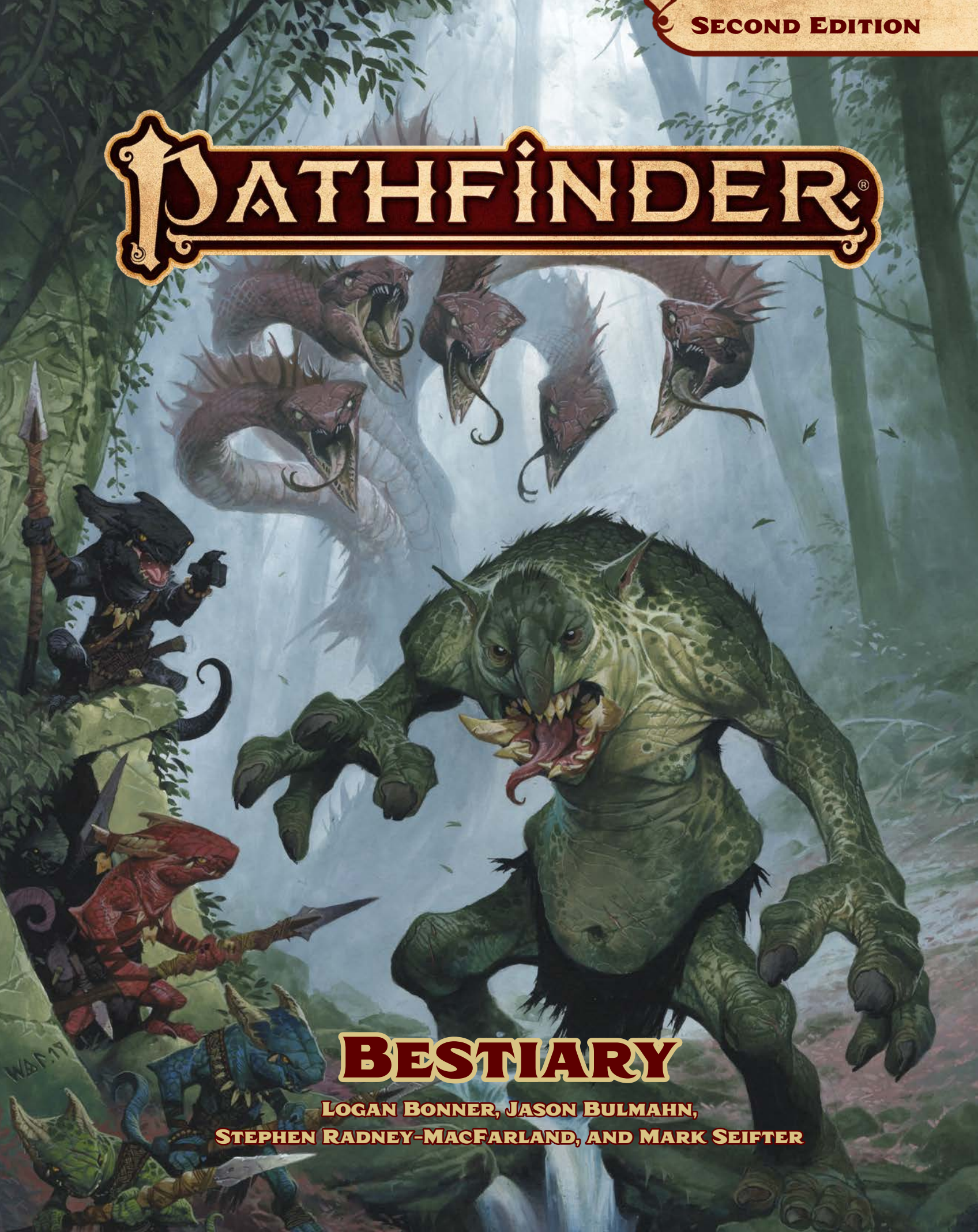
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Bestiary

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PATHFINDER

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Introduction

Welcome to the *Pathfinder Bestiary*! Inside this tome of creatures, you'll find haughty celestials and ravenous fiends, fierce animals and strange moving plants, new peoples to interact with and horrid monsters to hunt down. And while this book details hundreds of creatures, it's only a portion of the myriad interesting creatures that populate the world of Pathfinder.

To use this book, you need the *Pathfinder Core Rulebook,* which contains the rules of the game and gives you further understanding of each creature's rules and its place in the world. Using both of these books allows you as the Game Master (or GM) to create stories of grand adventure and populate them with fearsome foes, possible allies, and friendly guides.

Most of the sections of this book describe a creature or a group of related creatures, present their game statistics, illustrate their place within the game world, and provide details about their behavior or society.

In this introduction, you can find advice on how to play these creatures in the game, including how to read and use their statistics, advice on roleplaying their interactions with player characters, and guidance on adjusting creature statistics to fit the needs of your setting.

Lastly, the appendix in the back of the book contains sections that provide information about frequently used monster abilities, creature traits, new rituals, uncommon languages, and lists of monsters sorted by type and level.

Playing Creatures

While the other players portray their characters, you as the Game Master get to play everyone else. This section provides the basics for using the creatures in this book. It guides you through the process of reading and understanding the creatures' statistics so the creature can either provide a threat or serve as an ally in and out of combat. It also provides general advice for roleplaying creatures to help provide more depth to the creatures in your game's world.

Reading Creature Statistics

Each creature's rules appear in a stat block, with a structure similar to those of feats, spells, and magic items. Because creatures have more abilities than those game elements, however, their statistics include more entries, many of which have special formats.

A creature's traits line sometimes begins with a rarity; if the creature's rarity is common, no rarity is listed. The next entry is its alignment, which is given as a one- or two-letter abbreviation (LG for lawful good, N for neutral, CE for chaotic evil, and so on); these abbreviations are listed comprehensively on page 345. Next is the creature's size (Tiny, Small, Medium, Large, Huge, or Gargantuan). Any other traits are then listed. The traits appearing in this book, including some traits from the *Pathfinder Core Rulebook*, can be found in Creature Traits on page 344.

Actions and activities the creature can use have the appropriate icons next to those abilities' names noting how many actions they require. A creature always has the requisite proficiency ranks or other abilities required to use what's listed in its stat block. For instance, a spellcasting creature can perform the Cast a Spell activity, and a creature is never untrained with any of its items.

Some abilities are abbreviated in stat blocks and described in full in the Ability Glossary on pages 342–344.

CREATURE NAME **LEVEL**

RARITY TRAIT | ALIGNMENT ABBREVIATION | SIZE | OTHER TRAITS

Perception The creature's Perception modifier is listed here, followed by any special senses.

Languages The languages for a typical creature of that kind are listed here, followed by any special communication abilities. If a creature lacks this entry, it cannot communicate with or understand another creature through language.

Skills The creature is trained or better in these skills. For untrained skills, use the corresponding ability modifier.

Ability Modifiers The creature's ability modifiers are listed here.

Items Any significant gear the creature carries is listed here.

Interaction Abilities Special abilities that affect how a creature perceives and interacts with the world are listed here.

AC, followed by any special bonuses to AC; **Saving Throws** A special bonus to a specific save appears in parentheses after that save's bonus. Any special bonuses to all three saving throws against particular types of effects are listed after the three saves.

HP, followed by automatic abilities that affect the creature's Hit Points or healing; **Immunities**; **Weaknesses**; **Resistances** Any immunities, weaknesses, or resistances the creature has are listed here.

Automatic Abilities The creature's auras, any abilities that automatically affect its defenses, and the like are listed here.

Reactive Abilities Free actions or reactions that are usually triggered when it's not the creature's turn are listed here.

Speed, followed by any other Speeds or movement abilities.

Melee ❖ (traits; some weapon traits, such as deadly, include their calculations for convenience) The name of the weapon or unarmed attack the creature uses for a melee Strike, followed by the attack modifier and traits in parentheses. If a creature has any abilities or gear that would affect its attack modifier, such as a weapon with a *+1 weapon potency* rune, those calculations are already included, **Damage** amount and damage type, plus any additional effects (this entry is **Effect** if the Strike doesn't deal damage).

Ranged ❖ As Melee, but also lists range or range increment with traits, **Damage** as Melee.

Spells The entry starts with the magical tradition and whether the spells are prepared or spontaneous, followed

by the DC (and attack modifier if any spells require spell attack rolls). Spells are listed by level, followed by cantrips. A spell prepared multiple times lists the number of times in parentheses—for example, "(×2)." Spontaneous spells list the number of spell slots after the spell level.

Innate Spells These are listed like other spells, but can also include constant, at-will, and focus spells. If the creature has a focus spell as an innate spell, it works like other innate spells with listed uses, rather than costing Focus Points. Spells that can be used an unlimited number of times list "(at will)" after the spell's name. Constant spells appear at the end, separated by level. Rules for constant and at-will spells appear on page 342 in the Ability Glossary.

Focus Spells If a creature has focus spells, this entry lists the spells' level, the Focus Points in the creature's focus pool, the DC, and those spells.

Rituals Any rituals the creature can cast appear here.

Offensive or Proactive Abilities Any actions, activities, or abilities that automatically affect the creature's offense, as well as free actions or reactions that are usually triggered on the creature's turn, appear here in alphabetical order.

Roleplaying Creatures

Whether it's an adversary or a potential ally, a creature might have a very different worldview than the PCs. When roleplaying creatures, think about how they experience the world differently due to their senses, physiology, and habitat. Each creature entry in this book gives you some context about the creature's worldview, motivations, ecology, and societies. Many sections have sidebars that provide relevant facts about creatures (labeled with the icons listed in the Sidebar Icons section on page 7). You can use the information in each creature entry as cues on how to roleplaying the creature in and out of combat. These cues can be as simple as a difference in idioms (perhaps saying "in the other tentacle" rather than "on the other hand") and as complex as determining motivations, hopes, and dreams for an individual creature. Understanding a creature you're playing also informs what tactics they'll use, as well as whether they are willing to surrender or flee when things don't go their way.

Adjusting Creatures

Sometimes you might need to customize a creature based on the needs of your story or the narrative circumstances as your story unfolds. This section guides you through some basic strategies you can use to adjust creatures. It includes quick adjustments you can make to a creature to alter its level. You might also need to adjust a creature's languages or gear, or know its proficiency ranks in skills or Perception.

Combat Power

The creatures presented in this book have appropriate statistics for their levels. In many cases, you can make relatively minor adjustments, called elite and weak adjustments, to their statistics to make them function 1 level higher or lower than presented.

Elite and weak adjustments work best with creatures that focus on physical combat. These adjustments overstate the normal numerical gains the creature would make from increasing its level to make up for the lack of new special abilities. As such, when applied multiple times to the same creature, these adjustments cause its statistics to become less accurate for the creature's level. These adjustments have a greater effect on the power level of low-level creatures; applying elite adjustments to a level –1 creature gives you one closer to 1st level, and applying weak adjustments to a 1st-level creature gives you one whose level is closer to –1.

Creatures that cast spells or rely on noncombat abilities typically need specific adjustments to those spells or abilities.

Elite Adjustments

Sometimes you'll want a creature that's just a bit more powerful than normal so that you can present a challenge that would otherwise be trivial, or show that one enemy is stronger than its kin. To do this quickly and easily, apply the elite adjustments to its statistics as follows:

- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Weak Adjustments

Sometimes you'll want a creature that's weaker than normal so you can use a creature that would otherwise be too challenging, or show that one enemy is weaker than its kin. To do this quickly and easily, apply the weak adjustments to its statistics as follows.

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level.

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

Languages

The languages listed in a creature's entry are what a typical creature of that type knows. However, you might want to vary these based on the specific creature. For instance, if a creature is interested in speaking with or understanding the people in its region, it would most likely know the language those people speak. This language is most often Common, but you can give it a more appropriate language depending on what region the creature lives in (such as Undercommon if the creature lives in the Darklands).

Beings from other planes are unlikely to know any languages from the Material Plane unless they frequently travel there. If such a creature knows a mortal language, then that creature likely is interested in communicating with mortals. This language is most often Common, although such keep in mind that such a creature should speak Common only if it specifically travels to or studies your campaign's world and region above others.

The languages in Pathfinder can be found on page 65 of the *Pathfinder Core Rulebook* and in the New Languages section of this book (page 348).

Gear

Some creatures rely on gear, like armor and weapons. You might need statistics for such a creature that doesn't have its gear. For example, a creature could be Disarmed, it might be ambushed while it's out of its armor, or one of its worn magic items could be disabled with *dispel magic*. In most cases, you can simply improvise, but if you want to be more exacting, use these guidelines for weapons and armor.

If a creature loses its weapon, it might draw another weapon or use an unarmed attack. If it uses a Strike it doesn't have listed in its stat block, find a Strike entry for the creature that most closely matches the substitute, reduce the attack modifier by 2, and use the damage dice for the new Strike. If the creature needs to make an unarmed attack and doesn't have one listed in its stat block, it uses the statistics for a fist (*Core Rulebook* 280). If the creature loses a weapon with a *weapon potency* rune, you usually should reduce the attack modifier by 2 plus the bonus granted by the weapon's *potency* rune for the new weapon. For example, if the creature is Disarmed of its *+1 mace*, then you would reduce the attack modifier by 3 instead of 2 for the new Strike.

If a creature doesn't have its armor, find the armor in its Items entry and reduce the creature's AC by that armor's item bonus (*Core Rulebook* 275). If the armor has a *potency* rune, increase the reduction as appropriate; for example, if the creature has a suit of *+2 chain mail* in its statistics, and the characters catch the creature without its armor, you would reduce the creature's AC by 6 instead of 4. If the armor has a *resilient* rune, reduce the creature's saves based on the rune's type (1 for *resilient*, 2 for *greater resilient*, or 3 for *major resilient*).

Skills, Perception, and Proficiency

In some situations, such as when a creature is trying to Disable a PC's snare, you need to know the creature's proficiency rank. Creatures are trained in the skills listed in their stat blocks. Because monsters aren't created using the same rules as PCs, they are untrained in skills that aren't listed. A creature usually has expert proficiency in its listed skills around 5th level, master proficiency around 9th level, and legendary proficiency around 17th level. A creature might need a certain proficiency rank in Perception to detect certain things. Many creatures have expert proficiency in Perception, and improve to master proficiency around 7th level and legendary proficiency around 13th level.

At your discretion, creatures with world-class aptitude at a particular skill or in Perception, such as a doppelganger with Deception, might have a higher rank in that skill or Perception.

Sidebar Icons

Each sidebar in a creature section is marked with an icon identifying the type of information it contains.


Advice and Rules


Related Creatures


Additional Lore


Treasure and Rewards


Locations



Aeon

Aeons have always been the caretakers of reality and defenders of the natural order of balance. Each type of aeon takes on some form of duality in its manifestation and works either to shape the multiverse within the aspects of this duality in some way, or to correct imbalances to the perfect order of existence. Aeons can bring weal or woe when they appear in a region, and their machinations can raise a nation, raze it, or restore it from ruin. Their reasons are their own, and they rarely share their motivations with others—they simply create the results they insist through their strange envisioning communication are necessary to maintain the balance of the multiverse.

As a result of recent shifts in reality, aeons have begun to reassert a presence in the perfect planar city of Axis. To the aeons, this is merely the latest in a recurring cycle, albeit one that mortals have not yet borne witness to. Once regarded as an independent faction, the living machines known as inevitables are now revealed as having been agents of the aeons all along, and while inevitables have their own shared themes and features, they are very much living but constructed manifestations of the aeons' war against imbalance—particularly with regard to how this war is waged against the forces of chaos.

Aeons have a name for this cyclic return, in which they welcome the industrious axiomites back to their fold and bring the inevitables once again under their control: the "Convergence." At the onset of the Convergence, a council of pleroma aeons appeared in the Eternal City of Axis, where they revealed that axiomites were wayward aeons, split off long ago to pursue the act of creation. With the latest cycle of change it was time for the axiomites and their creations, the inevitables, to rejoin the aeon cause. While most axiomites and inevitables fell in line, realizing perhaps on a fundamental level of reality that what the aeons said was the truth, some refused to heed the call and waited for the wrath of the aeons—but that wrath has yet to come. The dual-natured aeons have responded to those who have declined in confusing ways. With some they treat and even bargain, while a handful of others they have destroyed, and a few have been exterminated by the axiomites and allied inevitables. But most of these quiet insurgents they leave alone, allowing these axiomites to continue to create in peace and the inevitables to continue with their duties. How—or if—this Convergence will end is as little understood as the aeons themselves.

Aeon Divinities

Whether the aeons serve an actual divinity, a philosophical concept, or merely a "supreme oneness" is a topic hotly debated by planar scholars. The aeons themselves are silent, referring to this being or concept as the Monad, a "condition of all." Regardless of what the Monad actually is, there certainly exists another category of powerful aeons–the primal inevitables, each a unique demigod with its own powers and goals. Relatively few primal inevitables remain today, for nearly three-quarters of their irreplaceable kind have fallen in the endless battle with the inexorable forces of entropy.



Arbiter

These spherical inevitables are scouts and diplomats. Found throughout the multiverse, they have traditionally kept watch over on chaos and its agents. With the announcement of the Convergence, many arbiters now serve as go-betweens among the aeon alliance and its mortal associates.

Arbiter **Creature 1**

LN | Tiny | Aeon | Inevitable | Monitor

Perception +7; darkvision, *detect alignment* (chaotic only), locate inevitable

Languages Celestial, Common, Infernal, Utopian

Skills Acrobatics +9, Axis Lore +5, Diplomacy +6, Stealth +9

Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

Locate Inevitable An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, but it cannot sense the range of the inevitable.

Items shortsword

AC 16; **Fort** +5, **Ref** +7, **Will** +7; +1 status to all saves vs. magic

HP 22; **Immunities** death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 3; **Resistances** electricity 3

Speed 20 feet, fly 40 feet

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Melee ❖ shortsword +9 (agile, finesse, lawful, magical, versatile S), **Damage** 1d6+1 piercing plus 1d4 lawful
Divine Innate Spells DC 17; **4th** *read omens*; **1st** *command*, *detect alignment* (at will, chaotic only), *mending* (×3)
Electrical Burst ❖❖ (divine, electricity, evocation) The arbiter releases an electrical burst from its body that deals 3d6 electricity damage (DC 17 basic Reflex save). Following such a burst, the arbiter becomes stunned for 24 hours.

AXIOMITE

According to the axiomites, their kind rose from the raw mathematical underpinnings of the universe, manifesting as great builders who created the ancient, colossal cities of the Outer Planes and gave life to the mechanical inevitables. According to the aeons, axiomites are part of the Monad, having both risen from and rebelled against it long ago. Since the Convergence, most axiomites have recognized this as a fundamental truth, particularly after the aeons showed the axiomites how the Utopian language has formed as an amalgam of aeon envisioning and formulaic mathematical expression. Most axiomites live in the perfect city of Axis, which they continually act to improve, thus refining the concept of perfection itself.

A particular axiomite may look like any humanoid creature, though the particular form it takes on does not affect its abilities. Beneath this assumed form, all axiomites are the same—clouds of glowing, crystalline dust that constantly swirls and congeals into complex tangles of symbols and equations, evincing their existence as literal creatures of pure mathematical law.

Axiomites arise from the souls of lawful neutral mortals, particularly those who were, in life, mathematicians, architects, crafters, or philosophers. While these souls do not retain any memories of their lives in the transition into axiomites, their life skills and experiences nevertheless serve a valuable metaphysical resource during formation.

AXIOMITE CREATURE 8

LN MEDIUM AEON MONITOR

Perception +19; darkvision
Languages Abyssal, Celestial, Common, Draconic, Infernal, Utopian
Skills Acrobatics +16, Axis Lore +17, Craft +21, Diplomacy +15, Occultism +17, Religion +17
Str +5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +5, **Cha** +3
Items sterling artisan's tools, *+1 striking warhammer*

AC 26; **Fort** +13, **Ref** +16, **Will** +18; +1 status to all saves vs. magic
HP 155; **Immunities** disease, emotion, fear; **Weaknesses** chaotic 10, **Resistances** electricity 10, mental 10

Speed 25 feet
Melee ❖ *warhammer* +20 (lawful, magical, shove), **Damage** 2d8+11 bludgeoning plus 1d6 lawful
Melee ❖ fist +17 (agile, lawful, magical), **Damage** 1d8+5 bludgeoning plus 1d6 lawful
Divine Innate Spells DC 27, attack +17; **5th** *telekinetic haul*; **4th** *dispel magic*, *divine wrath* (lawful), *lightning bolt* (×3); **3rd** *haste* (×3), *paralyze*; **2nd** *telekinetic maneuver*; **1st** *true strike* (at will); **Cantrips (4th)** *telekinetic projectile*
Crystalline Dust Form ❖ (polymorph) The axiomite shifts between its humanoid form and that of a cloud of crystalline dust in which strange symbols and equations flash. In this form it gains a fly Speed of 40 feet and can fit through even tiny apertures, similarly to *gaseous form*. It can cast spells, but it can't make melee or ranged attacks in this state. It can return to its humanoid form by using this action while in crystalline dust form.

AXIOMITES IN AXIS

On the planar metropolis of Axis, an axiomite fills one of three roles: construction and maintenance of inevitables, building and repairing Axis's buildings, and exploring the laws and constants that underlie all of reality.





Inevitable Fates

The fact that the aeons known as inevitables seem to be on the decline is taken by some planar scholars as metaphysical proof that entropy is on the rise and the Great Beyond is past its prime and on the way to the end of this cycle of reality.



Kolyarut

Kolyarut inevitables are enforcers of bargains and punishers of those who fail to uphold them. Their humanoid shape, ability to disguise themselves among a humanoid population, and diplomatic leanings make them the most approachable inevitables, and thus more likely to ally themselves with others. They are among the most talkative of all inevitables, naturally possessing a courtly grace and an encyclopedic knowledge of social customs, which they use to assist their efforts in gathering information on their targets or issuing challenges in a legal manner.

Kolyarut — Creature 12

LN Medium Aeon Inevitable Monitor

Perception +23 (+27 to detect lies); darkvision

Languages Celestial, Infernal, Utopian; truespeech

Skills Acrobatics +22, Athletics +27, Axis Lore +22, Diplomacy +20, Deception +20, Survival +22

Str +7, **Dex** +4, **Con** +5, **Int** +1, **Wis** +4, **Cha** +2

Truespeech A kolyarut can speak with and understand any creature that has a language.

Items *+1 striking bastard sword*

AC 34; **Fort** +23, **Ref** +24, **Will** +22; +1 status to all saves vs. magic

HP 215, regeneration 15 (deactivated by chaotic); **Immunities** death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 15

Speed 25 feet

Melee ❖ *bastard sword* +26 (lawful, magical, two-hand d12), **Damage** 2d8+13 slashing plus 1d6 lawful

Melee ❖ fist +23 (agile, lawful, magical), **Damage** 1d10+11 bludgeoning plus 1d6 lawful

Divine Innate Spells DC 32; **8th** *discern location*; **5th** *command*; **4th** *illusory disguise* (at will), *suggestion* (×2); **3rd** *paralyze* (×2); **2nd** *invisibility* (self only); **1st** *command* (at will)

Divine Rituals DC 32; *geas*

Pleroma

Among the most powerful of all the true aeons, pleromas are a manifestation of the duality of creation and destruction. Their physical manifestation is a constant state of flux between these two poles, their forms a shifting cloak of black where galaxies and other celestial objects flit in and out of existence, as if depicting the constant life, death, and rebirth of a miniature, self-contained universe.

Pleromas see the multiverse as both eternal and cyclical, doomed and malleable, ending only if these cycles ever become unbalanced. They believe the current Convergence is necessary to obtain this essential balance, and act to ensure that the grand design of the Monad is carried out to the smallest detail.

Pleroma — Creature 20

LN Large Aeon Monitor

Perception +37; darkvision, lifesense 120 feet, *true seeing*

Languages envisioning

Skills Acrobatics +33, Arcana +38, Deception +34, Diplomacy +34, Occultism +38, Religion +39, Stealth +35

Str +6, **Dex** +7, **Con** +6, **Int** +8, **Wis** +9, **Cha** +6

Envisioning Pleromas care little for communication with other creatures, but when they do convey information, they do so wordlessly through a series of psychic projections. This acts as telepathy with a range of 100 feet but is understandable to all creatures regardless of whether they have a language, though the aeon's meaning to non-aeons can be vague and is often mysterious. An aeon can use this ability to communicate flawlessly with any other aeon on the same plane as itself.

