strangle, suffocate

STATISTICS

Str 25, **Dex** 20, **Con** 21, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 32 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Lunge, Skill Focus (Stealth), Stealthy, Weapon Focus (tendrils)

Skills Climb +15, Escape Artist +7, Perception +10, Stealth +15, Swim +15

SQ freeze, water dependency

ECOLOGY

Environment warm rivers or lakes

Organization solitary or patch (2–6)

Treasure incidental

SPECIAL ABILITIES

Freeze (Ex) A stranglereed can hold itself so still that it appears to be normal vegetation. A stranglereed that uses this ability can take 20 on its Stealth check to hide in plain sight as a regular patch of reeds.

Grab (Ex) A stranglereed can grab a foe of up to one size category larger than itself.

Strangle (Ex) Stranglereeds have an unerring talent for seizing their victims by the throat. A creature grappled by a stranglereed can't speak or cast spells with verbal components.

Suffocate (Ex) A creature affected by a stranglereed's strangle ability can't breathe and must hold its breath or suffocate.

Stranglereeds float motionless in calm lakes and rivers, waiting for prey to approach before lashing out with thick tendrils, grabbing their targets by the throat. Once the stranglereed has secured its prey, it pulls the victim beneath the surface of the water and directs the meal into it's "mouth," a submerged circular orifice ringed with gnashing barbs and thorns. Exceptionally voracious, the stranglereed never stops feeding, and in desperate times, the industrious plant can leave the water briefly in order to hunt on land. These vicious plants may even chase slower prey if it breaks free of their tendrils, but fortunately, a stranglereed can spend only a limited amount of time out of water. Each stranglereed resembles a patch of normal reeds that covers a roughly circular 10-foot-diameter area, while its large, mawed central pod normally hides beneath the water's surface. A stranglereed weighs 800 pounds.

A stranglereed reproduces by expelling seeds that float on air currents, much like dandelion fluff. Those that land on dry earth soon die or become meals for birds and other small animals, but those that land in water grow into full-sized stranglereed stalks within 1 month. A large body of water can be home to multiple stranglereeds, but only if the food supply can meet their demands.

Illustration by Kiki Moch Rizky

Su

This emaciated quadruped has a mouth full of jagged teeth and a cluster of bald, mewling offspring clinging to its back.

SU **CR 8**

XP 4,800

CE Medium magical beast

Init +4; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

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

hp 114 (12d10+48)

Fort +11, **Ref** +12, **Will** +6

Defensive Abilities improved evasion; **DR** 10/magic; **Immune** disease

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +16 (1d8+4 plus 1d6 bleed), 2 claws +16 (1d6+4/19–20 plus grab)

Special Attacks bleed (1d6), pounce, prehensile tail, rake (2 claws +16, 1d6+4), whelp magic

Psychic Magic (CL 12th; concentration +15)

0 PE (see whelp magic)—*id insinuation II*[OA] (3 PE, DC 16), *mind thrust III*[OA] (3 PE, DC 16), *thought shield II*[OA] (3 PE)

STATISTICS

Str 19, **Dex** 19, **Con** 16, **Int** 7, **Wis** 14, **Cha** 16

Base Atk +12; **CMB** +16 (+20 grapple); **CMD** 31 (35 vs. trip)

Feats Critical Focus, Dodge, Improved Critical (claw), Mobility, Nimble Moves, Toughness

Skills Acrobatics +14, Climb +12, Perception +10, Stealth +11 (+19 in forests); **Racial Modifiers** +4 Acrobatics, +8 Stealth in forests

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

SQ whelp family

ECOLOGY

Environment any forests

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

Treasure incidental

SPECIAL ABILITIES

Whelp Family (Su) A su always carries 3–6 (1d4+2) Diminutive infant su on its back that share a telepathic bond with their parent, acting as extra eyes for the adult. Area effects target the su and not its whelps, but individual whelps can be targeted with attacks (AC 18; 4 hp). If the su dies, its whelps die as well. A helpless su's whelps can be easily killed or removed from the su (removing them from the su also immediately kills them). If all of a su's whelps are slain, the su immediately loses its all-around vision and improved evasion and is sickened until it regains at least one new whelp. A su replaces lost whelps at a rate of one whelp per week.

Prehensile Tail (Ex) A su can use its tail to attempt a dirty trick, disarm, steal, or trip combat maneuver against an adjacent opponent as a swift action that does not provoke an attack of opportunity.

Whelp Magic (Sp) Su whelps possess psychic powers that fade with age. As a swift action, a su can command one of its whelps to activate a psychic spell using the psychic magic special ability. A whelp can also maintain concentration on a spell, provided the su spends a swift action. Any spells that grant bonuses to their target apply to the su as well as its whelps. The whelps have a pool of 3 PE per whelp, and each time a whelp dies the remaining pool reduces by 3. A su with no whelps can't use psychic magic.

Hateful and melancholic, the psychic marsupials called su can feel their minds weaken as they mature, and take out their frustration on any creatures who enter their forests.

All su bear young. After mating, they implant each other's back-pouches with oily, tumor-like eggs which hatch over the next year into tiny, psychically gifted humanoids. These young su cling to their parents' backs, feeding on parasites and scraps. Born at the apex of their psychic abilities, baby su slowly change shape and lose their powers over their first year—by the time they reach their full predatory form, all psychic magic has vanished. These furious new adults then leave to become providers for their own whelps. A grown su is 5 feet long and 90 pounds.

Illustration by Brynn Metheney

Syricta

A cobra head rests on a humanoid torso that splits into dozens of snakes. One arm is a snake tail, while the other is two snake heads.

SYRICTA **CR 12**

XP 19,200

CE Large aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +22

DEFENSE

AC 29, touch 11, flat-footed 27 (+2 Dex, +18 natural, –1 size)

hp 178 (17d8+102)

Fort +11, **Ref** +9, **Will** +12

Immune mind-affecting effects, paralysis, poison; **SR** 23

Weaknesses serpentfolk pawn

OFFENSE

Speed 40 ft.

Melee 3 bites +22 (2d6+10/19–20 plus poison), tentacle +20 (1d6+5 plus grab)

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

Special Attacks constrict (1d6+10), poison, poison cloud, snake overrun

STATISTICS

Str 31, **Dex** 14, **Con** 22, **Int** 7, **Wis** 14, **Cha** 17

Base Atk +12; **CMB** +23 (+27 overrun); **CMD** 35 (37 vs. overrun, can't be tripped)

Feats Greater Overrun, Improved Critical (bite), Improved Overrun, Intimidating Prowess, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (tentacle)

Skills Intimidate +31, Perception +22, Survival +7

Languages Aklo, Draconic, Undercommon

ECOLOGY

Environment any land

Organization solitary, pair, knot (3–5)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength; *cure* 2 consecutive saves.

Poison Cloud (Ex) Once per day as a swift action, a syricta can exhale a poisonous cloud from its nostrils in a 20-foot radius centered on it. Any creature within the cloud or entering it must immediately succeed at a DC 24 Fortitude save or be affected by the syricta's poison. The cloud dissipates at the beginning of the syricta's next turn.

Serpentfolk Pawn (Ex) A syricta's immunity to mind-affecting effects doesn't apply against serpentfolk or any effects originating from a serpentfolk (for example, a *mind fog* cast by a serpentfolk would bypass the syricta's immunity to mind-affecting effects).

Snake Overrun (Ex) The numerous snake heads and tails of a syricta's lower torso deal 6d6 points of bludgeoning, piercing, and slashing damage to creatures when it succeeds on an overrun combat maneuver against them. Creatures that take damage from a syricta's snake overrun are also subjected to the syricta's poison.

Serpentfolk breed syrictas by performing a ritual to infuse a deformed serpentfolk egg with the vital essence from a clutch of snake eggs. The resulting amalgamation is a nightmarish cross between a serpentfolk and a mass of writhing ophidian tails and heads.

Numerous snakes make up these abominations' lower halves, granting them a slithering form of locomotion. Each syricta also has a thick, muscled snake tail forming one of its arms, allowing it to wrap around prey and squeeze the life from them, while its other arm splits at the elbow into two venomous snake heads, granting the syricta a total of three deadly bites. Despite being much smaller than its main head, the arm heads are possessed of unexpected strength for their size, making them equally deadly. These heads are also adept at manipulating objects, allowing the syricta to perform any action that would require a hand—such as holding a weapon—at the expense of those bite attacks.

These hideous monstrosities serve the serpentfolk as bodyguards and enforcers, their primitive minds conditioned to obey their serpentfolk masters. They fight to the death if so commanded, though when they lack commands from a serpentfolk, they act as brutish bullies and cowards, viciously and sadistically harming those weaker than themselves but fleeing from foes that prove stronger. Syricta societies are harsh, ruled absolutely by the strongest individuals, and rarely last long due to syrictas' inability to reproduce. Most syrictas instead spend their lives serving their serpentfolk creators, rarely forming relationships with other syrictas.

Syrictas are entirely carnivorous. A typical adult syricta stands around 9 feet tall and weighs 550 pounds.

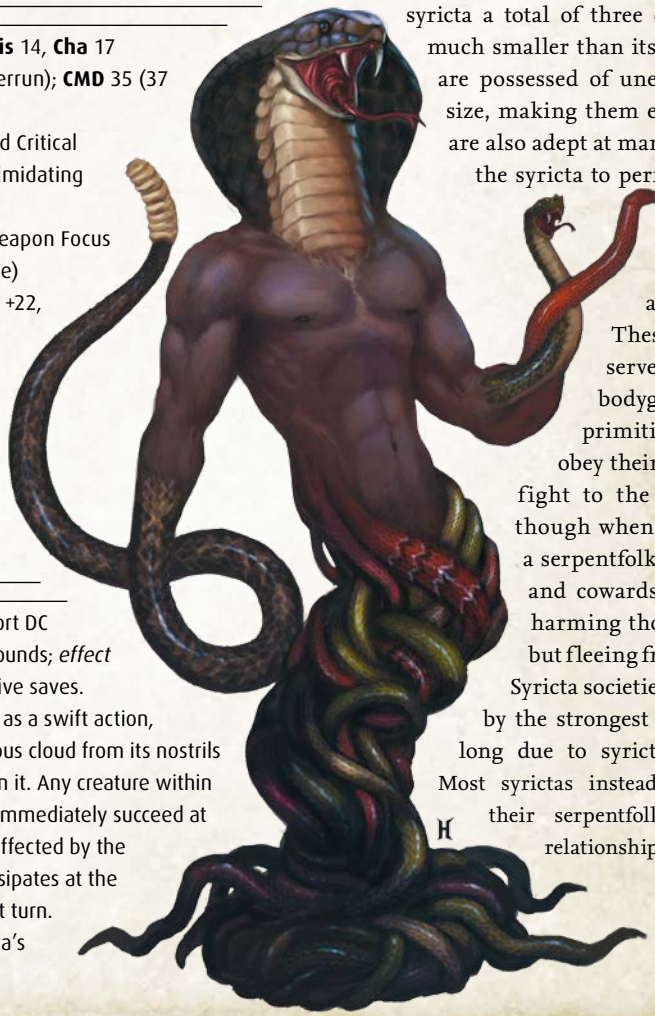


Illustration by Nemanja Stankovic

Taxidermic Creature

Tufts of haphazard fur line the body of this gruesome bear, while great lines of stitching crisscross its body.

TAXIDERMIC GRIZZLY BEAR CR 3

XP 800

N Large construct

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

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 natural, –1 size)

hp 63 (6d10+30)

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

Immune construct traits

Weaknesses defect (crude stitching), vulnerable to slashing

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+4), bite +7 (1d6+4) or slam +7 (1d6+6)

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

STATISTICS

Str 19, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 3

Base Atk +4; **CMB** +9; **CMD** 19 (23 vs. trip)

Skills Swim +8; **Racial Modifiers** +4 Swim

ECOLOGY

Environment any

Organization any

Treasure none

Taxidermic creatures are the work of obsessed individuals seeking to use their alchemical or occult talents to preserve and reanimate lifeless beings. The abilities of taxidermic creatures often pale in comparison to those of their living counterparts, as they are bereft of intelligence or an animate life force to guide them. Instead, taxidermic creatures possess a rudimentary form of instinct, though they are still able to follow basic instructions from their creators.

Less refined than the magic used to animate undead, golems, and other constructs, the creation of a taxidermic creature is at best an inaccurate science. There is no one method of crafting a taxidermic creature, so each result is different. Every creature crafted in such a manner is prone to inherent defects based on the materials used or shortcuts taken during the process, and may or may not be able to obey its creators commands in a satisfactory manner. Because of taxidermic creatures' limited mental faculties, their creators must be extremely careful and literal when commanding them.

Left unattended, taxidermic creatures stand in place, having no need to drink, eat, or sleep. Unless given specific commands, the actions of these creatures are unpredictable. Each taxidermic creature behaves differently, depending on the quirks of its individual construction. Some taxidermic creatures move and act like prowling animals, while others move with the rigidity and unerring purpose of animated objects. Some twisted taxidermists have gone so far as to create taxidermic humanoids, aberrations, and even fey.

Creating a Taxidermic Creature

"Taxidermic creature" is an acquired template that can be added to any corporeal creature (other than constructs or undead), referred to hereafter as the base creature.

Challenge Rating: This depends on the creature's original number of Hit Dice, as noted on the following table, and is further adjusted based on its size, as noted in the Hit Dice entry below.

Hit Dice	CR
1	1/4
2	1/2
3–4	1
5–6	2
7–8	3
9–10	4
11–12	5
13–16	6
17–20	7
21–24	8
25–28	9

Alignment: Always neutral.

Type: The creature's type changes to construct. It retains all subtypes except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Senses: The creature gains darkvision 60 feet and low-light vision if it does not already possess them.

Armor Class: The taxidermic creature's natural armor bonus is based on its size.

Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: Remove Hit Dice gained from class levels (minimum of 1) and change all racial Hit Dice to d10s. As constructs, taxidermic creatures gain a number of bonus hit points based on their size. This information is repeated in the table below. Taxidermic creatures also

gain bonus Hit Dice based on their size, as noted on the following table.

Size	Bonus Hit Dice	Bonus Construct hp	CR Increase
Tiny or smaller	—	—	—
Small	—	+10	—
Medium	—	+20	—
Large	+1 HD	+30	+1
Huge	+2 HD	+40	+1
Gargantuan	+3 HD	+60	+1
Colossal	+4 HD	+80	+2

Saves: The creature's base save bonuses are Fortitude +1/3 Hit Dice, Reflex +1/3 Hit Dice, and Will +1/3 Hit Dice.

Defensive Abilities: Taxidermic creatures lose their defensive abilities and gain all the qualities and immunities granted by the construct type.

Weaknesses: A taxidermic creature gains the following weakness.

Defect (Ex): Every taxidermic creature has one major defect. This manifests as a unique weakness, based on the reconstruction method used on the subject. Select one of the following.

- *Crude Stitching*: Massive open stitches mar the surface of the taxidermic creature. It gains vulnerability to slashing weapons.
- *Defective Eyes*: Whether from cracks in a glass eye or cloudiness from preservatives applied too late, the eyes on the taxidermic creature are damaged. Every attack, melee or ranged, made by the taxidermic creature suffers a 10% miss chance.
- *Understuffed*: Reduce the number of bonus hit points the taxidermic creature receives from being a construct by half. Only taxidermic creatures of Medium size or smaller can have this defect.
- *Wire Frame*: Thick metal wiring supports the taxidermic creature. It is vulnerable to electricity and counts as metal for the purposes of abilities and spells that affect metal (such as *chill metal* or *shocking grasp*).
- *Wooden Struts*: Planks of wood hold up the taxidermic creature's frame. It is vulnerable to fire and counts as wood for the purposes of abilities and spells that affect wood (such as *warp wood*).

Speed: Reduce the base speed of a taxidermic creature by 10 feet, to a minimum of 20 feet. Winged taxidermic creatures can fly, but their maneuverability drops to clumsy. If the base creature flew magically, the taxidermic creature loses this ability. Retain all other movement types.

Attacks: A taxidermic creature retains all natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the taxidermic creature's size.

Special Attacks: A taxidermic creature retains none of the base creature's special attacks.

Ability Scores: Strength –2, Dexterity –2. A taxidermic creature has no Constitution or Intelligence score. Its Wisdom becomes 10 and Charisma becomes 3.

Base Attack Bonus: A taxidermic creature's base attack bonus is equal to 3/4 of its Hit Dice, even though most constructs have base attack bonuses equal to their Hit Dice.

Skills: A taxidermic creature has no skill ranks. It loses all racial bonuses on skill checks that are not directly related to its physical form.

Feats: A taxidermic creature loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase.

Special Qualities: A taxidermic creature loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks.

Illustration by Bryan Sola

Termite, Giant

This pony-sized insect has long black mandibles and a banded abdomen of white.

GIANT TERMITE **CR 3**

XP 800

N Medium vermin

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

DEFENSE

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

hp 32 (5d8+10)

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

Immune disease, mind-affecting effects; **Resist** acid 5

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +6 (1d8+4 plus 1d6 acid)

Special Attacks gnaw, swarming

STATISTICS

Str 17, **Dex** 11, **Con** 14, **Int** —, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +6; **CMD** 16

ECOLOGY

Environment warm forests, plains, or underground

Organization solitary, pair, nest (3–9), or colony (10–60)

Treasure none

SPECIAL ABILITIES

Gnaw (Ex) Giant termites can burrow through earth and wood but not stone or metal. Their natural attacks and acid ignore hardness of 5 or less.

Swarming (Ex) Two giant termites can share the same space without penalty, and if both attack the same creature they are considered to be flanking that foe. Giant termites take no damage from termite swarms.

Giant termites are social, burrowing insects that create immense earthen mounds the size of cathedrals to house their large colonies. The colony splits into small groups to take on various tasks, like hunting food or collecting dirt and clay to expand the colony's mound. They are destructive pests, consuming plant matter and destroying wooden structures, but they consume meat as well if creatures interfere with their cycle of demolition and construction. Termites also use their acid to render animals into glue to reinforce the mound.

Termite Swarm

The ground teems with crawling termites, biting and stinging as they come.

TERMITE SWARM **CR 6**

XP 2,400

N Fine vermin (swarm)

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

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 75 (10d8+30)

Fort +10, **Ref** +5, **Will** +4

Defensive Abilities swarm traits; **Immune** disease, mind-affecting effects, visual effects, weapon damage; **Resist** acid 5

Weaknesses blind

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee swarm (3d6 plus 1d6 acid)

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

Special Attacks distraction (DC 17), gnaw, lingering sting

STATISTICS

Str 1, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** —; **CMD** —

ECOLOGY

Environment warm forests, plains, or underground

Organization solitary, pair, nest (3–6), or colony (7–12)

Treasure none

SPECIAL ABILITIES

Gnaw (Ex) Termite swarms can burrow through earth and wood but not stone or metal. Their swarm attack and acid ignore hardness of 5 or less.

Lingering Sting (Ex) Creatures damaged by a termite swarm's acid are sickened with pain (Fortitude DC 17 negates). Creatures can attempt a new save each round at the end of their turn to end this effect. The save DC is Constitution-based.

Termite swarms are the bane of architects and engineers in warm climes. They live in mounds and nests, devouring growing plants, decaying logs, and wooden structures alike from the inside out, and can quickly bring down even a solidly constructed building. They are nearly impossible to eradicate, and react with violence when their mounds are threatened.

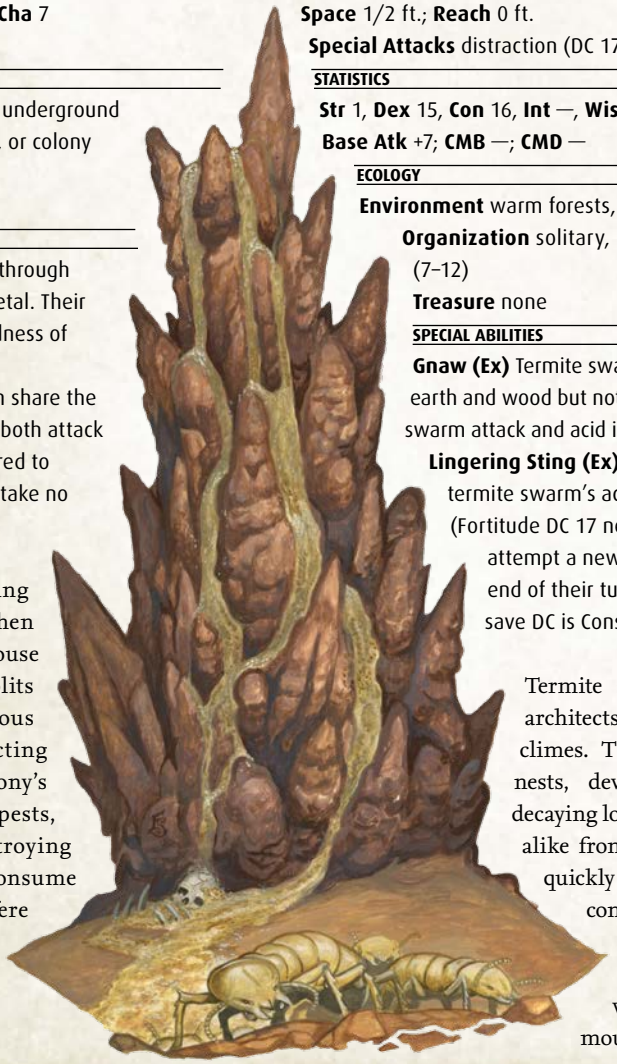


Illustration by Florian Stitz

Thought Eater

A nimbus of glowing, intangible matter envelops this strange skeletal creature with a birdlike beak.

THOUGHT EATER **CR 2**

XP 600

N Tiny aberration (extraplanar)

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

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 18 (4d8)

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

Defensive Abilities ethereal body

OFFENSE

Speed 10 ft., fly 30 ft. (perfect)

Melee bite +9 (1d3–3 plus eat thoughts)

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

Psychic Magic (CL 4th; concentration +6)

5 PE—*identify* (1 PE), *daze monster* (2 PE, DC 14), *detect thoughts* (2 PE, DC 14), *resist energy* (2 PE)

STATISTICS

Str 4, **Dex** 19, **Con** 10, **Int** 7, **Wis** 12, **Cha** 15

Base Atk +3; CMB +5; CMD 12

Feats Improved Initiative, Weapon Finesse

Skills Fly +16, Perception +8, Stealth +19

Languages Aklo (can't speak); telepathy 30 ft.

SQ ethereal passage

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary or group (1–3)

Treasure none

SPECIAL ABILITIES

Eat Thoughts (Su) A living and corporeal creature that takes damage from a thought eater's bite loses some of its thoughts, as the thought eater drains them to nourish itself. If the victim is a spellcaster, she loses a single spell prepared, or a single unused spell slot (if she is a spontaneous spellcaster) of 1st level or higher. A spellcaster chooses which spell or spell slot she loses from this ability. If the victim is not a spellcaster or has no prepared spells or unused spell slots of 1st-level or higher, on a failed saving throw this ability instead deals 1 point of Intelligence, Wisdom, or Charisma damage (victim's choice). When a creatures loses a spell slot or takes ability damage from this ability, the thought eater gains 1 PE (up to a maximum of its total daily PE; 5 for most thought eaters).

Ethereal Body (Su) A thought eater's skin and organs are composed primarily of ethereal tissue. The thought eater takes half damage from nonmagical weapons, but is affected normally by magic weapons and spells. For every minute the thought eater remains on a plane other than the Ethereal Plane, it must spend 1 PE or take 1d6 points of damage as its body begins to dissipate.

Ethereal Passage (Sp) A thought eater can move from the Ethereal Plane to the Material Plane as a move action, and can move from the Material Plane to the Ethereal Plane as a full-round action. Moving from the Material Plane to the Ethereal Plane costs the thought eater 1 PE, although moving from the Ethereal Plane to the Material Plane does not. Both forms of movement provoke attacks of opportunity.

Illustration by Bryan Sola

These tiny predators of thought live almost their entire lives on the Ethereal Plane. They are so tied to that place that without its energy, a thought eater's psychic power begins to deplete, until finally the very fabric of its own personal reality breaks down and it fades out of existence. But while the Ethereal Plane is necessary for thought eaters' continued existence, its vastness and relative lack of prey force thought eaters to sometimes hunt on the Material Plane. Such trips are often gluttonous affairs, as the thought eaters must not only gain sustenance, but also gain enough nourishment to stave off their rapid psychic and physical decay in that hostile environment.

Normally, thought eaters are fairly single-minded, but the inherent danger in their forays to the Material Plane makes them eager for easy meals. Someone who takes the time to provide consistent easy meals for a thought eater can expect the creature to follow her on the Ethereal Plane, watching for its next feeding time. Given that every minute on the Material Plane is strenuous for a thought eater, such a person is unlikely to receive much conversation from the creature trailing her, but if something threatens the safety of its food source, the thought eater may be moved to protect its companion. In this case, the thought eater uses its *daze monster* ability to help the person escape and may even be motivated to cast *resist energy* on her. If this bizarre and alien friendship continues for long enough, the thought eater may even choose to assist in identifying magic items—when properly compensated, of course.

Thriae Constructor

A droning hum surrounds this gargantuan half-bee, half-woman with insectile wings.

THRIAE CONSTRUCTOR CR 14

XP 38,400

N Gargantuan monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 30, touch 6, flat-footed 30 (+24 natural, –4 size)

hp 218 (19d10+114)

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

Immune mind-affecting effects, poison, sonic; **Resist** acid 20; **SR** 25

OFFENSE

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

Melee bite +25 (2d8+10), 2 slams +25 (2d6+10), sting +25 (2d6+10 plus poison)

Ranged sticky wax +15 touch (encase)

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

Special Attacks encase, merope consumption, poison

STATISTICS

Str 30, **Dex** 11, **Con** 22, **Int** —, **Wis** 17, **Cha** 13

Base Atk +19; **CMB** +33; **CMD** 43

Skills Fly +2; **Racial Modifiers** +4 Fly

ECOLOGY

Environment any

Organization solitary, pair, or troop (1 plus 6–15 thriae soldiers[83])

Treasure none

SPECIAL ABILITIES

Encase (Ex) A thriae constructor produces vast amounts of fast-drying, adhesive wax. A creature hit by a thriae constructor's sticky wax must succeed at a DC 25 Reflex save or be encased in a ball of wax. A creature that succeeds at its saving throw gains the entangled condition, but can otherwise act normally. An encased creature is pinned and can't use spells with verbal components. On the first round, an encased creature can attempt to break out by succeeding at a DC 25 Strength check. If it fails to escape, on all future rounds the encased creature is helpless and can't attempt to escape. A creature that hits a ball of sticky wax with a natural attack must succeed at a DC 25 Reflex save or become stuck. A stuck creature can't move away from the ball of wax or use the stuck limb until it escapes, but can otherwise act normally. If a creature strikes the ball of wax with a manufactured weapon, it must succeed at a DC 25 Reflex save or the weapon becomes stuck. Sticky wax has hardness 5, has 100 hit points, and is vulnerable to fire. The save DCs are Constitution-based.

Merope Consumption (Su) Three times per day as a standard action, a thriae constructor can consume a dose of merope (*Pathfinder RPG Bestiary 3* 263) to gain the ability to launch its wax with crushing force for 1d4 rounds. Starting on the round after the constructor consumes the merope, its sticky wax attack deals 6d6+8 points damage on a successful hit, in addition to the encase effect.

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d6 Str plus sickened; *cure* 2 consecutive saves. The save DC is Constitution-based.

Illustration by Jorge Fares

Thriae blend the physical features of graceful humanoid women with those of giant bees. For the most part, they are a wise, knowledgeable, and spiritual race. But unlike others of their kind, thriae constructors are not philosophers or seers; they are mindless laborers that react by pure instinct. Despite their lack of intelligence, however, these enormous creatures possess an even more complex sense of architecture and structure than bees, and in some ways, their architectural instincts surpass even the greatest designs a human mind could imagine. Other thriae, particularly those of high rank, are adept at directing thriae constructors to focus on those jobs that will most benefit the community and herding them to their work. In times of peace, thriae constructors labor to build, expand, and renovate hives and enhance its fortifications. When a thriae hive is threatened, the constructors quickly descend upon their foes, encasing these enemies in the same secretion of adhesive wax they normally use as a material to build the hive, and assailing resilient enemies with numerous attacks and a vicious poison.

A typical thriae constructor is 18 feet tall with a wingspan of 30 feet, and weighs about 5,500 pounds.

Thriae Dancer

This elegant half-woman, half-bee wields a glaive and is clad in flowing, gauzy garments. A veil covers most of her face.

THRIAE DANCER **CR 6**

XP 2,400

LN Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., *detect secret doors*; Perception +10

DEFENSE

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

hp 60 (8d10+16)

Fort +6, **Ref** +9, **Will** +7; +4 vs. mind-affecting effects

Immune poison, sonic; **Resist** acid 10

OFFENSE

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

Melee mwk glaive +13/+8 (1d10+6/×3), sting +10 (1d8+2 plus poison)

Special Attacks inspiring dance, poison

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*detect secret doors*

At will—*lullaby* (DC 13)

3/day—*calm emotions* (DC 15), *charm person* (DC 14), *hypnotism* (DC 14)

1/day—*deep slumber* (DC 16), *suggestion* (DC 15)

STATISTICS

Str 19, **Dex** 16, **Con** 15, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 25

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Multiattack

Skills Acrobatics +11, Diplomacy +11, Fly +11, Perception +10, Perform (dance) +11, Sleight of Hand +6, Stealth +12

Languages Common, Thriae

ECOLOGY

Environment any

Organization solitary, duet, trio, or troupe (4–8)

Treasure standard (mwk glaive, 3 doses of merope, other treasure)

SPECIAL ABILITIES

Inspiring Dance (Su) Three times per day as a standard action, a thriae dancer can consume a dose of merope and dance to create one of three effects. The thriae dancer may maintain her dance as a free action, and the effects persist as long as the thriae performs her dance. A thriae dancer can dance for a number of rounds equal to her Hit Dice before becoming fatigued. After that, if she continues dancing for that same number of rounds, she becomes exhausted. A thriae dancer may switch between performances as a swift action. All dances have a range of 60 feet. This is a mind-affecting effect.

Dance of Fervor: All non-thriae are affected by *confusion* and *rage* (Will DC 17 negates). When this effect ends, affected creatures are fatigued for a number of rounds equal to the time they were affected and are immune to that thriae dancer's dance of fervor effect for 24 hours. The save DC is Charisma-based.

Dance of Grace: All thriae gain a +1 insight bonus to AC and on Reflex saves. This bonus increases to +2 if three or more thriae dancers are performing a dance of grace within range.

Dance of Passion: All thriae gain a +1 insight bonus on attack and damage rolls. This bonus increases to +2 if three or more thriae dancers are performing a dance of passion within range.

Poison (Ex) Sting—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 1 save.

While most thriae possess alien grace and charm, thriae dancers are among the most beautiful of their kind. They are usually 6 feet tall and weigh 180 pounds.