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AC 45; **Fort** +32, **Ref** +31, **Will** +37; +1 status to all saves vs. magic
HP 335, regeneration 20 (deactivated by chaotic); **Immunities** negative, positive; **Weaknesses** chaotic 20
Reality Twist ↻ **Trigger** The pleroma critically fails the saving throw. **Effect** The critical failure becomes a normal failure.

Speed fly 40 feet; *freedom of movement*
Melee ❖ energy touch (agile, lawful, magical) +36, **Damage** 5d8+18 positive or negative damage plus 1d6 lawful
Ranged ❖ Sphere of Oblivion +37 (magical), **Effect** see Sphere of Oblivion
Divine Innate Spells DC 47, attack +37; **10th** *alter reality*; **9th** *banishment*, *blade barrier*, *disjunction*, *overwhelming presence*; **8th** *disintegrate* (×2), *unrelenting observation*; **7th** *plane shift*, *retrocognition*; **5th** *creation* (at will); **4th** *create food* (at will), *shape stone* (at will); **3rd** *hypercognition* (at will); **2nd** *detect alignment* (at will), *shape wood* (at will); **1st** *create water* (at will); **Constant (8th)** *true seeing*; **(4th)** *freedom of movement*
Energy Touch A pleroma's touch deals its choice of positive or negative damage, but neither energy can be used to heal a creature.
Sphere of Creation ❖❖ (incapacitation, magical) Three times per day, a pleroma can manifest a 2-foot-diameter sphere of white energy that hovers above its left hand. By using a single action, which has the concentrate trait, the pleroma can cause the sphere to fly 10 feet. The sphere can move in any direction, ignoring difficult terrain, but it can't move farther than 300 feet away from the pleroma. Wherever the sphere travels, it leaves behind a 5-foot-wide path of new matter, creating either new terrain (the pleroma's choice of normal, difficult, or greater difficult terrain) or a 5-foot-square solid barrier of a single natural substance (such as clay, wood, or stone). The sphere can enter the space of a creature; when it does, the creature must succeed at a DC 43 Fortitude save or be absorbed into the sphere. On a successful save, the creature is pushed to a space of the GM's choice away from the sphere. Those who fail take 20d6 positive damage (even if they are living) and are pushed away as a success. Those who critically fail, or are reduced to 0 HP by the damage from a failure, become one with the new material and can be restored only via a 10th-level spell. A pleroma can have only one Sphere of Creation in existence at a time, and the sphere automatically vanishes in a flash of blinding light after 1d4 minutes. All creatures within 30 feet of the sphere of creation when it vanishes must succeed at a DC 43 Fortitude save or be permanently blinded.
Sphere of Oblivion ❖❖ (incapacitation, magical) Three times per day, a pleroma can manifest a 2-foot-diameter sphere of complete and utter darkness that hovers above its right hand. It can move and control the sphere in the same manner as its Sphere of Creation. The sphere is an empty void that lasts for 1 minute before collapsing in on itself and winking out of existence. Once manifested, the sphere can be used as a ranged attack, but it blinks out of existence immediately after that attack is resolved. Any unattended object that touches the void is sucked in and completely destroyed. Larger objects (such as ships or buildings) are destroyed at a rate of one 10-foot cube per round of contact. The sphere can enter the space of a creature, with effects similar to the Sphere of Creation except that it deals negative damage (even to undead) on a failure and annihilates rather than incorporating the creature into material. Such a destroyed creature can be restored only by a 10th-level spell.

OTHER AEONS

Aeons are among the least understood of the Great Beyond's immortal creatures, and they have a wide range of powers and abilities. Far more aeons exist than those presented here, including guardians of time like the four-armed bythos and the weirdly symmetrical theletos, which moderates the duality between freedom and fate.



Alghollthu Domains

The ruling castes of the alghollthu species dwell in oceanic depths or underground waterways, while their servitors like ulat-kinis and ugothols can often be found in coastal regions and marshes.

Alghollthu

In bygone millennia, aquatic monsters known as alghollthus used their occult powers to conquer and rule vast parts of the world. Their empires contained countless mortal slaves treated as little more than cattle. Alghollthus shaped their slaves and other creatures using mental manipulation and physically transformative magic. Aberrant horrors from faceless stalkers to mimics can be traced back to this meddling. The rulers of the alghollthu race, the so-called veiled masters, further shaped entire societies by assuming the forms of those they controlled. From the heights of power to the shadows of poverty, the veiled masters manipulated these societies according to their own dark designs, enslaving, killing, or horrifically transforming those who discovered their plans or acted against them.

In time, the alghollthus grew frustrated with their increasingly upstart slave societies and sought to wipe the slate clean—both starting anew and punishing those who had become too willful and rebellious. They used incredible magical power to call forth a cataclysm, hoping to destroy the rebellious societies they'd manipulated. Yet they miscalculated the strength of faith and will to survive of their pawns and slaves, and in time the world and its empires recovered and grew strong once again—this time without alghollthu influence.

Today, the alghollthus have retreated from their mass-scale manipulation of the surface world, and they have mostly remained within the deep aquatic realms where they still rule without question. Yet they have not abandoned their plots entirely, and the reemergence of servitor races like ugothols points to a frightening possibility—that the alghollthus have turned their hateful eyes to the surface once again.



Skum (Ulat-Kini)

The most numerous of the alghollthus are the ulat-kinis, a servitor race created from human stock to serve as rank-and-file soldiers in alghollthu armies. At the zenith of alghollthu power, ulat-kinis formed massive legions and enjoyed significant power over other species. When the alghollthus retreated from the world, they abandoned teeming hordes of ulat-kinis. Although these erstwhile soldiers tried to continue their conquering ways, their numbers declined rapidly in battlefield defeats and purposeful exterminations enacted by their enemies. Ulat-kini society degenerated, so that now only a few enclaves exist in the depths of the earth or along isolated coastlines. Few remember their own species' name, instead using the epithet their foes gave them: "skum."

Skum **Creature 2**

LE | Medium | Amphibious | Humanoid

Perception +6; darkvision
Languages Alghollthu, Undercommon
Skills Athletics +8, Intimidation +4, Stealth +7
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +0, **Cha** –2
Items trident

AC 16; **Fort** +7, **Ref** +7, **Will** +4
HP 40; **Resistances** cold 5

Speed 20 feet, swim 40 feet
Melee ❖ trident +10, **Damage** 1d8+4 piercing
Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing
Melee ❖ fangs +10, **Damage** 2d4+4 piercing
Ranged ❖ trident +7 (thrown 20 feet), **Damage** 1d8+3 piercing

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FACELESS STALKER (UGOTHOL)

Among the subtler of the alghollthu creations were the ugothols—also known as faceless stalkers. These twisted beings used shapeshifting to infiltrate settlements and assassinate key targets. They sowed discord and replaced leaders, causing unwanted organizations to implode and bothersome people to lose face and eventually disappear. Entirely terrestrial in nature, ugothols can easily extend alghollthu plots above the waves for extended periods of time, giving their aquatic masters enhanced reach into these unpleasantly dry realms. Today, most faceless stalkers—like the less dangerous ulat-kinis—pursue programmed goals without the guidance of alghollthu rule. Faceless stalkers prefer to live as close to the sea coast as possible, although they are not aquatic creatures themselves. Most dwell in tiny tribes in marshlands. Others live in the sewers of coastal towns.

By instinct, faceless stalkers seek to sow discord. They replace leaders in humanoid societies, then guide infiltrated settlements down paths of destruction. Among humanoids who have wicked tendencies, a faceless stalker can become a prominent trailblazer, leading a group to new heights of depravity and violence. Inevitably, however, faceless stalker infiltrators lead their followers to ruin. The ugothol eventually moves on—either because its true nature is about to be discovered, or because it has despoiled or devastated all local resources.

An ugothol gains nourishment only through its long, bloodsucking tongue. Their prey bear distinctive triple puncture wounds near major arteries. Corpses bearing such marks are typically the first clues found to uncover a faceless stalker's presence, though sometimes they are overlooked as marks belonging to a vampire or chupacabra.

FACELESS STALKER — CREATURE 4

CE MEDIUM ABERRATION

Perception +10; darkvision
Languages Alghollthu, Aquan, Common; *tongues*
Skills Acrobatics +12, Athletics +12, Deception +13, Stealth +13, Thievery +9
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3
Items longsword, studded leather

AC 21; **Fort** +9, **Ref** +9, **Will** +12; +2 status to all saves vs. auditory and visual
HP 60; **Resistances** bludgeoning 5

Speed 25 feet
Melee ❖ longsword +14 (versatile P), **Damage** 1d8+6 slashing
Melee ❖ claw +12 (agile), **Damage** 2d6+6 slashing plus Grab
Occult Innate Spells DC 19; **Constant (5th)** *tongues*
Assume Form (concentrate, occult, polymorph, transmutation) The faceless stalker spends 10 minutes reshaping its appearance to take on the shape of any Small or Medium humanoid. It gains a +4 circumstance bonus to Deception checks to pass as that creature.
Blood Nourishment ❖ The faceless stalker uses its three-pronged tongue to drink the blood of an adjacent restrained or unconscious creature. The creature gains drained 1.
Compression When the faceless stalker successfully Squeezes, it moves through the tight space at full speed. Narrow confines are not difficult terrain for a faceless stalker.
Revert Form ❖ **Requirements** The faceless stalker is in an assumed form. **Effect** The faceless stalker resumes its true form. Until the start of its next turn, it gains a +2 status bonus to attack rolls, damage rolls, saving throws, and skill checks.
Sneak Attack The faceless stalker deals 1d6 extra precision damage to flat-footed creatures.

ANCIENT INFLUENCES

The veiled masters influenced the ancient Azlanti, and it was they who invoked the apocalypse of Earthfall to destroy Azlant when humanity grew too prideful. That this act also called down the magical *Starstone*, an artifact capable of transforming mortals into gods, was an ironic turn of events considering the alghollthus' intolerance for faith.



Alghollthu Treasure

Although most alghollthus lack the greed that tempts most mortals, they do gather wealth and magical tools to use in their schemes. A given aboleth or veiled master might also wear magical jewelry and other objects. Faceless stalkers and other humanoid servants of alghollthus use weapons and armor, such as the faceless stalker's sword or ulat-kini's trident, as well as other tools. These servitor races can be as acquisitive as other humanoids.

Alghollthu Master (Aboleth)

Aboleths form the core of alghollthu society, and while they are the "common folk" of their own societies, they see themselves as masters of all others. Unlike their leaders, who mask their actions using magical disguises, aboleths revel in their monstrous forms, appearing as primeval fish with tentacles. Masters of psychic manipulation, they are a species so ancient that they were present in the world when it was young, before the gods had turned their attention to the planet. They see all other life as something they have the right to control, so the idea that potential slaves might have faith in a higher power other than themselves enrages aboleths.

Alghollthu Master — Creature 7

UNCOMMON | LE | HUGE | ABERRATION | AQUATIC

Perception +17; darkvision

Languages Aklo, Alghollthu, Aquan, Common, Undercommon

Skills Athletics +16, Deception +15, Intimidation +15, Lore (any one subcategory) +14, Occultism +16

Str +5, **Dex** +1, **Con** +6, **Int** +3, **Wis** +5, **Cha** +4

Mucus Cloud (aura, disease) 5 feet. While underwater, an aboleth exudes a cloud of transparent slime. An air-breathing creature adjacent to an aboleth must succeed at a DC 25 Fortitude save each round or lose the ability to breathe air but gain the ability to breathe water for 3 hours.

AC 23; **Fort** +15, **Ref** +10, **Will** +16

HP 135

Speed 10 feet, swim 60 feet

Melee ❖ tentacle +16 (agile, magical, reach 15 feet), **Damage** 2d8+10 bludgeoning plus slime

Occult Innate Spells DC 25; **7th** *project image* (at will), *veil* (at will); **6th** *dominate* (×3), *illusory scene* (at will); **5th** *illusory object* (at will); **4th** *hallucinatory terrain* (at will); **3rd** *hypnotic pattern* (at will)

Slime (curse, occult, virulent) **Saving Throw** Fortitude DC 25; **Stage 1** no ill effect (1 round); **Stage 2** the victim's skin softens, inflicting drained 1 (1 round); **Stage 3** the victim's skin transforms into a clear, slimy membrane, inflicting drained 2 until the curse ends; every hour this membrane remains dry, the creature's drained condition increases by 1 (permanent). A *remove disease* spell can counteract this curse, but immunity to disease offers no protection against it.



Veiled Master (Vidileth)

The powerful vidileths are the insidious veiled masters of the alghollthus. These manipulators of mind and body alike lead their species in the open, using their ability to change form to walk among and deceive humans and other sapient species. Many veiled masters are even more powerful than the typical specimen presented here and can use a wide range of arcane or occult spells and rituals. While veiled masters command significant combat prowess and impressive magical skills, the greatest danger they pose to others is their uncanny ability to infiltrate into societies much different than their own. The most paranoid of adventurers and conspiracy scholars worry that every major city has been infested by secret cabals of vidileths, while others dismiss this as hogwash and fearmongering. The truth is likely somewhere in between, but it doesn't take many veiled masters pulling the strings behind the scenes to wreak havoc upon an entire nation!

VEILED MASTER CREATURE 14

RARE LE LARGE ABERRATION AQUATIC

Perception +25; darkvision

Languages Aklo, Alghollthu, Aquan, Common, Undercommon; *tongues*

Skills Arcana +27, Athletics +24, Deception +28, Intimidation +26, Lore (any one subcategory) +29, Occultism +29, Society +27, Stealth +24

Str +6, **Dex** +6, **Con** +8, **Int** +7, **Wis** +5, **Cha** +6

Mucus Cloud (aura, disease) As aboleth, but DC 36, 30-foot radius, and 24 hours.

AC 34; **Fort** +26, **Ref** +22, **Will** +24; +2 status to all saves vs. magic

HP 270; **Immunities** controlled, electricity, mental; **Resistances** cold 20

Speed 10 feet, swim 80 feet

Melee ❖ claw +30 (agile, magical, reach 20 feet), **Damage** 3d10+12 slashing plus slime

Melee ❖ fangs +28 (agile, magical, reach 10 feet, versatile S), **Damage** 3d8+12 piercing plus slime and consume memories

Melee ❖ tentacle +28 (agile, electricity, magical, reach 20 feet), **Damage** 7d6 electricity plus thoughtlance

Occult Innate Spells DC 37; **9th** *project image* (at will); **8th** *illusory scene* (at will), *suggestion* (×3); **7th** *veil* (at will); **6th** *dominate* (×3); **5th** *dimension door* (×3), *hallucinatory terrain* (at will), *illusory object* (at will); **3rd** *hypnotic pattern* (at will), *levitate* (at will), *mind reading* (at will), *secret page* (at will); **Constant (5th)** *tongues*

Occult Rituals DC 37; *geas* (5th)

Change Shape ❖ (concentrate, occult, polymorph, transmutation) Once per round, a veiled master can take on the appearance of a humanoid of Large, Medium, or Small size or resume its true form. While in humanoid form, the veiled master's Speed is 30 feet, and it loses its mucus cloud aura and swim Speed. If the humanoid form assumed lacks the aquatic trait, the veiled master loses its own aquatic trait as well. In humanoid form, the veiled master can use weapons, or it can make Strikes that work like its tentacle attack but use the reach of its current form. If the assumed form has fangs or claws, the veiled master can also make such Strikes, but these attacks lack the veiled master's slime.

Consume Memories (mental, occult) When a veiled master makes a fangs Strike against a creature, it can consume some of that creature's memories. The target must succeed at a DC 37 Fortitude saving throw or become stupefied 1. A veiled master regains 5 Hit Points each time it successfully consumes memories. When a veiled master consumes memories, it learns some of the creature's memories (subject to the GM's discretion).

Delayed Suggestion (enchantment, occult) When a veiled master successfully casts *dominate* on a creature, a *suggestion* spell triggers when the *dominate* spell ends. This *suggestion* usually causes the target to return to the veiled master, so the creature can cast *dominate* again, but a veiled master can set the *suggestion* to different orders if it wishes.

Slime (curse, occult, virulent) As alghollthu master, but DC 36.

Tentacle Flurry ❖❖ The veiled master thrashes about with its tentacles. Make a tentacle Strike against each creature within its reach. Roll only one attack roll, and roll the damage only once for all targets.

Thoughtlance (curse, enchantment, occult) A creature touched by the veiled master's tentacles, whether those tentacles deal damage or not, must attempt a DC 34 Will save, becoming slowed 1 on a failure or slowed 2 on a critical failure. Each time the affected creature ends its turn, its slowed value decreases by 1.



OTHER ALGHOLLTHUS

While the veiled masters are the rulers of alghollthu society, they are not the most powerful of their kind. Greater, more mysterious creatures that function as organic thought networks, immense aquatic engines of war, or specialized extractors of forgotten secrets dwell among their sunken cities. Meanwhile, the world above remains infested with creatures that were originally created by the alghollthus but have long since drifted away from their aquatic progenitors to become their own sinister monstrosities.



Angelic Divinities

The most powerful angels belong to a category of demigods known as the empyreal lords—a title shared with other powerful good-aligned demigods among the host of archons, azatas, and other inhabitants of the celestial planes. The most powerful and most well-known of the angelic empyreal lords is Sarenrae.

Angel

The celestial hosts of angels are messengers and warriors, divided into choirs based on their abilities and purviews. The majority of angels are neutral good and live in Nirvana, the plane of virtue and enlightenment. However, some angels, including several angelic deities, have different alignments, and some even dwell on other planes. Regardless of alignment, angels remain benevolent messengers possessed with magical auras to aid their allies.

Cassisian [Archive Angel]

The weakest of angels, cassisians usually serve as lackey messengers for more powerful angels or as spiritual guides for mortals. Despite their limited intellect, cassisians have a knack for precise recollection, particularly with scripture. Most cassisians are formed from the souls of trustworthy mortals, but some arise from fragments of greater angels destroyed in service to the celestial realms.

Cassisian — Creature 1

NG | Tiny | Angel | Celestial

Perception +6; darkvision

Languages Celestial, Common, Draconic, Infernal

Skills Acrobatics +6, Diplomacy +6, Religion +6, Stealth +6

Str –1, **Dex** +1, **Con** +2, **Int** –1, **Wis** +1, **Cha** +1

AC 18; +1 status vs. evil creatures; **Fort** +7, **Ref** +6, **Will** +4; +1 status to all saves vs. evil creatures

HP 20; **Weaknesses** evil 3; **Resistances** cold 3, fire 3

Transfer Protection A non-evil creature can wear a willing cassisian as a helmet. While it does, the cassisian can take no actions, but the cassisian extends its +1 status bonus to AC and saves against evil creatures to its wearer. At any time, the cassisian can detach itself from its wearer as an action.

Speed fly 40 feet

Melee ❖ headbutt +6 (agile, finesse, good, magical), **Damage** 1d6–1 bludgeoning plus 1d4 good

Divine Innate Spells DC 16; **4th** *read omens*; **1st** *detect alignment* (at will, evil only), *heal*; **Cantrips (1st)** *know direction, light*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) A cassisian can take the appearance of a dove, a winged humanoid, a dog, or a fish. Normally, this doesn't change its Speed or the attack and damage bonuses for its Strikes, but it might change the damage type Strikes deal (typically to bludgeoning). Any further changes for specific forms are noted below.

- **Dog** size Small; scent (imprecise) 30 feet, Speed 40 feet; **Melee** jaws +7, **Damage** 1d6+2 piercing plus Knockdown
- **Fish** swim Speed 30 feet

Eye Beams ❖❖ (concentrate, divine, evocation) The cassisian releases beams of heat or cold from its eyes, dealing 2d6 cold or fire damage (DC 17 basic Reflex save) to all creatures in a 15-foot line. It can't use Eye Beams again for 1d4 rounds.

Repository of Lore While the cassisian isn't particularly intelligent, it has perfect memory and can remember everything it sees or hears. This allows it to attempt Lore checks on any topic, provided (at the GM's discretion) the cassisian has encountered the topic in question before. The cassisian's limited intellect often prevents it from acting upon its knowledge, making it a better resource than agent in matters of information use.

Choral [Choir Angel]

Choral angels are incredible singers who fill the halls of Nirvana with pious chants and sacred hymns. They form from the souls of talented bards and other performers. While they shy away from conflict, they occasionally brave the mortal

realm to deliver good omens and auspicious messages. Choral angels often serve the goddess Shelyn, but they can also serve other good deities and empyreal lords.

CHORAL — CREATURE 6

NG SMALL ANGEL CELESTIAL

Perception +14; darkvision
Languages Celestial, Draconic, Infernal; *tongues*
Skills Acrobatics +12, Diplomacy +15, Performance +17, Religion +14
Str +1, **Dex** +4, **Con** +2, **Int** +3, **Wis** +4, **Cha** +5

AC 24; **Fort** +10, **Ref** +14, **Will** +16; +1 status to all saves vs. magic
HP 100; **Weaknesses** evil 5; **Resistances** sonic 5
Harmonizing Aura (aura, divine, evocation, sonic) 20 feet. Allies in the area gain a +2 status bonus to sonic damage rolls and a +1 status bonus to AC and all saves against sonic and auditory effects. Enemies in the area take a –2 status penalty to sonic damage rolls and a –1 status penalty to AC and all saves against sonic and auditory effects.
Speed 30 feet, fly 40 feet
Melee ❖ fist +14 (agile, finesse, good, magical), **Damage** 3d6+1 bludgeoning plus 1d6 good
Ranged ❖ piercing hymn +17 (good, magical, range 90 feet, sonic), **Damage** 4d6 sonic damage plus 1d6 good and deafening aria
Divine Innate Spells DC 23, attack +13; **3rd** *heal*, *remove curse*, *remove disease*, *remove fear* (at will), *sound burst*; **2nd** *invisibility* (at will, self only), *sound burst* (at will); **1st** *counter performance* (at will; *Core Rulebook* 386); **Cantrips (3rd)** *ghost sound*, *inspire competence* (*Core Rulebook* 386), *inspire courage* (*Core Rulebook* 386); **Constant (5th)** *tongues*
Divine Rituals DC 23; *angelic messenger*
Deafening Aria On a critical hit with piercing hymn, the target is deafened for 1 minute.
Harmonize ❖ The choral angel adds its harmony to a choral angel ally within its harmonizing aura. The ally can cast *calm emotions or heroism* on its next turn in place of its 3rd-level *sound burst* or heighten its 3rd-level *sound burst* by 1 level. If five different choral angels use Harmonize on the same choral angel ally, it can instead cast *divine decree* in place of its 3rd-level *sound burst*.

BALISSE (CONFESSOR ANGEL)

Balisses, or confessor angels, seek to assist mortals ensnared by moral dilemmas or crises of faith. Balisses prefer to guide people to their own decisions rather than demand obedience to a higher cause, as intrinsic belief is even more powerful than blind obedience. While most balisses are fundamentally honest, they use their guardian angel ability to seem less intimidating and decrease the chance the mortal will simply acquiesce to the opinion of an obviously divine being. Balisses often form from souls of those who performed evil acts but were redeemed. Many serve the goddess Sarenrae, but they can serve other good deities and empyreal lords as well.

ANGELIC LOCATIONS

Angels normally live on Nirvana or other celestial planes, but their missions can bring them to the Material Plane. Spellcasters can conjure them for aid or advice in times of need, and they can even be found, if rarely, crusading against fiends in Hell, the Abyss, or anywhere in between.





Angelic Treasure

Many angels wear exquisite armor or wield beautiful and often magical weapons. While they are not hampered by mortal sins like greed or pride (save for the very rare and tragic exception), they do enjoy the beauty of fine clothing, exquisite jewelry, and works of art.

Balisse

Creature 8

NG MEDIUM ANGEL CELESTIAL

Perception +18 (+20 to detect lies and illusions); darkvision
Languages Celestial, Draconic, Infernal; *tongues*
Skills Acrobatics +14, Diplomacy +17, Religion +18
Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +6, **Cha** +5
Items *+1 striking scimitar*

AC 26; **Fort** +16, **Ref** +12, **Will** +18; +1 status to all saves vs. magic
HP 145; **Weaknesses** evil 10; **Resistances** fire 15
Confessor's Aura (aura, divine, enchantment, mental) 20 feet. Creatures in the balisse's aura are subject to *zone of truth* (DC 23). Additionally, if these creatures choose to honestly express their own conflicted feelings, the aura makes it easier for them to put words to those feelings.