Only terpsichoreans, the most talented and coveted thriae dancers, are permitted to perform alone. Terpsichoreans typically have levels in bard, are at least CR 9, and have access to the following spell-like abilities.

3/day—*heroism*, *suggestion*

1/ day—*zone of silence*

Illustration by Tyler Walpole

Titan, Danava

An ornate crown and resplendent armor adorn this massive warrior, who towers over hilltops.

DANAVA **CR 24/MR 9**

XP 1,228,800

LN Colossal outsider (extraplanar, lawful, mythic)

Init +21/+1[M], dual initiative; **Senses** darkvision 60 ft.; Perception +38

DEFENSE

AC 48, touch 24, flat-footed 35 (+9 deflection, +12 Dex, +1 dodge, +24 natural, –8 size)

hp 545 (26d10+402)

Fort +27, **Ref** +21, **Will** +24; +8 vs. mind-affecting, second save

Defensive Abilities fortification (50%), iron resilience, unstoppable[MA]; **DR** 20/epic; **Immune** aging, daze, death effects, disease, divinations, stagger, stun; **SR** 39

OFFENSE

Speed 90 ft.

Melee *+3 axiomatic tetsubo* +40/+40/+35/+30/+25 (6d8+30/19–20 ×5) or 3 slams +37 (2d8+27)

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

Special Attacks devastator, mythic power (9/day, surge +1d10), rock throwing (120 ft.), trample (4d8+27, DC 39)

Spell-Like Abilities (CL 20th; concentration +32)

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

At will—*bestow curse* (DC 26), *break enchantment*, *divination*, *greater dispel magic*, *sending*

3/day—quickened *chain lightning* (DC 28), *greater scrying* (DC 29), *harm* (DC 28), quickened *heal* (DC 28), *mass suggestion* (DC 28)

1/day—*greater planar ally*, *mass heal* (DC 31), *soul bind* (DC 31), *tsunami*[APG] (DC 31)

STATISTICS

Str 47, **Dex** 34, **Con** 35, **Int** 27, **Wis** 28, **Cha** 34

Base Atk +26; **CMB** +52 (+56 sunder); **CMD** 74 (76 vs. sunder)

Feats Combat Reflexes, Critical Focus, Dazing Assault[APG], Greater Sunder, Greater Vital Strike, Improved Critical[M] (tetsubo), Improved Initiative[M], Improved Sunder, Improved Vital Strike, Power Attack[M], Quicken Spell-Like Ability (*chain lightning*), Quicken Spell-Like Ability (*heal*), Vital Strike[M]

Skills Climb +44, Craft (any one) +37, Diplomacy +38, Intimidate +41, Knowledge (any one other) +34, Knowledge (arcana, engineering, nature) +34, Knowledge (planes) +37, Perception +38, Sense Motive +38, Spellcraft +37, Swim +47, Use Magic Device +41

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

SQ powerful blows (slam)

ECOLOGY

Environment any

Organization solitary

Treasure standard (*+3 axiomatic tetsubo*[UE], *danava mantle*, other treasure)

SPECIAL ABILITIES

Danava Mantle (Su) The ornate mantle a danava wears grants it a +9 deflection bonus to its AC. It functions for other Colossal mythic creatures in the same way, but not for non-mythic creatures or those of other sizes.

Devastator (Su) As a full-round action, a danava can make a single attack at its highest base attack bonus with its tetsubo or slam attack. This attack counts as a Vital Strike despite not using an attack action. On a successful hit, this attack bypasses all damage reduction and hardness. If used to perform a sunder combat maneuver or to damage an object, the attack is capable of critical hits (despite objects' usual immunity to critical hits) and is automatically treated as a critical threat.

Iron Resilience (Ex) Once per round, a danava can completely ignore an attack (whether it required an attack roll, was a targeted spell, or was an area attack, and regardless of whether it would cause damage or not). A danava can expend one use of mythic power to ignore an additional attack beyond the first in the same round; this ability uses no action and can be activated so long as the danava has mythic power remaining. The danava can choose to use this ability after the result of any attack roll, caster level check to overcome spell resistance, saving throw, or other pertinent check is revealed.

Chained for eons beneath the deepest waves of the endless seas, danavas are the eldest and first of the great outsiders collectively known as titans. Conceived originally at the foundation of reality to govern and regulate the mercurial forces that shaped the cosmos, danavas ultimately proved too harsh, too rigid, and too unflinching for their mission. Finally, when the danavas went to war with their chaotic and less powerful brethren, the gods interceded before creation was rent asunder, placing their elder children in stasis beneath the waves, buried at the cruxes of many worlds.

Danavas resemble thick—even rotund—but extremely muscular humans of incredible size. Reaching heights of 75 to 100 feet, danavas can weigh up to 200 tons. Their ancient ornamentations cover most of their red-brown skin, and their helmets always reveal their wagon-wheel-sized, pupilless eyes.

Since the time of their imprisonment, the danavas have seldom emerged from beneath the waves. When freed from its sequestration, a danava surfaces in an attempt to restore balance to the world, whether through the raising of an elder god, perhaps devastating a race of humanoids on the brink of a destructive discovery or crushing the unchecked hubris of their own lesser kin. And although danavas focus singularly on their targets, they coldly and ruthlessly dispatch enemies attempting to thwart that goal, raining down lightning and laying waste to entire

cities, wreaking fearsome havoc that becomes the stuff of legends. In combat, the titans typically use their massive brawn in conjunction with its mythic resilience to outlast enemies, saving their spell-like abilities for specific targets that pose a greater danger.

While the forces that release danavas into the world are mysterious, the great outsiders function with autonomy. If a danava's fury is successfully checked or resisted, the creature can be reasoned with. Typically, the titan divulges its charge and purpose, and explains the need for its actions, but without looking for pardon or expressing remorse. Danavas see the absolutes of the universe and rarely appreciate complexity or nuance. While danavas are usually lawful neutral, some lawful good and lawful evil danavas do exist. Lawful good danavas endeavor to cause the minimum necessary destruction to achieve their goals. Once they have righted whatever imbalance they were released to fix, danavas return to the fathomless depths until again no living memory of them remains.

Danava Pillar

Certain danavas have, over the eons, merged with the cruxes of the universe they oversee. These danava pillars are more powerful than normal, and destroying one would be a step toward unraveling reality itself, so they are targets for creatures like the hundun (see page 144), who wish to destroy entire dimensions. Danava pillars are always 10th mythic rank, and they vary from CR 25 to 30. This increase comes from templates like the advanced simple template, class levels, or both. Each danava pillar gains a unique ability from its connection to the fundamental linchpins of the universe, including (but not limited to) the following.

Akashic Guru (Ex): The danava pillar is connected to the Akashic Record. It gains a +20 racial bonus on all Knowledge checks, and it can expend 1 point of mythic power to recall its previous self from the Akashic Record (*Pathfinder RPG Occult Adventures* 244) without spending an action. If it does so, it is restored to full hit points, regains all uses of its spell-like abilities, and loses all conditions and spells currently affecting it (beneficial or detrimental); it does not regain any uses of mythic power. Since the ability does not require an action, the danava pillar can use this ability even when it can't take actions, as the universe itself attempts to prevent the threatened destruction of the pillar.

Temporal Lord (Ex): The danava pillar is connected to the Dimension of Time, and its multidimensional existence doesn't connect or relate to time in the same way as a typical creature's. Each round, just before its normal actions, the danava pillar benefits from effects identical to those of the spell *time stop* (though this isn't a spell effect). It doesn't spend an action to do so—this is simply a natural consequence of its nonlinear experience of time.

Yin and Yang (Ex): The danava pillar is connected to the Positive and Negative Energy Planes and the transmigration of souls. Both positive and negative energy heal the pillar (whether channeled to heal or to harm), and it can channel positive and negative energy at will once per round each as a free action. The channeled energy's effect is as a 20th-level cleric's. The danava pillar gains Selective Channeling as a bonus feat. Finally, a creature reduced to 0 hit points or below by any of the danava pillar's attacks is instantly reincarnated into its next life. Unlike the spell *reincarnate*, this transforms the creature into an infant with no class levels and little or no memory of its former life. Restoring the original creature from its new incarnation requires a *miracle*, a *wish*, or similar magic, and as doing so simultaneously eliminates the new incarnation, it could have profound moral or ethical implications for the restorer.

Illustration by Tomasz Chistowski

Tiyanak

With the size and appearance of a small child, this wrinkled grey figure has crimson eyes and jagged teeth.

TIYANAK **CR 6**

XP 2,400

CE Small undead

Init +9; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 19, touch 17, flat-footed 13 (+5 Dex, +1 dodge, +2 natural, +1 size)

hp 76 (9d8+36)

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

Immune undead traits

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee 2 claws +13 (1d6+5), bite +12 (1d6+5/15–20)

Special Attacks hobbling gait, ravaging despair, sanguinary rejuvenation

Spell-Like Abilities (CL 9th; concentration +13)

At will—*suggestion* (DC 16)

1/day—*crushing despair* (DC 17), *dimension door*, *shout* (DC 18)

STATISTICS

Str 12, **Dex** 20, **Con** —, **Int** 9, **Wis** 13, **Cha** 19

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

Feats Dodge, Improved Critical (bite)[B], Improved Initiative, Shadow Strike[APG], Skill Focus (Perception), Weapon Finesse[B], Weapon Focus (claw)

Skills Fly +19, Perception +16, Sense Motive +8, Stealth +21

Languages Common; telepathy 50 ft.

SQ sound mimicry (voices)

ECOLOGY

Environment any forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Hobbling Gait (Ex) A tiyanak never takes penalties from being prone. It can move at full speed while prone, and can fly without standing.

Ravaging Despair (Su) A tiyanak adds its Charisma bonus on all damage rolls with its natural attacks in addition to its Strength bonus. This damage is precision damage, so it isn't multiplied on critical hits and is ineffective against creatures immune to critical hits and sneak attacks.

Sanguinary Rejuvenation (Su) On a successful critical hit with its bite attack, a tiyanak deals an additional 2d6 points of damage and heals an equal number of hit points. The victim also takes 1d6 points of bleed damage. Any hit points in excess of the tiyanak's regular maximum become temporary hit points that dissipate after 1 minute. A tiyanak threatens a critical hit with its bite attack on a roll of 18–20 and gains Improved Critical (bite) as a bonus feat.

Born of tragedy and sorrow that have warped into hatred and fury, tiyanaks are formed from the souls of infants or young children that died near locales tainted with strong necromantic energies or demonic presences. The young soul blends with the corrupted energies, birthing a stunted and mocking apparition of the deceased, obsessed with devouring nearby sentient life. Humanoid in shape, tiyanaks resemble gray-skinned children with shriveled skin, deformed limbs, and patchy hair. A tiyanak's arms end in sharp claws and their mouths are lined with rows of needlelike teeth. A tiyanak typically reaches a height of only 2-1/2 feet, but weighs between 50 and 75 pounds. Tiyanaks use telepathy to communicate their own wretched anger to all those that come close, and infuse their teeth and claws with despair, making them sharper than any blade.

Tiyanaks hunger for the blood of humanoids, and use their mimicry to emulate the sounds of crying children, attempting to lure unsuspecting people to their side. Once one of these helpful souls draw close, a tiyanak either tries to dispatch its prey with natural attacks, or uses its *suggestion* ability to convince its target to bring it closer to a humanoid settlement of any kind, where it can torment the family that takes it in and find additional victims. Against multiple enemies, a tiyanak uses its *crushing despair* and *shout* spell-like abilities before picking a specific target and attempting to gorge itself on its victim's blood. Despite their single-minded hatefulness, tiyanaks will flee if overpowered, but they typically do not wander far from their point of origin. They have not entirely forgotten the children they once were, and though they loathe their former communities, the sorrowful echoes of their lives make them reticent to move far beyond the places they once thought of as home.

Illustration by Maichol Quinto

Tizheruk

This serpentine beast undulates through the water. Its scaly skin and its flesh are clear, revealing its red-and-brown organs.

TIZHERUK **CR 5**

XP 1,600

N Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 52 (5d10+25)

Fort +9, **Ref** +7, **Will** +2

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +12 (2d6+10 plus grab) or tongue +12 (grab and pull)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tongue)

Special Attacks pull (tongue, 15 ft.), swallow whole (1d6 acid damage, AC 14, 5 hp)

STATISTICS

Str 24, **Dex** 17, **Con** 21, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)

Feats Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Perception +7, Stealth +6 (+14 in water), Swim +19; **Racial Modifiers** +8 Stealth in water

SQ compression, see-through skin

ECOLOGY

Environment temperate rivers or marshes

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Compression (Ex) A tizheruk can use its compression ability to remain in waterways as shallow as 8 inches deep. While compressing itself against the floor of a body of water, a tizheruk gains a +4 circumstance bonus on Stealth checks.

See-Through Skin (Ex) Because so much of a tizheruk's body is transparent, a creature swallowed whole by it has line of sight to creatures outside the tizheruk, and creatures outside the tizheruk can see any creatures that were swallowed whole.

Tongue (Ex) A tizheruk's tongue is a primary attack with a reach equal to double the tizheruk's normal reach (20 feet for a Large tizheruk). A tizheruk's tongue deals no damage on a hit, but can be used to grab a creature and pull it closer. A tizheruk does not gain the grappled condition while using its tongue in this manner.

The tizheruk is a vicious freshwater predator that wreaks havoc in the lakes and rivers it inhabits. To make matters worse, tizheruks also frequently travel inland via smaller streams where animals and humanoids might think themselves safe. When a tizheruk swims upstream in such waters, it naturally compresses its muscles and organs, enabling it to remain in water less than a foot deep. It explodes to its full size as soon as it attacks, swallowing smaller prey or dragging larger creatures into the water before swimming away with its meal, crushing and potentially drowning its victim.

Though tizheruks subsist mostly on aquatic prey, they often supplement their diets with creatures caught on the shore, particularly sizable mammals such as deer or wild boars. To capture such creatures, a tizheruk extends its tightly coiled, whiplike tongue to snare one of its prey's legs, then retracts the appendage to pull the creature to its mouth, where it can seize the creature and drag its prey into the water.

A tizheruk's skin is nearly transparent, granting it natural camouflage beneath the water, where its rust-colored organs and tissue can easily be mistaken for the bed of a creek or stream. After gorging itself on fish or on land animals that wander near the shore, the tizheruk compresses itself on the bottom of a lake or river while it slowly digests its prey. Until then, its stealth is compromised, as the ragged chunks of flesh within its gullet are clearly visible, even if the tizheruk itself remains unseen.

An adult tizheruk is 15 feet long and weighs 200 pounds, though a tizheruk that has just fed may weigh up to two or three times as much. Larger tizheruks with the giant template are threats to even bigger prey.

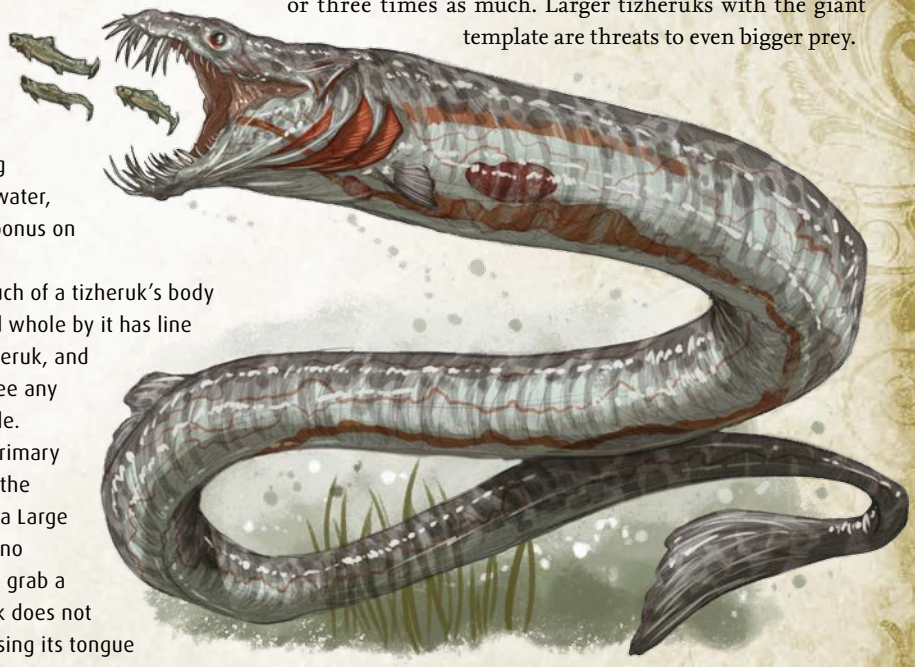


Illustration by Brynn Metheney

Trench Mist

A noxious mustard-colored vapor hangs low over the battlefield, concealing the lurching forms of dead soldiers.

TRENCH MIST **CR 10**

XP 9,600

NE Gargantuan aberration (air)

Init +9; **Senses** darkvision 60 ft., lifesense; Perception +25

DEFENSE

AC 12, touch 12, flat-footed 6 (+5 Dex, +1 dodge, –4 size)

hp 127 (15d8+60); fast healing 5

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

Defensive Abilities amorphous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, sonic

OFFENSE

Speed fly 40 ft. (perfect)

Melee touch +7 (6d6 acid plus 6d6 negative energy)

Space 20 ft.; **Reach** 10 ft.

Special Attacks create juju zombie, engulfing mists (DC 22, 6d6 acid plus 6d6 negative energy)

STATISTICS

Str —, **Dex** 20, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +15; **CMD** 31 (can't be tripped)

Feats Ability Focus (engulfing mists), Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Perception), Toughness

Skills Fly +25, Perception +25

Languages Common (can't speak); telepathy 30 ft.

SQ gaseous, juju zombie symbiosis

ECOLOGY

Environment any

Organization solitary, pair, or horror (3–5)

Treasure none

SPECIAL ABILITIES

Create Juju Zombie (Su) A trench mist can animate any corporeal creature that is slain while engulfed within the mist's form. The victim rises as a juju zombie (*Pathfinder RPG Bestiary 2* 291) in 1d4 rounds, and is under the control of the trench mist that created it. A juju zombie becomes free-willed if it is separated from its parent trench mist. A trench mist can animate and control a number of juju zombies whose Hit Die total does not exceed twice the trench mist's own Hit Dice. Any additional juju zombies beyond that become free-willed.

Engulfing Mists (Ex) A trench mist can engulf foes (see the engulf special ability on page 293). A creature engulfed by a trench mist does not gain the pinned condition and can move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it takes the trench mist's touch damage. A trench mist's vapors obscure sight as per the spell *obscuring mist*. The save DC to avoid the engulfing mists is Constitution-based.

Gaseous (Ex) A trench mist has a body composed of vapor. This form grants it the amorphous defensive ability and allows it to pass through small holes or even mere cracks with no reduction to its speed, but it can't enter water or other liquids. A trench mist doesn't have a Strength score. It can't manipulate or wear objects, and it is treated as a creature three size categories smaller than its actual size (Medium for most trench mists) for the purpose of how wind affects it.

Juju Zombie Symbiosis (Su) Because of its symbiotic relationship with the juju zombies it creates, a trench mist shares its senses with its animated zombies as long as they are engulfed within its form, granting them lifesense and making them immune to the concealment the trench mist imposes upon creatures within and outside of its foggy form.

Trench mists arise from the wholesale slaughter of troops with spells such as *acid fog* and *cloudkill*. These magical mists linger over the battlefield, absorbing the departing souls and mental anguish of the slain, and developing a supernatural, malevolent sentience. Once born, trench mists seek only to impart misery and inflict a choking, scalding fate on those fortunate enough to escape the attacks that birthed the creature in the first place.

As it preys upon the living, a trench mist bleeds its bitter impulses into those it kills, adding the afflicted to a growing horde of shambling servants. Victims of its acidic mist rise as hateful zombies under the creature's control, and a trench mist that gains a horde of zombies is a dangerous foe indeed. On battlefields where trench mists are known to have arisen, wise commanders arrange cease-fires during which both sides abandon the site after gaseous attacks, lest their troops succumb to the horrifying fate of their comrades.

A trench mist's billowing form extends 20 feet across, but if bottled, weighs less than a pound.

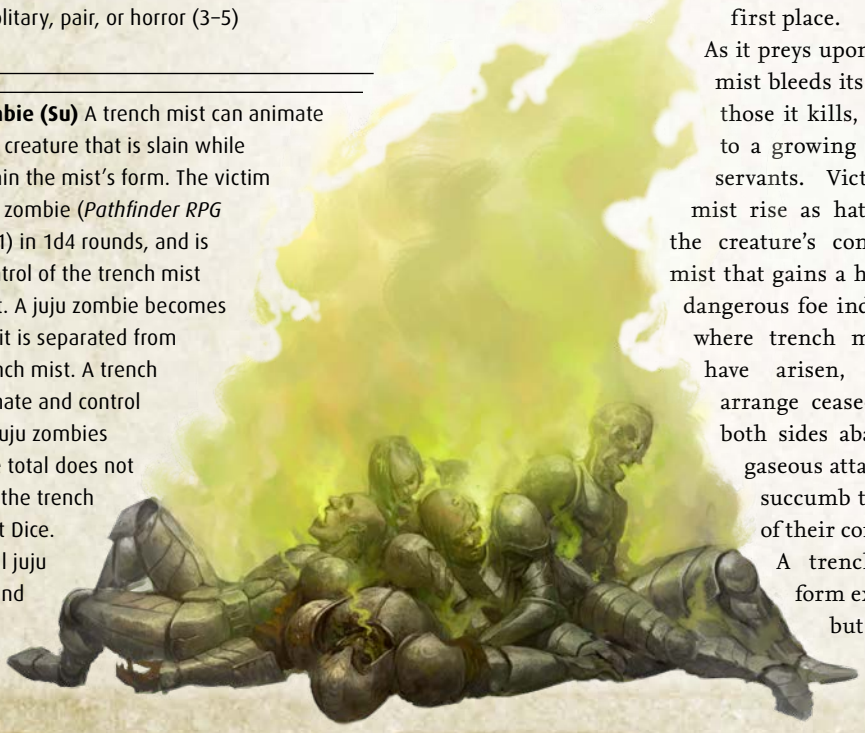


Illustration by Jorge Fares

Tsaalgrend

Strange, translucent gas bladders carry this tangle of thorny, purple vines and clumps of mold through the air.

TSAALGREND **CR 2**

XP 600

N Small plant

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

DEFENSE

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

hp 19 (3d8+6)

Fort +5, **Ref** +3, **Will** +1

Immune plant traits; **Resist** acid 5, electricity 5

Weaknesses light blindness, vulnerable to fire

OFFENSE

Speed 10 ft., climb 10 ft., fly 40 ft. (poor)

Melee bite +5 (1d4+2 plus grab), 2 tendrils +3 (1d4+1 plus grab)

Special Attacks grab (Medium), spores

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 3, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15 (17 vs. trip)

Feats Flyby Attack, Multiattack

Skills Climb +10, Fly +5, Perception +4

Languages spore communication

ECOLOGY

Environment any underground

Organization solitary, pair, cluster (3–6), or pod (7–20)

Treasure none

SPECIAL ABILITIES

Spores (Ex) As a standard action, a tsaalgrend can release a cloud of toxic spores in a 10-foot-radius spread. Each living creature within this area must succeed at a DC 13 Fortitude save or become paralyzed with fear as it vividly hallucinates for 1d4 rounds. A creature that successfully saves against this effect is immune to the same tsaalgrend's spores for 24 hours. This is a mind-affecting fear and paralysis effect. The save DC is Constitution-based.

A tsaalgrend is a predatory creature resembling a tangle of sturdy vines with jagged purple thorns. Its coloration is mottled with brown, green, and yellow mold patches that flake and fall as the creature writhes through the air. The tsaalgrend's vines barely conceal two translucent, gas-filled sacks that act as balloons, enabling it to float along above the ground. Two longer vines stretch from the creature's center, allowing the tsaalgrend to snare its prey. An opening filled with rows of spiky thorns, positioned on the creature's underside, serves as the creature's mouth. This orifice constantly emits a wet, rancid stench and a wheezing sigh as warm gas escapes from its floatation chambers.

Tsaalgrends are complex, ambulatory fungi, but also symbiotically support a multitude of other molds, fungi, mosses, and epiphytes. The most powerful mold growing within tsaalgrends produces potent, hallucinogenic black spores. Tsaalgrends mainly use these fine spores for hunting, and they are capable of ejecting spores in a wide area to stun prey. Any creature that breathes in the spores is immediately subject to an overwhelming terror response as its mind floods with primal, animalistic fears. The victim's breathing becomes quick and shallow, its heart rate rises dramatically, and nearby sounds become dull over the rush of blood in its ears. The creature's mind begs to flee, but its muscles simply seize tight. Most victims find this experience maddening enough that their frustration and panic heighten the actual chemical effects of the tsaalgrends' spores.

Daring alchemists occasionally hunt and trap tsaalgrends with the intention of harvesting the black spores from living specimens and using them to fabricate new and potent inhaled poisons. Securing a living tsaalgrend is important to the process, for the spores lose potency soon after they are released, making storage for later use impractical. Such alchemists often run afoul of fungus-focused druids, who commune with and protect these unusual plants.

Tsaalgrends display a limited intelligence—easily on par with apes—and can overcome simple puzzles and challenges. They communicate basic concepts with each other through the deliberate transfer of spores. These bouts of communication involve bursts of various colors and scents, granting tsaalgrends with large and more varied symbiotic colonies something akin to leadership roles. Most often, tsaalgrends "speak" to each other to coordinate hunting efforts. The plants also respond to some spoken language, though they lack a well-developed sense of hearing and show difficulty differentiating any but the simplest words and phrases. Several distinct patches of stubby 1- or 2-inch growths track light and movement, essentially serving as eyes.

A tsaalgrend typically grows to be over 3 feet long, and weighs about 40 pounds.

Illustration by Dmitry Burmak

Tsukumogami

When an object reaches the 100-year anniversary of its crafting, sometimes it forms an amalgam with a kami, creating a creature known as a tsukumogami. Tsukumogami run the gamut in personality, outlook, and function. Objects that are well kept and cared for often form curious and helpful tsukumogami. Most commonly, tsukumogami are mischievous and frightening but not actually malign. Tsukumogami formed from objects that have been abandoned, neglected, or misused are dangerous both to the humans around and to themselves, as their uncontrolled rage might eventually transform them into oni.

KOTO-FURUNISHI CR 2

XP 600

NG Tiny outsider (kami, native)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 22, touch 16, flat-footed 18 (+4 Dex, +6 natural, +2 size)

hp 18 (1d10+13); fast healing 5

Fort +3, **Ref** +6, **Will** +5

Defensive Abilities hardness 5; **Immune** construct traits, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d4)

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

At will—*decrepit disguise*[OA] (self only), *ghost sound*, *mending*, *quintessence*[OA] (self only)

STATISTICS

Str 10, **Dex** 18, **Con** 17, **Int** 15, **Wis** 17, **Cha** 14

Base Atk +1; **CMB** +3; **CMD** 13

Feats Weapon Finesse

Skills Bluff +6, Disguise +6, Knowledge (history) +6, Perception +7, Perform (string) +8, Sense Motive +7, Sleight of Hand +8, Stealth +16

Languages Common; telepathy 100 ft.

SQ construction points (extra hit points), freeze, merge with ward, ward (100-year-old koto)

ECOLOGY

Environment any

Organization solitary or band (1 plus 1–10 other tsukumogami)

Treasure none (the koto-furunishi itself is a masterwork koto)

A koto-furunishi is a tsukumogami that forms from a koto, also known as a long zither. Benevolent but shy, koto-furunishi enjoy playing beautiful music for others, especially attentive and caring owners, but never when they are being observed. Their penchant for doing so often leads to confusion as to the identity of the mysterious musician. If mistreated, a koto-furunishi never retaliates against its owner, but instead leaves its home to join a band of other tsukumogami who will appreciate its music more than its former owner.

KASA-OBAKE CR 4

XP 1200

N Small outsider (kami, native)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 14, flat-footed 17 (+3 Dex, +6 natural, +1 size)

hp 27 (2d10+16); fast healing 5

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

Defensive Abilities hardness 5; **Immune** construct traits, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee 3 slams +6 (1d6+2)

Spell-like Abilities (CL 2nd; concentration +4)

At-will—*decrepit disguise*[OA] (self only), *ghost sound*, *invisibility* (self only), *mending*, *quintessence*[OA] (self only), *ventriloquism*

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 16

Feats Weapon Focus (slam)

Skills Bluff +7, Craft (cloth) +7, Disguise +7, Knowledge (history) +7, Perception +8, Sense Motive +8, Sleight of Hand +8, Stealth +12

Languages Common; telepathy 100 ft.

SQ construction points (additional attack), freeze, merge with ward, ward (100-year-old umbrella)

ECOLOGY

Environment any

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

Treasure none

One of the most famous tsukumogami is the one-eyed and one-legged umbrella creature known as kasa-obake, a creature that is alternately creepy, curious, and mischievous. Kasa-obake are as likely to scare a creature away as they are to assist it, though their seemingly unpredictable nature always has a pattern behind it. For instance, most kasa-obake react more positively to those who treat their belongings well. Kasa-obake can be sources of wisdom if approached correctly, but they are also likely to tell amusing tall tales instead of the truth.

BOROBOROTON CR 5

XP 1600

NE Medium outsider (kami, native)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 48 (3d10+32); fast healing 5
Fort +5, **Ref** +5, **Will** +6
Defensive Abilities hardness 5; **Immune** construct traits, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.
Melee 2 slams +8 (1d8+4 plus grab)
Special Attacks constrict (1d8+4)
Spell-like Abilities (CL 3rd; concentration +5)
At will—*decrepit disguise*[OA] (self only), *ghost sound*, *invisibility* (self only), *levitate*, *mending*, *quintessence*[OA] (self only), *silent image*, *ventriloquism*

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 15, **Wis** 17, **Cha** 14
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 20
Feats Dodge, Weapon Focus (slam)
Skills Bluff +8, Craft (cloth) +8, Disguise +8, Knowledge (history) +8, Perception +9, Sense Motive +9, Sleight of Hand +8, Stealth +8
Languages Common; telepathy 100 ft.
SQ construction points (grab, constrict), freeze, merge with ward, ward (100-year-old sleeping mat)

ECOLOGY

Environment any
Organization solitary or party (1 plus 5–20 other tsukumogami)
Treasure none

Boroborotons are the tsukumogami of tattered old sleeping mats, abandoned and neglected by their owners. Boroborotons are starved for affection and often wander the night in search of companionship, ideally from humanoids like those who created them. When a creature rejects a boroboroton's offer of friendship, however, the boroboroton often responds murderously, twining around its victim's head and neck to strangle her. A boroboroton lives on a razor's edge, where redemption into a more stable kami or a transformation into an oni are both possible, depending on how others treat it.

Illustration by Aleksey Bayura

Creating a Tsukumogami

Tsukumogami is an acquired template that can be added to any animated object (referred to hereafter as the base creature). A tsukumogami retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 2.

Alignment: Any.

Type: The creature's type changes to outsider (kami, native). Tsukumogami have good Reflex and Will saves, so increase the base creature's Reflex and Will saves to 2 + 1/2 its Hit Dice + the relevant ability modifier.

Armor Class: A tsukumogami's natural armor bonus increases by 2.

Hit Dice: Retain the base creature's construct bonus hit points from size (if any). As outsiders, tsukumogami gain bonus hit points from high Constitution scores.

Spell-Like Abilities: Tsukumogami gain spell-like abilities based on their size, usable at will. The caster level is equal to the tsukumogami's Hit Dice.

Size	Abilities
Tiny+	*Decrepit disguise*[OA] (self only), *ghost sound*, *mending*, *quintessence*[OA] (self only)
Small+	*Invisibility* (self only), *ventriloquism*
Medium+	*Levitate*, *silent image*
Large+	*Fly*, *make whole*
Huge+	*Obscure object* (self only), *shrink item* (self only, no volume limit)
Gargantuan+	*Animate objects* (each casting ends any previous castings)
Colossal	*Sympathy* (self only)

Special Qualities and Defensive Abilities: Because it grows additional features such as a tongue, arms, or legs, a tsukumogami gains the additional attack animated object quality without spending Construction Points, and all its attacks increase their damage dice by one step. A tsukumogami can gain 10 bonus hit points as an additional option costing 1 CP. It gains the freeze special quality. As kami, tsukumogami gain immunity to petrification and polymorph effects; resist acid 10, electricity 10, and fire 10; telepathy 100 feet; fast healing 5; merge with ward; and ward. Though a tsukumogami loses its construct type, it keeps its hardness, low-light vision, and all its construct immunities. It can still be affected by spells that affect objects or constructs. A tsukumogami is always merged with its ward, and unlike most kami, it forms an amalgam with its ward, so it can move and communicate while merged.

Ability Scores: A tsukumogami has a 15 Intelligence, 17 Wisdom, and 14 Charisma. A Medium tsukumogami receives a +4 bonus to Strength, a +4 bonus to Dexterity, and a Constitution score of 19. These ability scores are adjusted for size.

Skills: A tsukumogami has a number of skill points per racial Hit Die equal to 6 + its Intelligence modifier. Its racial class skills are the base outsider class skills plus Disguise, Knowledge (history), Perform (any one), and Sleight of Hand.

Tulpa

A gray-skinned humanoid with oddly unremarkable features floats ponderously in mid-air.

TULPA **CR 6**

XP 2,400

Male human tulpa monk 5

LN Medium outsider (augmented humanoid, human)

Init +7; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 18, flat-footed 15 (+3 Dex, +1 dodge, +1 monk, +3 Wis, +1 natural)

hp 46 (5d8+20)

Fort +6, **Ref** +7, **Will** +7; +2 vs. enchantment, +4 vs. mind-affecting effects

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +9 (1d8+5) or flurry of blows +9/+9 (1d8+5)

Special Attacks flurry of blows, stunning fist (5/day, DC 15)

Psychic Magic (CL 5th; concentration +5)

8 PE—*burst of adrenaline*[OA] (1 PE), *burst of insight*[OA] (1 PE), *ego whip I*[OA] (3 PE, DC 13), *levitate* (2 PE), *paranoia*[OA] (2 PE, DC 12)

STATISTICS

Str 20, **Dex** 16, **Con** 14, **Int** 10, **Wis** 17, **Cha** 8

Base Atk +3; **CMB** +8; **CMD** 26

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Power Attack, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +11, Bluff +0 (+8 vs. its creator), Diplomacy +0 (+8 vs. its creator), Intimidate +7 (+15 vs. its creator), Perception +11, Sense Motive +11 (+19 vs. its creator), Stealth +11; **Racial Modifiers** +8 Bluff, Diplomacy, Intimidate, and Sense Motive vs. its creator

Languages Common

SQ creator link, fast movement, high jump, ki pool (5 points, magic), maneuver training, mental form (DC 12), slow fall 20 ft., sustained by thought

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (*amulet of natural armor +1, potion of cure moderate wounds, potion of fly, potion of invisibility*)

Tulpas are constructed of ideas and imagination. Beings of pure thought (some theorize that they are made of the same mysterious substance as the Astral Plane), tulpas are made physical by a powerful mind that is either psychically attuned or has some amount of latent psychic power.

The exact process that creates a tulpa is not well understood. Sometimes such beings come about after years of practice and meditation followed by an occult ritual. Other times they seem to appear spontaneously, often after their creators suffer traumatic experiences. More often than not, in these latter cases, the creators are children. Such a child witnesses something horrific or far too strange for her nascent imagination to comprehend, and ends up creating an imaginary friend to help her sort through the event and protect her from other potential dangers. While most of these imaginary friends are nothing more than figments of her mind, every so often they manifest as tulpas. Some such tulpas are noble creatures that protect the child who created them, but just as many are malicious entities that subtly torment the child or lead her astray.

While a tulpa is a creature of thought created by the imagination of another being, it has a will and a mind of its own. This often leads to conflict between a tulpa and its creator. In order to protect itself from banishment or worse, a tulpa often attempts to compel others to think and concentrate on its existence. This allows the tulpa to create havens of other "creators" in case its original creator forgets about the tulpa or becomes incapacitated. Nonetheless, even a sadistic tulpa or a tulpa with an actively belligerent creator must protect its creator's life in order to preserve its own existence.

Creating a Tulpa

"Tulpa" is an inherited template that can be added to any corporeal creature, referred to hereafter as the base creature. Most tulpas take the form of humanoids, and most of those take the form of their creator, but these creatures can be nearly anything their creator imagines. Tulpas have a strangely parallel existence with unfettered eidolons (*Pathfinder RPG Bestiary 3* 110), and tulpas with a particularly bizarre form not based on an original creature can be represented as unfettered eidolons instead. A tulpa uses the base creature's stats and abilities except as noted here. A tulpa can be created either intentionally or unintentionally, and this distinction affects the way the template applies to the base creature.

Challenge Rating: Base creature's CR + 2.

Alignment: Tulpas can have any alignment, and their alignments vary wildly. An intentionally created tulpa's creator can choose the tulpa's alignment. Unintentionally created tulpas can be of any alignment, though in general an unintentionally created tulpa's alignment is in opposition to that of the creature who created it. Tulpas often have alignments that are different from the base creature they resemble—they may manifest as a friendly red dragon, a nightmarishly evil unicorn, or a fun-loving prankster inevitable.

Type: The creature's type changes to outsider with the augmented subtype. Do not recalculate the creature's Hit Dice, BAB, or saves.

Defensive Abilities: As a being of mental energy, tulpas naturally resist mental attacks. It gains a +4 racial bonus on saving throws to resist mind-affecting effects.

Psychic Magic: A tulpa is able to use a limited amount of psychic magic, though only to affect itself or its creator. The tulpa can store a maximum amount of psychic energy equal to 3 + its Hit Dice. The tulpa can use *burst of adrenaline*[OA] (1 PE), *burst of insight*[OA] (1 PE), *ego whip I*[OA] (3 PE), *levitate* (2 PE), and *paranoia*[OA] (2 PE) as psychic magic spells. If the tulpa has at least 9 Hit Dice, it can also use *create mindscape*[OA] (5 PE), *foster hatred*[OA] (5 PE), *mind probe*[OA] (4 PE), and *possession*[OA] (5 PE). A tulpa's caster level equals its Hit Dice.

Special Qualities: A tulpa gains the following special qualities.

Creator Link (Su): A tulpa has a special link with its creator or a creature that it treats as its creator. By concentrating for 1 minute, the tulpa can sense the direction and relative distance of its creator, as long as they are both on the same plane.

Mental Form (Su): A tulpa is capable of existing in an entirely mental state, ceasing to exist as a physical creature and taking refuge within its creator's mind. The tulpa can attempt to enter this mental form as a full-round action that does not provoke attacks of opportunity as long as it is within 60 feet of its creator. The tulpa's creator may attempt a Will save (DC = 10 + 1/2 the tulpa's Hit Dice + the tulpa's Intelligence modifier) to prevent it from entering the creator's mind with this ability. If the creator succeeds at the saving throw, she cannot be affected by this ability for 24 hours.

While in its mental form, the tulpa's physical body ceases to exist, and it cannot be affected by attacks, spells, or other abilities. It perceives everything that its creator perceives (and is limited to the senses that its creator possesses, rather than using its own senses). While the tulpa is in its mental form, it is treated as though under the effects of a *riding possession*[OA] spell, although the effect lasts indefinitely, and the creator does not gain another saving throw if the tulpa casts a mind-affecting spell on the creator. The tulpa is also able to read its creator's surface thoughts, as the *detect thoughts* spell, but the creator does not get a saving throw against this effect. The creator can attempt to force the tulpa out once per day with a new Will save. A tulpa that leaves its mental state appears in an unoccupied space of its choice within 60 feet of its creator.

Sustained by Thought (Su): Tulpas sustain themselves on and gain their power from the mental energy of living creatures concentrating on the tulpa itself. Tulpas do not heal or regain psychic energy naturally. Instead, whenever a living creature spends at least 10 minutes mentally picturing the tulpa, or interacting with it in some way, the tulpa heals 5 hit points and gains 1 point of psychic energy. A creature other than its creator can't provide more than 5 hit points and 1 PE to the tulpa per day with this activity, but its creator can feed its tulpa indefinitely, granting 5 hit points and 1 PE for every 10 minutes she spends in this way, up to the tulpa's maximum hit points and PE.

A creature that regularly spends time mentally picturing or interacting with the tulpa may eventually forge a powerful link with the tulpa, and effectively be treated as though she is the tulpa's creator (though this does not supplant the original creator or other creatures treated as the creator by use of this ability). A creature other than the creator that focuses on the tulpa enough to provide it with psychic energy each day for 7 consecutive days must succeed at a DC 20 Will saving throw or forge such a link.

Even when killed, a tulpa is not truly banished as long as its original creator still lives. Most tulpas come back to their creator within a month of the tulpa's physical death.

If a tulpa's original creator dies, so does the tulpa. The original creator can also get rid of a tulpa either by completing an occult quest, the details of which are specific to the creator and its tulpa, or by means of a *wish* or a *miracle*.

Skills: Tulpas know their creators' minds extremely well and are adept at manipulating them. They gain a +8 racial bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against their creators.

Ability Scores: When a tulpa comes into being intentionally, its creator chooses two of the tulpa's ability scores to increase by 4, and two of its ability scores to increase by 2. Otherwise, the ability scores increase randomly. Either way, the tulpa's Intelligence score cannot exceed the Intelligence score of its creator, so if its Intelligence score would be higher than its creator's, reduce its Intelligence to be the same as its creator's instead (an unintentionally created tulpa already at maximum Intelligence never randomly gains an ability score increase to its Intelligence score).

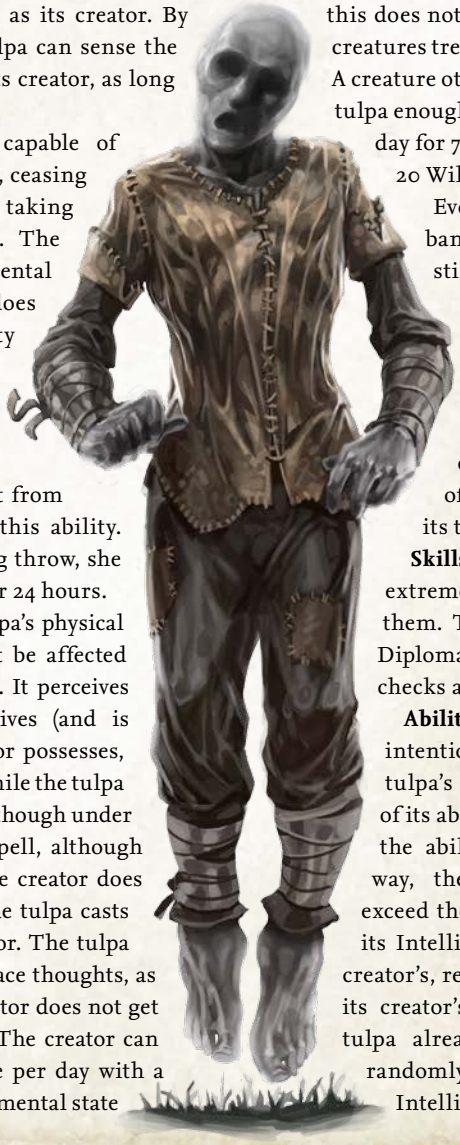


Illustration by Kent Hamilton

Turul

Flickers of light and energy radiate from this awe-inspiring, birdlike creature.

TURUL **CR 19**

XP 204,800

N Gargantuan outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*; Perception +37

DEFENSE

AC 34, touch 10, flat-footed 30 (+3 Dex, +1 dodge, +24 natural, –4 size)

hp 350 (28d10+196); fast healing 15

Fort +23, **Ref** +12, **Will** +22

Immune death attacks, disease, energy drain, fire, poison; **SR** 30

OFFENSE

Speed 40 ft., fly 120 ft. (good)

Melee 2 talons +39 (2d8+14/19–20), bite +38 (2d10+14/19–20)

Ranged 2 energy feathers +27/+27 (8d8 electricity or fire)

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

Special Attacks adamantine attacks, deadly swoop, energy feathers, piercing scream, rend (2 talons, 2d8+21)

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

Constant—*detect magic*, *see invisibility*

At will—*cure critical wounds*, *greater dispel magic*, *remove curse*

3/day—*breath of life*, *heal*, *searing light*, summon (level 8, 1 phoenix 75%)

1/day—*reincarnate*

STATISTICS

Str 38, **Dex** 17, **Con** 24, **Int** 17, **Wis** 22, **Cha** 21

Base Atk +28; **CMB** +46; **CMD** 60

Feats Combat Reflexes, Deflect Arrows, Dodge, Flyby Attack, Hover, Improved Critical (talons), Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Snatch, Vital Strike, Weapon Focus (talons), Wingover

Skills Acrobatics +34, Diplomacy +36, Fly +32, Heal +37, Intimidate +36, Knowledge (planes) +34, Perception +37, Sense Motive +37, Spellcraft +31

Languages Auran, Common, Ignan

ECOLOGY

Environment any (Positive Energy Plane)

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Adamantine Attacks (Ex) A turul's talons and beak are as hard as adamantine, and are treated as weapons made of that material for the purpose of overcoming damage reduction and bypassing hardness.

Deadly Swoop (Ex) When a turul flies more than 60 feet before making a talon melee attack, it deals an additional 2d10+14 points of damage with that attack. If that attack roll is a confirmed critical hit, the struck creature must succeed at a DC 31 Fortitude save or be slain outright. This is a death effect and the save DC is Constitution-based.

Energy Feathers (Su) Once per round as a standard action, a turul can throw two energy feathers. Each feather deals 8d8 points of electricity or fire damage. The turul chooses the type of energy damage each feather deals when it uses this ability, and can have each feather deal a different type of energy damage.

Piercing Scream (Su) Every 1d4 rounds, as a standard action, a turul can emit a mighty scream that deals 10d6 points of sonic damage to all creatures within a 60-foot cone (DC 31 Fortitude half). This is a sonic effect and the DC is Constitution-based.

There is a common myth among many far-flung tribes of a great and regal bird who comes sometimes with prophecy and other times as a savior for a great hero. These majestic creatures are both stern and benevolent, using their power to scatter a tribe's foes or to herald great eras of prosperity. To benefit from the being's attention, the leaders of the tribe must acquiesce to the bird's demands, which typically include accomplishing some difficult quest to which the bird's enigmatic prophecies allude. While sometimes these radiant messengers are phoenixes, occasionally they are a rarer sort of prophet—majestic birdlike creatures from the Positive Energy Plane known as turuls.

Turuls often treat the Material Plane as a hunting ground, where they might feed upon wild beasts or hunt undead and other creatures that wantonly spread mayhem. Such hunters keep to themselves, avoiding other creatures, but other turuls take a more active role with peaceful, intelligent creatures. While a few turuls go so far as to portray themselves as deities, granting protection and healing in return for worship, most of these magnificent outsiders watch from a distance, treating their chosen tribe more like pets, meddling only when their favorites are threatened or in the midst of dire circumstances.

While many turuls enjoy their forays on the Material Plane, the massive avians are intrinsically tied to the Positive Energy Plane. They also seem to be somehow related to the jyoti—another race of avian natives of the Positive Energy Plane—though neither turuls nor jyoti care to divulge the true nature of the relationship. Some scholars of the outer planes suggest that the two avian species are actually incarnations of the same genesis, while others postulate that turuls are some higher form of jyoti within a cycle of reincarnation intrinsic to many of the Positive Energy Plane's denizens. Both theories are mere speculation.

Unlike the more social jyoti, turuls tend to be loners. They keep company for short periods of time, either to mate or purely for the enjoyment of one another's company, but such couplings last for a few decades at most. Instead of

dwelling in crystalline cities like the jyoti, turuls roost at the tops of tree-shaped gemstone formations that spring up from the landscape of their home plane. Turuls are haughty but talkative and sometimes welcome visitors. They perch silently upon their crystal trees, taking time to speak to any who approach them, so long as they find the conversation worthwhile. As soon as they lose interest, they politely dismiss themselves or their guests. Those who don't leave are typically met with scorn if not aggression. Turuls are not used to or fond of being ignored or insulted.

In stark contrast to the jyoti, the turuls hold no hatred or ill will toward deities and their servants, at least when they encounter such creatures on planes other than the Positive Energy Plane. While on the Material Plane, turuls will even work with good- and neutral-aligned outsiders to protect their hunting grounds and adopted humanoid communities.

In rare circumstances, a turul dwells at the heart of a jyoti crystal city, supervising these settlements from atop their eyries as ever-vigilant protectors. Those who do become more like the jyoti over time, and treat outsiders with the same anger and vehemence as their wards. Such arrangements are typically short-lived, though. Turuls who live with jyoti only do so for a century at most, and when they leave, their personalities and relations with others revert to a more calm and contemplative manner. Such might hint at some arrangement wherein a turul agrees to become part of a jyoti community, living by their rules for a period in return for something the turul covets—such as mystical knowledge, information about egress to the Material Plane, or possibly one of the artifacts that the jyoti hoard.

The most consistent relationship the turuls have is with phoenixes. Those fiery avians often treat turuls like royalty and willingly serve them, whether or not the turul has expressed any interest in gaining a flaming entourage. Though, for all their impatience with other creatures, turuls tolerate the presence of phoenixes better than they do others.

Part of turuls' legendary moodiness stems from the same myths for which they're best known—those wherein they bring prophecies of light and peace. On some Material Plane worlds, such tales are so pervasive that mortal heroes go as far as venturing to the Positive Energy Plane to seek blessings and wisdom from turuls. The great avians have little patience for those who presume upon their occasional benevolence. Not only that, but a turul's prophecies are not merely boons to be meted out. Rather, their promises of peace and prosperity typically come about via changes they've affected using their own considerable power, or as inevitabilities they've had the foresight to predict. In the rarest of cases, some turuls claim to have communed with the power of the deepest Positive Energy Plane and that they serve as messengers of that mysterious cosmic will. Whether or not such is true few can know, but that possibility has certainly influenced the greatest variety of mortal myths regarding turuls.

Gigantic in stature, turuls stand nearly 30 feet tall and have a wingspan of almost 50 feet. They weigh upwards of 15 tons. While they reside on the Positive Energy Plane, turuls are effectively immortal. They age only when traveling from their home plane.

Illustration by Fabio Gorla

Undigested

A jumble of melted bones and skull fragments float amid an oozing brown and yellow slurry.

UNDIGESTED **CR 1/4**

XP 100

NE Tiny undead

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

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

hp 9 (2d8)

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

Defensive Abilities amorphous; **Immune** undead traits; **Resist** acid 5

OFFENSE

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

Melee bite +3 (1d3–3 plus 1 acid)

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

STATISTICS

Str 4, **Dex** 12, **Con** —, **Int** 3, **Wis** 9, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 7 (can't be tripped)

Feats Skill Focus (Perception), Weapon Finesse[B]

Skills Climb +9, Perception +6, Stealth +13, Swim +9

Languages Common (can't speak)

ECOLOGY

Environment any

Organization solitary or pack (2–5)

Treasure none

Undigested are the animate slurry of the indigestible parts of a humanoid creature. They come into being when a giant beast that swallowed its prey alive is slain by unspeakable necromantic arts. A primal shard of the beast's sentience is ripped from it during the agonizing moments of its death, animating the gelatinous humanoid remains within its stomach into an ooze-like undead creature which hungers to inflict its digestive fate upon others. If the beast was digesting multiple creatures, this phenomenon results in undigested swarms instead. Undigested—implacable ambush predators—slop, ooze, and undulate through the dark places of the world in search of sustenance.

Illustration by Maichol Quinto

Undigested Swarm

This brown-and-yellow sludge appears to be made of multiple smaller globules churning in a disgusting communal mass.

UNDIGESTED SWARM **CR 5**

XP 1,600

NE Tiny undead (swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 54 (12d8)

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

Defensive Abilities amorphous, swarm traits; **Immune** undead traits; **Resist** acid 10

OFFENSE

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

Melee swarm (3d6 plus digest and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks digest, distraction (DC 16)

STATISTICS

Str 4, **Dex** 16, **Con** —, **Int** 3, **Wis** 9, **Cha** 11

Base Atk +9; **CMB** —; **CMD** —

Feats Dodge, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Perception)

Skills Climb +14, Perception +8, Stealth +17, Swim +14

Languages Common (can't speak)

ECOLOGY

Environment any

Organization solitary, pack (2–5), or infestation (6–12)

Treasure none

SPECIAL ABILITIES

Digest (Ex) A target that takes swarm damage from an undigested swarm is covered in acidic slime and must succeed at a DC 16 Reflex save or take 2d6 points of acid damage for 1d4 rounds at the start of its turn. An affected creature can make a new save as a full-round action. Washing off the acid grants a +4 bonus on this save. The save DC is Constitution-based.

Whereas individual undigested are more of a nuisance than a threat to adventurers, a swarm of such creatures can be dangerous to even experienced adventurers. An undigested swarm comprises hundreds of individual undigested. Driven by insatiable hunger, they fall upon and consume any living creatures crossing their path, surrounding the unfortunate victims and drenching them in acidic slime, digesting their still-living prey even before the screaming ends.

Uraeus

This two-headed cobra flies with a large pair of sleek, black-feathered wings that sprout from its serpentine body.

URAEUS **CR 5**

XP 1,600

LG Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

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

hp 52 (7d10+14)

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

Immune disease; **Resist** fire 10

OFFENSE

Speed 20 ft., climb 20 ft., fly 50 ft. (average), swim 20 ft.

Melee 2 bites +11 (1d8+4 plus poison)

Special Attacks breath weapon, poison

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 15, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +11; **CMD** 24

Feats Acrobatic, Combat Expertise, Flyby Attack, Improved Initiative

Skills Acrobatics +15, Climb +18, Fly +11, Knowledge (religion) +5, Perception +16, Sense Motive +9, Stealth +9, Swim +18; **Racial Modifiers** +4 Acrobatics, +8 Perception

Languages Aquan, Celestial, Common

ECOLOGY

Environment warm rivers

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

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, as a standard action, a uraeus's head can expel a 30-foot-line of poison. All creatures in the area are blinded for 1 round and must save against poison (Reflex DC 15 negates both). As a full-round action, a uraeus can either expel two lines or bite with one head and breathe poison with the other. Each head tracks its breath weapon's availability separately.

Poison (Ex) Bite or breath weapon—contact or injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *initial effect* blinded and paralyzed for 1 round; *secondary effect* blinded for 2d4 rounds; *cure* 2 consecutive saves.

Uraeuses are sacred river protectors that harry those who dare threaten their waterways. Far from simply territorial, these flying serpents keep their rivers safe for travelers and local communities as an act of devotion to their mother goddess. When a group of uraeuses is too small to handle a threat, they sometimes seek aid from adventurers whose names are well known along their waters. When not troubled by dangers near their nests, uraeuses often hunt dangerous prey such as river beasts grown to monstrous size. Uraeuses believe in just rule, and become infuriated by attempts to corrupt local leaders. In times of unusual danger, uraeuses may actively travel to a ruler's side to warn that ruler against those who would lead her into folly.

Uraeuses accept offerings from any who live near or travel their rivers. In exchange, they teach allies how to use the river's bounty and how to best serve society. Patience, industry, and a willingness to listen to others are among the qualities they seek to instill in those who ask their help. In addition, uraeuses are always vigilant in case a supplicant turns out to be a useful servant for their goddess.

Most uraeuses measure nearly 7 feet in length, have a wingspan of similar size, and weigh about 150 pounds. Despite being a two-headed creature, a uraeus speaks with a single voice that emanates from both heads at once.

Uraeus Oracle

Uraeuses born with a special connection to their deity receive cryptic visions and warnings that allow them to protect their homes and discern others' true intentions. Uraeus oracles can use *augury* and *divination* 1/day and *commune* 1/week, and they advance with levels of oracle (*Pathfinder RPG Advanced Player's Guide* 42).

Illustration by Kent Hamilton

Urannag

What at first appeared to be a sadistic spiked cage writhes into unholy life, extending bladed, articulated arms.

URANNAG **CR 8**

XP 4,800

CE Huge construct (extraplanar)

Init +4; **Senses** tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 100 (11d10+40)

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

DR 5/adamantine and good; **Immune** gaze attacks, visual effects and illusions, sight-based attacks, construct traits; **SR** 19

Weaknesses exposed mechanisms, living trap

OFFENSE

Speed 10 ft.

Melee 3 claws +17 (1d8+7 plus entrap)

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

Special Attacks encage, entrap (DC 15, 1d10 rounds, hardness 10, hp 10)

STATISTICS

Str 25, **Dex** 11, **Con** —, **Int** 2, **Wis** 15, **Cha** 2

Base Atk +11; **CMB** +20; **CMD** 30 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (claw)

Skills Perception +18, Stealth +9 (+21 in shallow water); **Racial Modifiers** +8 Perception, +8 Stealth (+20 in shallow water)

ECOLOGY

Environment any swamps (the Abyss)

Organization solitary, pair, tangle (3–5), or menace (6–12)

Treasure incidental

SPECIAL ABILITIES

Encage (Ex) As a swift action, an urannag can encage a creature that shares its space and is not aware of it or a helpless creature it has entrapped. The target treats the urannag's space as difficult terrain, and cannot move out of that space unless it succeeds at a DC 22 Reflex save. Each round a creature remains encaged, it takes 2d6 points of slashing damage. A creature can try to escape by attempting a combat maneuver check or Escape Artist check (DC = the urannag's CMD) as a full-round action, or it can try to smash through a cage wall. These walls have an Armor Class of 22, hardness 10, and 22 hit points. A wall with a hole smashed in it automatically repairs itself. The save DC is Strength-based.

Exposed Mechanisms (Ex) Although an urannag is a construct, it can be harmed by the methods used to disable traps. A successful DC 20 Disable Device check targeting an urannag (a full-round action that provokes an attack of opportunity) deals damage that bypasses the urannag's DR equal to 3d6 + the character's total ranks in Disable Device. Additionally, the urannag is staggered for 1 round (DC 16 Fortitude negates the staggered condition).

Living Trap (Ex) Defensive abilities that apply to traps (such as trap sense) apply against an urannag's attacks.

Urannags have long vexed scholars, some of whom contend that they're creatures, while others argue that they're complex traps. In truth, they're both—an unsettling example of how reality on the Abyss doesn't match mortal expectations. An urannag behaves like an ambush predator, yet has no need for sustenance and is driven to flense prey out of innate sadism.

Construction

Most urannags are created spontaneously by Abyssal energies, but enterprising spellcasters have found methods to duplicate the construction of these creatures. An urannag's body is made of 2,000 pounds of iron worth 200 gp, and its frame must be forged over an Abyssal heat source, which infuses the creature with its chaotic and evil urges.

URANNAG

CL 10th; **Price** 35,200 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *keen edge*, *limited wish*, *planar binding*; **Skill** Craft (sculptures) DC 19; **Cost** 17,700 gp

Illustration by Damien Mammoliti

URSIKKA

This insectlike creature is covered in downy white fur. A pair of eyes gleams above a three-part mouth that drips viscous fluid.

URSIKKA **CR 10**

XP 9,600

N Huge magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 30 ft.; Perception +15

DEFENSE

AC 24, touch 8, flat-footed 24 (+16 natural, –2 size)

hp 138 (12d10+72)

Fort +14, **Ref** +10, **Will** +5; +4 vs. mind-affecting effects

Defensive Abilities ferocity; **Resist** cold 20

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +21 (2d6+11 plus freezing saliva), 2 claws +21 (1d8+11)

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

Special Attacks coat claws, spit

STATISTICS

Str 32, **Dex** 11, **Con** 22, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +12; **CMB** +25 (+27 bull rush); **CMD** 35 (37 vs. bull rush, 39 vs. trip)

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Snatch

Skills Climb +15, Perception +15

SQ hibernation

ECOLOGY

Environment any cold land

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

Treasure none

SPECIAL ABILITIES

Coat Claws (Ex) As a standard action, an ursikka can coat its pincerlike claws with freezing, viscous saliva. This coating lasts for 1 minute. Any creature hit by an ursikka's coated claws or grappled by an ursikka using the Snatch feat takes an additional 2d6 points of cold damage (Reflex DC 22 half).

Freezing Saliva (Ex) The saliva that drips from an ursikka's mouth is sticky as well as cold, causing creatures to become entangled for 1d4 rounds (Reflex DC 22 negates). While entangled, creatures take 2d6 points of cold damage each round. An entangled creature can break free before the end of this duration by succeeding at a DC 19 Strength check or by dealing 15 points of damage to the encasing saliva with either a slashing weapon or fire damage. Using fire to remove the saliva damages the entangled creature as well. The save DC is Constitution-based.

Hibernation (Ex) An ursikka can enter a prolonged state of hibernation by surrounding itself with its spittle, which hardens into a cocoon. While hibernating, an ursikka doesn't need to drink or eat. The cocoon has hardness 10 and 60 hit points, and is immune to fire damage. As long as the cocoon remains intact, the ursikka remains unharmed in its hibernation. An ursikka must use its attacks to break free from its cocoon.

Spit (Ex) As a standard action, an ursikka can spit a 60-foot line of its saliva. Creatures in the area take 8d6 points of cold damage and become entangled. A successful DC 22 Reflex save halves the damage and negates the entangled condition. The save DC is Constitution-based.

Ursikka are vicious apex predators that rule vast arctic territories. Held aloft by four slender legs, on which they skitter with unsettling speed, ursikka can reach heights of 25 feet, with a long, lean abdomen accounting for most of their 20-foot length. Their grasping forearms each end in a sharp pincer capable of shearing flesh from bone, and shaggy fur covers the majority of their bodies. The ursikka's most unusual trait, however, is a three-part maw that can open wide enough to swallow humans whole. Freezing saliva drips constantly from these gnashing mandibles, injuring and trapping prey. With only a bestial intellect, ursikka view all smaller creatures as food, and think nothing of invading and devouring entire humanoid communities.