Speed 30 feet, fly 40 feet
Melee ❖ *flaming scimitar* +20 (fire, forceful, good, magical, sweep), **Damage** 2d6+8 slashing plus 1d6 fire and 1d6 good
Divine Innate Spells DC 26; **4th** *divine wrath*, *heal*, *paralyze*, *remove curse*, *remove disease*; **3rd** *remove fear* (at will) **2nd** *invisibility* (at will, self only) **1st** *detect alignment* (at will, evil only)
Divine Rituals DC 26; *angelic messenger*, *atone*, *geas*
Brand of the Impenitent ❖❖ (curse, divine, evocation)
Frequency once per day; **Effect** The balisse marks an evil creature within its confessor's aura as irredeemable. It can only do so after a failed attempt to convince the creature to repent. The touched creature takes a –1 status penalty to AC and saves, reduces its resistances by 2, and gains weakness 2 to good damage. The duration depends on the target's DC 26 Will save.
Critical Success The creature is unaffected.
Success The duration is 1 round.
Failure The duration is 1 day.
Critical Failure The duration is permanent.
Flaming Armament (divine, evocation) Any weapon gains the effect of a *flaming* property rune while a balisse wields it.
Guiding Angel ❖ (divine, transmutation) While invisible, a balisse can spiritually attach itself to a non-evil mortal. When it does so, it merges with the mortal's body and is unable to use any of its spells and abilities other than to interact with the mortal. It must use Guiding Angel again to leave the mortal. While merged with the mortal, the balisse can take a form of its choice that only the mortal can see, such as a small angel on the mortal's shoulder. Alternatively, it can communicate with the mortal using a bodiless voice only the mortal can hear.



Astral Deva [Emissary Angel]

Astral devas are the elite messengers and emissaries of the celestial realms, serving deities and celestial armies by delivering messages, performing reconnaissance, and providing support for those in need of aid. They watch over planar travelers and take powerful mortals under

their wings to mentor them. Astral devas carry scrolls containing important messages and other celestial secrets.

Astral devas can form spontaneously from the souls of exceptional good-aligned mortals, but are also sometimes created from such souls intentionally by deities or demigods. In the later cases, astral devas often bear physical features that mark them as closely affiliated with that deity. An astral deva created by Sarenrae, for example, might have hair made of fire, while one created by Torag might look more dwarven, and one created by Desna could have butterfly wings instead of feathered wings. It's not unusual for astral devas created by lawful good or chaotic good deities to share their creators' alignment.

ASTRAL DEVA

CREATURE 14

NG MEDIUM ANGEL CELESTIAL

Perception +26; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +24, Diplomacy +26, Intimidation +28, Religion +24

Str +8, **Dex** +4, **Con** +5, **Int** +4, **Wis** +4, **Cha** +6

Items *+2 striking warhammer*

AC 36; **Fort** +27, **Ref** +26, **Will** +22; +1 status to all saves vs. magic

HP 285; **Weaknesses** evil 15

Traveler's Aura (abjuration, aura, divine) 20 feet. Creatures in the astral deva's aura are protected from ambient environmental damage from any plane, including severe and extreme heat and cold as well as more exotic dangers. The astral deva is never flat-footed to creatures within its aura.

Messenger's Amnesty (abjuration, divine) An astral deva with a message to deliver is continually protected by the effect of *sanctuary* (DC 32). If the deva breaks the *sanctuary*, the effect returns if the deva ceases hostility for 10 minutes.

Speed 40 feet, fly 75 feet

Melee ❖ *holy warhammer* +30 (good, magical, shove), **Damage** 2d8+22 bludgeoning plus 1d6 good

Divine Innate Spells DC 36, attack +28; **7th** *blade barrier*, *divine decree*, *divine wrath*, *heal*, *remove curse*, *remove disease*, *remove fear*; **4th** *discern lies* (at will); **2nd** *invisibility* (at will, self only); **1st** *detect alignment* (at will, evil only); **Cantrips (7th)** *light*; **Constant (5th)** *tongues*

Divine Rituals DC 36; *angelic messenger*

Divine Armament (divine, evocation) Any weapon gains the effect of a *holy* property rune while an astral deva wields it.

Stunning Strike ❖ **Requirements** The astral deva hit a foe earlier this turn with a weapon Strike. **Effect** The astral deva makes a weapon Strike against the foe. On a success, the foe must succeed at a DC 34 Fortitude save or become stunned 1. On a critical failure, the foe is stunned 2 instead.

OTHER ANGELS

The most powerful angels are known as the solars, but numerous others can be found in Nirvana working their own missions or goals. Angels generally appear as beautiful, often somewhat androgynous humanoids, and the most powerful often possess two or even four sets of feathered wings.



Animating Objects

Most animated objects encountered by adventurers are permanently animated creatures, either created by rituals or given life by infusions of positive energy. Restless spirits, certain ghosts, and other haunting undead influences can also give rise to animated objects, although in cases like the poltergeist (page 264), what appears to be an animated object may merely be an evil force using its magic to hurl furnishings about as weapons.



Animated Object

Granted a semblance of life through the use of rituals or other strange magic, animated objects take many forms and serve a variety of uses. A few examples of typical animated objects are listed below. Many of these creatures serve as guardians, surprising unsuspecting adventurers when they suddenly attack. Others serve as idle distractions for the exceptionally rich, simple servants created to handle odd jobs, and the like.

Animated Broom

Animated brooms perform menial tasks of cleaning and upkeep, but they can step in to defend a room from intrusion if needed. These simple animated objects can be found with greater frequency than more complicated and costly objects.

Animated Broom **Creature -1**

N Small Construct Mindless

Perception +3; darkvision

Skills Athletics +5

Str +0, **Dex** +1, **Con** +0, **Int** –5, **Wis** +0, **Cha** –5

AC 16 (14 when broken); construct armor; **Fort** +3, **Ref** +6, **Will** +3

HP 6; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated broom has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated broom is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 14.

Speed 15 feet

Melee ❖ bristles +6 (agile, magical, finesse), **Damage** 1d4 bludgeoning plus dust

Dust A creature hit by an animated broom's bristles must succeed at a DC 15 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature that doesn't breathe is immune to this effect.

Animated Armor

Suits of animated armor see use both as guardians and as training partners in high-end martial academies able to afford the extravagance. They are most often found in wizard laboratories and ancient dungeons.

Animated Armor **Creature 2**

N Medium Construct Mindless

Perception +6; darkvision

Skills Athletics +9

Str +3, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 17 (13 when broken); construct armor; **Fort** +10, **Ref** +3, **Will** +4

HP 20; **Hardness** 9; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor As animated broom, but reduced to AC 13 when broken.

Speed 20 feet

Melee ❖ glaive +11 (deadly 1d8, forceful, magical, reach 10 feet), **Damage** 1d8+4 slashing

Melee ❖ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

Animated Statue

Animated statues are often used to guard crypts, small shrines, or areas in government buildings where they can be positioned amid normal statues to hide their true nature until an intruder arouses their ire. Adventurers' suspicions

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regarding statues suddenly animating and attacking has led many less scrupulous adventurers to automatically attack any statues they encounter, ruining harmless, ancient relics.

ANIMATED STATUE CREATURE 3

N MEDIUM CONSTRUCT EARTH MINDLESS

Perception +9; darkvision
Skills Athletics +11
Str +4, **Dex** –2, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

AC 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +5
HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious
Construct Armor As animated broom, but reduced to AC 15 when broken.

Speed 20 feet
Melee ❖ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

GIANT ANIMATED STATUE

As with any humanoid animated statues of Medium size, giant animated statues are used to guard locations of importance, but their increased size and power make them most useful in large vaults, spacious chambers, or outdoor locations. Animated objects of this strength and size are ideal for tasks and responsibilities usually performed by golems, and more powerful animated objects are thus all but unheard of.

GIANT ANIMATED STATUE CREATURE 7

N HUGE CONSTRUCT EARTH MINDLESS

Perception +13; darkvision
Skills Athletics +17
Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 26 (22 when broken); construct armor; **Fort** +17, **Ref** +10, **Will** +9
HP 100; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious
Construct Armor As animated broom, but reduced to AC 22 when broken.

Speed 30 feet
Melee ❖ stone fist +19 (magical), **Damage** 2d12+6 bludgeoning plus Grab
Ranged ❖ flaming coal +12 (fire, magical, range increment 80 feet), **Damage** 2d6+6 bludgeoning and 2d8 fire
Brazier The statue carries a wide brazier full of hot coals. To make flaming coal Strikes or use Burn Alive, the statue must have the brazier held in one hand or otherwise have it within reach. Instead of targeting the statue with an attack, a creature can target the brazier directly. The brazier has the same AC and saves as the statue. Dealing 15 cold damage to the brazier or dousing it with at least 2 gallons of water extinguishes the coals. This prevents the statue from using Burn Alive and causes its ranged attacks to no longer deal 2d8 fire damage.
Burn Alive ❖ (fire) The statue grinds a creature it has grabbed into the red-hot coals of its brazier. The target takes 3d8 fire damage and 1d8 persistent fire damage.

GUARDED TREASURES

Animated objects are mindless constructs. While this leaves them no concept of the value of treasure, they are often used as guardians for vaults or repositories of valuables. In these cases, the treasures they guard can vary wildly, but should be of a value appropriate for the animated object's level.



Ankhrav Burrows

As if the appearance of a hungry ankhrav in a stretch of farmland isn't bad enough, it almost always indicates the proximity of an ankhrav hive nearby. A disturbing number of ankhravs can infest a lair. However, adventurers brave enough to crawl through the tangled burrows are often rewarded with large amounts of treasure as ankhravs have a habit of dragging their victims back to the deepest corners of their den to feast, usually discarding the remains with most of the gear intact.

Ankhrav

Ankhravs are immense, burrowing, and insectile predators, considered by inhabitants of the rural areas of the world to be an all-too-common plague.

Ankhrav

These horse-sized, burrowing monsters generally avoid heavily settled areas like cities, but ankhravs' predilection for livestock and humanoid flesh ensures that the creatures do not remain in the deep wilderness for long. Desperate farmers whose fields become infested by ankhravs often have little recourse but to seek the aid of adventurers.

Ankhrav — Creature 3

N Large Animal

Perception +7; darkvision, tremorsense (imprecise) 60 feet
Skills Acrobatics +6, Athletics +11, Stealth +8
Str +4, **Dex** +1, **Con** +3, **Int** –4, **Wis** +0, **Cha** –2

AC 20; **Fort** +12, **Ref** +8, **Will** +7
HP 40

Speed 25 feet, burrow 20 feet
Melee ◆ mandibles +13 (acid), **Damage** 1d8+4 piercing plus 1d6 acid
Ranged ◆ acid spit +10 (acid, range 30 feet), **Damage** 3d6 acid
Armor-Rending Bite ◆◆ The ankhrav makes a mandibles Strike; if the Strike hits, the target's armor takes the damage and the acid damage bypasses the armor's Hardness.
Spray Acid ◆◆ (acid) **Frequency** once per hour; **Effect** The ankhrav spews acid in a 30-foot cone, dealing 3d6 acid damage and 1d6 persistent acid damage (DC 20 basic Reflex save).

Hive Mother

Ankhrav hive mothers are fearsome predators that one can easily distinguish from the typical ankhrav not only by their greater size, but the presence of a large pair of razor-sharp, mantis-like arms.

Hive Mother — Creature 8

Uncommon N Huge Animal

Perception +16; darkvision, tremorsense (imprecise) 90 feet
Skills Acrobatics +13, Athletics +20, Stealth +11, Survival +16
Str +6, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 29; **Fort** +18, **Ref** +15, **Will** +14
HP 120
Attack of Opportunity ↩

Speed 25 feet, burrow 20 feet
Melee ◆ mandibles +20 (acid), **Damage** 2d8+6 piercing plus 2d6 acid
Ranged ◆ acid spit +17 (acid, range 30 feet), **Damage** 5d6 acid
Armor-Rending Bite ◆◆ The hive mother makes a mandibles Strike; if the Strike hits, the target's armor takes the damage and the acid damage bypasses the armor's Hardness.
Frenzy Pheromone ◆◆ The hive mother unleashes a pheromone that causes all other ankhravs within a 100-foot emanation to become quickened 1 until the start of the hive mother's next turn, and they can use the extra action only for Burrow, Stride, or Strike actions. The hive mother can't unleash the pheromone again for 1d4 rounds.
Spray Acid ◆◆ (acid) The hive mother spews acid in a 60-foot cone, dealing 8d6 acid damage and 1d6 persistent acid damage (DC 26 basic Reflex save). It can't spew acid again for 1d4 rounds.

Ape

While many apes exhibit peaceful or reclusive behavior, gorillas can be territorial, and the megaprimatus is especially aggressive and dangerous.

Gorilla

Gorillas can be territorial creatures, particularly if provoked by hunters or the presence of more dangerous monsters. A gorilla uses its fangs and powerful arms to bite and pummel trespassers with wild abandon.

GORILLA **CREATURE 3**

N LARGE ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +11, Stealth +7
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 19; **Fort** +12, **Ref** +9, **Will** +6
HP 45

Speed 30 feet, climb 30 feet
Melee ❖ fist +11 (agile, reach 10 feet), **Damage** 2d6+4 bludgeoning
Melee ❖ jaws +11 (reach 5 feet), **Damage** 1d8+4 piercing
Frightening Display ❖❖ (auditory, emotion, fear, mental) The gorilla beats its chest in a terrifying display. Creatures within 30 feet must attempt a DC 20 Will save. While a creature is frightened by this ability, it is flat-footed to the gorilla.
Critical Success No effect and temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is frightened 1.
Critical Failure The creature is frightened 2.

Megaprimatus

The megaprimatus is among the mightiest of apes, quick to confront any perceived intrusions into its domain. With a height of 40 feet, it towers over even most giants, and is used to being the top-tier predator in the region.

MEGAPRIMATUS **CREATURE 8**

N GARGANTUAN ANIMAL

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +19
Str +7, **Dex** +2, **Con** +5, **Int** –4, **Wis** +1, **Cha** +2

AC 26; **Fort** +19, **Ref** +16, **Will** +13
HP 150

Speed 30 feet, climb 30 feet
Melee ❖ fist +21 (agile, reach 20 feet), **Damage** 2d8+10 bludgeoning
Melee ❖ jaws +21 (reach 10 feet), **Damage** 2d10+10 piercing
Mangling Rend ❖❖ A megaprimatus makes two fist Strikes against the same target. If both hit, the attack deals an additional 2d6 bludgeoning damage, the target is flat-footed, and the target takes a –20-foot status penalty to all Speeds until the end of its next turn.
Terrifying Display ❖❖ (auditory, emotion, fear, mental) The megaprimatus beats its chest in a terrifying display. Creatures within 50 feet must attempt a DC 27 Will save. While a creature is frightened by this ability, it is flat-footed to the megaprimatus and to gorillas.
Critical Success No effect and temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is frightened 1.
Critical Failure The creature is frightened 2 and fleeing until the end of its next turn.

Gigantopithecus

These fierce kin of orangutans are three times heavier than a gorilla. They are level 4, with statistics roughly akin to an elite gorilla.



Felled Arboreals

Arboreals have a great respect for dead members of their species. Their elaborate burial rituals involve laying the fallen arboreal down in a mossy bed in the center of a grove of saplings. The decomposing arboreal nourishes the saplings, ensuring the growth of a new generation of trees.

Arboreal

Arboreals are guardians of the forest and representatives of the trees. As long-lived as the woods they watch over, arboreals consider themselves parents and shepherds of trees rather than their gardeners. Consequently, while arboreals tend to be slow and methodical, they are terrifyingly swift when forced to fight in defense of the woods. Though they rarely seek out the companionship of short-lived folk—even elves are fugacious in the eyes of arboreals—and have an inherent distrust of change, arboreals have been known to tolerate those who seek to learn from their long-winded, rambling monologues, especially if such pupils also express a desire to protect the timberlands. Against those who threaten their realm, such as loggers eager to harvest lumber or settlers aiming to establish croplands or a town, arboreals' wrath is unwavering and devastating. Perhaps ironically, arboreals are gifted at tearing down what others build—a trait that serves vengeful members of their kind well.

Arboreal Warden

Arboreal wardens are the rangers of arboreal society. These itinerant folk have an innate curiosity about the woodlands in which they dwell, and rarely stop to take root and rest in the same part of the forest twice. This wanderlust makes wardens ideal forest patrollers and scouts. While they are robust combatants, they know better than to confront dangerous foes on their own. Instead, they report any dangers to arboreal regents. In rare cases, large groups of arboreal wardens congregate to form a copse. Copses travel beyond the boundaries of a forest to investigate the hinterlands and gather intelligence on potential threats before returning to report their findings. Arboreal wardens do not pretend to understand to other creatures' motives—like most forces of the natural world, they are ambivalent about mortal affairs that do not involve their forest.

Arboreal Warden **Creature 4**

NG | Large | Plant

Perception +11; low-light vision

Languages Arboreal, Common, Sylvan

Skills Athletics +13, Stealth +9 (+14 in forests)

Str +5, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1

Items large bark shield (Hardness 3, Hit Points 20, BT 10), stone longsword

AC 20 (22 with shield raised); **Fort** +13, **Ref** +9, **Will** +11

HP 75; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability An arboreal warden takes 5 additional damage from axes.

Attack of Opportunity ↻

Shield Block ↻

Speed 25 feet

Melee ❖ stone longsword +13 (reach 10 feet), **Damage** 1d8+10 bludgeoning

Melee ❖ shield bash +13, **Damage** 1d6+10 bludgeoning

Shield Push ❖❖ The arboreal warden Strides and then makes a shield bash Strike. If the attack hits, the target is pushed 10 feet.

AWAKENED TREE

Arboreal regents and other wielders of powerful primal magic grant temporary sentience to trees in order to protect the forest. Invested with a workable set of instincts and the ability to mobilize and attack, these awakened trees follow the commands of their master and fight to protect their home. The statistics below work just as well for foliage that has become animate via other methods, such as a mystical influence from another dimension, a capricious fey spirit, or the like.

AWAKENED TREE CREATURE 6

N HUGE PLANT

Perception +13; low-light vision
Languages Arboreal (can't speak any language)
Skills Athletics +14, Stealth +9 (+14 in forests)
Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +3, **Cha** +0

AC 22; **Fort** +16, **Ref** +9, **Will** +13
HP 100; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5
Axe Vulnerability An awakened tree takes 5 additional damage from axes.

Speed 20 feet
Melee ❖ branch +16 (reach 15 feet), **Damage** 2d8+6 bludgeoning
Melee ❖ root +16 (trip), **Damage** 2d6+6 bludgeoning

ARBOREAL REGENT

Arboreal regents—also called treants—are lumbering, solitary creatures responsible for guarding an entire forest. They take an especially long view of affairs and never act brashly or without much deliberation. They occasionally come together in small groups called groves to share news and pass their wisdom down to the arboreal wardens that have sprouted under their watch. In times of grave danger, all the groves in a region may gather for a great months-long meeting to plan and, eventually, act upon a threat.

The typical arboreal regent is 30 feet tall, has a trunk 2 feet in diameter, and weighs 4,500 pounds.

ARBOREAL REGENT CREATURE 8

NG HUGE PLANT

Perception +18; low-light vision
Languages Arboreal, Common, Sylvan; *speak with plants*
Skills Athletics +19, Diplomacy +16, Intimidation +16, Nature +18, Stealth +11 (+21 in forests)
Str +7, **Dex** –1, **Con** +6, **Int** +1, **Wis** +4, **Cha** +2

AC 26; **Fort** +20, **Ref** +11, **Will** +16
HP 150; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5
Axe Vulnerability The arboreal regent takes 5 additional damage from axes.

Speed 25 feet
Melee ❖ branch +19 (reach 15 feet), **Damage** 2d12+7 bludgeoning
Melee ❖ root +19 (trip), **Damage** 2d8+7 bludgeoning
Ranged ❖ rock +19 (brutal, range increment 120 feet), **Damage** 2d10+7 bludgeoning
Primal Innate Spells DC 26; **Constant** *speak with plants*
Awaken Tree ❖❖ (concentrate, primal) The arboreal regent causes a tree within 180 feet to uproot itself and fight as a minion using the statistics for an awakened tree. The arboreal regent can control up to two awakened trees at a time, and it can issue commands to both trees as a single action, which has the concentrate and auditory traits.
Sunder Objects When an arboreal regent damages an item or structure, it deals an additional 2d10 damage to that item or structure.
Throw Rock ❖

FUNGUS NETWORKS

Particularly old arboreal regents and other powerful arboreals can tap into the extensive network of fungus that connects the roots of all the trees in the forest. By doing so, the arboreal can learn of threats throughout the entire woodland, even from miles away.



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Archon Divinities

As with angels and azatas, the most powerful of archons are a caste of demigods known collectively as empyreal lords. Each archon empyreal lord is a unique and powerful creature that keeps a domain somewhere in Heaven and is worshipped on Material Plane worlds. Archon divinities serve a variety of goals and focus on different aspects of righteousness. Some, such as Zohls, hold influence over the pursuit of truth and determined investigations, while others, like Damerrich, the demigod of executions, emphasize the punishment of unrepentant wrongdoers and seek to obliterate evil in all its forms.

Archon

Archons are guardians of Heaven and enemies of chaos and evil. They openly fight back the spread of fiends but also quietly nurture the seeds of virtue within mortals, teaching the denizens of the Material Plane how to act with honor and integrity, enact just laws, and cast off sin and temptation.

Archons live in the immense seven-tiered mountain of Heaven. They manifest in the Garden at the mountain's peak from mortal souls who answer a mysterious voice. There they swear to forever serve the cause of justice and transform into their new archon forms. Intensely orderly in their metamorphosis, new archons begin as lantern archons or other lesser forms, transforming into ever-greater archons as their virtue and achievements grow. Each archon represents a particular virtue, such as hope, charity, justice, or courage, and they gain strength in the presence of mortals who exemplify this virtue. Due to their extremely lawful nature, archons sometimes find themselves at odds with azatas.

Lantern Archon

Friendly, curious, and eternally optimistic, lantern archons embody the virtue of hope. They are formed of living light given corporeal shape, and they serve as beacons, guiding mortals out of their darkest moments and toward the path of righteousness. Their luminous bodies can flicker with the subtlety of a candle flame or flare up like a torch. Lantern archons can control all aspects of their light as easily as other creatures control their facial expressions, leading them to change color, twinkle, and otherwise dim and brighten in time with their actions and words. While effervescent and chipper in conversation, lantern archons are impressively stoic mobile support troops and guardians in times of conflict, and are capable of uniting to form powerful warriors of light called gestalts.



Lantern Archon **Creature 1**

LG | Small | Archon | Celestial

Perception +6; darkvision

Languages Celestial, Draconic, Infernal

Skills Acrobatics +8, Diplomacy +6, Religion +6

Str –5, **Dex** +3, **Con** +1, **Int** –1, **Wis** +1, **Cha** +1

AC 16; **Fort** +6, **Ref** +10, **Will** +4

HP 20; **Weaknesses** evil 3; **Resistances** fire 3

Retributive Strike ↷ A lantern archon can also make a Retributive Strike with its light ray.

Speed fly 40 feet

Ranged ❖ light ray +8 (agile, good, fire, magical, range 30 feet), **Damage** 1d4 fire plus 1d4 good

Divine Innate Spells DC 17; **4th** *read omens*; **1st** *detect alignment* (at will; evil only), *heal*; **Cantrips (1st)** *light*

Gestalt ❖❖❖ (concentrate, divine, transmutation) Nine lantern archons can use this activity, all within 1 round of the first, to merge together to form a composite being for 7 rounds that appears as a glowing warrior of light. The gestalt has the base statistics of a legion archon (AC, saving throws, attacks, skills, Speeds, and so on) but the spells and special abilities of a lantern archon. Additionally, it has a ranged light ray Strike (+18 attack, **Damage** 3d4 fire and 3d4 good), and the bonus from its Lantern of Hope increases to +3. When the gestalt separates, its remaining Hit Points are divided evenly among the lantern archons, and if the gestalt had fewer than 9 HP, some of the lantern archons die.