Illustration by Tyler Walpole

Vahana

This massive creature combines the trunk, tusks, and size of an elephant with the powerful jaws, scaly hide, and tail of a crocodile.

MAKARA VAHANA **CR 9**

XP 6,400

N Huge magical beast (aquatic, augmented animal)

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

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 115 (11d8+66)

Fort +15, **Ref** +9, **Will** +7; +4 on Will saves vs. enchantment

DR 10/magic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20

OFFENSE

Speed 70 ft., swim 70 ft.

Melee gore +18 (2d8+12), slam +18 (2d6+12), bite +18 (2d6+12)

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

Special Attacks trample (2d8+18, DC 27)

STATISTICS

Str 34, **Dex** 14, **Con** 23, **Int** 12, **Wis** 15, **Cha** 9

Base Atk +8; **CMB** +22 (+24 bull rush); **CMD** 34 (36 vs. bull rush)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +22

Languages Common and either Abyssal, Celestial, or Infernal; telepathy (with rider only)

SQ amphibious, blended beast, rider bond (*water breathing*)

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

Vahanas are steeds of legend, created by the gods. Deities gift vahanas to faithful servants to help them accomplish great deeds or as rewards for the same. Makaras, elephants with crocodile features, are one of the common types of vahana.

Creating a Vahana

Vahana is an acquired template that can be added to any living creature of the animal type. A vahana retains the base creature's statistics and special abilities except as noted here.

CR: Base creature's CR + 2.

Alignment: Within one step of the vahana's creator deity.

Type: The creature's type changes to magical beast, and it gains darkvision 60 feet. Don't recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by 3.

Defensive Abilities: A vahana gains acid, cold, electricity, and fire resistance 10; DR 10/magic, and spell resistance equal to CR + 11 (maximum 35).

Speed: +30 feet for all movement types (up to double the creature's base movement speed).

Special Abilities: A vahana gains the following.

Blended Beast (Su): A vahana's creator blends animal features to strengthen the vahana. Each vahana gains one additional natural attack, with damage typical for its size (usually a bite attack). A vahana gains one additional form of movement speed at its new base speed, usually a swim speed or a fly speed. If it gains a swim speed, it gains the aquatic subtype, the amphibious special quality, and the ability to grant its rider constant *water breathing*. If it gains a fly speed, both the vahana and its rider benefit from constant *feather fall* (in the rider's case, this includes when she falls off the vahana). Additionally, all vahana gain the devotion special ability of an animal companion.

Rider Bond (Su): A vahana's bond with its rider allows them to communicate telepathically as long as they're on the same plane. As a free action that the rider can take even when it is not her turn, a vahana's rider can choose to redirect damage dealt to the vahana to instead affect the rider.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +4, Int +10, Wis +2, Cha +2.

Illustration by Tomasz Chistowski

Ved

This hairy humanoid's misshapen head appears too large for its body and it wields a lumpy, primitive club.

Ved **CR 5**

XP 1,600

NE Large humanoid (giant)

Init –1; **Senses** low-light vision; Perception +6

Defense

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)

hp 57 (6d8+30)

Fort +7, **Ref** +1, **Will** +6

Offense

Speed 30 ft.

Melee club +10 (1d8+7)

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

Special Attacks gale breath

Statistics

Str 25, **Dex** 8, **Con** 20, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +12 (+14 bull rush); **CMD** 22 (24 vs. bull rush)

Feats Awesome Blow, Improved Bull Rush, Power Attack

Skills Climb +7 (+11 when climbing rocks), Intimidate +4, Perception +6, Survival +6 (+10 in snow); **Racial Modifiers** +4 Climb when climbing rocks, +4 Survival in snow

Languages Giant

Ecology

Environment cold hills or mountains

Organization solitary, pair, gang (3–5), or clan (6–16)

Treasure standard

Special Abilities

Gale Breath (Su) Every 1d4 rounds as a full-round action, a ved can draw in a mighty breath and expel it outward in a 30-foot cone. Targets within the first 10-foot segment of this cone must succeed at a DC 18 Strength check or be knocked prone. Those who succeed at this check and all other targets in the cone treat the effects of the gale breath as a *gust of wind* spell. The DC is Constitution-based.

Brutish and rather stupid, veds are clannish and shun even lightly populated areas, preferring cold hills and mountains. Occasionally, a gang of veds (often an adult leading two or three adolescents) carries out raids on remote mining camps or other establishments in the hills, claiming the lives of a half dozen people or so and collecting whatever baubles, food, and useful raw materials they find. They rarely strike against larger settlements, and don't pursue sentient creatures that flee their attacks.

Clans of veds usually consist of a few mated pairs, their offspring, and one or two aged specimens that are left to die if they become unable to pull their own weight. Veds consider training their young a responsibility of every adult member of the clan.

Veds enjoy simple sports that emphasize strength and athleticism, particularly variations on tag or catch. The most popular game veds play, called simply "topple," involves stacking a pile of stones or logs and taking turns attempting to blow it over. They make larger and larger stacks until one of the competitors fails to blow it down. Even in sport, veds are brutal, and tend to deliver a quick beating to the loser of any game. They are pragmatic, however, and avoid injuries that will slow the loser down.

Veds are omnivores; they prefer raw meat, but aren't averse to consuming tree bark for nourishment. Though they have no compunctions about killing sentient creatures, they rarely eat them. They simply leave the bodies to rot or—for particularly sadistic or desperate veds—use the corpses as bait for catching wild game.

Perhaps the most unusual aspect of the veds is their enormous lung capacity, which they are able to use aggressively. These giants can expel air from their lungs in a mighty blast, extinguishing small fires and knocking prone any who stand before them. The veds then descend on their victims, pummeling their prey viciously with their simple but effective clubs.

Illustration by Dave Allsop

Veela

This lithe, androgynous humanoid has unusually colored skin and an otherworldly grace.

Air Veela CR 7

XP 3,200

N Medium outsider (air, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +12

Defense

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

hp 85 (9d10+36)

Fort +10, **Ref** +9, **Will** +6

DR 10/magic; **Immune** electricity; **SR** 18

Offense

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

Melee mwk dagger +13/+8 (1d4+5/19–20 plus 1d6 electricity), mwk dagger +13/+8 (1d4+5/19–20 plus 1d6 electricity) or 2 slams +14 (1d4+5 plus 1d6 electricity)

Special Attacks beckoning dance, elemental veil

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

At will—*gust of wind*, *resist energy* (electricity only)

3/day—*cure serious wounds*, *suggestion* (DC 18)

1/day—*ball lightning*[APG] (DC 19), *dispel magic*

Statistics

Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

Base Atk +9; **CMB** +14; **CMD** 27

Feats Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

Skills Acrobatics +15, Bluff +17, Diplomacy +17, Fly +15, Knowledge (any one) +14, Perception +12, Perform (dance) +21, Sense Motive +11, Stealth +15; **Racial Modifiers** +4 Perform (dance)

Languages Auran, Common

Ecology

Environment any hills or mountains (Plane of Air)

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

Treasure standard (2 mwk daggers)

Special Abilities

Beckoning Dance (Su) As a standard action, a veela can compel a target that it can see to join it in dancing. The target must succeed at a DC 21 Will save or find herself forced to dance with the veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the veela's Perform (dance) check. If the target doesn't meet or exceed the veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a veela deals in this way, it heals 5 hit points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a veela and its target are protected from being attacked as if by a *sanctuary* spell (DC 18). Any target of a veela's beckoning dance that exceeds the veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the veela's *cure serious wounds* spell-like ability (if any uses of that ability remain), which consumes one of the veela's daily uses. Targets that save against a veela's beckoning dance can't be affected by that veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

Elemental Veil (Su) A veela's link to a particular element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of damage on any successful melee attack. This is electricity damage for an air veela, bludgeoning damage for an earth veela, fire damage for a fire veela, and cold damage for a water veela. In addition, as a standard action a veela can wreathe itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th) but deals damage of the same damage type as the extra melee damage. Ending or resuming this effect is a standard action.

Earth Veela CR 7

XP 3,200

N Medium outsider (earth, extraplanar)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +12

Defense

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

hp 85 (9d10+36)

Fort +10, **Ref** +9, **Will** +6

DR 10/adamantine and magic; **SR** 18

Offense

Speed 30 ft.

Melee mwk dagger +13/+8 (1d4+5/19–20 plus 1d6 bludgeoning), mwk dagger +13/+8 (1d4+5/19–20 plus 1d6 bludgeoning) or 2 slams +14 (1d4+5 plus 1d6 bludgeoning)

Special Attacks beckoning dance, elemental veil

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

At will—*stoneskin* (self only), *stone call*

3/day—*cure serious wounds*, *suggestion* (DC 18)

1/day—*dispel magic*, *transmute rock to mud*

Statistics

Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

Base Atk +9; **CMB** +14; **CMD** 27

Feats Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

Skills Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge (any one) +14, Perception +12, Perform (dance) +21, Sense Motive +12, Stealth +15; **Racial Modifiers** +4 Perform (dance)

Languages Common, Terran

Ecology

Environment any mountains or underground (Plane of Earth)

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

Treasure standard (2 mwk daggers)

Special Abilities

Beckoning Dance (Su) See above.

Elemental Veil (Su) See above.

FIRE VEELA CR 7

XP 3,200

N Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

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

hp 85 (9d10+36)

Fort +10, **Ref** +9, **Will** +6

DR 10/magic; **Immune** fire; **SR** 18

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 fire), mwk dagger +13/+8 (1d4+5/19–20 plus 2d6 fire) or 2 slams +14 (1d4+5 plus 2d6 fire)

Special Attacks beckoning dance, elemental veil

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

At will—*resist energy* (fire only), *scorching ray*

3/day—*cure serious wounds*, *suggestion* (DC 18)

1/day—*dispel magic*, *fire snake*[APG] (DC 20)

STATISTICS

Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

Base Atk +9; **CMB** +14; **CMD** 27

Feats Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

Skills Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge (any one) +14, Perception +12, Perform (dance) +21, Sense Motive +12, Stealth +15; **Racial Modifiers** +4 Perform (dance)

Languages Common, Ignan

ECOLOGY

Environment any warm land (Plane of Fire)

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

Treasure standard (2 mwk daggers)

SPECIAL ABILITIES

Beckoning Dance (Su) See above.

Elemental Veil (Su) See above.

WATER VEELA CR 7

XP 3,200

N Medium outsider (extraplanar, water)

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

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

hp 85 (9d10+36)

Fort +10, **Ref** +9, **Will** +6

DR 10/magic; **Immune** cold; **SR** 18

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk dagger +13/+8 (1d4+5/19–20 plus 1d6 cold), mwk dagger +13/+8 (1d4+5/19–20 plus 1d6 cold) or 2 slams +14 (1d4+5 plus 1d6 cold)

Special Attacks beckoning dance, elemental veil

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

At will—*hydraulic push*[APG], *resist energy* (cold only)

3/day—*cure serious wounds*, *suggestion* (DC 18)

1/day—*cone of cold* (DC 20), *dispel magic*

STATISTICS

Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

Base Atk +9; **CMB** +14; **CMD** 27

Feats Ability Focus (beckoning dance), Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

Skills Acrobatics +15, Bluff +17, Diplomacy +17, Knowledge (any one) +13, Perception +12, Perform (dance) +21, Sense Motive +12, Stealth +15, Swim +17; **Racial Modifiers** +4 Perform (dance)

Languages Aquan, Common

ECOLOGY

Environment any water (Plane of Water)

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

Treasure standard (2 mwk daggers)

SPECIAL ABILITIES

Beckoning Dance (Su) See above.

Elemental Veil (Su) See above.

Illustration by Aleksey Bayura

Capricious yet alluring, veelas are elemental spirits given shape. On the Elemental Planes, veelas revel in the unbridled energy of the elements from which they draw power. On the other planes, however, they lose some measure of the elemental energy saturating their forms. To compensate for this, they can siphon vitality from other living beings by engaging them in their ancient dances. Veelas typically do this with a creature's permission, leaving partners exhilarated but exhausted. Only in the most dire circumstances does a veela use its dance as a weapon. Those few who can match these elemental spirits' movements might earn a veela's respect and compel it to share some of its beneficial magical powers.

A veela typically stands just under 6 feet tall and weighs approximately 140 pounds.

Vescavor Queen

This verminlike creature has iridescent, membranous wings and its many sharp teeth drip with noxious slime.

VESCAVOR QUEEN **CR 9**

XP 6,400

CE Large outsider (chaotic, evil, extraplanar)

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

Aura chaos (10 ft.), gibber (15 ft., DC 20)

DEFENSE

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

hp 114 (12d10+48); fast healing 2

Fort +8, **Ref** +11, **Will** +10

Immune acid, poison; **Resist** electricity 10, fire 10; **SR** 20

OFFENSE

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

Melee bite +17 (1d8+5 plus 3d6 acid), 2 claws +16 (1d6+5)

Ranged spit acid +14 ranged touch (5d6 acid)

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

Special Attacks spit acid

STATISTICS

Str 21, **Dex** 16, **Con** 18, **Int** 11, **Wis** 14, **Cha** 13

Base Atk +12; **CMB** +18; **CMD** 32

Feats Blind-Fight, Dodge, Flyby Attack, Hover, Power Attack, Weapon Focus (bite)

Skills Acrobatics +12, Climb +14, Fly +20, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +17, Stealth +14, Survival +15

Languages Abyssal

SQ compression, swarm mother

ECOLOGY

Environment any (Abyss)

Organization solitary or hive (1 plus 2–20 vescavor swarms)

Treasure none

SPECIAL ABILITIES

Chaos Aura (Su) A vescavor queen is an embodiment of chaos. Its aura is a font of anarchic energy that grants fast healing 2 to the vescavor queen, as well as to any vescavor swarm within 10 feet of the queen. A vescavor queen can activate or suppress this ability as a free action.

Gibber (Su) Like their broods, vescavor queens yammer the endless chorus of the Abyss. Any creature within 15 feet of a vescavor queen must succeed at a DC 20 Will save or be confused for 1 round. A creature that successfully saves can't be affected by the same vescavor queen's gibbering for 24 hours. This is a mind-affecting sonic compulsion. The save DC is Constitution-based.

Spit Acid (Ex) As a standard action, a vescavor queen can make a ranged touch attack to spit acid at a foe within 30 feet. A target hit by this glob of acid takes 5d6 points of acid damage. In addition, the spit of a vescavor queen contains some of its pheromones. Any target that takes damage from this attack acts as a beacon for vescavor swarms; the damaged creature takes a –8 penalty on Stealth checks against the vescavor queen and swarms it controls, and likely becomes the swarm's next target.

Swarm Mother (Su) A vescavor queen can mentally control up to 20 Hit Dice of vescavor swarms through a combination of pheromones and supernatural manipulation. To control a vescavor swarm, the vescavor queen must be able to see it and must be within 120 feet of it. Attempting to control a vescavor swarm is a standard action, and the swarm can attempt to resist this attempt with a DC 17 Will save. If the swarm fails this save, the vescavor queen can issue a simple mental command as a swift action, such as "fight," "come here," "go there," or "stay still." Vescavor swarms affected by this ability act normally unless a vescavor queen is actively controlling them, but never attack the vescavor queen. The save DC is Charisma-based. In addition, whether or not it controls the swarm, a vescavor queen is immune to a vescavor swarm's swarm attacks and supernatural special abilities. A vescavor queen can release a vescavor swarm from its control as a free action. If a vescavor queen is killed, any vescavor swarms under its control disperse.

Appearing as an amalgam of twisted, unnatural insects, a vescavor queen is a hideous sight to behold, even among the terrifying denizens of the Abyss. Not only is a queen's bite stronger than that of its spawn, but the queen can also spit acid at opponents, and its arms end in scything claws poised to rend through flesh and armor. Vescavor swarms instinctively obey a queen, eagerly seeking out those foes marked by the queen's attacks. A vescavor queen measures roughly 10 feet from head to tail, and weighs nearly 500 pounds— more when carrying a brood.

Illustration by Filip Burburan

Vescavor Swarm

With a gibbering chorus, hundreds of toothy insects swarm together, their heads nothing more than maws filled with a sickly green glow.

VESCAVOR SWARM **CR 5**

XP 1,600

CE Diminutive outsider (chaotic, evil, extraplanar, swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +9

Aura gibber (15 ft.)

DEFENSE

AC 19, touch 17, flat-footed 16 (+3 Dex, +2 natural, +4 size)

hp 47 (5d10+20)

Fort +7, **Ref** +9, **Will** +2

Immune poison, swarm traits, weapon damage; **Resist** fire 10, electricity 10; **SR** 16

OFFENSE

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

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15), ravenous, traumatizing

STATISTICS

Str 7, **Dex** 17, **Con** 16, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** —; **CMD** —

Feats Blind-Fight, Lightning Reflexes, Toughness

Skills Fly +21, Perception +9, Stealth +23

Languages Abyssal

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, plague (3–12), or apocalypse (16–30)

Treasure none

SPECIAL ABILITIES

Gibber (Su) Vescavors yammer the endless chorus of the Abyss. Any creature within 15 feet of a vescavor swarm or inside it must succeed at a DC 15 Will save or be confused for 1 round. This is a mind-affecting sonic compulsion. A creature that saves cannot be affected by the same vescavor swarm's gibbering for 24 hours. The save DC is Constitution-based.

Ravenous (Ex) Vescavors can devour nearly anything. If the swarm attacks an object or structure, the vescavors ignore its hardness if it is made of any substance other than adamantine. Additionally, every round that a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature—if the vescavor swarm is not under the control of a vescavor queen, refer to *Pathfinder Core Rulebook* 216 Table 9–2. Once the vescavors choose an item in this way, they continue to devour that same item until it is destroyed. The object takes half its maximum hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object can make a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Traumatizing (Su) Enduring the presence of a vescavor swarm is akin to being trapped in the Abyss itself. Any creature that spends more than 3 consecutive rounds inside a vescavor swarm must succeed at a DC 13 Will save or gain one of the types of madness presented on page 250 of the *Pathfinder RPG GameMastery Guide*. Roll on the Types of Insanity table to determine which type of insanity affects the creature. Despite each entry listing a DC, the creature does not receive an additional Will save to prevent the insanity. This affliction is permanent, but can be healed as detailed in the Curing Insanity section of the Sanity and Madness rules. The save DC is Charisma-based.

Once found only in the lightless crevices and shrieking half-live jungles of the Abyss, the yammering, gluttonous vermin of the Abyss called vescavors crawl through portals into the Material Plane to feed and spawn. Ruled by enormous, hideous queens who direct their swarms in finding food and destroying foes with the help of pheromones and mental commands, vescavor swarms devour objects, creatures, and structures alike. Their hunger is insatiable and carries with it the terrors of the Abyss itself, warping the minds of even those creatures who escape the vescavors' maws. Only adamantine can endure their gnashing teeth, and a swarm of vescavors that descends upon a settlement devours everything and leaves nothing behind.

Illustration by Lucio Parrillo

Vilderavn

This knight wears armor patterned like raven feathers with a helmet shaped like a raven's head and gauntlets fit for oversized talons.

VILDERAVN **CR 16**

XP 76,800

NE Medium fey (shapechanger)

Init +11; **Senses** *deathwatch,* low-light vision, see in darkness, *true seeing*; Perception +29

Aura frightful presence (30 ft., DC 26), shatter loyalties

DEFENSE

AC 34, touch 24, flat-footed 26 (+7 Dex, +2 dodge, +5 insight, +10 natural)

hp 253 (22d6+176)

Fort +17, **Ref** +21, **Will** +18

Defensive Abilities fate warden; **DR** 15/cold iron and good; **Immune** curses, death effects, energy drain, fear; **SR** 27

OFFENSE

Speed 60 ft., fly 110 ft. (average)

Melee 2 claws +23 (1d6+11 plus 1d6 bleed), bite +23 (1d8+11/15–20 plus 1d6 bleed) or *+5 cruel keen falchion* +29/+29/+24/+19 (2d4+21/15–20 plus 1d6 bleed)

Special Attacks bleed (1d6), bloodbird, raven hexes (agony[APG], cackle[APG], charm[APG], dire prophecy[UM], disguise[APG], evil eye[APG], misfortune[APG], retribution[APG], speak in dreams[UM]), soul eater

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*deathwatch, freedom of movement, haste, tongues, true seeing*

At will—*bestow curse* (DC 20), *crushing despair* (DC 19), *detect thoughts* (DC 18), *dispel magic, fear* (DC 20), *scrying* (DC 20), *suggestion* (DC 19)

1/day—*circle of death* (DC 22), *ethereal jaunt, geas/quest, mass suggestion* (DC 22), *modify memory* (DC 20)

1/month—*limited wish* (to non-fey only)

STATISTICS

Str 32, **Dex** 25, **Con** 26, **Int** 19, **Wis** 20, **Cha** 23

Base Atk +11; **CMB** +22; **CMD** 46

Feats Critical Focus, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Lunge, Mobility, Power Attack, Weapon Focus (falchion), Wind Stance

Skills Acrobatics +31, Bluff +30, Diplomacy +21, Disguise +30, Fly +20, Intimidate +27, Knowledge (history, nobility) +20, Knowledge (local) +15, Perception +29, Profession (soldier) +15, Sense Motive +25, Stealth +25, Use Magic Device +20

Languages Aklo, Common, Infernal, Sylvan; *tongues*

SQ change shape (Small or Medium humanoid, peryton[B2], wolf, or dire wolf, *alter self* or *beast shape III*), raven knight

ECOLOGY

Environment any

Organization solitary, pair, or unkindness (3–5)

Treasure standard

SPECIAL ABILITIES

Bloodbird (Su) Bleed damage dealt by a vilderavn's natural and manufactured weapons stacks with itself and other sources of bleed damage. In addition, the bleeding it causes is difficult to stanch—a successful DC 26 Heal check or a DC 26 caster level check (if using a magical healing effect) is required to stop the bleed damage. This is a curse[UM] effect. The DC is Charisma-based.

Fate Warden (Su) A vilderavn gains an insight bonus to its AC equal to its Wisdom bonus, and as an immediate action it can add its Wisdom bonus as an insight bonus on a saving throw or opposed skill check.

Raven Hexes (Sp, Su) A vilderavn can use the hexes listed in its special attacks entry as an 18th-level witch (*Pathfinder RPG Advanced Player's Guide* 65). The save DC to resist a vilderavn's hex is 25, and is Charisma-based. A vilderavn also uses its Charisma modifier, instead of its Intelligence modifier, to determine the other variables of its hexes.

Raven Knight (Sp) When a vilderavn assumes humanoid form with its change shape ability, it loses its natural armor bonus but becomes fully garbed in black *+5 full plate* that is almost part of its body. This armor has no movement speed penalty, maximum Dexterity bonus, or armor check penalty. (For a typical vilderavn, this changes its AC to 38 and its flat-footed AC to 30.) Also as part of the transformation, it gains a *+5 cruel*[UE] *keen falchion* formed from its vicious talons. These items are part of the vilderavn's being and disappear when it is slain. A vilderavn in humanoid form is considered to be proficient in all types of armor, shields (except tower shields), and martial weapons.

Shatter Loyalties (Su) A vilderavn's frightful presence creates disloyalty, doubt, and dissension in addition to fear. Creatures that fail their saves are no longer treated as allies to other creatures and can't provide flanking, use or benefit from teamwork feats or aid another actions, or allow other creatures to move through their space. Any spell or effect that requires a willing target fails if used on an affected creature, and even harmless effects require an attack roll (if applicable) and require affected creatures to attempt a saving throw to resist their effects (if a save is allowed). Creatures that are immune to fear can still be affected by the shatter loyalties component of a vilderavn's frightful presence; they ignore the shaken condition but are otherwise affected as described above. This is a mind-affecting effect, and the save DC is Charisma-based.

Soul Eater (Ex) A vilderavn's bite attack threatens a critical hit on an 18–20. If a vilderavn kills a humanoid foe with a critical hit from its bite attack (including a coup de grace), it can tear out the victim's heart and consume its soul. Creatures that witness this savagery are frightened for 1d4 rounds, or shaken for 1 round if they succeed at a DC 27 Will save. Also, the vilderavn gains the benefits of *death knell*, and the slain creature is affected as per *rest eternal*[APG] (caster level 18th).

While the target remains dead, the vilderavn gains access to that creature's memories and can use its change shape ability to assume a perfect likeness of the slain creature, gaining a +10 bonus on Bluff and Disguise checks made to impersonate it. The vilderavn can store any number of souls. Slaying the vilderavn ends all its ongoing *rest eternal*[APG] effects. The save DC is Charisma-based.

A vilderavn is a malicious shapechanging spirit whose typical form is that of an oversized raven with a wingspan of 6 to 8 feet that stands 2 to 3 feet tall. Vilderavns sometimes roam in the shape of wolves or dire wolves, and are known to appear as monstrous raven-wolf hybrids akin to black-feathered perytons. They can also walk in humanoid guise when they wish, often assassinating victims of rank and assuming their victims' places. They have an unusual affection for their swords, often granting them threatening names.

Vilderavns are drawn to war and suffering, often haunting battlefields—especially during protracted sieges. They are particularly drawn toward rulers and commanders, and might insinuate themselves into the confidence of leaders with their clever tongues and deft rumor-mongering. They are deceivers and heralds of woe, seeking to lure the rulers of mortal kingdoms into jealous feuds and fruitless wars with one another. To do this, they often cultivate reputations as master duelists, brilliant mercenary leaders, or unjustly banished nobility from distant lands. Regardless of their guises, vilderavns' advice usually seems wise and perceptive, steeped in an expansive knowledge of history, political rivalries, and cultural clashes, along with insights into the ways of war. Yet while their counsel might lead to early victories, their ultimate purpose is to bring doom to all sides. At the height of the battle, when victory seems nigh, a vilderavn often instigates a wave of betrayal, crippling erstwhile allies and bringing devastation. Only when a ruler's kingdom or a commander's army lies in ruins does a vilderavn administer the coup de grace.

It is said that the first vilderavns were created by a vicious fey lord as a check and counter to the hubris of mortal rulers, especially those who put their trust in armies and steel to drive back the wild lands. The boasting and braggadocio of those mortals who believed they had achieved mastery over the followers of the old ways offended the fey lord, who sent vilderavns to infiltrate their ranks. The vilderavns watched from the shadows and learned the ways of mortals, the better to use their own weapons and strategies against them. In torment and blood, they peeled away the secrets of mortals, laying the last truths of their hearts bare before bestowing the gift of death on them. Even in death, however, a vilderavn's victims languish, stretched across the threshold of the afterlife yet tethered to the fey spirit's merciless heart. Their minds are open books for this fey to unravel and use in cruel and hurtful ways.

Vilderavns sometimes amuse themselves by offering false oracular advice or tempting bargains to mortals, promising power in exchange for the blood of innocents. A vilderavn typically claims to be cursed into its animal form, insisting that only innocent blood will release it. If its mark is foolish enough to accept its bargain, the vilderavn often returns wearing the innocent's flesh to torment its supposed ally and drive her to insanity. A vilderavn might even offer an irony-laced *limited wish* to sweeten its bargains and truly test a mortal's resolve.

Illustration by Jose Parodi

Vishap

This slender dragon is covered in vivid cerulean scales with four powerful wings to match.

VISHAP **CR 19**

XP 204,800

N Colossal dragon (extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +30

Aura frightful presence (300 ft., DC 29)

DEFENSE

AC 35, touch 4, flat-footed 33 (+2 Dex, +31 natural, –8 size)

hp 362 (25d12+200)

Fort +22, **Ref** +16, **Will** +16

Defensive Abilities poisoned blood; **DR** 15/magic; **Immune** poison, paralysis, sleep; **Resist** acid 15, cold 15, electricity 15, fire 15; **SR** 30

OFFENSE

Speed 50 ft., fly 200 ft. (average), swim 100 ft.; ley swim

Melee bite +30 (2d8+13/19–20 plus grab and poison), tail slap +28 (4d6+19), 2 wings +28 (2d8+6), 2 claws +30 (2d8+13 plus grab)

Space 30 ft.; **Reach** 30 ft. (40 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 25d6 acid, Reflex DC 30 half, usable every 1d4 rounds), constrict (2d8+13), poison, swallow whole (10d6 bludgeoning damage, AC 25, 36 hp)

Spell-Like Abilities (CL 25th; concentration +32)

Constant—*tongues*

At will—*etherealness*

5/day—*greater create mindscape*[OA], *greater possession*[OA] (DC 25)

Psychic Spells Known (CL 15th; concentration +22)

7th (1/day)—*ethereal envelopment*[OA] (DC 24), *psychic crush III*[OA] (DC 24)

6th (2/day)—*ego whip IV*[OA] (DC 23), *psychic surgery*[OA]

5th (3/day)—*etheric shards*[OA] (DC 22), *explode head*[OA] (DC 22), *id insinuation IV*[OA] (DC 22), *wall of ectoplasm*[OA]

4th (5/day)—*condensed ether*[OA], *mind probe*[OA] (DC 21), *mindwipe*[OA] (DC 21), *synaptic scramble*[OA] (DC 21), *thought shield III*[OA], *thoughtsense*[OA]

3rd (6/day)—*analyze aura*[OA], *ectoplasmic snare*[OA], *node of blasting*[OA] (DC 20), *purge spirit*[OA], *mindscape door*[OA], *synaptic pulse*[OA] (DC 20)

2nd (7/day)—*anticipate thoughts*[OA], *aversion*[OA] (DC 19), *demand offering*[OA] (DC 19), *detect mindscape*[OA], *hypercognition*[OA], *instigate psychic duel*[OA] (DC 19), *mental block*[OA] (DC 19)

1st (7/day)—*burst of adrenaline*[OA], *charge object*[OA], *decrepit disguise*[OA] (DC 18), *deja vu*[OA], *mindlink*[OA], *psychic reading*[OA], *telempathic projection*[OA]

STATISTICS

Str 37, **Dex** 15, **Con** 26, **Int** 18, **Wis** 14, **Cha** 25

Base Atk +25; **CMB** +46 (+50 grapple); **CMD** 58 (62 vs. trip)

Feats Critical Focus, Exhausting Critical, Flyby Attack, Greater Vital Strike, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Tiring Critical, Vital Strike, Wingover

Skills Climb +21, Fly +22, Intimidate +20, Knowledge (arcana) +32, Knowledge (dungeoneering, engineering, geography, history, nature, religion) +17, Knowledge (local, nobility) +8, Knowledge (planes) +22, Linguistics +10, Perception +30, Sense Motive +20, Spellcraft +32, Swim +49, Use Magic Device +30

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Sylvan; telepathy 100 ft., *tongues*

SQ vishapakar affinity

ECOLOGY

Environment any

Organization solitary or pair

Treasure triple

SPECIAL ABILITIES

Ley Swim (Su) Vishaps are fundamentally attuned to ley lines (*Pathfinder RPG Occult Adventures* 232). As a full-round action while within reach of a vishapakar standing stone that is placed on a ley line, a vishap can swim the currents of any ley line attached to that vishakapar at a rate of 10 miles per round (crossing to a different plane takes 10 rounds). This is a teleportation effect. The vishap can sense the exact shape and length of the ley line, and knows exactly where each vishapakar along the ley line is. In addition, the vishap automatically knows the *status* (as per the spell) of each living creature along the ley line's path or attuned to the ley line. A vishap can end its ley swim only at a vishapakar, though it can travel along other ley lines that connect with its current ley line.

Poison (Ex) Bite or poisoned blood—contact or injury; *save* Fort DC 30; *frequency* 1/round for 6 rounds; *effect* 1d6 Con; *cure* 2 consecutive saves.

Poisoned Blood (Ex) Any creature that comes into contact with a vishap's blood is subjected to the dragon's poison. A creature that deals melee damage to a vishap must succeed at a DC 25 Reflex save to avoid being exposed to the poison, and an attacker using a natural weapon is exposed automatically.

Spells (Sp) A vishap casts spells as a 15th-level psychic (*Occult Adventures* 60).

Vishapakar Affinity (Sp, Su) A vishap automatically succeeds at any attempt to attune itself to a ley line if it makes that attempt while adjacent to a vishapakar. It treats the effects of any such ley line as if the ley line were 5 caster levels higher. By concentrating as a standard action, a vishap can view the surroundings of a vishapakar on one of its attuned ley lines as per *greater scrying*.

Vishaps think of themselves as guardians of the ley lines that connect the life forces of the Material Plane to one another. Like all dragons, vishaps claim expansive territories, but these territories often make little

geographical sense to others—a single vishap might claim unconnected areas on different hemispheres of a planet, for example, and yet multiple vishaps sometimes coexist within mere miles of each other with no apparent animosity. To those attuned to the occult mysteries of ley lines, however, the vishaps' territorial borders are clear. Each vishap claims one or more networks of ley lines, which may stretch for thousands of miles (or even across galaxies), and sometimes overlap with each other without ever touching. A vishap's first priority is the integrity of its ley line network, so any corruption of a ley line draws the attention of the vishap that cares for it.

Vishaps claim only small physical territories in places where their ley lines coincide with interesting geography. In these places, vishaps make psychic contact with intelligent creatures nearby, encouraging them to create standing stones called vishapakars. A vishap can't place a vishapakar on its own, but the presence of a vishapakar on a ley line allows the vishap a great deal of control over that ley line. Evil or less diplomatic vishaps often travel to these desirable locations to intimidate the local people into appeasing the dragons with standing stones. Vishapakars can stand for thousands of years, even as the ley lines that they once marked drift and change course, so a vishap must return to each vishapakar periodically, entreating (or forcing) locals to create new vishapakars on the ley lines' new locations. At particularly ancient locations, it is possible to map the gradual drift of ley lines by the age of the nearby vishapakars.

Vishaps become deeply attached to their ley line networks over their millennia-long life spans, and can live peacefully alongside other vishaps with nearby networks. When ley lines drift and converge, however, it often results in a mortal duel. Sometimes this happens as a corporeal battle in the skies of a planet, or between the dragons while in their ethereal forms. Most commonly, vishaps engaged in mortal combat for control of converging ley lines meet each other in elaborate psychic duels. These duels can last for years, and often spill over into the Material Plane, with each vishap subtly manipulating the creatures and locations along the converging ley lines in a proxy war to defeat its opponent.

Vishaps keep their treasure hoards, like their territories, in strange places, hidden in eddies of psychic energy along their favorite ley lines. A vishap's hoard might be physically scattered across dozens of planes, though to the vishap each cache is only minutes away from the others. A vishap favors items of psychic significance, so one is as likely to find a mundane wooden spoon that belonged to a powerful occultist or the skull of a famous psychic in a vishap's hoard as a magical sword or mountains of gold.

Vishaps procreate only once during their lives, as tending to their ley lines takes priority over almost any biological imperative. When a vishap is finally ready to mate, it commits its form wholly to the ley line network, drifting listlessly along the psychic currents. Inevitably, it meets with some other drifting vishap, and the two consciousnesses merge, exploding in a spray of psychic force. The resulting motes of ethereal energy scatter across the universe, slowly drifting back toward each other and forming eggs, which sometimes drift along ley lines for millennia before hatching a young, ethereal vishap that awakens to full consciousness upon hatching.

A fully grown vishap is 70 feet from head to tail and weighs 60,000 pounds.

Illustration by Ben Wootten

Vukodlak

This feral, black-furred creature combines the features of a wolf and those of a horse, with a fanged muzzle and glowing red eyes.

VUKODLAK **CR 3**

XP 800

NE Large undead

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

Aura unnatural aura

DEFENSE

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

hp 26 (4d8+8)

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

DR 5/silver; **Immune** undead traits; **Resist** cold 5, electricity 5

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+7 plus grab)

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

Special Attacks blood drain (1d2 Constitution), terrifying gaze

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Run

Skills Intimidate +8, Perception +10, Stealth +8; **Racial Modifiers** +4 Perception, +4 Stealth

Languages Common (can't speak)

ECOLOGY

Environment any land

Organization solitary, pair, or pack (3–11)

Treasure incidental

SPECIAL ABILITIES

Terrifying Gaze Paralyzed with fear for 1 round, 30 feet, Will DC 14 negates. This is a mind-affecting fear effect. A creature that succeeds at its saving throw is immune to the vukodlak's gaze for 24 hours. The save DC is Charisma-based.

Vukodlaks spawn from the malignant spirits of powerful, intelligent, wolflike creatures such as worgs, winter wolves, or werewolves. Often they arise from such creatures that—through desperation or depravity—fed on undead flesh or drank the blood of a vampiric creature. Their blackened souls arise after death, twisting their bodies into monstrous shapes. Like vampires, vukodlaks share an insatiable thirst for blood.

Vukodlaks measure 8 feet long and 6 feet tall at the shoulder, and they weigh 1,000 pounds. A vukodlak typically walks on all fours, and from a distance can easily be mistaken for a large, shaggy horse. However, it has a distinct wolflike muzzle filled with sharp canine teeth, as well as other wolfish features. Vukodlaks possess monstrous strength, making them ideal mounts for powerful undead masters or other evil creatures. While serving as mounts, they keep to all fours, and might easily be mistaken for worgs or great fanged horses. Masters seeking to control vukodlaks find the most success relying on fear and intimidation, as well as providing a constant source of blood for the creature to feed upon. Vukodlaks share a natural kinship with vampires and often serve them willingly.

Vukodlaks hunger for blood, gorging themselves rather than saving victims to feed on later. When feeding, they can prove difficult to command. Riders who are not careful in their attempts to restrain a hungry vukodlak risk having their mount turn on them. While vukodlaks can go days without feeding, they gradually become weaker if they do not feed daily, and have difficulty operating on anything other than pure instinct. Though intelligent, vukodlaks rarely think or plan ahead, instead focusing on feeding or obeying their masters' commands.

Vukodlaks without masters often form small packs. These packs annihilate all life in entire areas, overfeeding until destroyed or forced to move on. Vukodlaks hate sunlight and hunt only at night, making their lairs in deep caves or ruins. They don't care for treasure; anything of worth found in a vukodlak lair is simply something its latest victim was carrying that the beast couldn't eat.

Although vukodlaks don't appear undead at first glance, any creature that wounds one or finds a vukodlak corpse can tell they're not living creatures—their bodies being largely hollow, filled with the rotten, stinking remains of organs that ceased functioning long ago.

Illustration by Bryan Sola

Wakandagi

This antlered beast combines the features of an elegant deer and a slithering serpent.

WAKANDAGI **CR 14**

XP 38,400

NG Large outsider (native, water)

Init +6; **Senses** darkvision 60 ft., *detect evil, detect magic,* low-light vision, scent, mistsight; Perception +23

DEFENSE

AC 28, touch 16, flat-footed 21 (+6 Dex, +1 dodge, +12 natural, –1 size)

hp 200 (16d10+112)

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

Immune disease, poison; **Resist** cold 10, fire 10; **SR** 25

OFFENSE

Speed 40 ft., swim 80 ft.

Melee gore +25 (1d8+10), bite +25 (1d8+10), 2 hooves +23 (1d8+5), tail slap +23 (1d8+5)

Ranged water bomb +21 touch (bull rush)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail slap)

Special Attacks capsize, pounce, powerful charge (gore, 2d8+15), water bomb

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

At will—*detect evil, detect magic, fog cloud, quench* (DC 19)

3/day—*aqueous orb*[APG] (DC 19), *neutralize poison*

STATISTICS

Str 30, **Dex** 23, **Con** 24, **Int** 13, **Wis** 19, **Cha** 22

Base Atk +16; **CMB** +27; **CMD** 44 (48 vs. trip)

Feats Dodge, Lightning Reflexes, Mobility, Multiattack, Point-Blank Shot, Power Attack, Spring Attack, Vital Strike

Skills Acrobatics +20, Diplomacy +20, Intimidate +20, Knowledge (nature, planes) +15, Perception +23, Spellcraft +9, Stealth +20, Survival +20, Swim +23

Languages Common, Sylvan

ECOLOGY

Environment temperate rivers

Organization solitary

Treasure none

SPECIAL ABILITIES

Water Bomb (Su) As a standard action, a wakandagi can spit a ball of water at a target within 60 feet as a ranged touch attack. If successful, the attack is resolved as a bull rush using the wakandagi's CMB. This bull rush doesn't provoke an attack of opportunity. If the ball of water successfully hits, it remains in the square of the target struck. If the ball of water misses, it continues in a straight line and lands at the extent of its range. This ball is 2 feet across and weighs 50 pounds. One round after the wakandagi spits the ball of water, it explodes, dealing 10d6 points of nonlethal damage to all creatures within a 20-foot radius (Reflex DC 25 half). The save DC is Constitution-based.

Ardent defenders of large flowing rivers and the branching tributaries that accompany them, wakandagis swim through wild, untouched lands, valiantly working to guard them from those who would over-settle their banks, spoil their purity, and take from their bounty without consideration for the needs of the river or the other creatures that inhabit it. When destructive creatures poison the rivers or humanoids draw too many fish from their waters, wakandagis are roused to confront the despoilers, either to force them to flee or to end their destruction by any means necessary.

While a wakandagi's anger is fierce, it is not easily roused. Simple fishing expeditions and the occasional traveler are left in peace; only those doing extreme and malicious damage to the rivers in a wakandagi's territory provoke it, and the creature attacks only after great deliberation. While these majestic beasts are rarely encountered by humans, tales around the fires of fish camps and within the relative safety of riverside taverns claim that, when riled, a wakandagi will come screaming out from within a veil of clinging mist, scattering foes, capsizing boats, and spitting its water bombs, which can render a foe unconscious. Any creature straying too close to the beast falls victim to its branching antlers.

Illustration by Tomasz Chistowski

The other, less destructive tales involving wakandagis portray them as considerate and kind-hearted beasts, sometimes flooding a burning field to save a crop of corn, pushing a sinking boat to shore to save the crew, or even saving a child bitten by a viper while playing in the river.

A wakandagi stands 9 feet at the shoulder, stretches 18 feet from nose to tail, and weighs 2,200 pounds.

Warmonger Wasp

This wasplike creature seems to be partially made of metal. Its wings create an iridescent glow as it buzzes through the air.

WARMONGER WASP **CR 7**

XP 3,200

CE Large construct (extraplanar)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, –1 size)

hp 85 (10d10+30); fast healing 5

Fort +5, **Ref** +9, **Will** +4

Immune electricity, construct traits

OFFENSE

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

Melee bite +15 (1d8+4), 2 claws +15 (1d6+4), sting +15 (1d6+4/19–20 plus poison)

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

Special Attacks static discharge, poison

STATISTICS

Str 18, **Dex** 23, **Con** —, **Int** 3, **Wis** 13, **Cha** 1

Base Atk +10; **CMB** +15; **CMD** 31 (35 vs. trip)

Feats Ability Focus (poison), Great Fortitude, Improved Critical (sting), Improved Initiative, Weapon Finesse

Skills Fly +14, Perception +13, Stealth +13; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal (can't speak)

ECOLOGY

Environment any (Abyss)

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

Static Discharge (Su) Once every 1d4 rounds as part of a move action that's taken to fly at least 10 feet, a warmonger wasp's wings can discharge a bolt of electricity to a range of up to 60 feet. The bolt explodes upon reaching its target, creating a 20-foot-radius burst that deals 6d6 points of electricity damage (Reflex DC 15 half). The save DC is Constitution-based.

Illustration by Damien Mammoliti

Like the more powerful retriever (*Pathfinder RPG Bestiary* 234), the warmonger wasp is a construct built from the protoplasmic flesh and chaotic fecundity of the Abyss itself. Partially organic and partially metallic, warmonger wasps serve demonic armies as air support in large battles. Their electricity-based explosions work well on battlefields where demons and mortals clash, as electrical attacks have no effect on demons. Warmonger wasps are grown rather than constructed, and while the procedure of crafting these constructs is beyond the ken of mortal crafters, spellcasters can conjure them to do their bidding. Warmonger wasps are only intelligent enough to understand simple commands, and even then they generally understand only commands universally associated with battlefield conditions.

A warmonger wasp is about 10 feet long, has a 20-foot wingspan, and weighs 1,200 pounds.

Conjuring a Warmonger Wasp

Although a warmonger wasp is not an outsider, it may nonetheless be conjured by either a *planar ally* or *planar binding* spell. The spellcaster must take care when doing so, however, using specially prepared incenses, the secretions of rare and violent insects, and complex diagrams drawn with expensive phosphorescent inks, lest the wasp attack the spellcaster upon the spell's completion. These components cost 15,000 gp and replace the usual costs associated with casting either spell (including the required Charisma check to browbeat the creature into servitude with *planar binding*, as well as *planar ally*'s requirement to pay the conjured creature).

Massacre Wasp

Warmonger wasps grow organically from protoplasmic flesh and chaos, so it's no surprise that, unlike many constructs, each warmonger wasp has a uniquely terrible appearance, and the wasps warp, twist, and mutate over time. While in most cases, significant mutations prove crippling and ultimately cause the wasp's death, in rare cases, the mutated wasp reaches a new state of evolution and becomes a massacre wasp: a more powerful version of the warmonger wasp that is capable of strategizing and leading other warmonger wasps in battlefield maneuvers. Massacre wasps usually have the advanced or giant simple template as well as either 6 evolution points' worth of summoner eidolon evolutions (see *Pathfinder RPG Advanced Player's Guide* pages 60–64) or other monster abilities of a similar power level and scope. Massacre wasps' static discharge works once per round instead of once every 1d4 rounds.

Water Leaper

This vicious monster has webbed wings, a mouth full of sharp teeth, and a long tail ending a black stinger.

WATER LEAPER **CR 2**

XP 600

CN Small magical beast (aquatic)

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

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 22 (3d10+6)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 20 ft., fly 20 ft. (clumsy), swim 30 ft.

Melee bite +5 (1d4+1), sting +5 (1d4+1 plus 1 bleed and jagged sting)

Special Attacks bleed (1), jagged sting, water leap

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 7, **Wis** 14, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 17

Feats Flyby Attack, Improved Initiative

Skills Acrobatics +11 (+15 when jumping), Fly –3, Perception +6, Stealth +11, Swim +9; **Racial Modifiers** +4 Acrobatics (+8 when jumping)

Languages Aquan

SQ amphibious

ECOLOGY

Environment any lakes or swamps

Organization solitary

Treasure standard

SPECIAL ABILITIES

Jagged Sting (Ex) A water leaper's sting causes dangerous shards too tiny for the eye to see to break off into the target's flesh and cause bleeding. A successful DC 15 Heal check stops the bleeding and removes the fragments. However, magical and supernatural healing of any kind doesn't stop the bleeding and instead seals the fragments within the wound, increasing the bleed damage to 1d4 points and the Heal DC to stop the bleeding to 20. Further such healing still doesn't stop the bleed effect, but also doesn't increase the damage or Heal DC further.

Water Leap (Ex) Water leapers get their name from their uncanny ability to ambush prey by leaping out of the water. A water leaper that begins its turn in the water can make a special leaping charge attack. This special charge doesn't need to be in a straight line with respect to altitude, allowing the water leaper to leap out, up and over the rim of a boat, and down onto its prey. At the end of a water leap, the water leaper can make both a bite and a sting attack.

Water leapers are ornery hunters that thrive in lakes, swamps, and other marshy bodies of water. They eagerly ambush much larger targets. Against challenging prey, they make their namesake leap from the water, use their jagged sting to open a wound, and then wait for their victim to bleed out. Although fishermen tell tales of marauding water leapers, in reality, the creatures prefer attacking animals and other less canny prey, since intelligent creatures are both more likely to be able to halt the bleeding from the water leaper's sting and hold a grudge afterward.

The average water leaper is a little over 3 feet long, not counting its wings or the length of its tail, and weighs between 8 and 16 pounds.

Water Mauler

Much like many other amphibious animals, water leapers grow through several stages before reaching the their adult form. What most don't realize is that water leapers' small winged stage isn't the species's final form. Most water leapers don't live long enough to undergo their final metamorphosis, which occurs at an inconsistent age, but those that do transform into water maulers (considered by most scholars to be a rare separate-but-related species). A water mauler is a Large water leaper advanced by adding HD. It gains two claw attacks, rend (2 claws), and pounce (replacing water leap).

Water maulers, unlike their brethren, are more likely to interact with creatures of other species—particularly natives of the swamp such as boggards—to create mutually beneficial alliances. They can even serve as reluctant mounts, capable of carrying their riders both into the air and beneath the waves. Such water maulers mainly enter into these collaborations to procure themselves steady sources of food, but they occasionally desire something more unusual—typically colorful items they have seen in passing.

Illustration by Fabio Gorla

Whale, Blue

This enormous creature has a fluke tail and a wide mouth filled with baleen.

BLUE WHALE **CR 12**

XP 19,200

N Colossal animal

Init –1; **Senses** low-light vision; Perception +27

DEFENSE

AC 26, touch 1, flat-footed 26 (–1 Dex, +25 natural, –8 size)

hp 184 (16d8+112)

Fort +17, **Ref** +9, **Will** +8

OFFENSE

Speed swim 40 ft.

Melee tail slap +21 (8d6+24 plus stun)

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

Special Attacks capsize

STATISTICS

Str 42, **Dex** 8, **Con** 25, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +12; **CMB** +36; **CMD** 45 (can't be tripped)

Feats Awesome Blow, Diehard, Endurance, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail slap)

Skills Perception +27, Swim +35; **Racial Modifiers** +12 Perception

SQ hold breath

ECOLOGY

Environment any oceans

Organization solitary, pair, or pod (3–18)

Treasure none

SPECIAL ABILITIES

Hold Breath (Ex) A blue whale can hold its breath a number of rounds equal to 10 times its Constitution score.

Stun (Ex) A blue whale's fluke can deliver a powerful stunning blow. A creature struck by this attack must succeed at a DC 34 Fortitude save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is also stunned for 1d4 rounds. The save DC is Strength-based.

Tail Slap (Ex) A blue whale's tail slap is a primary attack and applies 1–1/2 times its Strength bonus on damage rolls.

Illustration by Florian Stitz

Despite their size, blue whales are docile unless threatened. They eat millions of tiny invertebrates known as krill, which they suck through their baleen in massive gulps. These enormous mammals can be found in oceans and seas. An adult blue whale is 100 feet long and weighs 200 tons.

Whale, Narwhal

This small whale lacks a dorsal fin and has pale, mottled skin. Its most notable feature is the single tusk protruding from its face.

NARWHAL **CR 3**

XP 800

N Large animal

Init +3; **Senses** blindsight 120 ft., low-light vision; Perception +12

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +7, **Will** +3

OFFENSE

Speed swim 80 ft.

Melee bite +7 (1d8+7)

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

Special Attacks tusk

STATISTICS

Str 21, **Dex** 17, **Con** 14, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Skill Focus (Swim), Toughness

Skills Perception +12, Swim +20; **Racial Modifiers** +4 Perception

SQ hold breath

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pod (3–18)

Treasure none

SPECIAL ABILITIES

Hold Breath (Ex) Narwhals are expert deep divers, and a narwhal can hold its breath a number of minutes equal to 2 times its Constitution score.

Tusk (Ex) A charging narwhal can make a single gore attack with its tusk in place of its normal bite attack. If it hits, the tusk deals 2d6+14 points of damage with a ×3 critical multiplier.

Narwhals are skilled hunters in arctic waters, and are known to dive deeper than even much larger cetaceans both in open water and beneath thick sheets of floating ice. A male narwhal possesses a single, 6-foot-long tusk extending from just above its mouth, which it uses to impress females during mating season, engaging in flashy duels with other males. In times of need, the tusks may be used to break through thick ice or even in self-defense, though most narwhals prefer to flee rather than fight. A typical narwhal is about 14 feet long (not including the tusk) and weighs 3,200 pounds.

Witchcrow

Unnatural intelligence glows in the bright green eyes of this large, jet-black crow.

WITCHCROW **CR 3**

XP 800

CE Small magical beast

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

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 32 (5d10+5)

Fort +5, **Ref** +7, **Will** +4

Resist cold 5

OFFENSE

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

Melee 2 talons +7 (1d6+1)

Special Attacks hexes (cackle[APG], evil eye[APG], misfortune[APG])

Spell-Like Abilities (CL 5th; concentration +8; Intelligence-based)

Constant—*detect magic*, *speak with animals* (birds only)

3/day—*perceive cues*[APG], *vanish*[APG], *ventriloquism* (DC 14)

1/day—*ill omen*[APG], *mirror image*

STATISTICS

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

Base Atk +5; **CMB** +5 (+7 steal[APG]); **CMD** 19 (21 vs. steal[APG])

Feats Combat Expertise, Dodge, Flyby Attack[B], Improved Steal[APG]

Skills Bluff +5, Fly +15, Knowledge (arcana) +6, Perception +9, Sense Motive +6, Sleight of Hand +12, Spellcraft +6, Stealth +15; **Racial Modifiers** +8 Sleight of Hand

Languages Abyssal, Aklo, Auran, Common; *speak with animals* (birds only)

SQ apportation

ECOLOGY

Environment cold or temperate forests or plains

Organization solitary, pair, covey (3–12), or murder (13–30)

Treasure standard

SPECIAL ABILITIES

Apportation (Su) Once per day, in large enough groupings (such as a murder), witchcrows can perform cooperative magic to open a glowing ring that leads to somewhere else. This entails a raucous aerial ritual centered on those that wish to make use of this ability. The ritual functions like a *teleportation circle* (CL 17th), except it requires 1 minute of uninterrupted casting time. The circle doesn't need to be placed on a horizontal surface, and is both visible and easily detected. The effect stays in place for 1 minute. Most witchcrows loathe using this power, but some offer it as a service, demanding a high price—usually something cherished, extremely valuable, and magical.

Hexes (Su) A witchcrows can use the hexes listed in its special attacks entry as a 5th-level witch (*Pathfinder RPG Advanced Player's Guide* 65). The save DC to resist a witchcrow's hex is 15.

Illustration by Brynn Metheney

The dread witchcrow, renowned as a harbinger of ill deeds and misfortune, preys on the weak and spies on the unwary. Clever, manipulative, and avaricious in the extreme, these birds have no conscience and know no fear. Witchcrows strive to steal not only victims' most cherished possessions, but their hopes and dreams as well. They delight in bringing anguish and sowing doubt even as they offer falsely friendly advice designed to tear down alliances, dupe the gullible, and compromise the virtuous. Despite their deceptive nature, witchcrows can also hold valuable information—or come by such if paid to retrieve it.

Witchcrows value arcane magic above all else, not simply as practitioners, but also as collectors. In exchange for their services or information, witchcrows trade for scrolls, potions, and other lesser magic items. Even if such items go unoffered, an intense covetous streak drives witchcrows to pilfer these things if they sense them among a bargainer's possessions. Often, they single out arcane casters as targets for thievery, closing on casters from a distance with their *vanish* ability and executing flyby attacks to snatch away any baubles they desire. They carry such loot back to their nests to preen and proudly share stories of their daring raids under the adulation of their peers. Regular, prolonged spellcasting (casting spells with a casting time greater than 1 round) often attracts witchcrows to the area. They stalk spellcasters in groups, watching for opportunities to steal from them.

Wizard's Shackle

This eel-like creature has a thick, greasy body and a large, circular mouth full of tiny teeth.

WIZARD'S SHACKLE **CR 1/2**

XP 200

N Tiny aberration (aquatic)

Init +0; **Senses** *arcane sight*, blindsight 60 ft.; Perception +6

DEFENSE

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

hp 9 (2d8)

Fort +0, **Ref** +0, **Will** +4

Defensive Abilities host buffer; **Immune** disease, mind-affecting effects, poison; **SR** 11

OFFENSE

Speed 5 ft., swim 30 ft.

Melee bite +3 (1d4–3 plus attach and 1d3 Wisdom damage)

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

Special Attacks puppet master

Spell-Like Abilities (CL 5th; concentration +1)

Constant—*arcane sight*

STATISTICS

Str 4, **Dex** 11, **Con** 11, **Int** 12, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** –1 (+7 grapple); **CMD** 6 (14 vs. grapple, can't be tripped)

Feats Weapon Finesse

Skills Climb +2, Knowledge (arcana) +6, Perception +6, Stealth +13, Swim +10

Languages Aklo (can't speak); telepathy 10 ft.

SQ amphibious, compression

ECOLOGY

Environment any water

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

Treasure none

SPECIAL ABILITIES

Host Buffer (Ex) A wizard's shackle that has dominated a host uses the host's saving throws if they are better than the wizard's shackle's saving throws.

Puppet Master (Su) If a wizard's shackle attaches to a creature that can cast spells or use spell-like abilities, the target creature must succeed at a DC 14 Will save or become dominated (as per *dominate monster*). The domination lasts as long as the wizard's shackle remains in contact with the victim. If the target would receive a new save against the effect (as described in the spell), a successful save allows it to avoid taking the action, but doesn't end the domination. The save DC is Intelligence-based and includes a +2 racial bonus.

Tenacious Grip (Ex) A wizard's shackle gains a +8 bonus on combat maneuver checks to grapple and to CMD against grapple combat maneuvers.

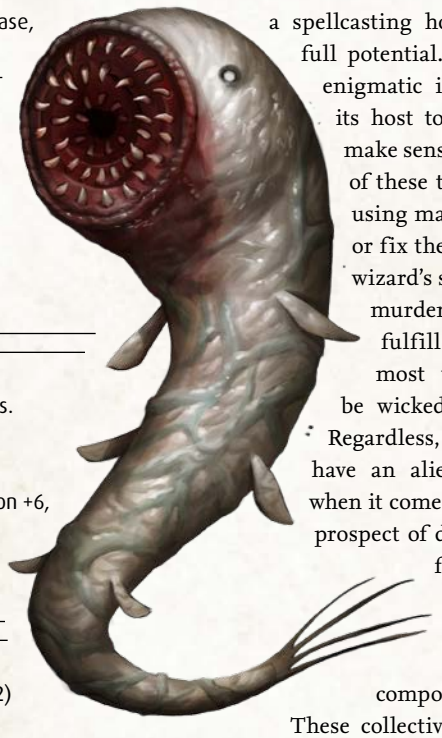


Illustration by Nikolai Ostertag

Wizard's shackles are intelligent, eel-like parasites with tough bodies covered in pulsating veins. A wizard's shackle not attached to a host is quite cowardly and typically flees if it can. However, if the wizard's shackle becomes aware of a creature capable of casting spells or using spell-like abilities, it becomes extraordinarily aggressive. Once it establishes physical contact with such a creature, a wizard's shackle attempts to dominate its host. Wizard's shackles can't control non-spellcasters, and never attempt to.

Though wizard's shackles are intelligent, they don't have a society of their own and, without a host, they perform simple acts like eating, mating, and sleeping in the fashion of mindless vermin. However, once it dominates a spellcasting host, a wizard's shackle reveals its full potential. Driven by strange yearnings and enigmatic impulses, a wizard's shackle leads its host to perform various tasks that don't make sense from an outside perspective. Most of these tasks are weird but benign, such as using magic to steal a merchant's silverware or fix the roof of a peasant's house. Rarely, a wizard's shackle will force its host to commit murder or other brutal acts intended to fulfill some unknown purpose, though most victims of such actions tend to be wicked or corrupt in their own rights. Regardless, wizard's shackles attached to hosts have an alien but almost childlike curiosity when it comes to humanoid society, and only the prospect of discovering more can distract them from their enigmatic tasks.

Wizard's shackles latched onto hosts will sometimes form a social group, like a mage's guild composed solely of dominated spellcasters. These collectives tend to work toward goals just as incomprehensible, if not more so, than an individual wizard's shackle. Such goals might include spending a week dedicated to cleaning all the city's fountains until they shine or building an obelisk made of hollow copper.

A typical wizard's shackle measures a mere foot in length and weighs about 2 pounds.

Archwizard's Shackle

Rarely, a wizard's shackle that learns enough about the world manages to establish a personality that it maintains even without a host. Archwizard's shackles are often less disruptive and dangerous than their lesser kindred, as they understand that they are enslaving another being's mind. Many learn to work together with a host instead of taking full control, but evil archwizard's shackles are a much more significant threat. Archwizard's shackles advance by class levels.

Wolliped

This shaggy, multi-legged creature has a flattened face with wide nostrils and four eyes. Ivory tusks jut downward, flanking its mouth.

WOLLIPED **CR 3**

XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +9

DEFENSE

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

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +1

OFFENSE

Speed 50 ft.

Melee gore +1 (1d8+2)

Ranged spit +4 touch

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

STATISTICS

Str 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 11, **Cha** 3

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Feats Endurance[B], Run, Skill Focus (Perception)

Skills Climb +8, Perception +9

ECOLOGY

Environment temperate hills

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

Treasure none

SPECIAL ABILITIES

Docile (Ex) Wolliped are not naturally belligerent creatures. Unless a wolliped is specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), its gore is treated as a secondary attack and the creature lacks the trample ability. If trained for combat, its gore attack becomes gore +6 (1d8+6) and it gains the trample ability (1d6+6, DC 16).