Lantern of Hope ❖ (concentrate, divine, enchantment, mental) The lantern archon shines as a beacon of hope. Good allies within 30 feet gain a +1 status bonus to damage rolls and to saving throws against *crushing despair*.

HORNED ARCHON

Horned archons are secretive and tireless sentinels and scouts, patrolling the Outer Sphere's untamed wilds for evil to eliminate and keeping small communities safe from demons, devils, and worse. They resemble muscular humans with the head, horns, and legs of a stag. When requested to do so by their patrons, especially Erastil, they journey to the Material Plane and patrol dangerous frontier areas, secretly performing acts of kindness such as leading hunters to food, helping lost children, and driving off evil creatures. Because they roam the wilds of Nirvana and Elysium, horned archons are among the best at understanding the perspectives of other celestials.

HORNED ARCHON CREATURE 4

LG MEDIUM ARCHON CELESTIAL

Perception +11; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +12, Nature +11, Religion +9, Stealth +10, Survival +11 (+15 to Track)

Str +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1

Items composite longbow (20 arrows)

AC 22; **Fort** +11, **Ref** +10, **Will** +11; +1 status to all saves vs. magic

HP 65; **Weaknesses** evil 5

Menacing Guardian (aura, divine, enchantment) 30 feet. Enemies that start their turn in the area or enter it must attempt a DC 19 Will save. On a failure, they take a –1 status penalty to attack rolls, spell rolls, and damage rolls against any other target while in the aura for 24 hours or until they damage the archon, whichever comes first. On a critical failure, they can't use hostile actions against any other target while in the area for 24 hours or until they damage the archon, whichever comes first. Regardless of the result, a creature is then temporarily immune to further menacing guardian auras for 24 hours.

Retributive Strike ↷ A horned archon can also make a Retributive Strike with its composite longbow.

Speed 35 feet

Melee ❖ horn +11 (magical), **Damage** 2d8+3 piercing plus 1d6 good and Push

Ranged ❖ composite longbow +14 (deadly 1d10, magical, range increment 100 feet, reload 0, volley), **Damage** 1d8+4 piercing plus 1d6 good

Divine Innate Spells DC 21; **4th**, *dimension door* (×3); **2nd** *animal messenger* (×3); **1st** *charm* (animals only; ×3), *true strike* (×3); **Cantrips (2nd)** *dancing lights*; **Constant (5th)** *tongues*

Archon's Door Once per day, if an archon sees another creature cast *dimension door*, it can cast an innate *dimension door* (heightened to 5th level) within 1 round to attempt to follow that creature to the maximum distance of the archon's *dimension door*. If the archon's *dimension door* has enough distance, the archon appears the same distance and direction from the creature as before either used *dimension door*.

Touch of Charity ❖ (healing, manipulate, necromancy) A horned archon can touch another creature to take on that creature's wounds, transferring up to 30 of the horned archon's HP to the touched creature. The horned archon can't transfer more HP than it currently has.

ARCHON LOCATIONS

While commonly found in Heaven, archons can also be encountered on the fiendish planes in their endless crusade against evil. On the Material Plane they are usually encountered as advisors or saviors to those in need.



Archon Aesthetics

While archons do not seek to gather or maintain wealth, they do appreciate beauty and art, and their domains are often decorated with valuable crafts and creative works. Their armor and weapons are similarly ornate, and they always clean and polish their gear after battle. Archons value order—and thus tidiness—in all things.

Legion Archon

Despite their flaming blades and heavy armor, legion archons are the diplomats of peace among the archons, preferring justice via compromise and mutual benefit rather than justice by the sword. Nonetheless, when forced to fight against fiendish powers—especially fiends that embody the sin of wrath—legion archons don't hesitate in battle, mounting offensives under divine commanders like Iomedae.

Legion Archon — Creature 7

LG | Medium | Archon | Celestial

Perception +15; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +13, Athletics +14, Diplomacy +16, Intimidation +16, Religion +13, Survival +14

Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +5

Items full plate

AC 27; **Fort** +17, **Ref** +11, **Will** +15; +1 status to all saves vs. magic

HP 100; **Weaknesses** evil 10; **Resistances** fire 15

Menacing Guardian (aura, divine, enchantment) As horned archon, but DC 23.

Retributive Strike ↷ A legion archon can also make a Retributive Strike by throwing its flame of justice.

Speed 30 feet, fly 60 feet

Melee ❖ flame of justice +18 (magical, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and 1d6 good

Ranged ❖ flame of justice +15 (magical, range increment 30 feet, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and 1d6 good

Divine Innate Spells DC 24; **4th** *dimension door* (at will); **1st** *true strike* (×3); **Cantrips (4th)** *light, message*; **Constant (5th)** *tongues*

Archon's Door As horned archon.

Flame of Justice (divine, evocation) A legion archon's spirit of righteousness manifests in its hands as a mighty two-handed sword called the flame of justice. A legion archon can throw its flame of justice as a ranged weapon. If disarmed or thrown, the flame of justice vanishes after landing or dealing damage and reappears in the legion archon's hands again instantly. On a critical hit, the fire damage from the flame of justice deals maximum damage (6 on the d6) before being doubled for the critical hit, and the target takes 1d10 persistent fire damage.



SHIELD ARCHON

Shield archons defend the fortresses of Heaven against fiendish incursions. They wield their spears and shields in massive formations capable of withstanding any onslaught. Beneath their armor, they are sheathed in skin of steel. Given their tremendous strength and imposing stature, shield archons are ideal guardians of the meek and are sometimes summoned to the Material Plane to ward off the attacks of great numbers of evildoers.

SHIELD ARCHON — CREATURE 10

LG LARGE ARCHON CELESTIAL

Perception +19; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Athletics +21, Diplomacy +19, Intimidation +19, Religion +19, Survival +17

Str +5, **Dex** +1, **Con** +7, **Int** +2, **Wis** +3, **Cha** +3

Items *+1 full plate*

Morphic Hands ❖ (divine, transmutation) A shield archon's hands can change into a *+1 holy striking spear* and a *lesser sturdy shield* or back into hands. Transforming does not restore any HP to the items, and if either the weapon or shield is fully destroyed, the archon loses that hand until it receives a *regenerate spell* or similar magic. If a shield archon is slain, its weapon and shield can be taken, but they fade into nothingness after 24 hours.

AC 31 (33 with shield raised); **Fort** +23, **Ref** +15, **Will** +19; +1 status to all saves vs. magic

HP 125; **Weaknesses** evil 10

Living Shield A shield archon's shield is the focal point of its courage and soul. It always has its shield raised without needing to Raise a Shield, and it can use Shield Block as a free action instead of a reaction (Hardness 10, HP 80). A shield archon can trigger its Shield Block free action when an ally within 10 feet is the target of an attack, reducing damage to that ally instead of itself but otherwise following the normal rules of Shield Block.

Menacing Guardian (aura, divine, enchantment) As horned archon, but DC 27.

Retributive Strike ↷

Speed 30 feet, fly 60 feet

Melee ❖ *holy striking spear* +22 (magical, reach 10 feet), **Damage** 2d6+10 piercing plus 1d6 good

Divine Innate Spells DC 27; **4th** *dimension door* (at will); **2nd** *shield other* (×3); **1st** *true strike* (×3); **Cantrips (5th)** *message*; **Constant (5th)** *tongues*

Archon's Door As horned archon.

Courageous Switch When a shield archon uses its *dimension door* innate spell, it can choose to move into the space of a willing ally it can see within range. If it does so, the ally switches places with the archon, appearing in the space the archon just vacated, as if it too had cast *dimension door*.



OTHER ARCHONS

Many other archons than those presented here patrol Heaven or crusade in the fiendish planes, including the resolute hound archon soldiers and sentinels, and the supreme bastion archons, who rank among Heaven's most powerful defenders.

AZATA DIVINITIES

The most powerful of all azatas belong to the cast of demigods known as empyreal lords. These lesser deities maintain many cults across many Material Plane worlds, and count among their kind such diverse demigods as Ashava, a protector of lost spirits and dancer in the moonlight; Black Butterfly, a mysterious agent of Desna and patron of the depths of outer space; and Sinashakti, joyful wanderer and deliverer of wisdom to vagabonds.

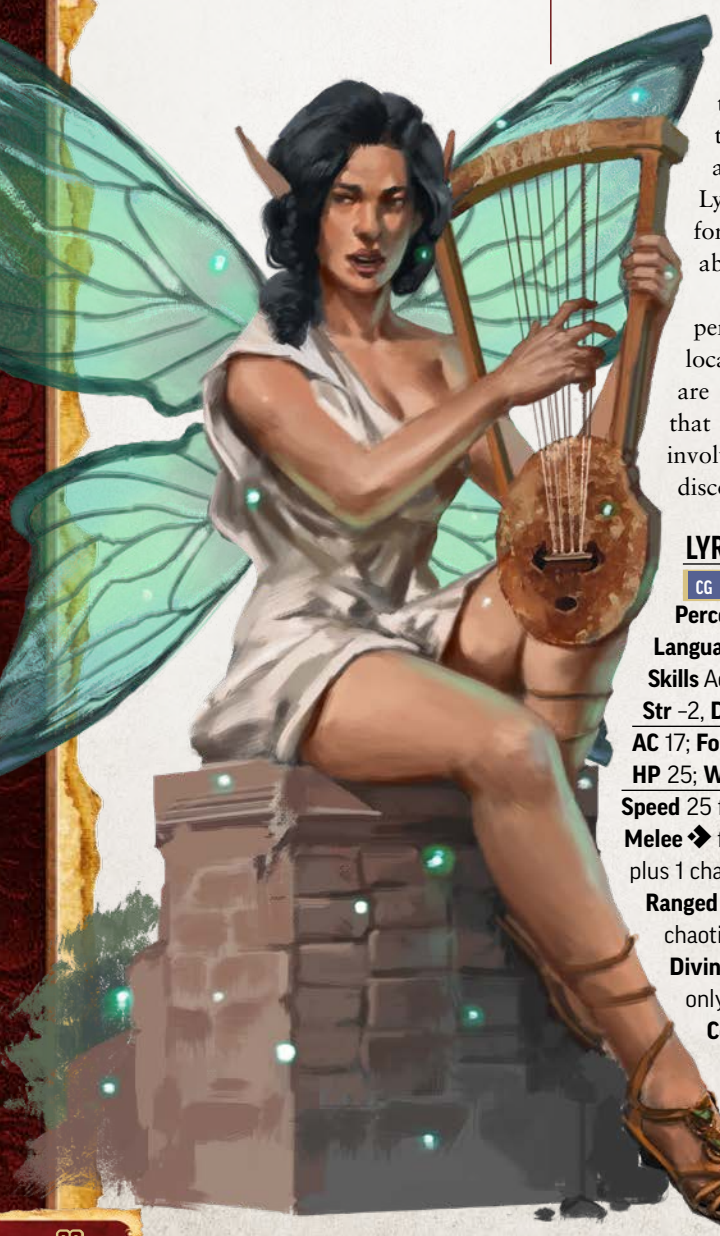
Azata

Azatas are manifestations of freedom—kindly celestials with a penchant for curious exploration, spontaneous revelry, and whimsical quests. Born of the untamable wilds of Elysium, azatas are passionate and mercurial, but also fiercely loyal to those they hold dear. Azatas act quickly and directly against fiendish and otherworldly influences, but they tend to stay out of mortal affairs otherwise, allowing them the ultimate freedom to choose their own destiny. While all azatas cherish freedom, each type exemplifies a particular freedom above others. Many of their kind hold strange knightly and courtly titles that defy mortal classification and shift and change with time and on different occasions rather than following a strict hierarchy. This baffles archons and other more lawful creatures who haven't had much contact with azatas. In actuality, the azatas use their titles as personal flourishes and points of pride, rather than as excuses to order each other around.

LYRAKIEN [WANDERER AZATA]

Lyrakiens are musical messengers and embodiments of free travel. They serve Desna and other deities and empyreal lords of Elysium, but are quite fond of the concept of free time and are always on the hunt for opportunities to pause in their duties to enjoy music or appreciate a moment of beauty. They love contests, stories, and songs, and they often challenge mortals to musical contests or pester them to share grand tales of their exploits. Lyrakiens rely on their agility to avoid conflicts, but they do their best to defend places of great natural beauty, especially against lawful or evil foes they can damage with their starlight. Lyrakiens have an innate wanderlust and rarely stay in the same place for very long. Some travel alongside adventurers, ofter writing songs about their quests and feats of derring-do.

Though light-hearted creatures, lyrakiens don't let their whimsical personalities get in the way of protecting breathtaking natural locations. Often called "glistenwings" by gnomes and halflings, they are frequently mistaken for sprites or similar fey, a bit of confusion that many lyrakiens find amusing and fertile ground for shenanigans involving those they deem deserving of a bit of unexpected fun and discord in their lives.



LYRAKIEN — CREATURE 1

CG TINY AZATA CELESTIAL

Perception +8; darkvision

Languages Celestial, Common, Draconic, Infernal

Skills Acrobatics +9, Diplomacy +6, Performance +8, Religion +6, Stealth +7

Str –2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +3, **Cha** +3

AC 17; **Fort** +4, **Ref** +7, **Will** +6

HP 25; **Weaknesses** cold iron 3, evil 3

Speed 25 feet, fly 50 feet

Melee ❖ fist +9 (agile, chaotic, finesse, good, magical), **Damage** 1d4–2 bludgeoning plus 1 chaotic and 1 good

Ranged ❖ starlight ray +9 (chaotic, good, light, range 10 feet), **Damage** 1d4 chaotic and 1d4 good

Divine Innate Spells DC 17; **4th** *read omens*; **1st** *detect alignment* (at will; evil only), *heal*, *illusory object*; **Cantrips (1st)** *dancing lights*, *daze*, *detect magic*; **Constant (4th)** *freedom of movement*

Starlight Blast ❖❖ (chaotic, good, light) The lyrakien unleashes a blast of holy starlight in a 5-foot burst centered on itself. Creatures in the area take 1d6 chaotic damage and 1d6 good damage (DC 17 basic Reflex save). The lyrakien can't use Starlight Blast or its starlight ray ranged attack for 1d4 rounds.

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GANCANAGH (PASSION AZATA)

Gancanaghs are lovers, revelers, and dashing duelists of Elysium. Embodiments of free love, they eagerly throw themselves into courting targets for brief but earnest flings until their quicksilver passions change their desires. They serve Cayden Cailean as well as other bacchanalian deities and empyreal lords of Elysium who understand their desires for love and parties. Gancanaghs hate evil beings that profane the spirit of romance and passion, as such creatures (especially the demonic tempters known as succubi) reinforce stigmas against open and free love. One can give no greater insult to a gancanagh than to mistake him for such a creature, and more than one hotheaded gancanagh has challenged a misinformed paladin or other champion of good to a duel over such a slight. While they enjoy drinking and carousing, gancanaghs can't stand smoke. Nonetheless, many gancanaghs carry whimsical-looking smoking pipes because they think it makes them look dapper. They cherish their silver flutes, for they enjoy the beauty of flutes' music and its ability to sway the heart.

The majority of gancanaghs present themselves as male, but the concept of gender to a creature like a gancanagh, which can change its shape freely, is much more fluid and open to interpretation than for many mortals. Gancanaghs enjoy using this flexibility to confront and test mortals' convictions when faced with fear or prejudice, but when encountering mortals who themselves are open-minded about sexuality or gender identity, they can become lifelong allies. For those who are persecuted for such reasons, gancanaghs are tireless defenders and eager supporters, quick to provide safety and to punish those who would attempt to impose narrower beliefs upon a world that deserves more diversity than it often gets. If possible, a gancanagh seeks to educate and redeem those who hold destructive beliefs or prejudices, resorting to combat only to defend themself or an endangered mortal, or when no other option seems tenable—yet even then, they fight with sadness.

WANDERING AZATAS

While the idyllic realm of Elysium is the home plane of azatas, their overwhelming curiosity and natural wanderlust often lead them to travel far from this plane. On other planes, they can be seeking to right wrongs, looking for entertainment, or merely exploring to see the sights. More than a few azatas, taken by a whimsical urge to spread their sometimes unwelcome jocosity, see it as their duty to tease uptight or humorless mortal creatures.



GANCANAGH — CREATURE 4

CG MEDIUM AZATA CELESTIAL

Perception +11; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Athletics +9, Deception +13, Diplomacy +13, Performance +14, Religion +9, Stealth +11

Str +1, **Dex** +5, **Con** +3, **Int** +2, **Wis** +1, **Cha** +5

Items silver rapier, silver virtuoso flute

AC 21; **Fort** +9, **Ref** +13, **Will** +11

HP 75; **Weaknesses** cold iron 5, evil 5

Vulnerable to Smoke A gancanagh's lungs can't tolerate smoke. They take a –2 circumstance penalty to saving throws against effects that create some form of smoke.

Speed 30 feet

Melee ❖ silver rapier +13 (deadly 1d10, disarm, finesse, good, magical), **Damage** 1d6+7 piercing plus 1d4 good

Divine Innate Spells DC 23; **4th** *suggestion*; **3rd** *heroism*; **2nd** *heal*, *mirror image* (at will); **1st** *charm* (at will); **Constant (5th)** *tongues*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The gancanagh can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or their attack and damage bonuses with their Strikes, but might change the damage type their Strikes deal (typically to bludgeoning).

Invigorating Passion ❖❖ (divine, emotion, enchantment, mental) The gancanagh embraces or kisses a willing creature, infusing that creature with their invigorating passion. The creature gains a +1 status bonus to attack rolls and 10 temporary Hit Points for 10 minutes. After that time, the target becomes fatigued for 10 minutes unless they succeed at a DC 21 Fortitude save.





AZATA TREASURES

While azatas would like to think they are above material wealth, the truth is that most azatas adore finery and displays of beauty or grandeur. They might explain away bejeweled weapons as necessary tools against the forces of evil, or the wild array of jewelry and silks they wear as important diplomatic tools.

LILLEND (MUSE AZATA)

Lillends are tale-tellers, chroniclers, and champions of freedom of expression. They are generally peaceful, but are quick to act if a masterful piece of art is threatened or free speech is suppressed. They pride themselves on inspiring mortals to greater heights of expression and creativity, and more than one bard looks to a lillend as their personal inspiration. Lillends sometimes secretly follow the adventures of mortal heroes to record their stories as epic poems and songs, which they then perform in the packed mead halls of Elysium. When pursuing such goals, lillends take pains to use their innate spells to remain in hiding, as they would rather observe and record events without "polluting" them with their own intervention. Nevertheless, a lillend who sees their charge faced with certain death often cannot resist the urge to intervene and save the day. Inevitably, this brings a close to the lillend's chronicles, as their relationship with their subject invariably shifts from one of detached observation to friendship or more. Yet lillends remain hesitant to involve themselves for overlong in a mortal's life, in part because they fear what sort of fiendish attention their presence might attract, but mostly out of respect for the mortal's own destiny. A lillend would, all things being equal, prefer to let mortals choose their own fate rather than run the risk of sending someone down a path to which their heart is not set.



LILLEND — CREATURE 7

CG | LARGE | AZATA | CELESTIAL

Perception +16; darkvision

Languages Celestial, Draconic, Infernal; *speak with animals*, *speak with plants*, *tongues*

Skills Acrobatics +14, Deception +16, Diplomacy +18, Nature +14, Performance +20, Religion +14, Survival +12

Str +4, **Dex** +3, **Con** +5, **Int** +2, **Wis** +3, **Cha** +5

Items *+1 longsword*, virtuoso harp

AC 25; **Fort** +14, **Ref** +16, **Will** +16

HP 145; **Weaknesses** cold iron 10, evil 10

Free Expression A lillend's auditory and sonic effects attempt to counteract any effect that would directly control, manipulate, or prevent them from expressing themself freely, such as *silence*. She can also spend an action, which has concentrate trait, to speak forcefully and counteract such effects.

Speed 25 feet, fly 45 feet

Melee ❖ *longsword* +18 (chaotic, magical, versatile P), **Damage** 1d8+10 slashing plus 1d6 chaotic and 1d6 good

Melee ❖ tail +18 (agile, magical, reach 10 feet), **Damage** 2d6+10 bludgeoning plus 1d6 chaotic, 1d6 good, and Grab

Divine Innate Spells DC 26; **4th** *counter performance*, *hallucinatory terrain*, *heal*, *inspire heroics*, *sound burst*, *suggestion*; **3rd** *sleep*; **2nd** *darkness*, *invisibility*; **1st** *charm*; **Cantrips (4th)** *daze*, *detect magic*, *ghost sound*, *inspire competence*, *inspire courage*, *light*; **Constant (5th)** *tongues*; **(4th)** *speak with plants*; **(2nd)** *speak with animals*

GHAELE (CRUSADER AZATA)

Ghaeles are fiend-hunting knights of Elysium and champions of the freedom to take up arms against oppressors and other evils. Ghaeles rarely engage directly in mortal wars, but where fiends are involved they make an exception. A ghaele might assume the guise of a mortal to fight fiends alongside others, hoping to bolster morale and teach good tactics against such supernatural foes. Ghaeles serve various deities and empyreal lords of Elysium, though many have an affinity for Cayden Cailean in his capacity as a champion of freedom and defender of the downtrodden. Among azatas, ghaeles are generally the quickest to shift to violence as a method of solving problems, but even then they seek to minimize pain and suffering when they can.

GHAELE — CREATURE 13

CG MEDIUM AZATA CELESTIAL

Perception +25; darkvision, *see invisibility*

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +27, Athletics +26, Diplomacy +26 Nature +23, Religion +23, Stealth +21, Warfare Lore +26

Str +7, **Dex** +4, **Con** +5, **Int** +3, **Wis** +4, **Cha** +5

Items *+1 greatsword*

AC 34; **Fort** +26, **Ref** +20, **Will** +23

HP 235; **Weaknesses** cold iron 15, evil 15; **Resistances** energy 15 (see Choose Weakness)

Free Blade ◈ **Trigger** The ghaele ends its turn while unable to act or attempts a greatsword Strike that would take a circumstance or status penalty. **Effect** A ghaele's blade is implacable in the pursuit of freedom, and its energies can overpower any effect that would interfere with its swordplay. The ghaele attempts to counteract each effect that prevents it from making a greatsword Strike, gives it a penalty to its greatsword Strike, or prevents it from acting. The ghaele can use this ability even if it's otherwise unable to act.

Light Form A ghaele's body is partially corporeal and partially composed of light, with a color corresponding to the elemental energy currently residing in its blade (see Choose Weakness). It can move through solid objects but can't end its action within a solid object.

Speed 35 feet, fly 100 feet

Melee ❖ *holy greatsword* +28 (good, magical, versatile P), **Damage** 2d12+13 slashing plus 1d6 good and 1d6 other (see Choose Weakness)

Ranged ❖ light ray +25 (chaotic, good, light, range 300 feet), **Damage** 1d12 chaotic plus 1d12 good plus 2d6+6 other (see Choose Weakness)

Divine Innate Spells DC 33; **7th** *chromatic wall*, *dispel magic*, *heal*, *prismatic spray*; **6th** *illusory scene*; **5th** *banishment*; **4th** *heal* (×4), *invisibility* (at will; self only), *restoration*; **3rd** *mind reading*; **2nd** *continual flame* (at will), *dispel magic* (at will); **1st** *charm*, *detect alignment* (at will; evil only), *illusory disguise* (at will); **Cantrips (7th)** *dancing lights*, *detect magic*, *light*; **Constant (7th)** *see invisibility*; **(5th)** *tongues*

Divine Rituals DC 33; *resurrect*

Choose Weakness ❖ (concentrate, divination, divine, evocation, manipulate) A ghaele attempts to Recall Knowledge about a foe it is facing. If successful, it can change the elemental damage dealt by its greatsword and light ray to acid, cold, electricity, fire, or sonic, usually to match the a foe's weakness. It can also change its energy resistance to any of these energy types (this can be a different type than for its attacks). The choices remain until it next uses Choose Weakness.