Spit (Ex) Once per hour, a wolliped can regurgitate the contents of its stomach, spitting the foul slurry at a single target within 10 feet as a ranged touch attack. On a successful hit, the target must succeed at a DC 15 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

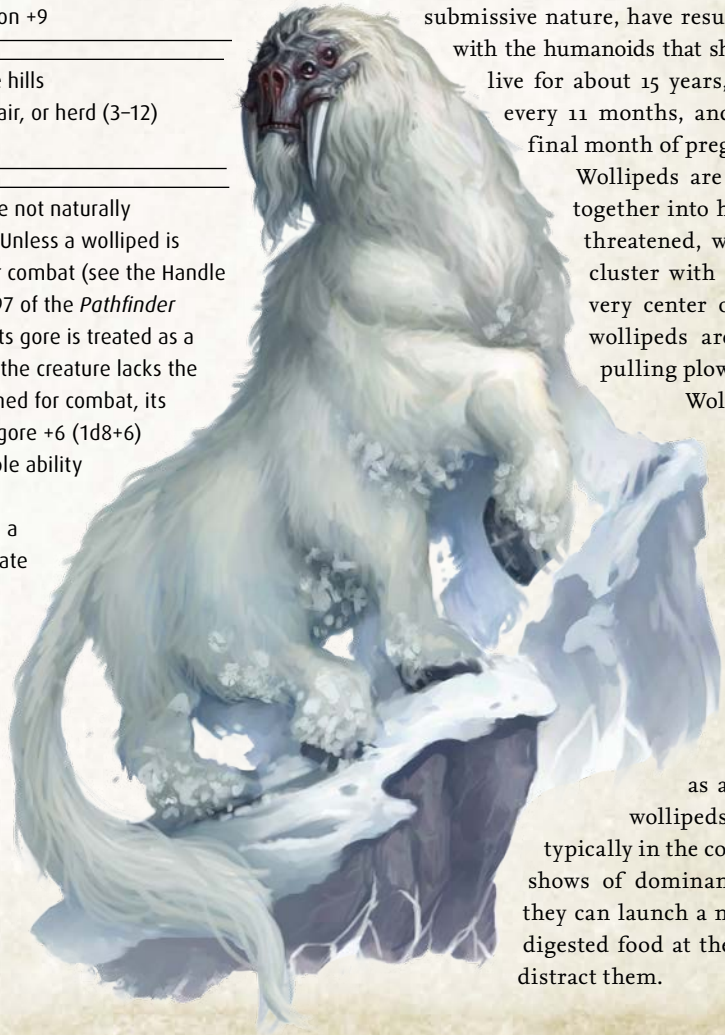


Illustration by Tyler Walpole

Some claim wollipeds weren't initially domesticated to be working animals, but rather were herded and bred for their extremely warm and plentiful fleece. Regardless of the creatures' origins, arctic dwellers have a long history of using these magnificent animals for many purposes, even employing them as mounts in battle. A typical wolliped stands between 5 and 6 feet at the front shoulder and weighs upward of 1,000 pounds.

Wollipeds are social herd animals that subsist on a diet of grasses, leaves, and other plant material. Wollipeds in high mountainous environments obtain much of their food from lichens and mosses, while herds of wollipeds on the plains graze on more substantial fare. Wild wollipeds tend to migrate to more plentiful foraging lands in the harshest winters, though these can be difficult to find.

Walking on eight sturdy legs, wollipeds are exceptionally sure-footed. These creatures can climb steep mountain trails and march through heavy snow with little effort, and arctic cavalry have often charged up scree-choked hillsides to raid fortresses on the backs of armored wollipeds. The great beasts' facility at maneuvering in challenging environments, as well as their generally submissive nature, have resulted in a long relationship with the humanoids that share their homes. Wollipeds live for about 15 years, mating and giving birth every 11 months, and can be ridden until the final month of pregnancy.

Wollipeds are social animals, grouping together into herds for protection. When threatened, wollipeds gather in a tight cluster with the young animals in the very center of the herd. Domesticated wollipeds are used for casual riding, pulling plows, and powering mills.

Wolliped fleece is a versatile textile, as wolliped fibers wick water away, and still provide adequate warmth even when soaked. The variations in their coat colors and textures provide weavers with a wide array of design options.

Wollipeds are known to use spitting as a form of communication, as well as a method of defense. Most wollipeds only spit at one another, typically in the course of their tusk-clashing shows of dominance, but when threatened, they can launch a nauseating wad of partially digested food at their attackers to sicken and distract them.

Wyrmwraith

This ghostly, skeletal creature appears to once have been a dragon, but it is now something far less noble.

WYRMWRAITH **CR 17**

XP 102,400

CE Gargantuan undead (incorporeal)

Init +16; **Senses** darkvision 60 ft., lifesense; Perception +38

Aura unnatural aura

DEFENSE

AC 31, touch 31, flat-footed 18 (+6 deflection, +12 Dex, +1 dodge, +6 profane, –4 size)

hp 252 (24d8+144)

Fort +14, **Ref** +20, **Will** +19

Defensive Abilities channel resistance +4, incorporeal, positive energy transference; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal bite +27 (4d6 plus energy drain), 2 incorporeal claws +27 (2d8 plus divine dispelling), 2 incorporeal wings +24 (2d6), incorporeal tail slap +24 (2d8)

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

Special Attacks breath weapon (60-ft. cone, 20d6 negative energy and 1 negative level, Reflex DC 22 half damage, usable every 1d4 rounds), create spawn, ectoplasmic shift, energy drain (2 levels, DC 28)

Spell-Like Abilities (CL 24th; concentration +30)

At will—*animate dead*, *command undead* (DC 18), *desecrate*, *detect undead*, *protection from good*

5/day—*create undead*, *control undead* (DC 23), *unhallow*, *unholy blight* (DC 20)

3/day—*create greater undead*, quickened *finger of death* (DC 23), *waves of exhaustion*

1/day—*energy drain* (DC 25), *soul bind* (DC 25)

STATISTICS

Str —, **Dex** 34, **Con** —, **Int** 20, **Wis** 21, **Cha** 22

Base Atk +18; **CMB** +34; **CMD** 57 (61 vs. trip)

Feats Acrobatic, Dodge, Flyby Attack, Hover, Improved Initiative, Multiattack, Quicken Spell-Like Ability (*finger of death*), Skill Focus (Intimidate), Skill Focus (Perception), Stealthy, Weapon Focus (incorporeal bite), Weapon Focus (incorporeal claw)

Skills Acrobatics +40, Escape Artist +14, Fly +45, Intimidate +39, Knowledge (arcana) +20, Knowledge (planes) +17, Knowledge (religion) +32, Perception +38, Sense Motive +32, Stealth +31, Survival +29

Languages Abyssal, Common, Draconic, Elven, Infernal

SQ phase lurch

ECOLOGY

Environment any

Organization solitary or cadre (1 plus 2–4 dread wraiths)

Treasure double

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a wyrmwraith become dread wraiths (*Pathfinder RPG Bestiary* 281) in 1d4 rounds. Spawn are under the command of the wyrmwraith that created them and remain enslaved until its death, at which point they become free-willed dread wraiths. They don't possess any of the abilities they had in life.

Divine Dispelling (Su) When a wyrmwraith strikes a creature with one of its claws, that creature is also affected by a targeted *greater dispel magic* (CL 20th) that can dispel only divine spells.

Ectoplasmic Shift (Su) A wyrmwraith can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. As a swift action, the wyrmwraith can become corporeal for 1d4 rounds. It can return to its incorporeal form as a free action. Once its ectoplasmic form's duration ends, the wyrmwraith can't assume that form again for 1d4 rounds. While in ectoplasmic form, the wyrmwraith loses the incorporeal ability (including its deflection bonus to AC) and gains a +16 natural armor bonus to AC, DR 15/—, a Strength score equal to its Dexterity score, and the phase lurch ability. The AC for a typical wyrmwraith in ectoplasmic form is 41. When in ectoplasmic form, its attacks are **Melee** bite +27 (4d6+18 plus energy drain), 2 claws +27 (2d8+12 plus divine dispelling), 2 wings +24 (2d6+6), tail slap +24 (2d8+18).

Phase Lurch (Su) A wyrmwraith in ectoplasmic form can pass through walls or material obstacles. It must begin and end its turn outside whatever wall or obstacle it's moving through. It can't move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

Positive Energy Transference (Su) Whenever a wyrmwraith succeeds at a saving throw to resist positive energy damage but still suffers damage, the wyrmwraith can immediately transfer that damage to any dread wraith spawn of its choice with 120 feet that it controls. The wyrmwraith takes any excess damage beyond the spawn's hit points. Even if the wyrmwraith has no spawn under its control, when it succeeds at its save against a positive energy effect that normally deals half damage on a successful save, it instead takes one quarter damage.

Wyrmwraiths arise from the souls of powerful dragons who refuse to accept death or have an irrational fear of moving on to an afterlife. No longer concerned with amassing wealth and power, wyrmwraiths instead brood with an unrelenting hatred of all living things. They hate other dragons above all else, seeing the existence of those living creatures as a mockery of their own.

Wyrmwraiths typically haunt their former lairs or some other location where they can hide from the sunlight. They are drawn toward ancient ruins, forgotten catacombs, and other places associated with death. Litter, detritus and

bones lie heaped in areas controlled by a wyrmwraith instead of the coins and gems. In the rare instances when a wyrmwraith is away from its den, the malice of its presence still lingers palpably in the cold air. Still displaying the draconic instinct to protect their homes from would-be thieves, wyrmwraiths will often create and leave behind undead guardians.

Wyrmwraiths slay those who venture near their lairs, surrounding themselves with their newly created dread wraiths and any other undead they can create or control, carving out small fiefdoms populated by undead servitors. They send their minions to collect anything and anyone with knowledge or power they believe can aid them in their dark endeavors. Captured individuals who please the wyrmwraith can expect to be reborn as powerful undead while those that fail wallow in eternal torment as dread wraiths.

On rare occasions throughout history, powerful necromancers or dark cults have managed to entice or coerce a wyrmwraith into an alliance. These collaborations are fleeting, as wyrmwraiths still retain a twisted shadow of their draconic pride, seeing all other creatures as beneath them. Unless compelled to work with others, a wyrmwraith turns on its allies once they are no longer useful to it.

Finding a way to gain a wyrmwraith's attention is difficult because it is no longer interested in wealth or other mundane material possessions. Instead, wyrmwraiths seek knowledge or items to reverse or improve their undead condition. Their own loathing of what they have become is the only thing as strong as their hatred of the living. Yet, despite their predicament, they still fear ultimate death.

A wyrmwraith blights the land with its very presence, a slowly spreading stain tainting anything it touches. Undead activity inevitably increases in any area a wyrmwraith inhabits. Unless a wyrmwraith is destroyed, its territory often becomes a lifeless wasteland for miles.

Wyrmwraiths are very dangerous opponents in combat. They prefer to soften up enemies with their breath weapon and spells before closing in for melee. Wyrmwraiths target clerics, paladins, and other spellcasters wielding divine magic, both because they know divine magic possesses the greatest threat to them and because they see it as a chance to strike back against the gods for their accursed state. Wyrmwraiths care little about how many of their undead minions are destroyed in combat. They are merely pawns to the wyrmwraiths, who have the means at their disposal to create more.

Wyrmwraiths appear as skeletal, ghostly versions of their former selves, their features warped by malice. No matter the size they once possessed, wyrmwraiths measure roughly 50 ft. from snout to tail. Unencumbered by flesh, they move with a silent, effortless, and deadly grace. Even wyrmwraiths' minds become changed in undeath. Already long-lived creatures when they were dragons, some wyrmwraiths have spent an even longer time as undead. Brooding and nurturing brutal hatred for the living for so long drives these wyrmwraiths insane, causing them to become reckless—or self-destructive—and to venture out into the night to rain down destruction on a nearby settlement or even an entire kingdom, knowing that they will eventually be hunted down and destroyed.

Illustration by Ben Wootten

Wysp

This sphere of elemental matter emits a strange hum that resonates with elemental power.

Wysp

All wysps have the following features.

Ecology

Environment any (Elemental Planes or Ethereal Plane)
Organization solitary, cloud (3–8), symphony (10–40 plus 1 wysp conductor), or retinue (1–6 plus a powerful elemental creature)
Treasure none

Special Abilities

Living Battery (Ex) As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.
Resonance (Ex) A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.
Servitor (Ex) A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Aether Wysp CR 2

XP 600

N Tiny outsider (aether, elemental)
Init +7; **Senses** darkvision 60 ft.; Perception +7
Aura resonance (30 ft.)

Defense

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 22 (3d10+6)
Fort +5, **Ref** +6, **Will** +2
Immune elemental traits

Offense

Speed fly 60 ft. (good)
Melee 2 tendrils +10 (1d3+2)
Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 10, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +3; **CMB** +4; **CMD** 14 (can't be tripped)
Feats Improved Initiative, Weapon Finesse
Skills Bluff +7, Disable Device +9, Fly +15, Knowledge (planes) +4, Perception +7, Sense Motive +6, Sleight of Hand +9, Stealth +17
Languages Aquan, Auran, Ignan, Terran
SQ lesser telekinesis, living battery, servitor

Special Abilities

Lesser Telekinesis (Su) By extending its strands of aether, an aether wysp can move small objects at a distance, as per *mage hand* except that lesser telekinesis is a supernatural ability and can move magical or nonmagical objects weighing up to 10 pounds.

Air Wysp CR 2

XP 600

N Tiny outsider (air, elemental)
Init +4; **Senses** darkvision 60 ft.; Perception +7
Aura resonance (30 ft.)

Defense

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
hp 19 (3d10+3)
Fort +4, **Ref** +7, **Will** +2
Immune elemental traits

Offense

Speed fly 100 ft. (perfect)
Melee 2 tendrils +11 (1d3+2)
Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 10, **Dex** 19, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +3; **CMB** +5; **CMD** 15 (can't be tripped)
Feats Flyby Attack, Weapon Finesse
Skills Bluff +7, Fly +20, Knowledge (arcana) +4, Knowledge (planes) +6, Knowledge (religion) +4, Perception +7, Sense Motive +7, Stealth +18
Languages Auran
SQ living battery, servitor

Earth Wysp CR 2

XP 600

N Tiny outsider (earth, elemental)
Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7
Aura resonance (30 ft.)

Defense

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)
hp 25 (3d10+9)
Fort +5, **Ref** +4, **Will** +2
DR 1/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft.
Melee 2 tendrils +9 (1d3+4)
Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +3; **CMB** +2; **CMD** 14 (can't be tripped)
Feats Power Attack, Toughness

Skills Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7
Languages Terran
SQ living battery, servitor

FIRE WYSP **CR 2**

XP 600

N Tiny outsider (elemental, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +7
Aura resonance (30 ft.)

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 19 (3d10+3)
Fort +4, **Ref** +5, **Will** +2
Immune elemental traits, fire
Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., fly 20 ft. (poor)
Melee 2 tendrils +9 (1d3+2 plus burn)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks burn (1d6 fire, DC 14)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +3; **CMB** +3; **CMD** 13 (can't be tripped)
Feats Improved Initiative, Weapon Finesse
Skills Bluff +7, Intimidate +7, Knowledge (planes) +6, Perception +7, Sense Motive +7, Stealth +16
Languages Ignan
SQ living battery, servitor

WATER WYSP **CR 2**

XP 600

N Tiny outsider (elemental, water)
Init +1; **Senses** darkvision 60 ft.; Perception +7
Aura resonance (30 ft.)

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 22 (3d10+6)
Fort +5, **Ref** +4, **Will** +2
Immune elemental traits

OFFENSE

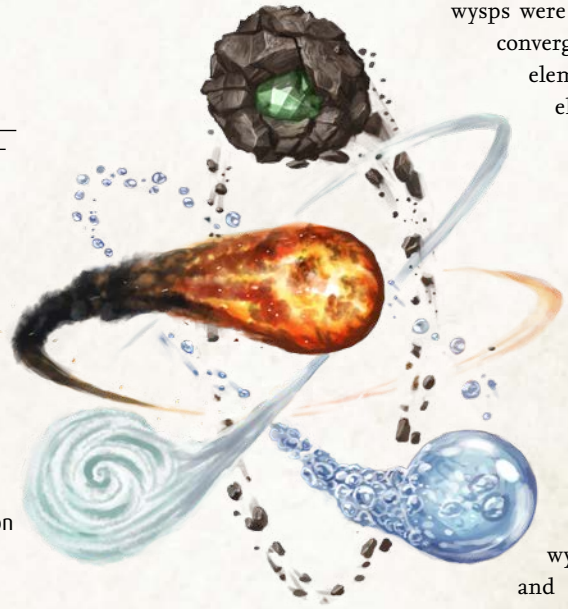
Speed 30 ft., swim 90 ft.
Melee 2 tendrils +9 (1d3+3)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks drench

STATISTICS

Str 13, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +3; **CMB** +2; **CMD** 13 (can't be tripped)
Feats Power Attack, Weapon Focus (tendril)
Skills Bluff +7, Heal +6, Knowledge (planes) +5, Perception +7, Sense Motive +7, Stealth +14, Swim +15
Languages Aquan
SQ living battery, servitor

SPECIAL ABILITIES

Drench (Ex) A water wysp's touch puts out Large or smaller nonmagical flames. The creature can dispel magical fire it touches as per *dispel magic* (caster level = the wysp's HD).



Wysps are five races of tiny elemental beings. Aether wysps were the first wysps, born of the same convergence between ethereal and elemental that spawned the aether element. For a time, the first wysps roamed the Ethereal and Elemental Planes freely in symphonies led by exuberant wysp conductors, playing out the otherworldly music of their resonances, but soon the elemental lords discovered the value of wysps as minions, and bred them into new races to support their forces in battle. Today, most wysps do their best to support allies, even giving their lives for their masters. Free symphonies of wysps still exist on their home planes and the Material Plane, though the enslavement of their kind has made them shy.

Even in the harshest servitude, wysps retain their curious nature and intelligence. When free to act as they please, they are playful and carefree, with mild differences in personality between the elements. Aether wysps are shy and mysterious, air wisps are flighty and capricious, earth wysps are guarded and slow to trust, fire wysps are impetuous and full of bluster, and water wysps are gentle and nurturing.

Wysps happily offer their services to kind allies, though generally only elementally attuned creatures, kineticists, and spellcasters who summon elementals can make much use of a wysp's assistance. A 7th-level spellcaster who has the Improved Familiar feat can gain a wysp as a familiar.

Wysp Conductor

These free-spirited leaders of wysp symphonies often have either the advanced simple template (with ranks in Perform) or levels in bard. Their resonance doesn't stack with inspire courage, so wysp conductors often take archetypes that trade out inspire courage or grant elemental-themed powers. A few wysp conductors have class levels in kineticist, elemental bloodline sorcerer, or other elemental-themed classes.

Illustration by Nikolai Ostertag

Xiao

This snarling blue-white monkey flies through the air on a pair of birdlike wings.

XIAO **CR 2**

XP 600

CN Tiny magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

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

hp 22 (3d10+6)

Fort +5, **Ref** +6, **Will** +1

OFFENSE

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

Melee bite +8 (1d4–3), 2 slams +8 (1d3–3)

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

Special Attacks sneak attack +1d6

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

3/day—*burning hands* (DC 12), *spark*

STATISTICS

Str 4, **Dex** 16, **Con** 14, **Int** 7, **Wis** 11, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 11

Feats Stealthy, Weapon Finesse

Skills Acrobatics +11, Disable Device +8, Escape Artist +5, Fly +11, Perception +4, Sleight of Hand +8, Stealth +13; **Racial Modifiers** +8 Acrobatics, +4 Disable Device, +4 Sleight of Hand

Languages Common (can't speak)

ECOLOGY

Environment warm mountains or forests

Organization individuals, troupe (3–12), flock (13–30)

Treasure Incidental (thieves' tools, shiny trinkets, small pieces of jewelry that catch a xiao's eye)

Illustration by Nemanja Stankovic

These colorful winged monkeys sport tawny fur coats ranging from blue-white to slate grey or even black, and some individuals have much lighter white or ivory areas around their faces and shoulders. Their wings tend to be brightly feathered. Their faces, feet, and hands are always hairless, and they groom the hair surrounding their faces outward, giving them a tattered, bearded appearance. Xiaos have bodies about 15 inches long with equally long tails and a wingspan of about three feet. A few individuals have two pairs of wings; this trait grants them perfect maneuverability, but they are otherwise statistically identical to their two-winged kin.

Xiaos are omnivores, eating fruit, nuts, insects, small mammals, crabs, and fish. Given enough time, rather than devouring their food raw, xiaos create elaborate dishes of their favorite foods and cook these dishes over small fires, which they light with their *spark* spell-like ability. Xiaos also enjoy trying new and exotic foods prepared by humanoid creatures, especially foods made with flour and sugar. Most xiaos are very adventurous eaters, though they tend not to like the taste of beef and lamb.

Xiaos build nests high up in the canopy of wild places or thick forests, and often cluster their nests together in groups of trees. They welcome small villages of friendly humanoids within their territories, as such creatures are a ready source of useful objects and new forms of interesting food. Xiao troops often raid nearby civilized communities for small amounts of salt and sugar, or prepared foods for single meals, but do not otherwise cause much mischief unless provoked. Larger or hostile communities that persecute or hunt xiaos often suffer from numerous unexpected fires and destructive forms of larceny and sabotage. Xiaos have excellent memories and hold grudges against those who abuse them.

While xiaos have very few natural enemies, they flee from derhii on sight. The enormous winged gorillas are very territorial and consider xiaos to be pests. They do not hesitate to kill, skin, and eat xiaos, and can eliminate a thriving xiao community in a matter of hours.

Xiaos are born from eggs slightly larger than a chicken egg. These eggs are covered with bluish leathery skin, and are usually laid singly or, infrequently, in pairs. A juvenile xiao begins flying within 6 weeks of hatching, and hangs from the fur on its mother's chest until that time. Those born in captivity latch on to suitably friendly and patient humanoids as surrogate mothers during development. While a xiao raised in captivity takes to flying later than those born in the wild, it otherwise develops normally, though it is likely to have less fear of strange humans than its wild kin.

A spellcaster with the Improved Familiar feat and an arcane caster level of 7th or higher can select a xiao as her familiar.

Yangethe

This six-eyed horror is vaguely shaped like a dead tree, but one with claws and tentacles and spidery legs.

YANGETHE **CR 9**

XP 6,400

CE Large aberration

Init +4; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +19

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)

hp 115 (11d8+66)

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

DR 10/slashing or piercing; **Immune** cold, fear, mind-affecting effects; **SR** 20

OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+7), 4 tentacles +13 (1d6+3 plus grab)

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

Special Attacks feeding tentacles, psychic blast

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

Constant—*air walk*

At will—*darkness*, *telekinesis* (DC 18), *tree shape*

1/year—*interplanetary teleport*[UM] (self plus 50 lbs. of objects only)

Psychic Magic (CL 10th; concentration +13)

20 PE—*control summoned creature*[UM] (4 PE, DC 17), *demand* (8 PE, DC 21), *fear* (4 PE, DC 17), quickened *true strike* (1 PE)

STATISTICS

Str 24, **Dex** 18, **Con** 22, **Int** 17, **Wis** 21, **Cha** 17

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 30 (can't be tripped)

Feats Combat Casting, Combat Expertise, Lightning Reflexes, Multiattack, Quicken Spell-Like Ability (*true strike*), Weapon Focus (tentacles)

Skills Knowledge (arcana, geography) +14, Knowledge (engineering) +17, Perception +19, Sense Motive +16, Spellcraft +17, Use Magic Device +14

Languages Aklo; telepathy 60 ft.

SQ no breath

ECOLOGY

Environment cold forests or vacuum

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

Treasure standard

SPECIAL ABILITIES

Feeding Tentacles (Su) As a standard action, a yangethe can use its mouth tentacles to feed on a helpless creature or a creature it is currently grappling. In this case, if the yangethe hits with a melee touch attack, the feeding tentacles wrap around the target's body and riddle it with thousands of tiny filaments that siphon away the victim's emotions. This attack deals 1d4 points of Charisma drain. The yangethe heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer any of this Charisma drain, each time it attempts to sleep, it is affected by a *nightmare* spell (CL 10th, DC 20) and has terrifying dreams wherein the experience of being fed upon by the yangethe takes on greater and greater levels of horror. All effects from the feeding tentacles are mind-affecting effects.

Psychic Blast (Su) Once per day as a standard action, a yangethe can emit a blast of psychic energy from its mind in a 30-foot-radius burst centered on itself. All creatures in this area take 6d6 points of nonlethal damage from the intense pain and are confused for 1d6 rounds. A successful DC 18 Will save halves the damage and negates the confusion. This is a mind-affecting effect. The save DC is Charisma-based.

One of the countless creatures bred and engineered by eldritch horrors from beyond the stars, yangethes have, over the eons, developed keen intellects and desires of their own. Unless slain by violence, a yangethe is immortal.

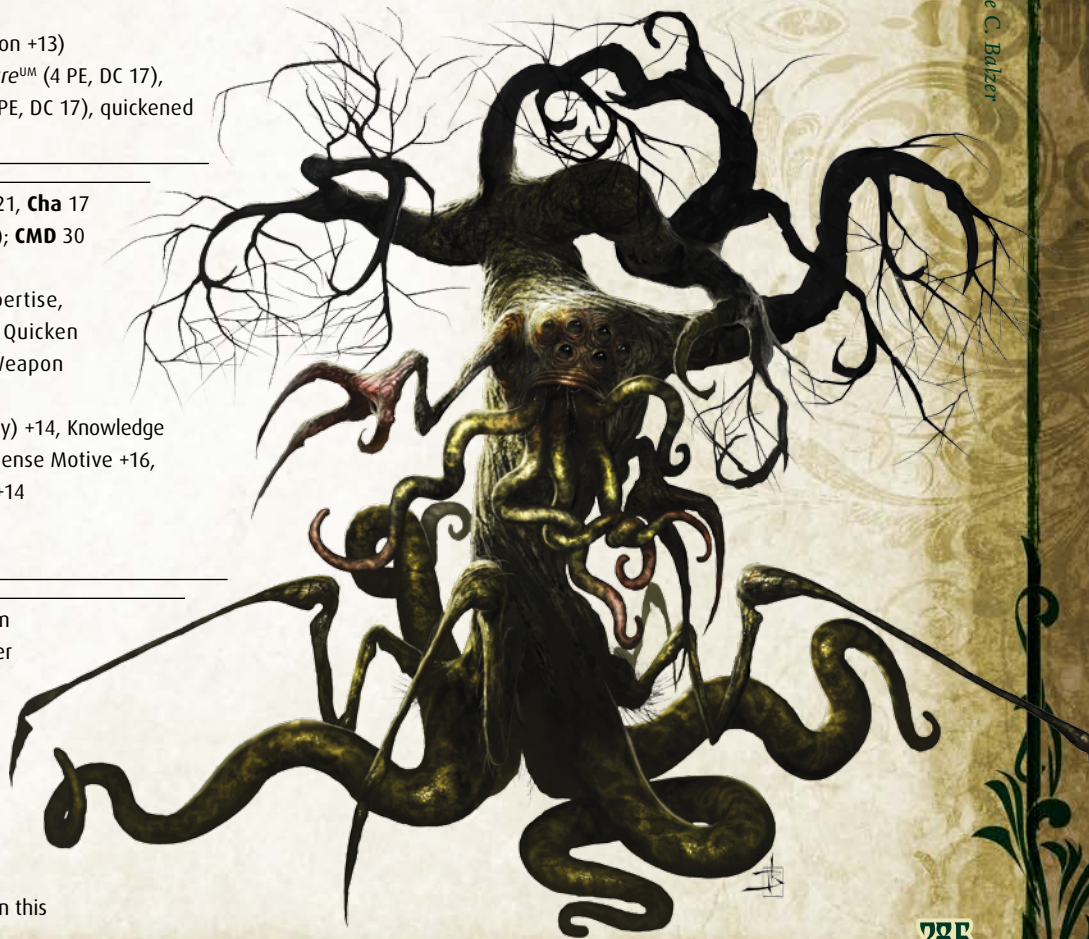


Illustration by Helge C. Balzer

Zygomind

This enormous fungus looks like a cage, and a strange glow emanates from within.

ZYGOMIND **CR 18**

XP 153,600

N Colossal plant

Init +7; **Senses** blindsight 100 ft., low-light vision; Perception +7

Auras fascinating aura (300 ft., DC 36, 10 rounds), stench (100 ft., DC 29, 2d4 rounds)

DEFENSE

AC 24, touch 9, flat-footed 17 (+7 Dex, +15 natural, –8 size)

hp 266 (28d8+140); fast healing 20

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

Defensive Abilities all-around vision, **DR** 20/magic and slashing; **Immune** plant traits; **SR** 29

OFFENSE

Speed 5 ft., climb 5 ft.

Melee 4 tentacles +23 (2d8+10 plus grab and soporific spores)

Space 30 ft.; **Reach** 30 ft. (50 ft. with tentacles)

Special Attacks constrict (2d8+10), create undead, entrap (DC 29 plus soporific spores, 1d10 rounds, hardness 5, hp 10), seamless reality, soporific spores

Spell-Like Abilities (CL 18th; concentration +30)

At will—*greater create mindscape*[OA]

STATISTICS

Str 31, **Dex** 25, **Con** 20, **Int** —, **Wis** 24, **Cha** 35

Base Atk +21; **CMB** +39 (+43 grapple); **CMD** 56 (can't be tripped)

Skills Climb +18

SQ spore explosion

ECOLOGY

Environment any temperate

Organization solitary

Treasure none or incidental

SPECIAL ABILITIES

Create Undead (Su) A helpless body lying prone in a zygomind's space takes 1 point of Constitution drain each day. A body that dies in this way rises as a mindless, corporeal undead (typically a skeleton or a zombie). Undead created by the zygomind wander forth from the plant, carrying its insidious mindscape within them. Their slam, claw, and bite attacks gain the zygomind's soporific spores ability, and any creature that falls prey to the mindscape is compelled to walk toward the zygomind, regardless of its distance away. Undead retain this connection as long as they remain within 10 miles of the zygomind. Undead beyond 10 miles of the zygomind become free-willed undead, losing their connection to the mindscape and the soporific spores ability.

Fascinating Aura (Su) Creatures within 300 feet of a zygomind must succeed at a DC 36 Will save each round or become fascinated by the plant's soothing mental commands. Since in most cases a known zygomind is an obvious threat (thus breaking the fascinated effect), this ability mainly assists an undetected zygomind, though even creatures who know of the zygomind's threat are still exposed to the zygomind's seamless reality ability if they fail the saving throw. The save DC is Charisma-based.

Seamless Reality (Su) Any creature that enters a zygomind's space, fails its save against the zygomind's fascinating aura, or is subjected to the zygomind's soporific spores must succeed at a DC 29 Will save or be sucked into the zygomind's mindscape (*Occult Adventures* 234). The zygomind's mindscape is veiled and harmful, and time moves quickly for creatures inside it. It otherwise acts in all ways as the plane from which the affected creature entered the mindscape. Unlike the bodies of creatures whose consciousnesses are stuck in other mindscapes, the bodies of creatures whose minds are stuck in a zygomind's mindscape are able to move; they invariably approach the zygomind at rate of 5 feet per round. Once within the zygomind's space, the victims lie prone, allowing the zygomind to slowly absorb the bodies' nutrients as their minds wander a false reality. A creature caught in the zygomind's fascinating aura must succeed at a saving throw to avoid entering the mindscape each round it remains fascinated. A creature is not aware that it has entered the mindscape. The save DC is Constitution-based.

Soporific Spores (Ex) A creature that comes into physical contact with a zygomind must succeed at a DC 29 Will save or fall asleep for 1d4 days. Such creatures take a –5 penalty on saves and checks to realize they are in the zygomind's mindscape. Creatures that succeed at their saves are immune to the zygomind's soporific spores for 24 hours. The save DC is Constitution-based.

Spore Explosion (Su) When a zygomind is destroyed, it explodes in a cloud of ethereal spores that typically find their way back into space, sometimes floating along the solar winds for thousands of years before gravitating back toward a new bastion of intelligent life.

Civilizations across the Material Plane fear many disasters—hurricanes, earthquakes, plagues, and more—but few things spell doom for a settlement with such insidious certainty as a flourishing zygomind. These massive fungi float through space as ethereal spores, spreading their cloying mycelia wherever creatures of intelligence thrive. The presence of a young zygomind is at first innocuous and difficult to detect, as animals and other creatures of low intelligence begin to disappear. Eventually, more intelligent creatures track their prey to the site and become lost themselves, wandering back toward civilization days or even weeks later as infected undead, dominated with the instinct to bring ever-greater intellects into the zygomind's power. Over the course of only a few months, a growing zygomind can

decimate a small city, rapidly accelerating its growth into a 500-foot monstrosity.

By the time a zygomind becomes visible above the treeline, it is likely too late for the intelligent life of the region; the zygomind's insidious psychic trap defeats any resistance that most such creatures can mount. Frequently, those investigating the zygomind slip seamlessly into an alternate reality without realizing that they've fallen under the power of the very thing they sought to destroy. A zygomind's mindscape only becomes more convincing as it subtly enslaves more and more minds—the fungus can reconstruct whole cities, even as the real-world inhabitants of those settlements proceed somnambulistically into the zygomind. Entire armies have marched upon mature zygominds, intent on ridding the region of the scourge, only to halt their assault mid-charge and plod calmly, rank by rank, into the zygomind's physical and psychic grasp. The cruel irony of the plant's trap is that these soldiers likely live the rest of their lives believing themselves victorious, forming memories of defeating the insidious fungus, returning home to their loving families, and eventually dying after a long and productive life, while in the real world the zygomind's mycelium sucks the nutrients from their helpless bodies and transforms them into undead minions.

The wide-ranging habits of a zygomind's minions make the fungi relatively easy to track for those who know of the obscure creatures. Stories of zombies or other virulent undead can sometimes point toward a zygomind's influence, especially if the undead's victims tend to wander off in a certain direction after infection. A particularly dedicated adventurer could follow one of these enthralled creatures for the entire journey back to the fungus, though the pace the victim sets often proves excruciatingly slow to all but the most patient individuals. Subtler clues could hint at a zygomind's influence as well, such as a sudden rash of sleepwalking in a nearby town or whispered rumors about a logging camp whose workers all disappeared into the forest together without a word.

Those with the wherewithal to follow the clues to the zygomind invariably encounter a horde of slowly shuffling, mindscape-bound victims on their way to offer themselves to the fungus. Attempting to shake these victims out of their torpor produces no effect, and forcibly restraining them is a temporary solution at best. Occasionally, certain brave or foolhardy adventurers submit themselves willingly to a zygomind's mindscape, hoping to free the minds of those trapped within. This is a path fraught with peril, though, for the adventurers' bodies approach the zygomind at the same rate, and the adventurers' consciousnesses face the monumental challenge of trying to prove to a city of people that their world is a false construction. Powerful psychic spellcasters have had some luck helping victims escape by using spells such as *mindscape door*[OA], but such forcible egress from the zygomind's mindscape draws the attention of the zygomind itself, and it lashes out instinctively at these psychic invaders.

Depending on how long a zygomind has infested an area, a creature who is able to avoid being trapped in the mindscape could find a veritable hoard of weapons, armor, and magic items within the cage of its body, discarded as the bodies that brought them withered away, then rose as undead. Of course, a canny adventurer must always be aware that the discovery of such a trove within the fungus could simply be one more illusion imposed by the zygomind's mindscape. Once a creature has had contact with a zygomind, it can never again truly be certain that the world it inhabits is the real one without the aid of powerful psychic magic or of those familiar with the logic and perils of mindscapes—yet even then, the zygomind smoothly creates the illusions of such individuals and abilities to reassure victims that they are indeed free.

When fully grown, a zygomind can reach a height of 500 feet, and its mycelium can stretch for 10 miles in all directions, comprising hundreds of tons of biomass. The main cage is usually 25–40 feet in diameter and weighs around 40,000 pounds.

Illustration by Nikolai Ostertag

Appendix 1: Monster Creation

Pathfinder RPG Bestiary 5 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 even 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 Defenses

Hit Dice	Resist Acid, Cold, and Electricity	DR
1–4	5	—
5–10	10	5/evil
11+	15	10/evil

Entropic Creature Defenses

Hit Dice	Resist Acid and Fire	DR
1–4	5	—
5–10	10	5/lawful
11+	15	10/lawful

Fiendish Creature Defenses

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

Resolute Creature Defenses

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 actually rebuilding the stat block. The "rebuild rules" list the exact changes you 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 higher planes. A celestial creature's CR increases by 1 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 Lower 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 1-1: 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 rolls based on Dex.

Rebuild Rules: **Size** increase by one category; **AC** increase natural armor by 3; **Attacks** increase dice rolled 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 in 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 Strength, –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 stat block. Some mythic abilities from *Pathfinder RPG Mythic Adventures* are presented here for your convenience, although they are not universal monster rules; these are indicated with a superscript "MA."

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored 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*: Senses.

Amorphous (Ex) The creature's body is malleable and shapeless. 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.

Attach (Ex) The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered to be grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a successful grapple or Escape Artist check. Most creatures with this ability have a racial bonus to maintain a grapple (listed in its CMB entry).

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 by a successful DC 15 Heal check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); *Location*: Special Attacks and individual attacks.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to attempt 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 cannot see still has total concealment against the creature with blindsense, 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) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to attempt Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing 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, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; *Location*: Senses.

Block Attacks (Ex) Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Format: block attacks; *Location*: Defensive Abilities.

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 Constitution); *Location*: Special Attacks.

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Format: blood rage; *Location*: Special Attacks.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC = 10 + 1/2 the breathing creature's racial HD + that 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, even if this number is limited in times per day.

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 half, usable every 1d4 rounds); *Location*: Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those 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 + 1/2 the racial HD of the creature with burn + that creature's Constitution modifier). A burning creature 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 attempt a Reflex save to avoid catching on fire (*Pathfinder RPG Core Rulebook* 444).

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 making 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 by which 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) A creature with this special quality 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 unique listings.

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 the bonus listed for that creature to saves made 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, dealing bludgeoning damage, when it makes a successful grapple check (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, patterns, phantasms, and morale effects), 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 nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Format: construct traits; *Location*: Immune.

Curse (Su) A creature with this ability bestows a curse upon its enemies. The effects of the curse, 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 + 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.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope's size, this ability has no effect.

Format: curse of lycanthropy; *Location*: individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality 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 piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantine, alchemical silver, or cold-forged iron. 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 also 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 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, and a weapon must be both types to overcome this type 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 the infecting creature's racial HD + that creature's Constitution modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through *remove disease* and similar effects.

Format: **Disease Name (Ex)** 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.

Display of Strength[MA] (Su) As a free action, the creature can expend one use of mythic power to attempt a feat of Strength, gaining a +20 circumstance bonus on one Strength-based skill check or Strength ability check. Alternatively, the creature can use this ability to apply a +20 circumstance bonus to its Strength score for a number of hours equal to its mythic rank for the purpose of determining its carrying capacity.

Format: display of strength; *Location*: SQ.

Distraction (Ex) A creature with this ability can nauseate the creatures that 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 the distracting creature's HD + that creature's Constitution modifier) negates the effect.

Format: distraction (DC 14); *Location*: Special Attacks.

Dragon Cantrips[MA] (Su) If the mythic dragon is able to cast arcane spells, it automatically knows all cantrips for its equivalent spellcasting class and can cast them at will.

Format: dragon cantrips; *Location*: SQ.

Dual Initiative[MA] (Ex) The creature gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, on its first turn it could make a full attack (and take a 5-foot step) at initiative 23, and on its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn (such as saving throws against ongoing effects or taking bleed damage), only the monster's first turn each round counts toward such durations.

Format: +21/+1; *Location*: Init.

Earth Glide (Ex) When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal 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.

Emotion Aura (Su) A creature with this ability surrounds itself with an area of swirling, chaotic emotions. These emotions make it difficult for spellcasters to cast spells with the emotion component (*Pathfinder RPG Occult Adventures* 144). Living creatures within 30 feet must succeed at a concentration check (DC = 10 + 1/2 the HD of the creature with an emotion aura + that creature's Charisma modifier) to cast a spell with an emotion component. Failing this check causes the spell to be lost with no effect. In addition, any spellcaster casting spells with the emotion[UM] or fear descriptor on targets inside this aura must succeed at this check or the spell fails to affect targets within the aura (although others outside the area are affected as normal). Creatures with this ability are immune to its effects and can cast spells normally.

Format: emotion (DC 17); *Location*: Aura.

Energy Drain (Su) This attack saps a living opponent's vital energy and 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 an attack that includes an energy drain scores a critical hit, it bestows 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 bestows 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 the draining creature's racial HD + that 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.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

Format: engulf (DC 12, 1d6 acid and paralysis); *Location*: Special Attacks.

Entrap (Ex or Su) The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, lava, mud, or webs. The target of an entrap attack must succeed at a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must succeed at a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it succeeds at a DC 20 concentration check. An entangled creature can attempt a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is 5 greater. Destroying the entrapping material frees the creature.

Format: entrap (DC 13, 1d10 minutes, hardness 5, hp 10); *Location*: Special Attacks and individual attacks.

Fast Healing (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, 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 can use its swallow whole ability 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 Fear 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) A creature with ferocity 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) A creature with this ability 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, patch of fungus, and so on). The creature can take 20 on its Stealth check 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 the frightful creature's racial HD + that 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) A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm 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 his or 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 saving throw 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 (this is 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 of a creature with a gaze attack might be affected. All 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 a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks 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 make 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 successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict damage as well (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. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; *Location*: Senses.

Hardness (Ex) When a creature with hardness takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is subtracted from its hit points. A creature with hardness doesn't further reduce damage from energy attacks, ranged attacks, or other types of attacks as objects typically do. Adamantine weapons bypass hardness of 20 or less.

Format: hardness 10; *Location*: Defensive Abilities.

Heat (Ex) The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.

Format: heat (1d6 fire); *Location*: Special Attacks.

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Format: hold breath; *Location*: SQ.

Immunity (Ex or Su) A creature with an immunity takes no damage from the listed source. Creatures can be immune to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune to the listed source does not suffer from its effects, or from any secondary effects that it would trigger.

Format: **Immune** acid, 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, and 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 has a deflection bonus to AC 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 has only cover, so a creature outside with a readied action could strike at the incorporeal creature 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 cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action 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 scent and blindsight, 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 can't see.

Format: incorporeal; *Location*: Defensive Abilities.

Jet (Ex) The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Format: jet (200 ft.); *Location*: Speed.

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 a mile.

Format: keen scent; *Location*: Senses.

Lifesense (Su) The creature senses and locates living creatures within 60 feet, as if it had the blindsight ability.

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) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: light sensitivity; *Location*: Weaknesses.

Lingering Breath[MA] (Su) The creature can expend one use of mythic power as a free action when it uses its breath weapon to make the area radiate energy damage (of the same type as the breath weapon) for 1 round per mythic rank. Any creature in, entering, or passing through the breath weapon's area during this duration takes damage according to the creature's size. This ability has no effect on breath weapons that do not deal energy damage.

Format: lingering breath (2d6 fire, 5 rounds); *Location*: Special Attacks.

Table 3-1: Lingering Breath Damage

Creature Size	Points of Energy Damage
Medium or smaller	2d4
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

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 it 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 a mental static aura + that creature's Charisma modifier) to cast a spell with a thought component (*Occult Adventures* 144). 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, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; *Location*: Senses.

Multiweapon Mastery (Ex) The creature never takes penalties on its attack rolls when fighting with multiple weapons.

Format: multiweapon mastery; *Location*: Special Attacks.

Mythic Immortality[MA] (Su) If the creature is killed, it returns to life 24 hours later, regardless of the condition of its body or the means by which it was killed. When it returns to life, it isn't treated as if it had rested, and doesn't regain the use of abilities that are restored with rest until it next rests. This ability doesn't apply if the creature is killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. If the creature is 10th mythic rank, it can be killed only by a coup de grace or critical hit made with an artifact. (This ability is called "immortal" in *Mythic Adventures*.)

Format: mythic immortality; *Location*: SQ.

Mythic Magic[MA] (Su) Up to three times per day, when the creature casts a spell, it can cast the mythic version instead (as with all mythic spells, the creature must expend mythic power to cast a mythic spell in this way).

Format: mythic magic 3/day; *Location*: Special Attacks.

Mythic Power[MA] (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 (*Mythic Adventures* 228), and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Format: mythic power (3/day, surge +1d6); *Location*: Special Attacks.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories: primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on 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 the creature's Strength bonus to damage rolls. This increase does not apply if the creature has multiple attacks but only takes 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 3–2 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 often a creature must forgo one natural attack for each weapon clutched in that limb, whether it's a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), piercing (P), or slashing (S). 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 don't 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 3–2 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.

Natural Invisibility (Ex or Su) This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell.

Format: natural invisibility; *Location*: Defensive Abilities.

Negative Energy Affinity (Ex) The creature is alive, but reacts to positive and negative energy as if it were undead—positive energy harms it and 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 immunity to cloud or gas attacks that do not require breathing.

Format: no breath; *Location*: SQ.

Ooze Traits (Ex) Oozes are immune to critical hits, flanking, precision damage, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, stun, and visual effects.

Format: ooze traits; *Location*: Immune.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures can't 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 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 might drown. The duration of the paralysis varies and is included in the creature's description.

Table 3-2: 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

Format: paralysis (1d4 rounds, DC 18); *Location*: Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to 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 via neutralize poison and similar effects.

Format: **Poison Name (Ex)** Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves; *Location*: Special Attacks and individual attacks.

Poisonous Blood (Ex) Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison. (Melee weapons with reach don't endanger their users in this way.) The type of poison depends on the monster. Unless otherwise stated, this poison uses the poison's normal DC, though some monsters might have a poison DC that is not Constitution-based.

Format: poisonous blood (dragon bile); *Location*: Defensive Abilities.

Pounce (Ex) When a creature with this special attack makes a charge, 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 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 makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is 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). Creatures that gain access to undercast spells (*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.

Psychic Resilience (Ex) Creatures with this ability are resistant to the effects of many psychic spells. They gain a +4 bonus on saving throws against all psychic spells.

Format: +4 vs. psychic spells; *Location*: After saves and in Defensive Abilities.

Pull (Ex) A creature with this ability can choose to make 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 only works 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.

Push (Ex) A creature with the push ability can choose to attempt a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Format: push (slam, 10 feet); *Location*: Special Attacks and individual attacks.

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 is 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 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 reduced below 0). Certain attack forms, typically fire and acid, 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.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. 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 (fire, acid); *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 onto 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 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 Large or larger) can catch Small, Medium, or Large rocks (or projectiles of similar shape). 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 is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. 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 double the creature's base slam damage plus 1-1/2 its Strength bonus.

Format: rock throwing (120 ft.); *Location*: Special Attacks (damage is listed in Ranged attack entry).

Scent (Ex) This special quality 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 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, making 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. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location*: Senses.

Second Save[MA] **(Ex)** Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw from the effect.

Format: second save; *Location*: After saving throws.

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.

Smother (Ex) If the creature's grappled opponent is holding its breath, the monster can force that opponent to expel or consume some of its breath, or can otherwise reduce the time remaining until the target has to attempt checks to avoid suffocation (*Core Rulebook* 445).

If the monster succeeds at a grapple check against the opponent, the remaining duration for which the opponent can hold its breath decreases by 1d6 rounds. If this reduces the remaining time that the creature can hold its breath to 0 rounds or fewer, the DCs of its suffocation checks increase by 5. For example, if the monster is grappling a creature that has 10 rounds remaining before it has to attempt suffocation checks, a successful grapple check reduces that duration by 1d6 rounds.

If the monster has another ability (such as constrict) that harms the opponent when it succeeds at a grapple check, it can automatically use the smother ability when it succeeds at the grapple check to use the other ability.

Format: smother; *Location*: Special Attacks.

Sound Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature attempts a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Format: sound mimicry (voices); *Location*: SQ.

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 any other spell-like ability is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make 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, a 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 equal to 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, and ranger, in that order.

Format: At will—*burning hands* (DC 13); *Location*: Spell-Like Abilities.

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, though the creature is still allowed a saving throw.

Format: SR 18; *Location*: Defensive Abilities.

Spells: The creature is able to cast magical spells like a member of a spellcasting class. The creature counts as a member of that class for 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 that 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).

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Format: split (piercing and slashing, 10 hp); *Location*: Defensive Abilities.

Steal (Ex) The creature can attempt a steal combat maneuver check (*Pathfinder RPG Advanced Player's Guide* 322) against its opponent as a free action without provoking attacks of opportunity if it hits with the specified attack.

Format: steal; *Location*: individual attacks.

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 (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) or be sickened. 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 can't 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 whence they came 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 purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); *Location*: Spell-Like Abilities.

Sunlight Powerlessness (Ex) If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Format: sunlight powerlessness; *Location*: Weaknesses.

Surge[MA] (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 it to the result. 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 mythic rank, 1d10 at 7th mythic rank, and 1d12 at 10th mythic rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

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, 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 can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is 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, success puts it 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) The creature 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.

Thoughtsense (Su) Creatures with this ability automatically detect and locate conscious creatures within the specified range (usually 60 feet). This ability functions similarly to blindsight. *Nondetection*, *mind blank*[OA], and similar effects can block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects.

Format: thoughtsense 60 ft.; *Location*: Senses.

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 targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is equal to 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 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) A creature with tremorsense 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; *Location*: individual attacks.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), 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 than the creature's actual size.

Format: undersized weapons; *Location*: SQ.

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

Format: unnatural aura (30 ft.); *Location*: Aura.

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 if 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.

Water Dependency (Ex) A creature with this special ability can survive out of water for 1 minute per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Format: water dependency; *Location*: SQ.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, 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 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. Attempts to burst a web by those caught in it take a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but 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.

X-Ray Vision (Su) The monster can see through solid matter as if wearing a *ring of x-ray vision*. This is as exhausting as if the monster were actually using the ring.

Format: x-ray vision; *Location*: Senses.

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 303–310. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically.

For full information on creature types and subtypes (such as for the purpose of advancing or creating new monsters), 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, usually a vertebrate with no magical abilities and no innate capacity for

language or culture. Animals usually have additional information on how they can serve as companions. 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 other statistics that rely on a Constitution 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, disease, death effects, 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 through the use of the Craft Construct feat. Constructs can also 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 stat block).
- 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, phantasms, patterns, and morale effects). 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 do not 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*, *wish*, *miracle*, or *true resurrection*, 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 do not need to eat or sleep (although they can do so 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 verminlike 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.

Aeon Subtype: Aeons are a race of neutral outsiders who roam the planes maintaining the balance of reality. Aeons have the following traits.

- Immunity to cold, poison, and critical hits.
- Resistance to electricity 10 and fire 10.
- *Envisaging (Su)*: Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a nonverbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.
- *Extension of All (Ex)*: Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprising events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to 1/2 their racial Hit Dice on all Knowledge checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.
- *Void Form (Su)*: Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

Aether Subtype: This subtype is usually used for outsiders with a connection to aether, a "fifth element" formed from a blend between the substance of the Ethereal Plane and the energy of the Elemental Planes.

Agathion Subtype: Agathions are beast-aspect outsiders native to Nirvana. They have the following traits.

- Low-light vision
- +4 racial bonus on saving throws against poison.
- Immunity to electricity and petrification.
- Resistance to cold 10 and sonic 10.
- Except where otherwise noted, agathions speak Celestial, Infernal, and Draconic.
- Lay on hands as a paladin whose level equals the agathion's Hit Dice.
- *Speak with Animals (Sp)*: An agathion gains *speak with animals* as a constant spell-like ability (caster level equal to the agathion's Hit Dice), except using it is a free action that does not require sound.
- *Truespeech (Su)*: All agathions can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to the agathion's Hit Dice). This ability is always active.

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.

Android Subtype: This subtype is applied to the synthetic humanoids called androids.

Angel Subtype: Angels are a race of celestials, or 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 made 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 stat block.
- *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.

Archon Subtype: Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes. An archon has the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- *Aura of Menace (Su)*: A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed at a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- *Teleport (Sp)*: Archons can use *greater teleport* at will, as the spell (caster level 14th), except the creature can transport only itself and up to 50 pounds of carried objects.
- *Truespeech (Su)*: All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Astomoi Subtype: This subtype is applied to astomois and creatures related to astomois.

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.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotically 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 chaotically 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 gain a +2 dodge bonus to AC.
- *Vulnerable to Electricity*: Clockwork constructs take 150% as much damage as normal 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.

Colossus Subtype: Colossi are mythic constructs of Gargantuan size or larger. Unless otherwise noted in a creature's entry, colossi have the following traits.

- *Alternate Form (Ex)*: Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by *true seeing* or similar magic.

- *Mythic Creation (Ex)*: A colossus can be created only by a creator with a mythic tier or rank equal to or greater than that of the colossus it is attempting to create.
- *Mythic Quickening (Sp)*: As a swift action, a colossus can expend one use of mythic power to cast or activate one of its spell-like abilities as a free action.
- *Mythic Resilience (Ex)*: A colossus can expend one use of mythic power as swift action to double its damage resistance for 1 round.
- *Pinning Stomp (Ex)*: When a colossus is in its normal form, as a swift action it can make a single melee attack at its highest base attack against a target three or more size categories smaller than the colossus. This attack deals an amount of damage equal to twice that of its slam attack + 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can have at most two creatures pinned with this attack at one time.
- *Selective Antimagic Aura (Su)*: A colossus exudes a constant *antimagic field*, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura.

Dark Folk Subtype: Dark folk are reclusive subterranean humanoids with an aversion to light.

Deep One Subtype: This subtype is applied to deep ones and creatures related to deep ones, such as deep one hybrids. Creatures with the deep one subtype have low-light vision.

Demodand Subtype: Demodands are chaotic evil outsiders who stalk the Abyss. Unless otherwise noted in the creature's entry, a demodand has the following traits.

- Immunity to acid and poison.
- Resistance to fire 10 and cold 10.
- A demodand's natural weapons, as well as any weapons it wields, are treated as chaotic and evil for the purpose of resolving damage reduction.
- Except when otherwise noted, demodands speak Abyssal, Celestial, and Common.
- *Faith-Stealing Strike (Su)*: When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must succeed at a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature succeeds at this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. The save DC is Charisma-based.
- *Heretical Soul (Ex)*: All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scried area normally, but the demodand simply does not appear.
- *Summon (Sp)*: Demodands share the ability to summon others of their kind, typically another of their type or a small number of less powerful demodands.

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, is treated as chaotic and evil for the purpose of resolving 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.

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 resolving damage reduction.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.
- Telepathy.
- *See in Darkness (Su)*: Some devils can see perfectly 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 of the four classical elements—air, earth, fire, or water—or the less common element called aether. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.

- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case 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.

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, such as 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.

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).

Gray Subtype: This subtype is applied to the strange extraplanar humanoid race known as grays, as well as other creatures related to grays.

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.

Kami Subtype: Kami are a race of native outsiders who serve to protect what they refer to as "wards"—animals, plants, objects, and even locations—from being harmed or dishonored. All kami are outsiders with the native subtype. A kami has the following traits unless otherwise noted in a creature's entry.

- Immune to bleed, mind-affecting effects, petrification, and polymorph effects.
- Resist acid 10, electricity 10, fire 10
- Telepathy.
- Although they are native outsiders, kami do not eat, drink, or breathe.
- *Fast Healing (Ex)*: As long as a kami is within 120 feet of its ward, it gains fast healing. The amount of fast healing it gains depends on the type of kami.
- *Merge with Ward (Su)*: As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.
- *Ward (Su)*: A kami has a specific ward—a creature with an Intelligence score of 2 or lower (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while

a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawfully 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 lawfully aligned (see Damage Reduction on page 291).

Leshy Subtype: A leshy is a nature spirit that inhabits the body of a specially grown plant. Regardless of their kind, all leshys have the following traits in addition to those granted by the plant type (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and sonic.
- *Spell-Like Abilities*: All leshys have *pass without trace* as a constant spell-like ability (CL equal to double the leshy's HD).
- Except where otherwise noted, all leshys speak Druidic and Sylvan.
- *Change Shape (Su)*: All leshys can transform into plants, with results similar to the *tree shape* spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.
- *Plantspeech (Ex)*: All leshys can speak with plants as if subject to a continual *speak with plants* spell, but only with species they are related to.
- *Verdant Burst (Su)*: When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Manasaputra Subtype: Manasaputras are lawful good spirits ascending to a new stage of existence on the Positive Energy Plane. They have the following traits.

- Darkvision 60 ft.
- Immunity to calling magic, disease, and poison.
- +2 racial bonus on saving throws against enchantment spells. This does not stack with the still mind monk class feature and counts as that feature for the purpose of fulfilling prerequisites.
- Telepathy.
- Manasaputras do not breathe.
- *Adaptive Resistance (Su)*: Many manasaputras have the ability to adapt to elemental attacks quickly. Anytime a manasaputra is damaged by an elemental attack, it gains the adaptive resistance listed against that element for a number of rounds equal to its Wisdom modifier.

  Format: adaptive 10; *Location*: Resist.
- *Formless (Su)*: Most manasaputras are not defined by physical form, and choose to adopt a corporeal form at their leisure. Manasaputras with this ability can transition between corporeal and incorporeal forms as a move action. When a manasaputra becomes corporeal, it retains its Charisma modifier as a deflection bonus to AC. A manasaputra's natural attacks, unarmed strikes, and manufactured weapon attacks are only available while the manasaputra is in its corporeal form, with the exception of *ghost touch* weapons.
- *Positive Energy Affinity (Ex)*: Manasaputras can exist comfortably on the Positive Energy Plane, and do not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a manasaputra is subjected to a magical healing effect, that effect functions at its full potential, as if enhanced by the Maximize Spell feat.
- *Soul Armor (Ex)*: Manasaputras add their Wisdom bonus to their AC and CMD. In addition, manasaputras gain a +1 bonus to their AC and CMD for every 4 racial HD they possess. These bonuses work as per the AC bonus monk class ability, and monk levels stack with racial HD to determine the additional benefits.
- *Subjective Appearance (Su)*: When in corporeal form, a manasaputra projects a psychic illusion over its body, masking its true appearance. Any creature with an Intelligence score of 3 or higher that views a manasaputra sees it as an idealized human form, though often with unusual features. Creatures physically interacting with a manasaputra can attempt a Will save (DC = 10 + 1/2 the manasaputra's HD + the manasaputra's Charisma modifier) to disbelieve the illusion. If successful, the character sees the corporeal veil as a translucent outline, with the fiery body of the manasaputra contained within. This is a mind-affecting illusion (glamer) effect.

Mythic Subtype: A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Some mythic creatures are powerful versions of existing monsters (such as minotaurs and medusas), others are completely new creatures that do not have a non-mythic equivalent (such as the devastator and plague swarms). For more information on mythic creatures, see *Mythic Adventures*. Creatures with the mythic subtype have the following traits (these are already included in the mythic monster stat blocks presented in this book).

- Mythic rank, a number from 1 to 10, representing its overall mythic power.
- Natural armor increase equal to its mythic rank.
- Additional hit points per mythic rank, based on the type of Hit Dice it has (d6, d8, and so on).
- DR 5/epic if the creature has at least 5 Hit Dice. If the creature already had DR, it adds epic to the qualities needed to bypass that reduction.
- Spell resistance increase (if it has spell resistance) equal to its mythic rank.
- Ability score increases, depending on its mythic rank.
- Mythic feats, which generally are improved versions of standard feats. Mythic feats are indicated by a superscript "M."
- *Mythic Power (Su)*: The creature has the mythic power universal monster ability (see page 296). The effect of these abilities depend on its mythic rank.

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.

Phantom Subtype: This subtype is applied to the lost souls known as phantoms, outsiders desperately attempting to avoid the fate of undeath.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Robot Subtype: Robots are intelligent constructs created by advanced scientific means. They have the following traits, unless otherwise noted.

- *Difficult to Create (Ex)*: Robots are crafted via complex methods hidden and well guarded. A robot does not have a construction entry.
- *Intelligent*: Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.
- *Vulnerable to Critical Hits*: Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save or be stunned for 1 round. If the robot succeeds at the save, it is staggered for 1 round. The robot remains immune to all other sources of the stunned condition.
- *Vulnerable to Electricity*: Robots take 150% as much damage as normal from electricity attacks.

The following special abilities apply to some robots, but are not universal to all types of robot.

- *Combined Arms (Ex)*: When making a full attack, a robot with the combined arms special attack can make all its melee natural weapon attacks plus its ranged integrated weapon attacks.
- *Force Field (Ex)*: A robot might have a force field that sheathes it in a thin layer of energy that grants a number of temporary hit points (typically 5 × the robot's CR). All damage dealt to a robot with an active force field is deducted from these temporary hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once its hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.

  Format: force field (55 hp, fast healing 5); *Location*: hp.
- *Integrated Weaponry (Ex)*: A robot that has a technological weapon built into its body treats it as a natural weapon and not a manufactured weapon, and can't make iterative attacks with it. An integrated weapon can still be targeted by effects that target manufactured weapons (such as *magic weapon* or sunder attempts), but can't be harvested for use outside of the robot's body once the robot is destroyed. A robot is always proficient with its integrated weapons. Integrated ranged weapons don't provoke attacks of opportunity when fired in melee combat.
- *Laser Weapons (Ex)*: A laser weapon emits beams of intensely focused light waves. Laser attacks resolve as touch attacks and deal fire damage. A laser can pass through force fields and force effects like a *wall of force* without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers don't provide cover from lasers (but unlike force barriers, glass still takes damage from a laser strike passing through it). Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

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 ft. and low-light vision.
- Immunity to death effects, fear effects, disease, 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 saving throw, the DC is increased by 2.
- *Look of Fear (Su)*: All sahkils have a gaze attack that instills dread in those they look upon. This gaze attack has 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.

Sasquatch Subtype: This subtype is applied to the humanoid beings called sasquatches and creatures related to sasquatches.

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.

Skinwalker Subtype: This subtype is applied to the humanoid race known as skinwalkers, who are similar to lycanthropes, but aren't afflicted with the same curse.

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 cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

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 dispersed, and 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. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually 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.

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.

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 on 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 perform 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 particularly potent and powerful.

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 311.

Special: This feat can be taken multiple times. Each time it is taken, 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.