Ghaele's Gaze ❖ (divine, evocation, visual) When a ghaele fixes its gaze upon a non-good creature, the creature suffers the effects of *divine decree* (DC 33 Will save). If it survives, the creature is temporarily immune to Ghaele's Gaze for 1 minute.

Holy Blade (divine, evocation) Any weapon becomes a *+2 holy striking* weapon while the ghaele wields it.



OTHER AZATAS

The wilds of Elysium play host to a wide array of azatas, the most varied and widespread of the celestials. From the four-eyed mothlike uinuja to the supernaturally verdant and beautiful veranallia, whose lower body is a wondrous garden of wildflowers and plant life, azatas are nothing if not diverse!





Born from Tragedy

The banshee represents one of the most tragic of undead, a soul so wracked with agony and fury over a betrayal in life that, in death, it lingers on as a great evil. That most of those who become banshees were not evil in life only deepens this tragic theme, and many elven adventurers see it as their duty not only to put banshees to rest, but to right the wrong that saw their creation in the first place.

Banshee

Banshees are the furious, tormented souls of elves bound to the Material Plane by a betrayal that defined the final hours of their lives. Some banshees arise from elves who were slain by trusted friends and allies, or whose loved ones betrayed them on their deathbeds. Others spawn from elves whose treacherous deeds shortly before their deaths left a stain upon their souls. Regardless of their origin, banshees despise the living. This hatred of life is all too often a horrific inversion of their personalities in life. Some speculate that the more kind-hearted the elf (and the more wrenching the betrayal), the crueler the banshee.

Banshees rarely stray far from where they perished and typically haunt thick forests and canopied swamps where little light graces the ground. Many banshees can be found in the elven nation of Kyonin, specifically in Tanglebriar, the sinister domain of the demon Treerazer. Similarly, a large number of banshees can be found lurking about the edges of drow settlements in the Darklands, as plenty of cruelty and betrayal exists in drow culture.

Banshees' mere touch inflicts pain and primal fear, and those exposed to their wails of grief rarely survive the experience.

Banshee — Creature 17

UNCOMMON | CE | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD

Perception +32; hears heartbeats (imprecise) 60 feet, darkvision

Languages Common, Elven

Skills Acrobatics +31, Intimidation +32, Occultism +25

Str –5, **Dex** +6, **Con** +2, **Int** +0, **Wis** +7, **Cha** +7

Hears Heartbeats The banshee can hear heartbeats within 60 feet (imprecise).

Sunlight Powerlessness If in direct sunlight, the banshee is slowed 1 and can't use actions that have the attack trait.

AC 39; **Fort** +25, **Ref** +29, **Will** +32

HP 250, negative healing; **Immunities** disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 12 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Vengeful Spite ↷ (evocation, occult); **Trigger** A foe critically hits the banshee, or the banshee critically fails their save against a foe's damaging effect. **Effect** The banshee lashes back at their tormentor, dealing 4d10+14 mental damage (DC 38 basic Will save) and applying the effects of terrifying touch based on the results of the same Will save.

Speed fly 60 feet

Melee ❖ hand +32 (finesse, magical), **Damage** 4d10+14 negative plus terrifying touch

Spectral Ripple When a banshee Strides at least 10 feet, they're concealed until the start of their next turn.

Terrifying Touch (emotion, enchantment, fear, occult) A creature damaged by the banshee's touch that isn't already frightened must attempt a DC 38 Will save (DC 43 if the attack was a critical hit). If the creature fails its save, it's frightened 2; on a critical failure, the creature also cowers with fear and is stunned 4. If the creature is protected against fear by a spell or magic item, the banshee's touch first attempts to counteract the protection effect, with the effect of a 9th-level *dispel magic* spell.

Wail ❖❖ (auditory, concentrate, death, necromancy, occult) The banshee unleashes a soul-chilling *wail of the banshee* (DC 38). This Wail overcomes *silence* and similar effects of 5th level or lower. The banshee can instead use Wail as a three-action activity to overcome such effects of up to 8th level.

The banshee's Wail resonates for 1 round, and any creature that comes within the area during that time must attempt a save against the effect. A creature can't be affected more than once by the same Wail. The banshee can't Wail again for 1d4 rounds.

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Baomal

Few sea monsters are as dreaded and feared as the two-headed baomal. These massive predatory beasts typically dwell in the deepest waters and compete with krakens and other monsters for food. They feed on whales and other large sea creatures, sometimes following them to the water's surface. Near the surface, baomals that encounter ships quickly learn that they contain a variety of tasty morsels. The creatures use their devastating spikes to rip open the ships' hulls, then leisurely feed on the helpless sailors.

BAOMAL CREATURE 20

CN GARGANTUAN ABERRATION AQUATIC

Perception +34; darkvision, scent (imprecise) 80 feet
Languages Aklo
Skills Athletics +41, Stealth +31, Survival +37
Str +10, **Dex** +2, **Con** +8, **Int** –3, **Wis** +6, **Cha** +1

AC 48; **Fort** +36, **Ref** +30, **Will** +34
HP 315; **Resistances** physical 10
All-Around Vision
Attack of Opportunity ↻
Double Opportunity A baomal gains an extra reaction each round that it can use only to make an Attack of Opportunity. It must use a different head for each one it attempts, and it can't make more than one Attack of Opportunity for the same triggering action.
Psychic Static Aura (aura, divination, mental, occult) 120 feet. All creatures, except aberrations, that begin their turn in the area take 5d6 mental damage.
Two Heads Any ability that would sever a baomal's head (such as a critical hit with a *vorpal* weapon) severs one head at random. Losing one head doesn't kill a baomal, but it does prevent the baomal from making Strikes with the lost head and from using Double Opportunity or Two-Headed Strike.

Speed 50 feet, swim 80 feet
Melee ❖ jaws +38 (reach 20 feet), **Damage** 4d12+18 piercing plus Improved Grab
Ranged ❖ tsunami jet +38 (brutal, range 500 feet), **Damage** 4d10+18 bludgeoning plus Push 40 feet
Breath of the Sea ❖ (attack) A baomal can inhale tremendous amounts of water, drawing everything in the sea nearby closer. All creatures and objects in the water within 60 feet of the baomal (including ships) are pulled toward it. Creatures must succeed at a DC 42 Athletics check or be pulled up to 20 feet toward the baomal (40 feet on a critical failure). For ships, use the captain's Sailing Lore in place of Athletics. Unattended objects are automatically pulled.
Shell Rake ❖ (move) The baomal Swims or Strides alongside a creature or the hull of a vessel, dealing damage with the strong spikes on its shell. Each creature or ship the baomal is adjacent to at any point during its movement takes 6d6+10 slashing and piercing damage (DC 42 basic Reflex save). Against vessels, Shell Rake ignores the first 5 Hardness and creates an explosion of splinters that deals 3d6+5 damage to every creature within 10 feet of the deck's edge (DC 42 basic Reflex save).
Two-Headed Strike ❖❖ The baomal makes a Strike with each set of jaws, each against a different creature. These Strikes count as one attack for the baomal's multiple attack penalty, and the penalty doesn't increase until after both attacks.

MYSTERIOUS ORIGINS

All too often, those who study stranger monsters make the assumption that they were created by powerful but ill-advised wizards or are the result of ancient manipulations from the alghollthu empire. In the case of the baomal, extensive research suggests that neither of these explanations are accurate. No ancient texts have yet been recovered in which a wizard claims to have created the first baomal. And while the alghollthu of today use them as warbeasts, ancient carvings suggest that in the earliest days, baomals were ravenous hunters of alghollthus.



Barghest Hero-Gods

The four barghests stolen from Hell's kennels by the deity Lamashtu were not the originals of their kind, but they were then and remain today the most powerful. Now they are denizens of the Abyss, dwelling in their own realm adjacent to Lamashtu's domain, and are heavily worshipped by goblins across multiple worlds as "hero-gods." These four barghests include Hadregash the slaver, Venkelvore the torturer, Zarongel the dog slayer, and Zogmugot the scavenger.

Barghest

Barghests are lupine fiends with goblinoid faces and humanoid hands. They stalk the Material Plane in search of souls to sate their demonic hunger. Eons ago, barghests dwelled in the pits of Hell and served Asmodeus, but after Lamashtu abducted and adopted the four most powerful of their kind to serve as pets (and in time, as a pantheon of hero-gods worshipped by evil goblins), barghests' loyalties and philosophical nature changed significantly. Today, while barghests retain their connection to goblinoids, they serve none but their own appetites.

Barghest

Typical barghests are ravenous gluttons of life who feed and grow on the fat of mortals, their bodies changing in ways none can predict as they use the flesh and blood of their victims to achieve grisly transformations into greater barghests. Barghests often make use of their shapechanging abilities to rule tribes of goblinoids or to discreetly hunt in rural areas in the guise of unnaturally intelligent wolves. They do not work well together, as each barghest wants all the kills for itself; cannibalism is the typical result of too many barghests in one small area.

Barghest — Creature 4

CE Medium Fiend

Perception +12; darkvision, scent (imprecise) 30 feet

Languages Abyssal, Common, Goblin

Skills Acrobatics +10, Deception +12, Diplomacy +9, Intimidation +11, Stealth +10, Survival +8

Str +5, **Dex** +2, **Con** +3, **Int** +2, **Wis** +2, **Cha** +3

AC 21; **Fort** +11, **Ref** +12, **Will** +8

HP 50; **Resistances** fire 5, physical 5 (except magical)

Attack of Opportunity ↻

Speed 25 feet

Melee ❖ jaws +13, **Damage** 2d8+5 piercing

Melee ❖ claw +13 (agile), **Damage** 2d6+5 slashing

Divine Innate Spells DC 21; **4th** *blink* (at will), *confusion*, *dimension door* (self only); **3rd** *levitate* (at will); **1st** *charm*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The barghest takes on the shape of a goblinoid (a goblin, hobgoblin, or bugbear) or a wolf, or it transforms back into its true form. When the barghest is a goblinoid, it loses its jaws and claw Strikes, it becomes Small if it is a goblin, and its Speed changes to 20 feet. When the barghest is a wolf, its Speed changes to 40 feet and its jaws gain Knockdown. Each individual barghest has only one goblinoid form and one wolf form.

Feed Once per month, a barghest can spend 1 minute to devour a corpse, gaining a permanent +1 status bonus to its checks and DCs. Each subsequent time it feeds, this bonus increases by 1. The fourth time a barghest feeds, it sheds its skin and mutates into a greater barghest, and the status bonus ends.



Greater Barghest

Once a barghest has eaten enough to grow into a greater barghest, it typically seeks a method to leave the Material Plane and return to the Abyss, there joining other fiends as yet another of that plane's horrors. As barghests have no innate ability to travel the planes, though, the time it takes for most greater barghests to engineer such a return can usually be measured in years, if

not decades. During that time, greater barghests continue to play the roles of gluttons, hunters of humanity, and tyrants of goblinoid tribes. More than a few grow accustomed to such lives on the Material Plane and wholly abandon the end goal of returning to the Abyss, despite the fact that those who do make such a return home often grow even more powerful over time, gaining eerie new abilities and qualities absorbed from the raw chaos of the Abyss itself.

In addition to greater barghests being more powerful than typical barghests, the process of transforming into a greater barghest results in hideous mutations that often grant deadly abilities. Some barghests grow large bat-like wings upon their transformation. Others develop toxic breath or vestigial limbs. The options detailed in the stats below represent only the tip of the proverbial iceberg for barghest mutations—feel free to use these as inspiration for coming up with new mutations of your own design.

GREATER BARGHEST CREATURE 7

UNCOMMON CE LARGE FIEND MUTANT

Perception +16; darkvision, scent (imprecise) 30 feet
Languages Abyssal, Common, Goblin
Skills Acrobatics +15, Athletics + 15, Deception +18, Diplomacy +14, Intimidation +16, Stealth +15, Survival +14
Str +6, **Dex** +2, **Con** +4, **Int** +3, **Wis** +3, **Cha** +5

AC 25; **Fort** +17, **Ref** +15, **Will** +12
HP 105; **Weaknesses** good 5, lawful 5; **Resistances** fire 10, physical 10 (except magical)
Attack of Opportunity ↷

Speed 35 feet
Melee ❖ jaws +17, **Damage** 2d10+6 piercing
Melee ❖ claw +17 (agile), **Damage** 2d8+6 slashing
Divine Innate Spells DC 25; **4th** *blink* (at will), *confusion*, *dimension door*, *enlarge*; **3rd** *levitate* (at will); **2nd** *invisibility* (at will); **1st** *charm*
Change Shape ❖ (concentrate, divine, polymorph, transmutation) As barghest.
Mutations The process of consuming corpses to evolve into a greater barghest results in odd and unpredictable physiological changes. A greater barghest has one mutation, typically chosen from the following options.

- **Fangs** (poison) The barghest grows elongated fangs that seep poison. Its jaws deal 1d6 additional poison damage and 1d6 persistent poison damage.
- **Toxic Breath** ❖❖ (divine, evocation, poison) The barghest breathes a cloud of toxic gas that deals 8d6 poison damage to all creatures in a 30-foot cone (DC 25 basic Fortitude save). It can't use Toxic Breath again for 1d4 rounds.
- **Vestigial Arm Strike** ◈ **Frequency** once per round; **Trigger** The barghest completes a Strike. **Effect** The barghest makes a claw Strike with a shriveled third arm hanging from its torso. This attack doesn't count for the barghest's multiple attack penalty, nor does that penalty apply on the attack.
- **Wings** The barghest has malformed wings extending from its back. It gains a fly Speed of 25 feet.

BARGHEST CULTS

The barghest hero-gods may be the only ones of their kind capable of granting spells to their clerics, but the idea of adoring worshippers appeals to all barghests. A barghest that completes its transformation into a greater barghest, and thus is no longer morbidly distracted by its hunger, often plays the role of a deity to ignorant groups of goblins or other monsters. To them, the fact that the barghest can't grant spells is irrelevant—rather, their veneration is due the fact that worshipping the barghest is the best way to keep it from devouring the entire tribe.



Basilisk Lairs

Basilisks can be found in almost any terrestrial environment, including forests, hills, mountains, plains, and swamps. They tend to dwell in caves or sheltered areas, and their hides often bear complexions that allow them to more easily blend with their environments. As a result, forest-dwelling basilisks may have scales of a verdant emerald color to match surrounding vegetation, while a basilisk that lives in the desert may be a sandy brown or shale color.

Basilisk

The basilisk is an eight-legged reptile with a nasty disposition and the ability to turn creatures to stone with its gaze. Folklore holds that, much like for the cockatrice, the first basilisks hatched from leathery eggs laid by snakes and incubated by roosters, but little in the basilisk's physiology lends any credence to this claim.

A basilisk prefers to eat petrified flesh. Once a victim has been turned to stone, the basilisk crunches the fossilized corpse with its powerful jaws and lets its potent stomach acids do the rest. This digestive process is extremely slow and inefficient, causing the basilisk to move so lethargically that it appears as if in mid-petrification itself. This has even led to the saying "as slow as a well-fed basilisk." Certainly basilisks are well-known for their slow gait and slothful nature, but a predator that can turn its prey to stone with a glance hardly has much need for speed.

An adult basilisk is 13 feet long from head to tail and weighs roughly 300 pounds. These reptiles make hissing sounds when moving about that turns to a guttural gurgle when they're agitated. Though they are normally solitary creatures that come together only to mate and lay eggs, there are periodic reports of regions being infested with unusual numbers of basilisks. What causes these unusual congregations of basilisk activity is unknown.

For unknown reasons, weasels and ferrets are immune to the basilisk's stare, and they sometimes sneak into basilisk lairs while a parent is hunting in order to consume eggs or freshly hatched young. Some legends suggest that a basilisk's blood can transmute common stones into other material, but this is likely a case of witnesses misinterpreting the magical restoration of previously petrified creatures or body parts.



BASILISK — CREATURE 5

N MEDIUM BEAST

Perception +11; darkvision

Skills Athletics +13, Stealth +8

Str +4, **Dex** –1, **Con** +5, **Int** –3, **Wis** +2, **Cha** +1

AC 22; **Fort** +14, **Ref** +8, **Will** +11

HP 75

Petrifying Glance ↷ (arcane, aura, transmutation, visual); **Trigger** A creature within 30 feet that the basilisk can see starts its turn. **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it's slow 1 for 1 minute as its body slowly stiffens.

Speed 20 feet

Melee ❖ jaws +15, **Damage** 2d8+4 piercing

Petrifying Gaze ❖❖ (arcane, concentrate, incapacitation, transmutation, visual); The basilisk stares at a creature it can see within 30 feet. That creature must attempt a DC 22 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature was already slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently.

A creature petrified in this manner that is coated (not just splashed) with fresh basilisk blood (taken from a basilisk that has been dead no longer than 1 hour) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

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Bat

A wide range of bats dwell throughout the world. Most of these nocturnal animals are harmless insectivores, but deadly breeds of vampire bats and oversized bats the size of horses pose much more significant threats to adventurers.

Vampire Bat Swarm

Although the typical vampire bat has a wingspan of 7 inches and doesn't pose a significant threat to larger prey alone (and indeed, these blood-drinkers can feed without their sleeping victims ever noticing), some unusually aggressive species of these bats hunt in deadly swarms. A churning cloud of vampire bats is much more dangerous than the sum of its individual parts and is capable of inflicting an overwhelming number of bleeding wounds in a frighteningly short span of time.

Vampire Bat Swarm — Creature 1

N | Large | Animal | Swarm

Perception +10; echolocation (precise) 20 feet, low-light vision
Skills Acrobatics +7, Athletics +4 (+7 to Climb), Stealth +7
Str +1, **Dex** +4, **Con** +1, **Int** –4, **Wis** +3, **Cha** –3
Echolocation A bat swarm can use its hearing as a precise sense at the listed range.

AC 15; **Fort** +6, **Ref** +9, **Will** +6
HP 11; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

Speed 5 feet, fly 30 feet
Blood Feast ❖ Each enemy in the bat swarm's space takes 1d4 piercing damage (DC 16 basic Reflex save). Creatures that fail this save also take 1 persistent bleed damage.

Giant Bat

While big bats are certainly not uncommon in dark caves and abandoned ruins and may instill fear in squeamish spelunkers, the so-called giant bat is a true monster, weighing well over 100 pounds and having a wingspan of nearly 15 feet. It primarily eats fruit and bugs, but can be incited to violence through fear or hunger. Giant bat attacks can quickly give rise to rumors of more dangerous monsters—many mistake these massive animals for some sort of demon or vampiric monster. But like other bats, giant bats are simply social and intelligent mammals. They are sometimes used as mounts by smaller humanoids, commonly those who hail from or dwell in mountainous or underground regions.

Giant Bat — Creature 2

N | Large | Animal

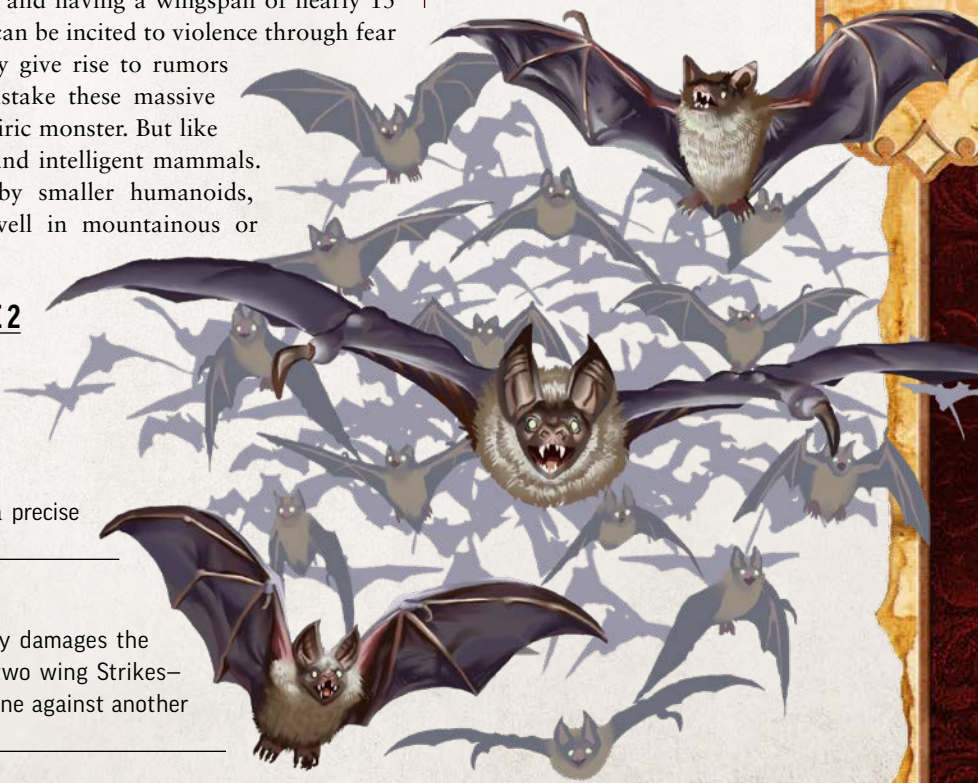
Perception +11; echolocation (precise) 40 feet, low-light vision
Skills Acrobatics +8, Athletics +8, Stealth +8
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +3, **Cha** –2
Echolocation A bat can use its hearing as a precise sense at the listed range.

AC 18; **Fort** +9, **Ref** +8, **Will** +7
HP 30
Wing Thrash ↷ **Trigger** An adjacent enemy damages the giant bat. **Effect** The bat makes one or two wing Strikes—one against the triggering creature and one against another adjacent creature.

Speed 15 feet, fly 30 feet
Melee ❖ fangs +10, **Damage** 1d10+4 slashing
Melee ❖ wing +10 (agile), **Damage** 1d6+4 piercing

Bat Locations

Vampire bat swarms roost in colonies wherever they can find shelter from weather, light, and predators, favoring caves, trees, and narrow gorges. Giant bats prefer to dwell in smaller numbers in deep caves, abandoned mines, or the attics of abandoned buildings. Even larger species dwell in the deeper regions of the Darklands, where they are often used as mounts, or even ritualistically slaughtered and then animated as specialized undead guardians of eerie underground cities and nations.







Bear Resources

A bear den can contain valuable treasures, such as the remains of less fortunate adventurers who stumbled into a hungry bear's path. Bear furs themselves are valued as rugs, while their claws and fangs make for impressive jewelry or adornments for armor. Bear hide is an excellent resource for hide armor.

Bear

Bears are ferocious predators typically found in cold or temperate woodlands and hills. Many species of bear exist in addition to the two presented below, such as the smaller (but no less dangerous) black bear or the arctic-dwelling polar bear.

Grizzly Bear

This large and powerful omnivore inhabits forested hills. While it typically sustains itself on nuts, berries, fish, and small mammals, it's fiercely territorial and will chase off or kill any creature it views as competition. Grizzly bears are especially temperamental when their young are nearby. In combat, a grizzly bear often attempts to grab and maul its foe with surprising ferocity. It continues its assault until its foe seems like it is no longer a threat, though if the bear is hungry, it will not hesitate to feed.

Grizzly Bear **Creature 3**

N Large Animal

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Athletics +11, Survival +8
Str +4, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 19; **Fort** +12, **Ref** +6, **Will** +8
HP 45

Speed 35 feet
Melee ❖ jaws +11, **Damage** 2d8+4 piercing
Melee ❖ claw +11 (agile), **Damage** 1d10+4 slashing plus Grab
Mauler The grizzly bear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed.
Rush ❖❖ The grizzly bear Strides and makes a Strike at the end of that movement. During the Stride, the grizzly bear gains a +10-foot circumstance bonus to its Speed.

Cave Bear

Larger, stronger, and far more aggressive than its smaller cousins, the cave bear is a behemoth that avoids civilized lands, preferring to dwell in remote places. As its name might suggest, the cave bear makes its den in natural caves, and like the grizzly bear, a cave bear is fiercely territorial. Unlike a grizzly bear, however, a cave bear is short tempered and will make sure its foe is dead before moving on, usually feasting on its prey's soft flesh once it has been incapacitated. Cave bears are often regarded as powerful guardian spirits by remote-dwelling people, while they are utilized as beasts of war by orcs or even giants—stone giants in particular have an affinity for keeping trained cave bears as pets or guardians for their homes.