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 in 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 normally 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, 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 × 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
Apallie	4
Cambion (demon)	5
Chuspiki	6
Deep merfolk	6
Dragonkin	12
Encantado	11
Firbolg	8
Flytrap leshy	6
Gancanagh (azata)	8
Heikegani	6
Kabandha (cyclops)	14
Karkadann	7
Liminal sprite	6
Lotus leshy	8
Muckdweller	1
Psychemental	15
Pyrausta	3
Reptial (agathion)	7
Thought eater	7
Uraeus	9
Wysp	6

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
Blue whale	276
Cameroceras	49
Ceratosaurus (dinosaur)	83
Chalicotherium (megafauna)	170
Digmaul	82
Frog father and goliath frog	117
Kaprosuchus (megafauna)	170
Megaprimatus (ape)	29
Moa (megafauna)	171
Narwhal (whale)	276
Plesiosaurus (dinosaur)	83
Polar bear	41
Therizinosaurus (dinosaur)	84
Troodon (dinosaur)	84
Uintatherium (megafauna)	171
Wolliped	279

Blue Whale Companions

Starting Statistics: **Size** Medium; **Speed** swim 80 ft.; **AC** +1 natural armor; **Attack** tail slap (1d8); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** tail slap (2d6); **Ability Scores** Str +8, Dex –2, Con +4.

Cameroceras Companions

Starting Statistics: **Size** Medium; **AC** +1 natural; **Speed** 5 ft., swim 20 ft., jet 90 ft.; **Attack** tentacles (1d4 plus grab), bite (1d3); **Ability Scores** Str 14, Dex 15, Con 11, Int 2, Wis 12, Cha 2; **Special Qualities** low-light vision, pressure adaptation.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** tentacles (1d6 plus grab), bite (1d4); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** constrict (1d6).

Ceratosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** bite 1d8; **Ability Scores** Str 14, Dex 17, Con 11, Int 2, Wis 11, Cha 10; **Special Qualities** low-light vision, scent, trip.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite 2d6; **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** blood rage, ferocity.

Chalicotherium Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., climb 30 ft.; **AC** +4 natural; **Attack** 2 claws (1d4); **Ability Scores** Str 12, Dex 14, Con 13, Int 2, Wis 13, Cha 3; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural; **Attack** 2 claws (1d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attack** rend (2 claws, 1d6).

Digmaul Companions

Starting Statistics: **Size** Small; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d2), tail (1d2); **Ability Scores** Str 10, Dex 21, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** ball tail, low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6), 2 claws (1d3), tail (1d3); **Ability Scores** Str +4, Dex –2, Con +2.

Dire Polar Bear Companions
Use the bear animal companion statistics on page 53 of the *Core Rulebook*.

Frog Father Companions
Use the frog animal companion statistics on page 135 of the *Bestiary*.

Goliath Frog Companions
Use the frog animal companion statistics on page 135 of the *Bestiary*.

Kaprosuchus Companions
Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str 15, Dex 14, Con 15, Int 1, Wis 14, Cha 2; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), tail slap (1d8); Ability Scores Str +6, Dex –2, Con +4; **Special Attacks** ramming snout.

Megaprimatus Companions
Use the ape companion statistics on page 53 of the *Core Rulebook*.

Moa Companions
Starting Statistics: Size Medium; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** 2 talons (1d3); **Ability Scores** Str 13, Dex 16, Con 12, Int 2, Wis 11, Cha 9; **Special Qualities** low-light vision.

7th-Level Advancement: Size Large; **AC** +2 natural armor; **Attack** 2 talons (1d4); **Ability Scores** Str +4, Con +2.

Narwhal Companions
Starting Statistics: Size Medium; **Speed** swim 80 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: Size Large; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** blindsight 120 ft., tusk.

Plesiosaurus Companions
Starting Statistics: **Size** Medium; **Speed** 5 ft., swim 60 ft.; **AC** +1 natural armor; **Attack** bite (1d8); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 15, Cha 9; **Special Qualities** keen scent, low-light vision, scent.

4th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** ambush attack +1d6, bleed (1).

Polar Bear Companions
Use the bear animal companion statistics on page 53 of the *Core Rulebook*.

Therizinosaurus Companions
Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +4 natural armor; **Attack** 2 claws 1d6; **Ability Scores** Str 12, Dex 18, Con 10, Int 2, Wis 15, Cha 11; **Special Qualities** low-light vision, scent, sprint.

7th-level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** 2 claws 1d8; **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** bleed (1d6), sweeping strike.

Troodon Companions
Starting Statistics: **Size** Small; **Speed** 40 ft.; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 7, Dex 17, Con 10, Int 2, Wis 14, Cha 13; **Special Qualities** easily trained, low-light vision, scent.

4th-level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex +4, Con +4.

Uintatherium Companions
Starting Statistics: **Size** Medium; **AC** +4 natural; **Speed** 30 ft.; **Attack** bite (1d8); **Ability Scores** Str 14, Dex 12, Con 17, Int 1, Wis 13, Cha 3; **Special Qualities** scent.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4.

Wolliped Companions
Starting Statistics: **Size** Medium; **Speed** 50 ft.; **AC** +1 natural armor, **Attack** gore (1d6); **Ability Scores** Str 14, Dex 16, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str +4, Dex –2, Con +4; **Special Abilities** spit, trample.

Appendix 8: Monsters by Type
Listed below are all the monsters in this book, organized alphabetically by type and subtype.

Aberration: aatheriexa, akaname, blightspawn, capramace, cuero, dwiergeth, egregore, grimslake, heikegani, hundun, mutant, plankta, rhu-chalik, somalcygot, syricta, thought eater, trench mist, wizard's shackle, yangethe

(Aether): ether drake

(Air): chuspiki, saxra, trench mist

Animal: blue whale, cameroceras, ceratosaurus, chalicotherium, chicken, digmaul, dire polar bear, flying fox, frog father, goliath frog, kaprosuchus, megaprimatus, moa, narwhal, penguin, plesiosaurus, polar bear, red panda, seal, therizinosaurus, troodon, uintatherium, wolliped

(Aquatic): bagiennik, cetus, cuero, deep merfolk, deep one, deep one elder, echeneis, giant mantis shrimp, heikegani, hunter urchin, ichthyocentaur, isonade, ketesthius, lusca, plankta, shen, spear urchin, stranglereed, trilobite, vahana, water leaper, wizard's shackle

(Chaotic): hundun

(Cold): bisha ga tsuku, crone queen, khala

Construct: annihilator robot, celedon, clockwork familiar, crystal golem, devastator, gearsman robot, gray goo, guardian scroll, lead golem, myrmidon robot, sphinx colossus, taxidermic

creature, terraformer robot, urannag, warmonger wasp, wood colossus

Dragon: amphiptere, astral dragon, cetus, dragonkin, dream dragon, ether drake, etheric dragon, jungle drake, khala, nightmare dragon, occult dragon, pyrausta, rope dragon, scitalis, shen, vishap

(Earth): glaistig, gravebound, jungle drake, plankta

(Elemental): aerial servant, aether elemental, aether wysp, ahkhat, air wysp, anemos, earth wysp, fire wysp, water wysp

Fey: bagiennik, domovoi, dvorovoi, encantado, fastachee, glaistig, hobkins, kikimora, liminal sprite, muse, nuno, ovinnik, sangoi, seilenos, shadow collector, vilderavn

(Fire): cherufe, pyrausta

(Giant): eclipse giant, elder deep one, firbolg, gegenees, kabandha, moon giant, papinijuwari, sun giant, ved

Humanoid: android, astomoi, caligni, deep merfolk, deep one hybrid, eclipse giant, firbolg, gray, kabandha, moon giant, orang-pendak, papinijuwari, reptoid, skinwalker, sun giant, ved

(Incorporeal): caller in darkness, death coach, duppy, etiainen, nemhain, pharaonic guardian, polong, psychemental, wyrmwraith

Magical Beast: ahool, amarok, bat plague swarm, brain mole, brain mole monarch, cerynitis, cherufe, chuspiki, cytillipede, delgeth, echeneis, giant muckdweller, isonade, karkadann, ketesthius, locust plague swarm, lusca, mngwa, muckdweller, ophiotaurus, ostovite, peuchen, ramidreju, rat plague swarm, sha, shasalqu, su, tizheruk, uraeus, ursikka, vahana, water leaper, witchcrow, xiao

Monstrous Humanoid: anunnaki, deep one, elder deep one, gegenees, grioth, ichthyocentaur, ningen, storm hag, stormghost, thriae constructor, thriae dancer

(Mythic): anunnaki, apkallu, bat plague swarm, danava, devastator, glaistig, locust plague swarm, ophiotaurus, rat plague swarm, shen, sphinx colossus, wood colossus

Ooze: animate hair, apallie, doppeldrek, emotion ooze, gunpowder ooze, hag eye ooze, living mirage, putrid ooze, riftcreeper, roiling oil

Outsider: aeons, psychemental, tulpa, turul, unfettered phantom

Outsider (aether): aether elemental, aether wysp

Outsider (air): aerial servant, air veela, air wysp, anemos

Outsider (chaotic): azatas, demodands, demons, lamhigyn, vescavor queen, vescavor swarm

Outsider (earth): ahkhat, earth veela, earth wysp

Outsider (evil): demodands, demons, devils, lamhigyn, sahkils, vescavor queen, vescavor swarm

Outsider (fire): fire veela, fire wysp

Outsider (good): agathions, angels, archons, azatas, manasaputras, moon dog

Outsider (lawful): apkallu, archons, danava, devils, manasaputras, turul

Outsider (native): ahkhat, bisha ga tsuku, etiainen, shabti, tsukumogami, wakandagi

Outsider (water): apkallu, wakandagi, water veela, water wysp

Plant: corpse lotus, flytrap leshy, ghoran, griefgall, kawa akago, lotus leshy, lotus tree, nulmind, psychepore, stranglereed, tsaalgrend, zygomind

(Shapechanger): anunnaki, doppeldrek, encantado, flytrap leshy, lotus leshy, peuchen, reptoid, rope dragon, skinwalker, vilderavn

(Swarm): bat plague swarm, gray goo, locust plague swarm, rat plague swarm, scarab swarm, termite swarm, undigested swarm, vescavor swarm

Template: mummy lord, mutant, plagued beast, taxidermic creature, tsukumogami, tulpa, vahana

Undead: bone ship, caller in darkness, crone queen, cursed king, death coach, duppy, fext, gravebound, grim reaper, kurobozu, leechroot, leng ghoul, lesser death, mummy lord, nemhain, pharaonic guardian, plagued beast, polong, saxra, swamp mummy, tiyanak, undigested, undigested swarm, vukodlak, wyrmwraith

Vermin: blood caterpillar, giant assassin bug, giant mantis shrimp, giant scarab, giant termite, great assassin bug, horn caterpillar, hunter urchin, knight ant, megapon ant, scarab swarm, spear urchin, termite swarm, trilobite

(Water): bone ship, cetus, shen

Appendix 9: Monsters by CR

The following section lists all monsters included in this book, organized alphabetically by CR. Variant monsters are not included in this list—an index of these monsters appears instead in Appendix 11: Variant Monster Index on page 317. In the case of templates, only the sample creature presented with a full stat block at the start of the template's entry in this book is included. Similarly, for dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

CR 1/6

chicken

CR 1/4

muckdweller, nuno, pyrausta, trilobite, undigested

CR 1/3

flying fox, penguin, seal

CR 1/2

animate hair, astomoi, caligni, deep one hybrid, hobkins, orang-pendak, ramidreju, red panda, reptoid, shabti, skinwalker, wizard's shackle

CR 1

akaname, android, brain mole, celedon, deep one, echeneis, etiainen, ghoran, grioth, horn caterpillar, hunter urchin, ostovite, small aether elemental, troodon

CR 2

aether wysp, air wysp, apallie, cambion, chuspiki, clockwork familiar, earth wysp, esipil, fire wysp, giant muckdweller, koto-furunishi, liminal sprite, moa, ovinnik, plagued beast horse, plesiosaurus, thought eater, tsaalgrend, water leaper, water wysp, xiao

CR 3

abrikandilu, deep merfolk, digmaul, domovoi, giant assassin bug, giant termite, goliath frog, guardian scroll, hag eye ooze, kawa akago, lamhigyn, medium aether elemental, narwhal, scarab swarm, shasalqu, taxidermic creature, vukodlak, witchcrow, wolliped

CR 4

ahkhat, amphiptere, blood caterpillar, dvorovoi, firbolg, flytrap leshy, gancanagh, gearsman robot, gravebound, gray, heikegani, karkadann, kasa-obake, knight ant, leechroot, reptial, sha, spear urchin, swamp mummy, unfettered phantom

CR 5

blightspawn, boroboroton, brain mole monarch, ceratosaurus, cuero, doppeldrek, frog father, great assassin bug, ichthyocentaur, kaprosuchus, kikimora, large aether elemental, lotus leshy, othaos, polar bear, rope dragon, tizheruk, undigested swarm, uraeus, ved, vescavor swarm

CR 6

bagiennik, chalicotherium, choral, cytillipede, delgeth, emotion ooze, giant scarab, griefgall, grimslake, jungle drake, kurobozu, megapon ant, rhu-chalik, roiling oil, termite swarm, thriae dancer, tiyanak, tulpa, wihsaak, young nightmare dragon, young occult dragon

CR 7

aatheriexa, air veela, capramace, cerynitis, duppy, earth veela, fire veela, huge aether elemental, mngwa, mutant orc, psychepore, sangoi, storm hag, terraformer robot, uintatherium, warmonger devil, warmonger wasp, water veela, young etheric dragon

CR 8

balisse, encantado, dire polar bear, megaprimatus, polong, psychemental, shadow collector, su, urannag

CR 9

ahool, bisha ga tsuku, caller in darkness, dragonkin, giant mantis shrimp, greater aether elemental, kabandha, living mirage, makara, moon dog, pakalchi, stranglereed, vescavor queen, yangethe, young astral dragon

CR 10

adult nightmare dragon, adult occult dragon, cursed king, egregore, ether drake, fext, lead golem, leng ghoul, mummy lord, peuchen, raelis, therizinosaurus, trench mist, ursikka, young dream dragon

CR 11

adult etheric dragon, aerial servant, cameroceras, crystal golem, elder aether elemental, fastachee, myrmidon robot, nulmind, pharaonic guardian, putrid ooze, rat plague swarm

CR 12

amarok, blue whale, exscinder, heresy devil, manu, scitalis, somalcygot, syricta

CR 13

adult astral dragon, cetus, cherufe, corpse lotus, dwiergeth, ketesthius, papinijuwari

CR 14

adult dream dragon, death coach, elder deep one, gray goo, gunpowder ooze, rishi manu, sphinx colossus, thriae constructor, wakandagi

CR 15

ancient nightmare dragon, ancient occult dragon, crone queen, isonade, locust plague swarm, moon giant, nemhain, riftcreeper, seraptis, stormghost, stringy demodand

CR 16

ancient etheric dragon, annihilator robot, gegenees, lesser death, maharishi manu, muse, ningen, qolok, sun giant, vilderavn

CR 17

apostate devil, bat plague swarm, cervinal, gate archon, gristly demodand, khala, lusca, ophiotaurus, plankta, wood colossus, wyrmwraith

CR 18

ancient astral dragon, anemos, anunnaki, bone ship, lipika, saxra, twilight pitri, zygomind

CR 19

ancient dream dragon, eclipse giant, seilenos, turul, vishap

CR 20

empyrean, kimenhul, lotus tree

CR 21

glaistig, hundun

CR 22

devastator, grim reaper, solar pitri

CR 23

apkallu

CR 24

danava, shen

Appendix 10: Monsters by Terrain

The following lists group the monsters in this book into their respective terrains. Use these lists as a guide, not as shackles. A monster can appear outside the listed terrain in appropriate circumstances.

Any Terrain

android, annihilator robot, anunnaki, apallie, apkallu, bat plague swarm, caller in darkness, celedon, clockwork familiar, crystal golem, danava, death coach, doppeldrek, egregore, emotion ooze, ether drake, fext, gearsman robot, ghoran, giant assassin bug, gray, gray goo, great assassin bug, grim reaper, grimslake, grioth, guardian scroll, hobkins, knight ant, kurobozu, lead golem, leng ghoul, lesser death, locust plague swarm, maharishi manu, manu, mummy lord, muse, mutant, myrmidon robot, nemhain, occult dragon, plagued beast, polong, putrid ooze, rat plague swarm, rhu-chalik, rishi manu, shabti, solar pitri, taxidermic creature, terraformer robot, thriae constructor, thriae dancer, trench mist, tsukumogami, tulpa, twilight pitri, undigested, undigested swarm, unfettered phantom, vahana, vilderavn, vishap, wyrmwraith

Any Land

aatheriexa, astomoi, chicken, domovoi, dvorovoi, fastachee, fire veela, gegenees, gravebound, gunpowder ooze, kabandha, khala, nuno, ovinnik, peuchen, ramidreju, reptoid, sangoi, scitalis, shadow collector, storm hag, syricta, ursikka, vukodlak, wood colossus, zygomind

Any Water

deep one, echeneis, elder deep one, frog father, goliath frog, plankta, plesiosaurus, shen, water veela, wizard's shackle, water leaper

Coastlines

dire polar bear, duppy, giant mantis shrimp, heikegani, hunter urchin, ichthyocentaur, ketesthius, lotus tree, polar bear, spear urchin

Deserts (Cold)

living mirage

Deserts (Temperate)

amphiptere, living mirage

Deserts (Warm)

amphiptere, earth veela, giant scarab, karkadann, living mirage, scarab swarm, sha, shasalqu, sphinx colossus, sun giant

Forests (Cold)

amarok, cerynitis, leechroot, lotus tree, skinwalker, su, tiyanak, witchcrow, yangethe

Forests (Temperate)

blood caterpillar, brain mole, brain mole monarch, ceratosaurus, cerynitis, chalicotherium, corpse lotus, delgeth, digmaul, firbolg, glaistig, griefgall, horn caterpillar, leechroot, lotus tree, nulmind, red panda, seilenos, skinwalker, su, tiyanak, witchcrow

Forests (Warm)

ahool, blood caterpillar, ceratosaurus, cerynitis, flying fox, giant termite, griefgall, horn caterpillar, jungle drake, kaprosuchus, leechroot, lotus tree, megaprimatus, mngwa, orang-pendak, psychepore, skinwalker, su, termite swarm, tiyanak, xiao

Hills (Cold)

air veela, bisha ga tsuku, cerynitis, skinwalker, ved

Hills (Temperate)

air veela, amphiptere, brain mole, brain mole monarch, cerynitis, firbolg, skinwalker, wolliped

Hills (Warm)

air veela, amphiptere, cerynitis, chuspiki, megaprimatus, moon giant, ophiotaurus, skinwalker

Mountains (Cold)

air veela, bisha ga tsuku, cherufe, dragonkin, dwiergeth, earth veela, riftcreeper, saxra, skinwalker, stormghost, ved

Mountains (Temperate)

air veela, amphiptere, cherufe, dragonkin, earth veela, red panda, riftcreeper, saxra, skinwalker

Mountains (Warm)

air veela, amphiptere, cherufe, chuspiki, dragonkin, earth veela, megaprimatus, moon giant, riftcreeper, saxra, skinwalker, sun giant, xiao

Oceans (Cold)

blue whale, bone ship, cameroceras, cetus, deep merfolk, isonade, ketesthius, living mirage, narwhal, ningen, penguin, plankta, seal, trilobite

Oceans (Temperate)

blue whale, bone ship, cameroceras, cetus, hunter urchin, ichthyocentaur, isonade, ketesthius, living mirage, plankta, seal, trilobite

Oceans (Warm)

blue whale, bone ship, cameroceras, cetus, hunter urchin, isonade, ketesthius, living mirage, lusca, plankta, seal, spear urchin, trilobite

Plains (Cold)

cerynitis, dire polar bear, polar bear, witchcrow

Plains (Temperate)

brain mole, brain mole monarch, capramace, ceratosaurus, cerynitis, eclipse giant, witchcrow

PLAINS (WARM)
ceratosaurus, cerynitis, giant termite, megapon ant, moa, ophiotaurus, papinijuwari, termite swarm, therizinosaurus, troodon

PLANAR (ABYSS—CHAOTIC EVIL)
abrikandilu, cambion, devastator, dwiergeth, gristly demodand, hundun, lamhigyn, ostovite, seraptis, stringy demodand, vescavor queen, vescavor swarm, warmonger wasp

PLANAR (ASTRAL)
astral dragon, psychemental

PLANAR (DIMENSION OF DREAMS)
dream dragon, nightmare dragon

PLANAR (ELYSIUM—CHAOTIC GOOD)
balisse, choral, empyrean, gancanagh, raelis

PLANAR (ETHEREAL)
aether elemental, esipil, etheric dragon, kimenhul, pakalchi, psychemental, qolok, thought eater, unfettered phantom, wihsaak, wysps

PLANAR (HEAVEN—LAWFUL GOOD)
balisse, choral angel, empyrean, exscinder, gate archon

PLANAR (HELL—LAWFUL EVIL)
apostate devil, heresy devil, warmonger devil

PLANAR (LIMBO—CHAOTIC NEUTRAL)
hundun

PLANAR (NEGATIVE ENERGY PLANE)
hundun

PLANAR (NIRVANA—NEUTRAL GOOD)
balisse, cervinal, choral angel, empyrean, moon dog, reptial

PLANAR (PLANE OF AIR)
aerial servant, air veela, air wysp, anemos

PLANAR (PLANE OF EARTH)
earth veela, earth wysp

PLANAR (PLANE OF FIRE)
fire veela, fire wysp

PLANAR (PLANE OF WATER)
water veela, water wysp

PLANAR (POSITIVE ENERGY PLANE)
maharishi manu, manu, rishi manu, solar pitri, turul, twilight pitri

PLANAR (PURGATORY—NEUTRAL)
lipika, othaos

PLANAR (UTOPIA—LAWFUL NEUTRAL)
lipika, othaos

RIVERS/LAKES
bagiennik, cuero, encantado, kawa akago, lotus leshy, stranglereed, tizheruk, uraeus, wakandagi, water leaper

RUINS
ahool, crone queen, cursed king, pharaonic guardian

SKY
anemos, pyrausta

SWAMPS (COLD)
blightspawn, swamp mummy, urannag, water leaper

SWAMPS (TEMPERATE)
blightspawn, corpse lotus, giant muckdweller, glaistig, hag eye ooze, kawa akago, muckdweller, plesiosaurus, swamp mummy, tizheruk, uintatherium, urannag, water leaper

SWAMPS (WARM)
blightspawn, flytrap leshy, frog father, goliath frog, ophiotaurus, plesiosaurus, swamp mummy, tizheruk, urannag, water leaper

UNDERGROUND
akaname, caligni, cytillipede, earth veela, giant termite, hag eye ooze, kabandha, nuno, roiling oil, termite swarm, tsaalgrend

URBAN
ahkhat, akaname, animate hair, deep one hybrid, etiainen, griefgall, kikimora, liminal sprite, rope dragon

VACUUM
somalcygot, yangethe

Appendix 11: Variant Monster Index

Not all of the monsters presented in this book have their own stat blocks. Many of them are merely variants on a theme, and use the standard monster's stats but with specific changes. The following list indexes all of the monster variants in this book that are associated with rules changes, giving the page reference in parentheses: archwizard's shackle (278), awakened doppeldrek (85), blood lily (149), danava pillar (247), eclipse seer (121), egregore master (105), elder anemoi (21), elder pyrausta (200), empyrean paragon (25), hobkins malefactor (131), nuno ascetic (132), sacred sha (226), venerable mother (118), water mauler (275), wysp conductor (283).

Appendix 12: Ability Index

The monsters detailed in this book have a wide range of special attacks, defenses, and qualities—and only in the case of relatively unique abilities are rules given in a monster's actual entry. Other abilities 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*. Use the ability index below 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 superscript abbreviations ("CR" for the *Core Rulebook*), and their page numbers refer to those books. All other page number references point to pages in *Pathfinder RPG Bestiary 5*.

Appendix 13: 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

android, astomoi, caligni, celedon, deep one hybrid, ghoran, hobkins, muckdweller, nuno, orang-pendak, pyrausta, reptoid, shabti, skinwalker

Combat Role

abrikandilu, aether elemental, ahool, akaname, amarok, amphiptere, balisse, blightspawn, cambion, capramace, cervinal, cetus, cherufe, cursed king, cytillipede, danava, deep one, delgeth, devastator, dragonkin, dwiergeth, eclipse giant, elder deep one, empyrean, esipil, ether drake, exscinder, fext, firbolg, gegenees, giant muckdweller, grim reaper, grimslake, gristly demodand, heikegani, hundun, ichthyocentaur, isonade, jungle drake, kabandha, karkadann, kawa akago, ketesthius, khala, kimenhul, kurobozu, lamhigyn, lesser death, lusca, mngwa, moon giant, ningen, ophiotaurus, pakalchi, papinijuwari, peuchen, pharaonic guardian, plankta, psychepore, qolok, riftcreeper, rishi manu, saxra, scitalis, seraptis, sha, somalcygot, sphinx colossus, storm hag, stringy demodand, sun giant, swamp

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mummy, syricta, tsaalgrend, turul, unfettered phantom, uraeus, ved, vukodlak, wakandagi, warmonger devil, warmonger wasp, wihsaak, wood colossus

NO ROLE

annihilator robot, blood caterpillar, blue whale, bone ship, brain mole, cameroceras, ceratosaurus, chalicotherium, chicken, corpse lotus, crystal golem, digmaul, dire polar bear, doppeldrek, emotion ooze, flying fox, frog father, gearsman robot, giant assassin bug, giant mantis shrimp, giant scarab, giant termite, goliath frog, gray goo, great assassin bug, guardian scroll, gunpowder ooze, hag eye ooze, horn caterpillar, hunter urchin, kaprosuchus, knight ant, lead golem, leechroot, living mirage, megapon ant, megaprimatus, moa, myrmidon robot, narwhal, penguin, plesiosaurus, polar bear, putrid ooze, red panda, roiling oil, scarab swarm, seal, shasalqu, spear urchin, stranglereed, termite swarm, terraformer robot, therizinosaurus, thriae constructor, tizheruk, trilobite, troodon, uintatherium, undigested, undigested swarm, urannag, ursikka, wolliped, zygomind

SKILL ROLE

aerial servant, apallie, cuero, deep merfolk, flytrap leshy, leng ghoul, liminal sprite, moon dog, muse, ovinnik, ramidreju, rope dragon, sangoi, seilenos, shadow collector, stormghost, thriae dancer, tiyanak, vilderavn, water leaper, xiao

SPECIAL ROLE

aatheriexa, aether wysp, ahkhat, air veela, air wysp, anemos, animate hair, anunnaki, apostate devil, bagiennik, bat plague swarm, bisha ga tsuku, brain mole monarch, caller in darkness, cerynitis, choral, chuspiki, clockwork familiar, crone queen, death coach, domovoi, duppy, dvorovoi, earth veela, earth wysp, echeneis, egregore, encantado, etiainen, fire veela, fire wysp, gancanagh, glaistig, gravebound, gray, griefgall, grioth, heresy devil, kikimora, lipika, locust plague swarm, lotus leshy, lotus tree, maharishi manu, manu, nemhain, nulmind, ostovite, othaos, polong, psychemental, rat plague swarm, reptial, rhu-chalik, solar pitri, su, thought eater, trench mist, twilight pitri, vescavor queen, vescavor swarm, water veela, water wysp, witchcrow, wizard's shackle, wyrmwraith, yangethe

SPELL ROLE

apkallu, astral dragon, dream dragon, etheric dragon, fastachee, gate archon, nightmare dragon, occult dragon, raelis, shen, vishap

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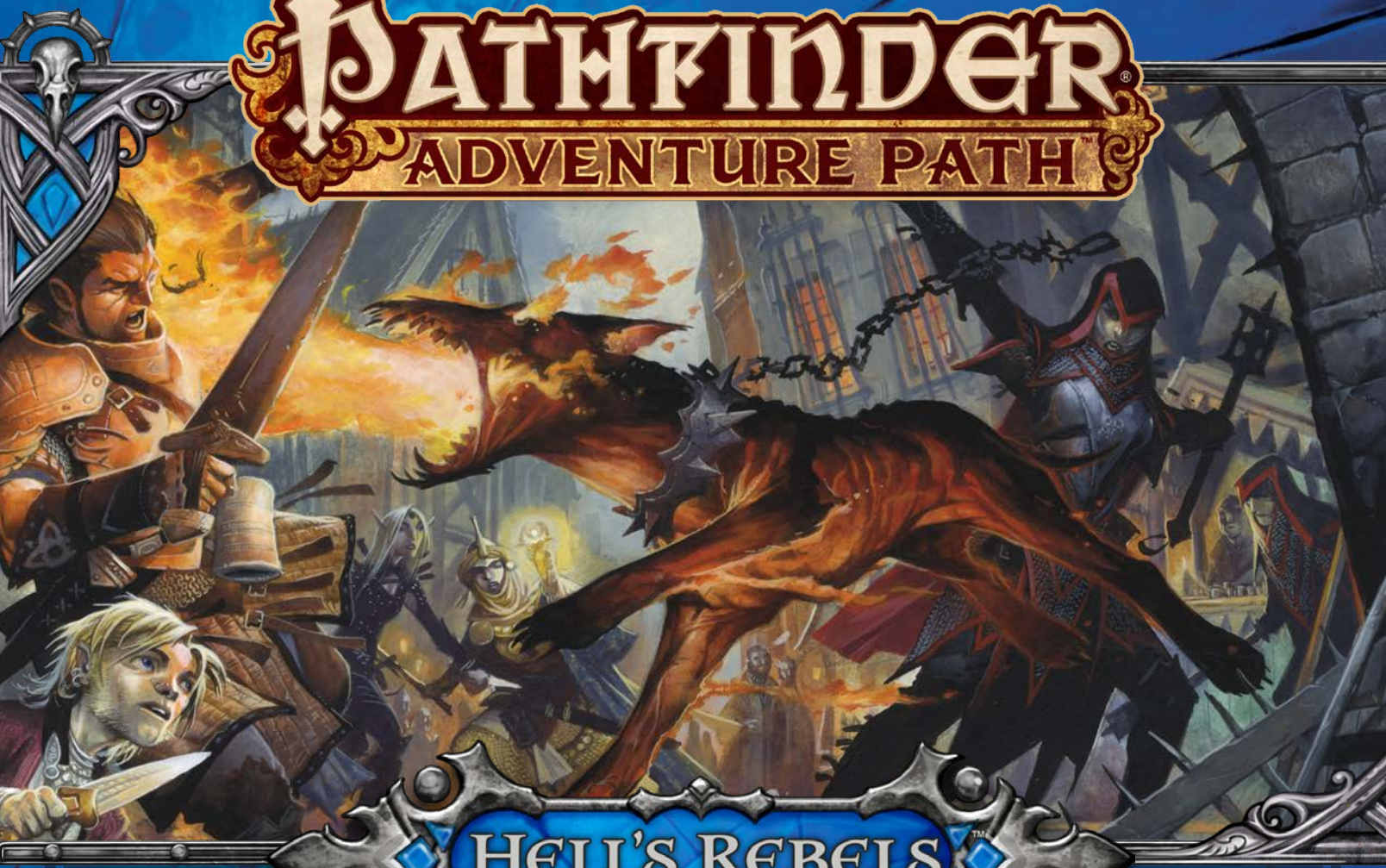

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