Cave Bear **Creature 6**

N Large Animal

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +16, Survival +11
Str +6, **Dex** +1, **Con** +6, **Int** –4, **Wis** +1, **Cha** –1

AC 24; **Fort** +16, **Ref** +11, **Will** +13
HP 95

Speed 35 feet
Melee ❖ jaws +16, **Damage** 2d10+6 piercing
Melee ❖ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab
Mauler The bear gains a +4 circumstance bonus to damage rolls against creatures it has grabbed.
Rush ❖❖ The cave bear Strides and makes a Strike at the end of that movement. During the Stride, it gains a +10-foot circumstance bonus to its Speed.

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Beetle

Not all beetles are harmless creatures that can be easily crushed underfoot. Oversized and ravenous giant beetles can be found throughout the temperate and tropical regions of the world. They are often benign creatures, though when threatened or roused, giant beetles are quite dangerous. Their powerful mandibles and tough exoskeletons make for a challenging combatant.

FLASH BEETLE

These 3-foot-long insects boast a pair of glowing organs on the back of the abdomen that give off bright light and that continue to glow for days, even after the creature's death. Flash beetles are commonly herded and harvested by miners and spelunkers, as their glow is considered safer than torches and less expensive than lamps. Denizens of the Darklands often domesticate and train these insects, using them as pets, livestock, or caging them to use as organic sources of light in areas frequented by visitors unaccustomed to the darkness.

FLASH BEETLE — CREATURE -1

N SMALL ANIMAL

Perception +6; low-light vision
Skills Acrobatics +6, Athletics +4
Str +1, **Dex** +3, **Con** +2, **Int** –5, **Wis** +1, **Cha** –2

AC 16; **Fort** +5, **Ref** +8, **Will** +4
HP 6
Luminescent Aura (aura, light) 10 feet. The flash beetle's bioluminescent organs fill the area with bright light.

Speed 20 feet, fly 15 feet
Melee ❖ mandibles +8 (agile, finesse), **Damage** 1d4+1 piercing
Light Flash ❖ (concentrate, light) The flash beetle creates a brilliant flash of light. All creatures in its luminescent aura must succeed at a DC 17 Fortitude save or be dazzled for 1 minute. The flash beetle's glow then goes out, disabling its aura for 24 hours, during which time it cannot use Light Flash.

GIANT STAG BEETLE

The giant stag beetle is larger than a horse, and the sight of one flying (if slowly and somewhat clumsily) on great buzzing wings is unnerving. Its enormous mandibles are used to impress mates, intimidate rivals, and discourage predators, for they can deliver deadly blows. While giant stag beetles are deadly predators, they can be domesticated by skilled wranglers. In such a capacity, these beetles serve well as beasts of burden or even as mounts.

Giant stag beetles can be a serious menace in marshes, cavern complexes, and heavy forests. More than one logging camp has attracted a cluster of giant stag beetles and had to be completely abandoned, yielding all its lumber to the hunger of the giant insects.

GIANT STAG BEETLE — CREATURE 4

N LARGE ANIMAL

Perception +10; darkvision
Skills Acrobatics +9, Athletics +13
Str +5, **Dex** +1, **Con** +5, **Int** –5, **Wis** +2, **Cha** –1

AC 22; **Fort** +13, **Ref** +9, **Will** +8
HP 55

Speed 20 feet, fly 20 feet
Melee ❖ mandibles +13, **Damage** 2d8+5 piercing
Melee ❖ foot +11, **Damage** 1d10+5 bludgeoning
Trample ❖❖❖ Medium or smaller, foot, DC 21

BEETLE TREASURES

Beetles do not collect treasure, but the two light-producing organs of a flash beetle can be recovered from the creature and used for illumination-based chemical recipes, spell components, and magic item creation.

BEETLE SPECIES

Numerous other species of giant beetle exist in the wilds. Duergars train deep-dwelling beetles as mounts and guardians. Bombardier beetles can spew caustic acid as a potent attack. And the truly immense goliath beetles can devastate entire buildings or even castles with frightening ease.



Bloodseeker Treasure

Bloodseekers have no interest in treasure, but their lairs tend to be scattered with the remains of adventurers—and their valuables.

Bloodseeker Locations

Bloodseekers hunt close to their nests, which they make in fens, bogs, fetid pools, and abandoned buildings. A foot-wide amalgamation of mud and reeds is a telltale sign of a bloodseeker nest.

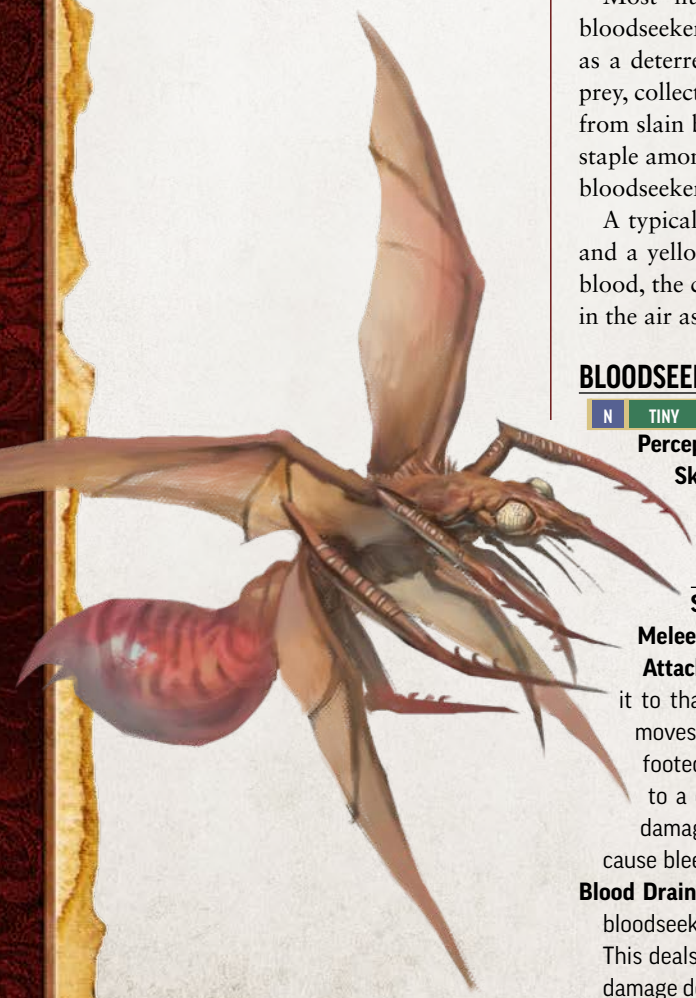
Bloodseeker

Scourges of swamps and damp, abandoned places, bloodseekers are ravenous blood drinkers. Farmers curse the creatures for sucking their livestock dry. It is from such beleaguered people that the bloodseeker's regional name "stirge," possibly a corruption of the word "scourge," comes. Folk wisdom holds that the appearance of bloodseekers in a region signals a healthy herd of livestock, but more often it means bogs or old buildings that haven't been properly tended to. Certainly, no amount of folksy parable can assuage a farmer driven to destitution by a bloodseeker infestation. But despite their role as parasites, bloodseekers aren't hated by all villages. In some cases, the inhabitants of remote backwoods thorps even keep the things as pets or use them as doubtful medicinal "tools" to drain away unwanted humors or test for evil spirits possessing the blood. Worshippers of gods of pestilence and parasites often view bloodseekers as sacred to their faith and allow the creatures to feed freely from their bodies. In such societies, those who accidentally give too much are considered to have been "blessed" by the village's hungry god.

Bloodseekers seem to be constantly hungry, but they are not inherently malevolent. They can be scared away fairly easily and prefer to swiftly retreat rather than risk death. Some adventurers report that these creatures can be scared away by waving torches at the flying pests. However, bloodseekers are much bolder when encountered in larger numbers, as bringing down one victim lets an entire colony feed. Bloodseeker colonies are called clots, for obvious and disgusting reasons. If a lone bloodseeker finds a likely victim while its clot is nearby, it emits a high-pitched, keening noise to summon reinforcements.

Most humanoids avoid bloodseekers, but boggards sometimes cultivate bloodseeker nests around the perimeter of their territory. These colonies serve as a deterrent to intruders, and the boggards sometimes check for bloodseeker prey, collecting the hides or bodies of animals killed by the pests. Meals prepared from slain bloodseekers that have gorged on the blood of specific creatures are a staple among certain boggard communities. The boggards not only eat the actual bloodseekers, but they also make a gelled slurry from the drained blood.

A typical bloodseeker is about a foot long, with mottled, reddish-brown skin and a yellow underbelly. Its four wings resemble bat wings. When gorged with blood, the creature becomes bloated and pink, and it tends to wobble unsteadily in the air as it flies off to digest its meal.



Bloodseeker — Creature -1

N Tiny Animal

Perception +6; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +6, Stealth +6

Str –4, **Dex** +3, **Con** +0, **Int** –5, **Wis** +1, **Cha** –2

AC 16; **Fort** +5, **Ref** +8, **Will** +4

HP 6

Speed 10 feet, fly 30 feet

Melee ❖ barbed leg +8 (finesse), **Effect** attach

Attach When a bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ❖ **Requirements** The bloodseeker is attached to a creature. **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals 1d4 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

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Boar

While domesticated pigs are a staple of farm life, wild boars are much more dangerous. Foul-tempered warthogs are relatively common, while the lumbering, primeval beasts known as daeodons are less so. Voracious eaters, boars can ravage the countryside in which they live. Boars breed freely, and a pair of boars can rapidly grow to a large family. Boars are a particular nuisance to farmers, as they break into food stores and root through gardens to sate their hunger.

BOAR

Boars are omnivorous mammals, hunted heavily because their meat is considered a delicacy. Boars are most likely to attack humanoids either in self-defense or during their mating season in the winter months, when the males grow an extra inch of tissue to protect their organs as they fight off rivals. Of course, in some cultures boars are trained to become much more aggressive so they can fill the roles of warbeast and guardian. When such boars escape back into the wild, they can become true terrors of the region.

BOAR CREATURE 2

N MEDIUM ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +8, Survival +8
Str +4, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –3

AC 18; **Fort** +10, **Ref** +5, **Will** +8
HP 30
Ferocity ↻

Speed 40 feet
Melee ❖ tusk +10, **Damage** 2d6+4 piercing
Boar Charge ❖❖ The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

DAEODON

Where the typical boar is merely ill-tempered and generally unfriendly, the towering daeodon is legitimately hateful and ruthlessly violent. Although omnivorous, the daeodon (known in some regions simply as a giant boar) prefers to feed on flesh. Primarily a scavenger, the daeodon isn't adverse to attacking creatures it encounters while searching for easier meals, or to protect any perceived encroachment into its lair or feeding grounds. Particularly brave or skilled orcs are fond of using daeodons as mounts or war-trained battle beasts; orc cavalry mounted on daeodons is a fearsome force indeed.

A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.

DAEODON CREATURE 4

N LARGE ANIMAL

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +12, Survival +10
Str +6, **Dex** +0, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 21; **Fort** +13, **Ref** +9, **Will** +10
HP 60
Ferocity ↻

Speed 40 feet
Melee ❖ tusk +14, **Damage** 2d8+6 piercing
Daeodon Charge ❖❖ The daeodon Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 19 Reflex save or be knocked prone by the force of the blow.

BOAR RESOURCES

A boar's carcass typically provides enough meat for 100 meals or more, as well as hide and bristles that can be used for crafting.

BOAR LOCATIONS

Boars can be found in almost any environment, from forests to deserts, warm or cold, including even high-altitude mountainous regions. They tend to prefer forests, marshes, and meadows. Daeodons are likewise found in such regions but generally prefer remote reaches far from civilization.



Boggard Villages

Boggards prefer to dwell in swamplands and mires. Though they are at home in the water, they prefer to spend most of their lives on land, and build villages of mud huts. They often keep guardian beasts, such as bloodseekers (page 42), crocodiles (page 67), giant frogs, or other feral animals tamed (if only just barely) to serve as protectors.



Boggard

Boggards are aggressive humanoid amphibians that thrive in swamps, marshes, and even some rain forests. Boggards hatch from eggs into tadpoles, fiercely competing for food and even consuming their siblings in that struggle. Over 3 years, the surviving boggards develops arms, legs, and lungs while learning the rudiments of hunting, crafts, and warfare—everything needed to survive in their might-makes-right society. At the top of most boggard hierarchies lords a hulking swampseer imbued with sinister divine magic.

Boggard Scout

Often tasked with patrolling the borders of their lands, boggard scouts learn to speak another language (typically Common) to make it easier to issue threats and insults toward trespassers.

Boggard Scout — Creature 1

CE | Medium | Amphibious | Boggard | Humanoid

Perception +7; darkvision
Languages Boggard, Common
Skills Acrobatics +5, Athletics +8, Stealth +7 (+9 in water)
Str +3, **Dex** +2, **Con** +4, **Int** –1, **Wis** +2, **Cha** +0
Items leather armor, morningstar, sling (10 bullets)

AC 16; **Fort** +9, **Ref** +5, **Will** +7
HP 24

Speed 20 feet, swim 25 feet; swamp stride
Melee ❖ morningstar +8 (versatile P), **Damage** 1d6+3 bludgeoning
Melee ❖ tongue +8 (reach 10 feet), **Effect** tongue grab
Ranged ❖ sling +7 (propulsive, reload 1, range increment 50 feet), **Damage** 1d6+1 bludgeoning
Swamp Stride A boggard scout ignores difficult terrain caused by swamp terrain features.
Terrifying Croak ❖ (auditory, emotion, fear, mental) The boggard scout unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 17 Will save; those who critically succeed are temporarily immune for 1 minute.
Tongue Grab If the boggard scout hits a creature with its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. Though this doesn't deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

Boggard Warrior

Boggard warriors exalt in single combat, and prefer to fight alone so that none can contest their kills. They have been known to pursue enemies who flee combat with a single-mindedness that seems almost supernatural.

Boggard Warrior — Creature 2

CE | Medium | Amphibious | Boggard | Humanoid

Perception +8; darkvision
Languages Boggard
Skills Athletics +8, Intimidation +5, Stealth +6 (+8 in water)
Str +4, **Dex** +0, **Con** +4, **Int** –1, **Wis** +2, **Cha** +1
Items club, javelin (3), studded leather armor

AC 17; **Fort** +10, **Ref** +5, **Will** +8
HP 38

Speed 20 feet, swim 25 feet; swamp stride
Melee ❖ club +10, **Damage** 1d6+6 bludgeoning
Melee ❖ tongue +10 (reach 10 feet), **Effect** tongue grab

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Ranged ❖ javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing
Ranged ❖ club +6 (thrown 10 feet), **Damage** 1d6+6 bludgeoning
Swamp Stride As boggard scout.
Terrifying Croak ❖ (auditory, emotion, fear, mental) As boggard scout, except DC 18.
Tongue Grab As boggard scout, except AC 15 and 3 HP.

BOGGARD SWAMPSEER

The boggard swampseer has been gifted with magic through its worship of the demon lord Gogunta, and uses its power to rule a boggard village, keeping the rest of the village in line and planning raids on nearby communities.

BOGGARD SWAMPSEER — CREATURE 3

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +11; darkvision
Languages Abyssal, Boggard, Common
Skills Athletics +8, Intimidation +8, Medicine +9, Nature +11, Performance +8, Religion +9
Str +3, **Dex** +0, **Con** +2, **Int** +0, **Wis** +4, **Cha** +3
Items staff

AC 18; **Fort** +9, **Ref** +7, **Will** +11
HP 40

Speed 20 feet, swim 25 feet; swamp stride
Melee ❖ staff +10 (two-hand d8), **Damage** 1d4+6 bludgeoning
Melee ❖ tongue +10 (reach 10 feet), **Effect** tongue grab
Primal Prepared Spells DC 21, attack +11; **2nd** *acid arrow*, *obscuring mist*; **1st** *fear*, *jump*, *shillelagh*; **Cantrips (2nd)** *acid splash*, *dancing lights*, *ray of frost*, *tanglefoot*
Destructive Croak ❖❖ (sonic) The swampseer utters a powerful croak that deals 4d6 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of their frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds.
Drowning Drone ↻ (auditory, mental) **Trigger** The boggard swampseer or one of its allies within 60 feet attempts a saving throw against an auditory or sonic effect. **Effect** The swampseer releases a croak that drowns out other sound. It rolls a Performance check. It and boggard allies in the area can use the higher result of the swampseer's Performance check or their saves to resolve the effects against the auditory or sonic effect.
Swamp Stride As boggard scout.
Terrifying Croak ❖ (auditory, emotion, fear, mental) As boggard scout, except DC 19.
Tongue Grab As boggard scout, except AC 15 and 4 HP.

BLUE DRAGONFLY POISON

Boggards brew a potent toxin made from blue dragonflies. Swampseers consume this mixture to awaken their divine powers, but the poison inspires crippling hallucinations in most other creatures.

BLUE DRAGONFLY POISON — ITEM 3

UNCOMMON ALCHEMICAL CONSUMABLE INGESTED POISON

Price 7 gp
Usage held in 1 hand; **Bulk** L
Activation ❖ (Interact)
Saving Throw DC 17 Fortitude; **Onset** 10 minutes; **Maximum Duration** 30 minutes; **Stage 1** dazzled (10 minutes); **Stage 2** dazzled and frightened 1 (10 minutes); **Stage 3** frightened 1 and confused 1 (1 minute)

GOGUNTA

Gogunta is the patron of the boggard people, many of whom worship her as their goddess.
Edicts sacrifice creatures by drowning them, frolic or sing in swamps, feed or aid amphibians
Anathema grant mercy to boggards who worship other gods
Follower Alignments CE

DEVOTEE BENEFITS

Divine Font *harm*
Divine Skill Intimidation
Favored Weapon whip
Domains indulgence, might, tyranny, water
Cleric Spells 1st: *jump*, 3rd: *stinking cloud*, 5th: *black tentacles*





Dominion of the Black

Brain collectors typically hunt alone, yet some adopt morbid cults that include followers who hope to have their own brains harvested by these alien invaders. The Dominion of the Black includes a wide array of monstrous aliens, of which the brain collectors are merely the most commonly encountered on terrestrial worlds. Many of these aliens have affinities for stealing thoughts, inhabiting bodies, or feeding on memories—the focus on the consumption of brains and of identities suggesting disturbing truths about their coalition.

Brain Collector

The grotesque brain collectors (or neh-thalggus, as they call themselves) originate from worlds far beyond the known solar system, and are part of a conglomeration of hostile aliens known collectively as the Dominion of the Black. Whether driven by their own schemes or directives from sinister overlords, brain collectors arrive in living starships to harvest the brains of intelligent creatures. These aberrations draw no nutrition from brains, instead storing them for analysis and as vessels for occult magical energies.

A brain collector's form evokes that of a tailless scorpion, but the pulsing brain-filled blisters that glisten along its back make them impossible to mistake for merely oversized arachnids. Baleful eyes glare from the joints on their legs, and the unsettling, intrusive whisper-thoughts they telepathically broadcast into the minds of those they seek to feed on can be interpreted as threats or promises alike.

Brain collectors have very little empathy for the denizens of any world they visit, despite the fact that certain cults venerate them, or the Dominion they hail from, as if they were gods. To brain collectors, terrestrial creatures are simply resources for their magical needs and occult powers. They have little interest in worshipping gods or being worshipped themselves, yet they do practice strange forms of religion of their own, in which they consider the primordial forces of deep space as worthy of faith and fear.

Brain Collector — Creature 8

UNCOMMON | CE | LARGE | ABERRATION

Perception +18; darkvision

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy 100 feet

Skills Acrobatics +17, Arcana +18, Athletics +16, Lore (all subcategories) +18, Occultism +21, Stealth +17

Str +6, **Dex** +3, **Con** +5, **Int** +4, **Wis** +4, **Cha** +3

AC 26; **Fort** +15, **Ref** +13, **Will** +18; +1 status to all saves vs. magic

HP 140; **Immunities** confused; **Weaknesses** brain loss

Brain Blisters A brain collector has seven brain blisters on its back that it uses to house stolen brains. A brain collector without all seven blisters full is stupefied with a value equal to the number of empty blisters.

Brain Loss If a brain collector takes 30 damage from a critical hit or takes 25 mental damage, it must succeed at a DC 26 save (Fortitude for critical damage or Will for mental damage) or one of its brain blisters is destroyed.

Speed 25 feet, fly 30 feet

Melee ❖ jaws +20, **Damage** 2d12+6 piercing plus brain collector venom

Melee ❖ claw +20 (agile), **Damage** 2d8+6 slashing

Occult Spontaneous Spells DC 26, attack +18; **4th** (2 slots) *confusion*, *phantasmal killer*; **3rd** (3 slots) *dispel magic*, *haste*, *paralyze*; **2nd** (4 slots) *humanoid form*, *invisibility*, *mirror image*, *paranoia*; **1st** (4 slots) *mindlink*, *ray of enfeeblement*, *true strike*, *unseen servant*; **Cantrips (4th)** *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*

Brain Collector Venom (poison); **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison, enfeebled 1, and slowed 1 (1 round); **Stage 3** 2d6 poison, enfeebled 2, and slowed 1 (1 round)

Collect Brain ❖ (manipulate) The brain collector collects a brain of a creature that has been dead for no more than 1 minute. It can then use an Interact action to secure the brain in one of its empty brain blisters.



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Bugbear

These stealthy and cruel goblinoid creatures delight in spreading fear and tormenting their victims. Bugbears are the monsters lurking in the closet and hiding under the bed. Preying on remote farmsteads, bugbears reveal their presence with thumps in the night or creaks of boards to build lurking dread and arouse suspicion and fear.

Bugbear Thug

The more common bugbear thug specializes in the art of lurking in the shadows.

Bugbear Thug — Creature 2

NE | Medium | Goblin | Humanoid

Perception +7; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin
Skills Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
Items bastard sword, javelin (3), leather armor

AC 17; **Fort** +9, **Ref** +8, **Will** +5
HP 34

Speed 25 feet
Melee ❖ bastard sword +10 (two-hand d12), **Damage** 1d8+4 piercing
Melee ❖ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Bushwhack ❖ The bugbear thug Strides up to 10 feet and attempts to Grapple a creature they're undetected by. If they succeed, they also deal fist damage to that creature.
Mauler The bugbear thug gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

Bugbear Tormentor

The bugbear tormentor seeks to torture their prey as much through psychological intimidation as through physical harm. The longer a bugbear tormentor can keep their victim alive and terrified, the better they feel.

Bugbear Tormentor — Creature 3

NE | Medium | Goblin | Humanoid

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin
Skills Acrobatics +8, Athletics +9, Intimidation +7, Stealth +8, Thievery +8
Str +4, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items chain shirt, dagger, sickle (2)

AC 20; **Fort** +9, **Ref** +10, **Will** +6
HP 44

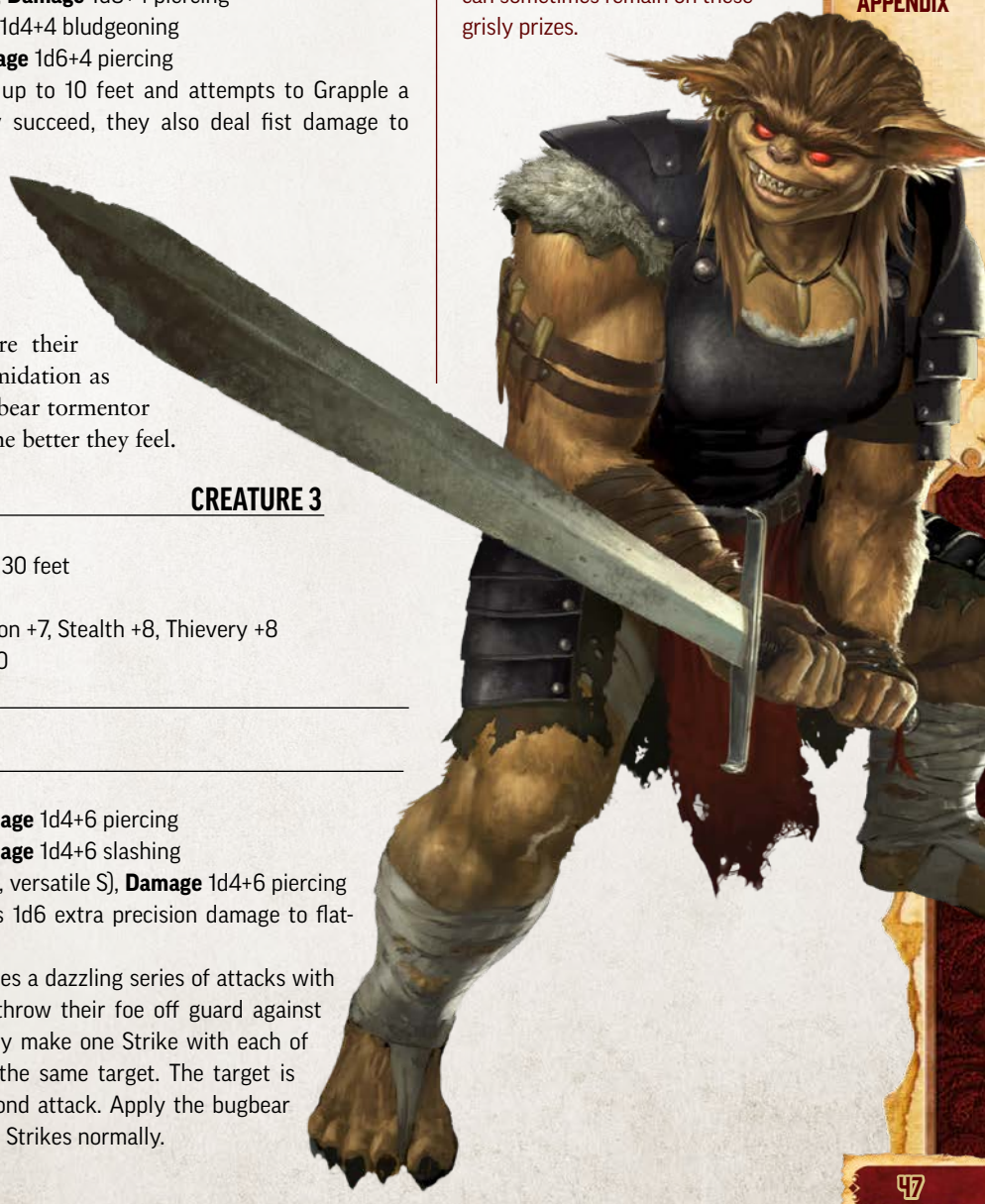
Speed 25 feet
Melee ❖ dagger +11 (agile, versatile S), **Damage** 1d4+6 piercing
Melee ❖ sickle +11 (agile, finesse, trip), **Damage** 1d4+6 slashing
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing
Sneak Attack The bugbear tormentor deals 1d6 extra precision damage to flat-footed creatures.
Twin Feint ❖❖ The bugbear tormentor makes a dazzling series of attacks with two weapons, using the first attack to throw their foe off guard against a second attack at a different angle. They make one Strike with each of their two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply the bugbear tormentor's multiple attack penalty to the Strikes normally.

Bugbear Lairs

Bugbears live in small gangs that often prowl together, working as a group to sow torment. They keep their lairs in hard-to-find places deep in the forest or hills.

Bugbear Treasure

Though bugbears don't have much concern for treasure, they're prone to keeping gruesome trophies. Some might keep a leather cord strung with ears from their victims, while others collect severed fingers or noses. Bits of valuable jewelry can sometimes remain on these grisly prizes.



Bulette Appetites

Although bulettes will eat almost any living creature that they can catch within their vicious jaws, most of them have a particular fondness for the flesh of halflings or horses. Lacking other food, a bulette might gnaw upon vegetable matter or even inanimate objects, although they don't gain actual nourishment from doing so, this need to feed being merely an extension of a deeply compelling instinct.

Bulette

Bulettes are fearsome predators that roam just beneath the surface of desolate wilderness areas. When they burrow through the ground, only the fin of their thickly armored backs protrudes above—at least until they are ready to leap out and strike their prey. Their appearance, appetite, and iconic dorsal fin have earned the nickname "landshark."

A typical bulette claims a territory of approximately 500 square miles. When it finds an area rich in food, such as a farming village, it adds that area to its regular patrol route. Over the course of a few months, it can wipe entire settlements off the map. Bulettes are fiercely competitive creatures that battle relentlessly with other predators in their territory. They actively avoid contact or conflict with other members of their kind unless seeking a mate. Bulette pairs share territory and mate for life—a mated pair of bulettes being the only known exception to the creature's penchant for solitude. They rear their young for a short period of time. The mated pair instruct the young bulette how to hunt, teaching their spawn which creatures are easiest to kill and which creatures to avoid. The mated pair drive off their young after its first successful hunt.

The first bulettes were magically created guardians, intended to serve as frightening pets for a power-hungry and sadistic wizard. The technique for their creation, as well as their original purpose, has since been lost to history, and multiple conflicting accounts of ancient texts exist with dozens of wizards claiming to have been the first inventor of the notorious beast. Some sages postulate that the original inventor may have been an elf—a theory born out of little more than the curious fact that bulettes, for all their ravenous nature, seem to find elf flesh unpalatable. Unfortunately for elves who stumble into a bulette's path, bulettes are no less likely to kill them than any other intruder, simply leaving the bodies unconsumed where they fall.

Bulette — Creature 8

N Huge Animal

Perception +16; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +16, Athletics +21
Str +7, **Dex** +2, **Con** +6, **Int** –4, **Wis** +2, **Cha** –2

AC 30; **Fort** +20, **Ref** +16, **Will** +14
HP 120

Speed 40 feet, burrow 30 feet; powerful jumper

Melee ❖ jaws +21, **Damage** 2d10+10 piercing

Melee ❖ claw +21 (agile), **Damage** 2d8+10 slashing

Favored Prey A bulette gains a +1 circumstance bonus to attack and damage rolls with its jaws against a specific type of creature designated as its favorite food. Unless otherwise stated, a bulette's favored prey is halflings. Elves are never a favored prey for bulettes.

Leaping Charge ❖❖ The bulette attempts a High Jump or Long Jump. If it's adjacent to an enemy at the apex of its High Jump or at the end of its Long Jump, it can make a claw Strike against the enemy at that moment. If the bulette jumps at least 5 feet vertically or at least 20 feet horizontally, it can attempt two claw Strikes instead of one. The bulette's multiple attack penalty doesn't increase until it has made all the claw Strikes that are part of its Leaping Charge.

Powerful Jumper A bulette jumps 10 feet up on a successful High Jump, or 20 feet up on a critical success.

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Bunyip

Bunyips are dangerous aquatic predators that resemble a cross between a shark and a seal. Found in freshwater inlets or saltwater coves worldwide, bunyips hunt where prey is plentiful, often to the consternation of coastal residents and fisherfolk.

Despite their outlandish appearance and tendency to defend their territory with loud, bellowing roars that echo for great distances, bunyips are very rarely sighted by humanoids, leaving many to question their existence. For hundreds of years, bunyips were widely regarded as nothing more than folk tales, and even now that their existence as a species has been proven, the existence of any particular bunyip in a local area is often met with heavy skepticism. While their limited shapechanging abilities are no doubt a significant part of the reason for this air of mystery, another major factor is that the aquatic creatures rarely hunt humanoids, preferring to eat smaller animals. Most bunyips avoid human contact, except when one wanders too close to their den or favorite hunting spot, at which point the territorial bunyip attacks with swift and terrible ferocity. Many scholars agree that a large number of unexplained disappearances near coastal areas are the result of unreported bunyip aggression.

In some ports, bunyips have learned that delicious prizes can be had from the chum and garbage discarded by fishing boats and merchant vessels. They lurk close to the shore and carefully choose their victims, plucking them off docks and small boats. These bunyips are particularly careful to keep their true forms hidden, but this does little to dull rumors of monster-infested waters.

Bunyip Treasure

Bunyips have no use for treasure, and do not actively collect it, but the floors of their lairs are sometimes littered with the possessions of their humanoid victims. A bunyip's teeth can be collected and sold (most bunyips have about 50 teeth at any one time). Alternatively, due to their elusiveness and fabled nature, a high-quality taxidermic bunyip could easily command a high price from a collector.

Bunyip — Creature 3

N | Medium | Animal | Aquatic

Perception +10; blood scent, darkvision, scent (imprecise) 100 feet
Skills Athletics +11, Stealth +10, Survival +8
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** –1
Blood Scent The bunyip can smell blood in the water from up to 1 mile away.

AC 19; **Fort** +9, **Ref** +12, **Will** +6
HP 45
Aquatic Opportunity ↷ As Attack of Opportunity, but both the bunyip and the triggering creature must be in water.

Speed 10 feet, swim 40 feet
Melee ❖ jaws +11, **Damage** 1d10+4 piercing plus 1d6 persistent bleed
Melee ❖ tail +11 (agile), **Damage** 1d8+4 bludgeoning
Blood Frenzy ❖ **Requirements** The bunyip is not fatigued or already in a frenzy. **Trigger** The bunyip deals bleed damage to a living creature. **Effect** The bunyip flies into a frenzy that lasts 1 minute. While frenzied, the bunyip gains a +4 status bonus to damage rolls with its jaws, gains 8 temporary HP that go away at the end of the frenzy, and takes a –2 penalty to AC.
Roar ❖ (auditory, concentrate, emotion, enchantment, fear, mental, primal) The bunyip lets out a loud and horrifying roar. Other creatures within 100 feet must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure, frightened 1 on a success, or unaffected on a critical success). No matter the result, the creature is temporarily immune to the effect for 1 minute.
Shift Form ❖ (morph, primal, transmutation) A bunyip can alter its form slightly to gain an advantage and make it harder to recognize. When it does, its teeth shrink and its jaws Strike doesn't deal the 1d6 persistent bleed damage. It can choose to gain either a long snake tail, granting its tail Strike reach 10 feet and Grab, or squat crocodile legs, increasing its land Speed to 20 feet. If it uses Shift Form again, the bunyip can return to normal or switch between a long tail or crocodile legs.





Caligni Treasure

Many calignis hide shiny baubles and trinkets beneath their dark rags, keeping them out of sight of their greedy kin. They also keep several doses of black smear poison on hand to incapacitate foes.

Caligni

Caligni lurk in subterranean cities, creeping to the surface to steal, stalk, or make mischief. Each caligni serves in a specific role and grows into a specific form as determined by supernatural traditions and influences in caligni society. Regardless of their size or role, all caligni are gaunt, with pale flesh and white eyes. Some surface dwellers call the caligni "dark folk," a term they dislike because it doesn't reflect either their appearance or character, only their environment.

Caligni Dancer

Caligni dancers serve as intermediaries between caligni clans.

Caligni Dancer **Creature 1**

CN Small Caligni Humanoid

Perception +6; greater darkvision, light blindness

Languages Caligni

Skills Acrobatics +7, Performance +6, Stealth +7, Thievery +7

Str +0, **Dex** +4, **Con** +2, **Int** –1, **Wis** +1, **Cha** +3

Items baton (light mace), dagger

AC 17; **Fort** +7, **Ref** +9, **Will** +4

HP 18, death flare

Distracting Frolic ↷ (fortune, manipulate) **Trigger** An ally within 10 feet of the dancer rolls a saving throw against a mental or illusion effect. **Effect** The target ally can roll the save twice and take the better result.

Death Flare (light) When the dancer dies, their body combusts in a flare of white light. All creatures in a 10-foot emanation must succeed at a DC 17 Fortitude save or be dazzled for 1d4 rounds. Caligni that fail this save are also frightened 1. The dancer's gear and treasure are left in a pile where they died. As this isn't a magical effect, the light has no effect within magical darkness.

Speed 25 feet

Melee ❖ baton +9 (agile, finesse, shove), **Damage** 1d4 bludgeoning

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4 piercing

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Occult Innate Spells DC 16; **Cantrips (1st)** *counter performance* (visual only; *Core Rulebook* 386), *inspire courage* (*Core Rulebook* 386)

Dancer's Curse ❖ (curse, enchantment, occult, mental) The caligni dancer touches a foe and curses it. If the target fails a DC 18 Will save, it gains clumsy 1 and stupefied 1. The target is then temporarily immune for 24 hours. These conditions persist until the curse is removed. The victim can attempt a new DC 18 Will save once per hour to end the curse.

Sneak Attack The caligni dancer deals 1d6 extra precision damage to flat-footed creatures.

Caligni Creeper

The most widespread of the caligni are the mischievous caligni creepers.

Caligni Creeper **Creature 2**

CN Small Caligni Humanoid

Perception +8; greater darkvision, light blindness

Languages Caligni

Skills Acrobatics +8, Athletics +4, Stealth +10, Thievery +8

Str +0, **Dex** +4, **Con** +3, **Int** –1, **Wis** +2, **Cha** +1

Items black smear poison (3 doses; see page 50), dagger

AC 19; **Fort** +9, **Ref** +10, **Will** +6

HP 30, death flash

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Death Flash (light) When the caligni creeper dies, their body combusts in a flash of bright light. All creatures in a 10-foot emanation must succeed at a DC 17 Fortitude save or be blinded for 1d6 rounds. Creatures with light blindness who successfully save are still blinded for 1 round. The creeper's gear and treasure are left in a pile where they died. As this isn't a magical effect, the light has no effect within magical darkness.

Speed 25 feet

Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus black smear poison (see below)

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing plus black smear poison (see below)

Occult Innate Spells DC 15; **2nd** *darkness* (at will); **Cantrips (1st)** *detect magic*

Sneak Attack The caligni creeper deals 1d6 extra precision damage to flat-footed creatures.

CALIGNI STALKER

Caligni stalkers are often leaders of caligni enclaves.

CALIGNI STALKER — CREATURE 4

CN MEDIUM CALIGNI HUMANOID

Perception +10; greater darkvision, light blindness

Languages Caligni, Undercommon

Skills Acrobatics +13, Athletics +8, Stealth +13, Thievery +11

Str +2, **Dex** +5, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1

Items black smear poison (6 doses; see below), leather armor, shortsword (2)

AC 21; **Fort** +10, **Ref** +13, **Will** +8

HP 60, death flame

Death Flame (light) When the stalker dies, their body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 5d6 fire damage (DC 21 basic Reflex save). The stalker's gear and treasure are unaffected by the flames and are left in a pile where they died.

Speed 25 feet

Melee ❖ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+7 piercing plus black smear poison (see below)

Occult Innate Spells DC 19; **2nd** *darkness* (at will), *obscuring mist* (at will); **Cantrips (2nd)** *detect magic*

Double Slice ❖❖ The caligni stalker makes two Strikes against the same target, one with each of their shortswords. The stalker combines the damage of any attacks that hit and applies precision damage, resistances, and weaknesses only once. Both attacks count toward the stalker's multiple attack penalty, but the penalty increases only after both attacks.

Encircling Command ❖ (auditory) Each caligni creeper within 30 feet of the stalker can Step. Each creeper can benefit from Encircling Command only once per round.

Sneak Attack The caligni stalker deals 1d6 extra precision damage to flat-footed creatures.

BLACK SMEAR POISON

Many caligni use a debilitating poison crafted from subterranean fungi.

BLACK SMEAR POISON — ITEM 2

UNCOMMON ALCHEMICAL CONSUMABLE INJURY POISON

Price 5 gp

Usage held, 2 hands; **Bulk** L

Activation ❖❖❖ Interact

Saving Throw DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison, and enfeebled 2 (1 round)

THE CALIGNI LEGACY

The caligni are descendants of humans who, millennia ago, fled underground to escape a devastating cataclysm and begged malevolent, shadowy demigods known only as the Forsaken for salvation. The Forsaken warped the refugees into tough survivors, but at a price: every caligni that dies combusts in a burst of energy that provides a scrap of soul energy to the Forsaken. The greatest irony of the caligni's bargain is that the Forsaken themselves mysteriously vanished long ago and no longer answer pleas or prayers. Today, caligni still burst into light upon death, but their soul energy no longer feeds a mysterious pantheon of shadowy divinities.



Domesticating Big Cats

While it's common practice to keep a house cat in the home to ward off unwanted rodents, keeping a big cat for a pet is a different matter entirely. Nevertheless, up-and-coming merchant lords, impetuous princes and princesses, and status-obsessed nobles have tried to do just that, often resulting only in terrified house staff and ruined upholstery. Many among the idle rich will gladly pay for the services of an unscrupulous druid or ranger who promises to help them achieve their dreams of an oversized feline friend, but the dire risks of such an endeavor are enough to dissuade even the greediest would-be animal trainers from even attempting the feat.

Cat

Few predators of the natural world can match the cat's talent for stalking and stealth.

Leopard

Leopards are among the smallest of the big cats, yet they are still dangerous creatures to tangle with. Leopard statistics can also be used for black panthers, white-spotted snow leopards, or tawny-coated cougars.

Leopard **Creature 2**

N Medium Animal

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)
Str +3, **Dex** +4, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +8, **Ref** +10, **Will** +5
HP 30

Speed 30 feet, climb 20 feet
Melee ❖ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab
Melee ❖ claw +10 (agile, finesse); **Damage** 1d6+3 slashing
Maul ❖ The leopard makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.
Pounce ❖ The leopard Strides and makes a Strike at the end of that movement. If the leopard began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The leopard deals 1d4 extra precision damage to flat-footed creatures.

Lion

Lions are cooperative hunters, ambushing dangerous prey in groups of lionesses that work in tandem to trap and kill their prey. Male lions are typically larger, with long manes, and when they hunt, they tend to do so on their own.



Lion **Creature 3**

N Large Animal

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +11, Stealth +10
Str +4, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** –2

AC 19; **Fort** +9, **Ref** +10, **Will** +7
HP 45

Speed 30 feet
Melee ❖ jaws +11, **Damage** 1d10+6 piercing plus Grab
Melee ❖ claw +11 (agile); **Damage** 1d8+6 slashing
Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.
Pounce ❖ The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.
Sneak Attack The lion deals 1d6 extra precision damage to flat-footed creatures.

Tiger

Tigers are solitary and territorial hunters, using their striped hides to blend into the forests and jungles they call home and preferring to attack with surprise.

TIGER

CREATURE 4

N LARGE ANIMAL

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +11, Athletics +13, Stealth +13
Str +5, **Dex** +3, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2

AC 21; **Fort** +13, **Ref** +11, **Will** +8
HP 60

Speed 30 feet
Melee ❖ jaws +13, **Damage** 1d10+7 piercing plus Grab
Melee ❖ claw +13 (agile), **Damage** 1d8+7 slashing
Pounce ❖ The tiger Strides and makes a Strike at the end of that movement. If the tiger began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The tiger deals 1d6 extra precision damage to flat-footed creatures.
Wrestle ❖ The tiger makes a claw Strike against a creature it is grabbing. If the attack hits, that creature is knocked prone.

SMILODON

Smilodons are large saber-toothed cats, apex predators that are significantly more muscular and broader than the other species of big cats. They often kill prey with a quick stab to the throat or other vulnerable spot. The smilodon's oversized fangs are particularly sought after as trophies.

SMILODON

CREATURE 6

N LARGE ANIMAL

Perception +14; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +12, Athletics +16, Stealth +12
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 23; **Fort** +15, **Ref** +12, **Will** +10
HP 110

Speed 30 feet
Melee ❖ fangs +16, **Damage** 2d10+6 piercing plus Grab
Melee ❖ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab
Pierce Armor ❖ The smilodon makes a fangs Strike against a creature it is grabbing. If the attack hits, the creature is knocked prone; if the creature is wearing armor with hardness 10 or lower, the armor is broken. If this Strike breaks a creature's armor or damages a creature who is unarmored or wearing broken armor, the creature also takes 2d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.
Pounce ❖ The smilodon Strides and makes a Strike at the end of that movement. If the smilodon began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The smilodon deals 1d6 extra precision damage to creatures that are flat-footed.



CAT LOCATIONS

Leopards are exceptionally adaptable, able to survive in any grassland, forest, or jungle, and even the fringes of deserts.

Lions live in grassy plains and savannas, although species adapted for temperate environs that dwell in mountains exist as well. Male mountain lions lack the mane of their somewhat larger grassland-dwelling kin, but are no less dangerous.

While tigers are most common in forests, they also inhabit grasslands and savannas as long as vegetation is dense, and their dens are often found in caves.

Smilodons live in wooded and grassland areas.

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THE CATFOLK NATION

Catfolk claim to hail from a far-off nation called Murraseth in southern Garund. It is a nation rumored to hold a dark secret at its center, the details of which its discreet inhabitants do not willingly divulge to outsiders. Indeed, few adventurers from the Inner Sea region have managed to gain entrance to Murraseth, let alone discover any of its mysteries.

Catfolk

Lithe and agile, with catlike features and long tails, the amurruns are wanderers, explorers, and extroverts who share a gregarious nature and an unbridled curiosity. This latter characteristic leads many individual amurruns into trouble, yet this inquisitiveness is paired with a penchant for good fortune that offsets much of their self-induced peril. They accept the term "catfolk" as a name for their people with grace and a hint of amusement.

Ever eager to explore and learn, catfolk have spread to other parts of the world from their native nations in the southern tropics, yet never in large groups. A lone catfolk can be found anywhere in the world, but it's rare to find a settlement beyond their traditional national borders. This is due to their innate wanderlust and insatiable wonder. As many a catfolk might say, "I've lived with my people my whole life, but you? You're new and different! There's so much to learn from you!"

Longstanding amurrun legends claim the catfolk were first created as guardians and were then charged with protecting the world from those sinister forces that exist at its fringes. Often, this charge manifests as a longstanding opposition to cultists of demon lords, archdevils, and other fiendish demigods. Many catfolk worship the spirits of creation, using serendipitous rituals to attract good fortune and banish ill luck in the spirits' name, while others venerate their own small pantheon of divinities. Those who travel often find comfort in the worship of Desna, whose teachings closely match their own predilections.

Catfolk adapt well to adventuring roles, and can be quite diverse in their areas of study and specialization. Those who follow the traditions of rangers and rogues are perhaps the most commonly encountered, but not overwhelmingly so. Their natural curiosity leads some catfolk to take up mystical arts, training as wizards or following a divine path to become clerics.



CATFOLK POUNCER

Catfolk pouncers travel the world in search of new experiences.

CATFOLK POUNCER **CREATURE 1**

CG MEDIUM CATFOLK HUMANOID

Perception +6; low-light vision

Languages Amurrun, Common

Skills Acrobatics +7, Athletics +6, Nature +4, Stealth +7, Survival +4

Str +3, **Dex** +4, **Con** +1, **Int** –1, **Wis** +1, **Cha** +1

Items greataxe, leather armor, spear (3)

AC 17; **Fort** +6, **Ref** +9, **Will** +4

HP 19

Cat's Luck ↻ (fortune) **Trigger** The catfolk pouncer fails or critically fails a Reflex saving throw. **Frequency** Once per day. **Effect** Reroll that saving throw and take the better result.

Speed 30 feet

Melee ❖ greataxe +8 (sweep), **Damage** 1d12+3 slashing

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4 +3 piercing

Sudden Charge ❖❖ The catfolk pouncer Strides up to double their Speed. If the catfolk ends their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

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Cauthooj

These large, flightless birds are deceptively agile, considering their long bodies and awkward, hopping gait. Solitary predators, they use their hypnotic warbling song to drive prey into a wild frenzy, manipulating them into attacking one another so that the cauthooj can then feast on the remains.

Known to some scholars as the puppet master bird, and to others as the shrill shrike, cauthoojs are widely reviled by most intelligent humanoids, in part because the birds seem to prefer humanoids to other prey. Cauthooj sightings typically lead to the creation of hunting parties to track the creature down before it can kill again, with would-be hunters typically stuffing their ears full of wax in an effort to avoid being affected by its cry. Those who have survived the creature's song report that the experience is uniquely unnerving, and almost all accounts agree that there is no other sound as terrible.

While one might assume the cauthooj is a dumb animal, these creatures are in fact quite a bit smarter than they look. Cauthoojs stalk the perimeter of remote settlements in hopes of finding a lone traveler they can feast upon. These patient creatures will wait in ambush as long as they must to sate their hunger. They can even understand a few rudimentary words in Sylvan, although they are incapable of clearly speaking themselves. This doesn't stop the cauthooj from attempting to mimic the sounds it hears, but when it does so, its eerie primal nature enhances the attempt, leading to the bird's signature ability to manipulate minds and encourage conflict, a trait the cauthooj is just barely smart enough to understand—and enjoy.

CAUTHOOJ CREATURE 12

N MEDIUM BEAST

Perception +22; thoughtsense (imprecise) 60 feet
Languages Sylvan (can't speak any language)
Skills Athletics +24, Stealth +25
Str +6, **Dex** +4, **Con** +7, **Int** –3, **Wis** +2, **Cha** +0
Thoughtsense (divination, mental, occult) The cauthooj senses a creatures mental essence at the listed ranged.

AC 33; **Fort** +25, **Ref** +20, **Will** +18
HP 215; **Resistances** sonic 15
Hop-Dodge ↷ (move) **Trigger** The cauthooj is the target of a melee Strike and is adjacent to another enemy that is also within the reach of the melee Strike. **Effect** The cauthooj nimbly hops aside, redirecting the triggering Strike against the adjacent enemy. The cauthooj Strides up to half its Speed, and this movement does not trigger reactions.

Speed 35 feet
Melee ❖ beak +26 (agile, deadly 1d12, reach 10 feet), **Damage** 2d12+12 piercing
Staccato Strike ❖ (mental, primal, sonic) With subtle alterations in the pitch and tone of its song, the cauthooj directs one creature confused by its Warbling Song to make a Strike. This works like other Strikes made by confused creatures, except that the cauthooj chooses the target. If no target is in reach or range, or the creature is unable to Strike for any other reason, this ability has no effect.
Warbling Song ❖❖ (auditory, incapacitation, mental, primal) The cauthooj gives a strange, ululating cry that causes nearby creatures to lash out violently and without control. Each creature within a 120-foot emanation that can hear the cauthooj must attempt a DC 32 Will save to resist the effect.
Critical Success The target is unaffected and is temporarily immune for 1 minute.
Success The target is unaffected.
Failure The target is confused for 1 round.
Critical Failure The target is confused for 1 round and immediately attacks itself (in the normal fashion for attacking oneself while confused). This Strike doesn't give the creature a flat check to recover from the confusion.



CAUTHOOJ TREASURE

Like magpies, cauthoojs are attracted to shiny baubles, and they often pick up choice treasures from their victims, depositing these trinkets in large piles in their lairs. Not all that glitters is gold, however, and adventurers will find as many colorful bits of string, broken mirror shards, and pieces of costume jewelry as they find coins, magic weapons, and other valuable treasures.

CAUTHOOJ LOCATIONS

Cauthoojs make their lairs in small caverns, alcoves, and similar out-of-the-way places, but claim large stretches of territory and wander many miles from their lairs in search of food. They often hunt in plains, prairies, and other large, open expanses.

Belly of the Beast

The adventure need not end simply because the party was ingloriously swallowed whole by a giant cave worm. Perhaps the PCs find an undigested item that helps them survive the inhospitable environ, or maybe the worm regurgitates them in a cavern far off from where they started. Whatever the specifics, you can easily draw from folklore and popular fiction to create your own "belly of the worm" adventure for heroes who wind up on the wrong side of the monster's scales.

Cave Worm

Cave worms are gigantic scavengers that bore through the depths of the world, eating whatever material they find. Named for their distinctive colorations, these worms are ravenous and display overwhelming destructive capabilities. Cave worms of different colors and abilities lurk in the more remote corners of the world—tales speak of white worms that dwell within immense glaciers or icebergs and gray worms that burrow through the boneyards of long-forgotten ruins, to name a few.

Purple Worm

The purple worm is the most common and infamous of the cave worms, a much-feared monster wandering the twisting tunnels of the Darklands that is capable of carving out entire cave systems. Tunnels bored by a purple worm don't always last long after these creature's passage, and areas where they nest are maddening mazes of passageways that lead nowhere, yet navigating the labyrinth to find the worm's central nest often yields amazing treasures left behind by the worm's prior victims.

PURPLE WORM **CREATURE 13**

N GARGANTUAN ANIMAL

Perception +20; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +30
Str +9, **Dex** –1, **Con** +7, **Int** –5, **Wis** –1, **Cha** –1



AC 32; **Fort** +28, **Ref** +21, **Will** +21
HP 270
Inexorable The purple worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.
Shake It Off ↻ **Frequency** once per day; **Trigger** The purple worm would be affected by a condition or adverse effect (such as *baleful polymorph*). **Effect** The purple worm negates the triggering condition or effect. Effects from artifacts, deities, or a similarly powerful source can't be avoided in this way.

Speed 40 feet, burrow 40 feet, swim 20 feet
Melee ❖ jaws +28 (deadly 2d10, reach 15 feet), **Damage** 3d10+15 piercing plus Improved Grab
Melee ❖ stinger +28 (agile, poison, reach 15 feet), **Damage** 2d12+15 piercing plus purple worm venom
Melee ❖ body +26 (reach 15 feet), **Damage** 1d10+13 bludgeoning
Ranged ❖ regurgitate +26 (brutal, range increment 60 feet), **Damage** varies (see ability)
Fast Swallow ↻ **Trigger** The purple worm Grabs a creature. **Effect** The worm uses Swallow Whole.
Purple Worm Venom (poison); **Saving Throw** DC 32 Fortitude, **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeebled 2 (1 round), **Stage 2** 6d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 8d6 poison damage and enfeebled 2 (1 round).
Regurgitate The purple worm can violently regurgitate a creature or boulder it has swallowed to make a ranged Strike. The Strike deals bludgeoning damage depending on the size of the projectile: Tiny deals 2d6+13, Small 3d6+13, Medium 4d6+13, Large 5d6+13, and Huge 6d6+13. A regurgitated creature takes falling damage from the height of the target or from 20 feet, whichever is greater.

Boulders occupy space in the worm's stomach as a creature of equivalent size, and purple worms often have several boulders swallowed. A purple worm can use a single action to swallow a new boulder.
Rock Tunneler A purple worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.
Swallow Whole ❖ Huge, 3d6+9 bludgeoning, Rupture 24
Thrash ❖❖ The worm makes a Strike once against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

AZURE WORM

The azure worm is a deep-blue creature that is more at home in flooded tunnels than dry caves. While an azure worm is a strong swimmer, it prefers to lie in wait within the walls, floor, or even ceiling of flooded caverns, ready to spring out and ambush creatures swimming past its hiding spot. The azure worm is particularly hated and feared by Darklands-dwelling cultures, due to the fact that an azure worm that burrows into a tunnel often brings with it waters from the submerged river or lake it calls home. When it becomes obvious that an azure worm is near a Darklands settlement, the inhabitants quickly establishing a hunting party to deal with the menace before it can bring ruin.

AZURE WORM — CREATURE 15

UNCOMMON | N | GARGANTUAN | AMPHIBIOUS | ANIMAL

Perception +22; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +33, Stealth +20 (+25 in water)
Str +10, **Dex** –1, **Con** +8, **Int** –5, **Wis** –1, **Cha** –1

AC 35; **Fort** +32, **Ref** +20, **Will** +23
HP 320
Inexorable As purple worm.
Shake It Off ↻ As purple worm.



RAVENOUS TUNNELERS

Cave worms are infamous for being nearly unstoppable and for swallowing their prey whole. A cave worm also ingests earth and minerals as it tunnels. The worm processes some of these minerals, resulting in its armored hide and toxic sting, while it leaves others behind—often including treasure or other valuables that incidentally serve to lure explorers into the worm's proximity and, more often than not, its gullet. While not completely mindless, cave worms are difficult to train, and most attempts to domesticate them (in theory, a cave worm would make an excellent mining resource) result in disaster.

Notorious Worms

Some societies view the immense cave worms as natural disasters or incarnations of wrathful gods. Cave worms that have been active in a region often become part of that area's local lore. For example, in the notorious Cinderlands of eastern Varisia, Shoanti have long told tales of Cindermaw, an immense crimson worm viewed by some as worthy of worship, and by others as the ultimate test of bravery.

Speed 40 feet, burrow 40 feet, swim 60 feet

Melee ❖ jaws +31 (deadly 2d10, reach 15 feet), **Damage** 3d12+16 piercing plus Improved Grab

Melee ❖ stinger +31 (agile, poison, reach 15 feet), **Damage** 4d6+16 piercing plus azure worm venom

Melee ❖ body +29 (reach 15 feet), **Damage** 2d8+14 bludgeoning

Azure Worm Venom (poison); **Saving Throw** DC 37 Fortitude, **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and clumsy 2 (1 round); **Stage 2** 4d6 poison damage and clumsy 2 (1 round); **Stage 3** 6d6 poison damage and clumsy 2 (1 round)

Breach ❖❖ The azure worm Swims up to its swim Speed, then Leaps vertically out of the water up to 30 feet, making a Strike against a creature at the apex of the jump (this lets it attack a creature within 45 feet of the water's surface). After the Strike, the worm splashes back down. It can use Improved Grab on this Strike and follow it up with Fast Swallow.

Fast Swallow ↷ **Trigger** The worm Grabs a creature. **Effect** The worm uses Swallow Whole.

Swallow Whole ❖ Huge, 3d8+10 bludgeoning, Rupture 27

Thrash ❖❖ As purple worm.

Crimson Worm

Among the most dangerous cave worms are the fiery crimson worms. In addition to being even larger than azure or purple worms, the crimson worm has a penchant for burrowing through volcanic regions that, over the generations, have infused it with a supernatural link to the Elemental Plane of Fire. The molten heart of an active volcano is an attractive lair for a crimson worm, as are the sprawling fields of bubbling magma found in the deepest reaches of the Darklands. Legends from ancient peoples, precursor dwarven societies, and colonists of the Elemental Planes populated moats of lava with crimson worms likely have some basis in truth, although the methods such ancients used to keep these "moat worms" contained and prevented them from chewing their way through fortress foundations must have been significant.

Crimson worms sometimes frequent areas on the surface where volcanism creates hot springs or other geothermal features, but even then they prefer to spend most of their time burrowing through the ground in their never-ending search for sustenance. Surface lands claimed by crimson worms are notable for the mound-shaped burrows these creatures leave behind as they dig.



CRIMSON WORM

CREATURE 18

RARE | N | GARGANTUAN | BEAST | FIRE

Perception +25; darkvision, tremorsense (imprecise) 100 feet

Skills Athletics +38

Str +10, **Dex** –1, **Con** +9, **Int** –3, **Wis** –1, **Cha** –1

AC 40; **Fort** +36, **Ref** +25, **Will** +27

HP 410; fire healing; **Immunities** fire; **Weaknesses** cold 15

Fire Healing As long as a crimson worm is in contact with a fire or body of magma at least as large as itself, it gains fast healing 20. When struck by a magical fire effect from anything other than itself, a crimson worm regains Hit Points equal to half the fire damage the effect would otherwise deal.

Inexorable As purple worm.

Shake It Off ↻ As purple worm.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee ❖ jaws +36 (deadly 3d10, fire, reach 20 feet), **Damage** 3d10+18 piercing plus 2d6 fire and Improved Grab

Melee ❖ stinger +36 (agile, fire, poison, reach 20 feet), **Damage** 2d12+18 piercing plus 2d6 fire and crimson worm venom

Melee ❖ body +34 (fire, reach 15 feet), **Damage** 2d10+16 bludgeoning plus 2d6 fire

Breath Weapon ❖❖ (evocation, fire, primal) The crimson worm breathes a blast of flame in a 60-foot cone that deals 18d6 fire damage to all creatures in the area (DC 41 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Crimson Worm Venom (poison); **Saving Throw** DC 41 Fortitude, **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and drained 1 (1 round), **Stage 2** 2d6 poison damage and drained 1 (1 round); **Stage 3** 2d6 poison damage and drained 2 (1 round).

Fast Swallow ↻ **Trigger** The worm Grabs a creature. **Effect** The worm uses Swallow Whole.

Rock Tunneler As purple worm.

Swallow Whole ❖ Huge, 3d10+10 bludgeoning plus 2d6 fire, Rupture 36

Thrash ❖❖ As purple worm.

CAVE WORM GUARDIANS

Cave worms are notoriously dim witted, driven primarily by purely animalistic needs to feed and reproduce. This hasn't prevented attempts to use them as guardians for their lairs, if not to tame them. Magic can be used to maintain control over a worm, but gifted, patient, and brave animal trainers can condition cave worms to serve in all manner of roles, such as living siege engines, shocking methods of executing foes, or merely pets.



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CENTAUR TREASURE

Centaurs appreciate fine weapons and armor. Some craft their own while others use quality armaments they take from their enemies; however, due to their forms, they are unlikely to use armor heavier than breastplates.

Centaur

Centaurs are legendary hunters and trackers who resemble heavily muscled humans with the bodies of powerful horses from the waist down. They are typically reclusive but haughty, quick to assume that their handsome physiques and long history of cultural traditions make them superior to any two-legged folk they encounter. While stories of bloody clashes between centaurs and humanoid settlers are well known, centaurs are neither intrinsically bloodthirsty nor recklessly aggressive. Rather, they are proud and stubborn and do not take kindly to outsiders who encroach on their ancestral grounds, some of which have been ruled by centaurs for thousands of years. Against despoilers of nature who fail to heed their warnings, centaurs do not hesitate to use their finely honed hunting skills to inflict deadly wounds.

Centaurs train with weapons as well as their heavy hooves, and the thunder of centaurs charging across the plains is often mistaken for a stampede or even an earthquake. Despite their insular nature, some centaurs form close alliances with elves, fey, gnomes, and isolated human communities. Such allies are often surprised to learn the depths of centaurs' honor, pragmatism, and wilderness lore. Rarely, a centaur leaves its tribe to travel the wider world. Such lone centaur wanderers more easily integrate into humanoid societies, but other centaurs are quick to assume that some dishonor led to their exile and thus give such vagabonds a wide berth.

Centaurs have incredible variation in their individual size and coloration. Their upper bodies are fairly similar within a tribe and even region, but their lower bodies—like those of horses—can vary widely from parent to child. Most centaurs are at least 7 feet tall and weigh more than 2,000 pounds.

Centaurs live in groups of dozens of members, usually led by an old, powerful seer or battle-hardened warrior who has carried out many noble deeds and earned a lifetime of respect from their comrades. The revered leader guides the habits of their entire group; a wise seer might encourage the tribe to roam far from civilization to preserve the ways of its ancestors, while an aggressive warrior might foster skirmishes with nearby humanoid settlements and even rival centaur groups.

CENTAUR — CREATURE 3

N LARGE BEAST

Perception +9; darkvision

Languages Common, Elven, Sylvan

Skills Athletics +11, Diplomacy +6, Intimidation +6, Nature +7, Survival +7

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Items breastplate, longsword, spear (3), steel shield (Hardness 5, HP 20, BT 10)

AC 20 (22 with shield raised), **Fort** +8, **Ref** +9, **Will** +9

HP 40

Shield Block ↻

Speed 40 feet

Melee ◆ hoof +9 (agile), **Damage** 1d10+4 bludgeoning

Melee ◆ longsword +11 (versatile P), **Damage** 1d8+4 slashing

Melee ◆ spear +11, **Damage** 1d6+4 piercing

Ranged ◆ spear +9 (thrown 20 feet), **Damage** 1d6+4 piercing

Trample ◆◆◆ Medium or smaller, hoof, DC 18

Centipede

Hunters and scavengers that live amid dung and detritus, centipedes are a relatively common and often reviled threat faced by adventurers. Scurrying about with surprising speed on the scores of legs attached to their long, segmented bodies, centipedes strike with poisoned mandibles to slow and torment their prey with a vicious toxin before they settle down to feed in slow and disgusting leisure.

Giant Centipede

Most giant centipedes (known as sewer centipedes when found in cities) nest in small groups but hunt alone when they seek out food. Attempts to domesticate giant centipedes for use as guardians or pets generally end poorly, but some tribes of goblins, kobolds, and mitflits have developed effective methods of utilizing these vermin as guardians. Other tribes and some humanoid societies roast and eat centipedes, often with pungent peppers as a savory delicacy, although care must be taken in preparing the meal to avoid tainting the flesh with the creature's venom.

Giant Centipede — Creature -1

N MEDIUM ANIMAL

Perception +6; darkvision
Skills Acrobatics +6, Athletics +2, Stealth +6
Str –1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –4

AC 15; **Fort** +7, **Ref** +6, **Will** +2
HP 8

Speed 30 feet, climb 30 feet
Melee ❖ mandibles +6 (finesse), **Damage** 1d4–1 piercing plus giant centipede venom
Giant Centipede Venom (poison); **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round) **Stage 3** 1d12 poison damage, clumsy 1, and flat-footed (1 round)

Centipede Swarm

Swarms of centipedes are dangerous indeed, ravenous carpets of skittering hunger capable of devouring a traveler whole in a matter of minutes. Some alchemists submerge whole centipedes taken from swarms in their elixirs and some mutagens, claiming such infusions increase potency, though other say this is nothing more than quackish claptrap. Kobolds and mitflits are both known to incorporate swarms of centipedes into cunning traps, from simple pits filled with vermin or more complex affairs involving chutes that dump the vermin onto the heads of unwary intruders.

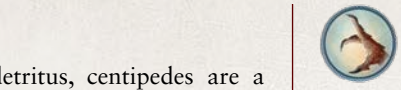
Centipede Swarm — Creature 3

N LARGE ANIMAL SWARM

Perception +9; darkvision, tremorsense (imprecise) 30 feet
Skills Acrobatics +9, Athletics +7, Stealth +9
Str +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –4

AC 18; **Fort** +8, **Ref** +11, **Will** +5
HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Speed 30 feet, climb 30 feet
Centipede Swarm Venom (poison); **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and flat-footed (1 round); **Stage 2** 1d8 poison damage, clumsy 1, and flat-footed (1 round)
Swarming Bites ❖ Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) plus centipede swarm venom.



Centipede Species

Centipedes take nearly countless forms amid nearly every climate, with specific traits and abilities varying wildly between species. Tangled forests, arid deserts, foul sewers, deep caverns, and abandoned buildings are all common haunts for centipedes, from oversized specimens capable of taking down significant prey alone to carpets of frenzied vermin gathered into a dangerous swarm. Larger and more specialized centipedes than the two presented here exist, such as the sleek giant whiptail centipede or the immense titan centipede.



Changeling Exiles

Changelings who resist the Call and abandon the society that raised them become exiles like the one presented on this page—creatures who live solitary lives in the wild and are often driven to desperate measures to survive, taking up the lifestyles of highway bandits or risk-taking wilderness guides.



Changeling

Children of hags, destined to become hags themselves, changelings face a life of conflict. Born of supernatural creatures who kill and consume the child's father, changelings are deposited into their father's society to be raised. These offspring appear to be members of their paternal ancestry, and changelings have been found among dwarves, gnomes, orcs, goblins, and numerous others, but human-ancestry changelings are by far the most common. Within the normal range for their ancestry, changelings tend toward slighter builds, darker hair, and pale complexions, though their most common feature is a nearly universal heterochromia, leading to widespread superstition about individuals with differently colored eyes.

As changelings come of age, they sometimes manifest abilities granted by their hag heritage. Some gain the ability to see in the dark, some grow fingernails long and hard enough to serve as claws, and others gain even stranger abilities specific to their hag mother. For instance, dream mays, the children of night hags or their cousins the dreamthief hags, can gain an enhanced ability to resist the magic of dreams and sleep. Other types of changelings include slag mays, the children of annis hags; callow mays, the children of green hags; brine mays, the children of sea hags; and others for each type of hag.

As beings infused with supernatural power, changelings find themselves able to command various traditions of magic, with many drawn to either the occult magic common among hags or primal magic.

At roughly the same time in their lives, many changelings—women in particular—begin to hear the Call, a psychic urging from their hag mother luring them away from the communities that raised them. If followed, the Call eventually leads the changeling to the hag's coven, where they are subjected to terrible rituals that twist them into hags themselves. Some changelings, especially those who have strong social bonds or embrace druidic traditions, are able to resist this Call and continue on with their mortal lives. The fact that the Call disproportionately targets female changelings has led to a widespread misunderstanding that all changelings are female, while in fact male changelings are simply assumed to be members of their paternal ancestry.

Changeling Exile

This changeling exile is the child of a night hag or dreamthief hag.

Changeling Exile **Creature 3**

CN | Medium | Changeling | Human | Humanoid

Perception +11; darkvision

Languages Common, Druidic

Skills Deception +9, Medicine +9, Nature +11, Stealth +8, Survival +9

Str +4, **Dex** +1, **Con** +0, **Int** +0, **Wis** +4, **Cha** +2

Items leather armor, staff

AC 19; **Fort** +7, **Ref** +8, **Will** +11; +2 circumstance to all saves vs. dream and sleep

HP 45

Speed 25 feet

Melee ❖ claws +11 (agile), **Damage** 1d4+4 slashing

Melee ❖ staff +11 (two-hand d8), **Damage** 1d4+4 bludgeoning

Primal Prepared Spells DC 21, attack +11; **2nd** *darkness*, *humanoid form*, **1st** *burning hands*, *shillelagh*, *ventriloquism*; **Cantrips (2nd)** *dancing lights*, *produce flame*, *read aura*, *tanglefoot*

Druid Order Spells DC 21; **2nd** (1 Focus Point) *wild morph*, *wild shape*

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Chimera

The chimera is the archetypal example of an unnatural monster made up of a monstrous mix of wildly different component creatures: in this case, a lion, a dragon, and a goat. Wild, hateful, and hungry, it tries to eat any creature it sees, but sometimes a strong-willed master is able to compel a chimera to serve as a guardian or even a mount.

CHIMERA — CREATURE 8

UNCOMMON | CE | LARGE | BEAST

Perception +16; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +14, Athletics +18, Stealth +18
Str +6, **Dex** +2, **Con** +4, **Int** −3, **Wis** +2, **Cha** +0

AC 27; **Fort** +18, **Ref** +16, **Will** +14
HP 135

Three Headed Any ability that would sever a chimera's head (such as a critical hit with a *vorpal weapon*) severs one head at random. Losing a head doesn't kill a chimera (as long as it has one head left), but it does prevent it from making Strikes with the lost head or using the head's Breath Weapon.

Triple Opportunity A chimera gains 2 extra reactions each round that it can use only to make Attacks of Opportunity. It must use a different head for each reaction, and it can't use more than one on the same triggering action. If it loses one of its heads, it also loses one of these extra reactions.

Attack of Opportunity ↻

Speed 25 feet, fly 40 feet

Melee ❖ dragon jaws +20, **Damage** 2d6+9 piercing plus 2d6 energy damage (see draconic bite)

Melee ❖ lion jaws +20, **Damage** 2d10+9 piercing

Melee ❖ goat horns +20, **Damage** 2d10+9 piercing

Melee ❖ claw +20 (agile), **Damage** 2d6+9 slashing

Breath Weapon ❖❖ (arcane, evocation) The chimera breathes a cone or line that deals 9d6 damage to all creatures in the area (DC 26 basic save of a type indicated below). The color of the chimera's dragon head determines the area of the Breath Weapon, the type of damage it deals, and the type of save to avoid it. The chimera can't use Breath Weapon again for 1d4 rounds.

- **Black** 60-foot line of acid (Reflex)
- **Blue** 60-foot line of electricity (Reflex)
- **Green** 30-foot cone of poison (Fortitude)
- **Red** 30-foot cone of fire (Reflex)
- **White** 30-foot cone of cold (Reflex)

Draconic Bite A chimera's dragon head deals an extra 2d6 damage of a type matching the dragon's color (see Breath Weapon).

Three-Headed Strike ❖❖ The chimera makes a Strike with its dragon jaws, lion jaws, and goat horns, each at a −2 penalty and targeting a different creature. These Strikes count as only one attack for the chimera's multiple attack penalty, and the penalty doesn't increase until after it has made all three attacks.

KOBOLD ADORATION

Some kobold groups are fond of chimera guardians or pets, but few kobolds have the bravery or resources to keep a chimera happy for long. While chimeras are often pressed into service by more intelligent creatures, it's also not unheard of for a chimera to keep a herd of unintelligent animals—lions, goats, or even serpents—as both companions and food supply.



Chuul Treasure

While chuuls are uninterested in money, gems, tools, or magic of any kind, they have a nearly compulsive need to collect trophies of their victories, perchance to savor the memories of the kill and the meat. What treasure they have are typically such mementos.

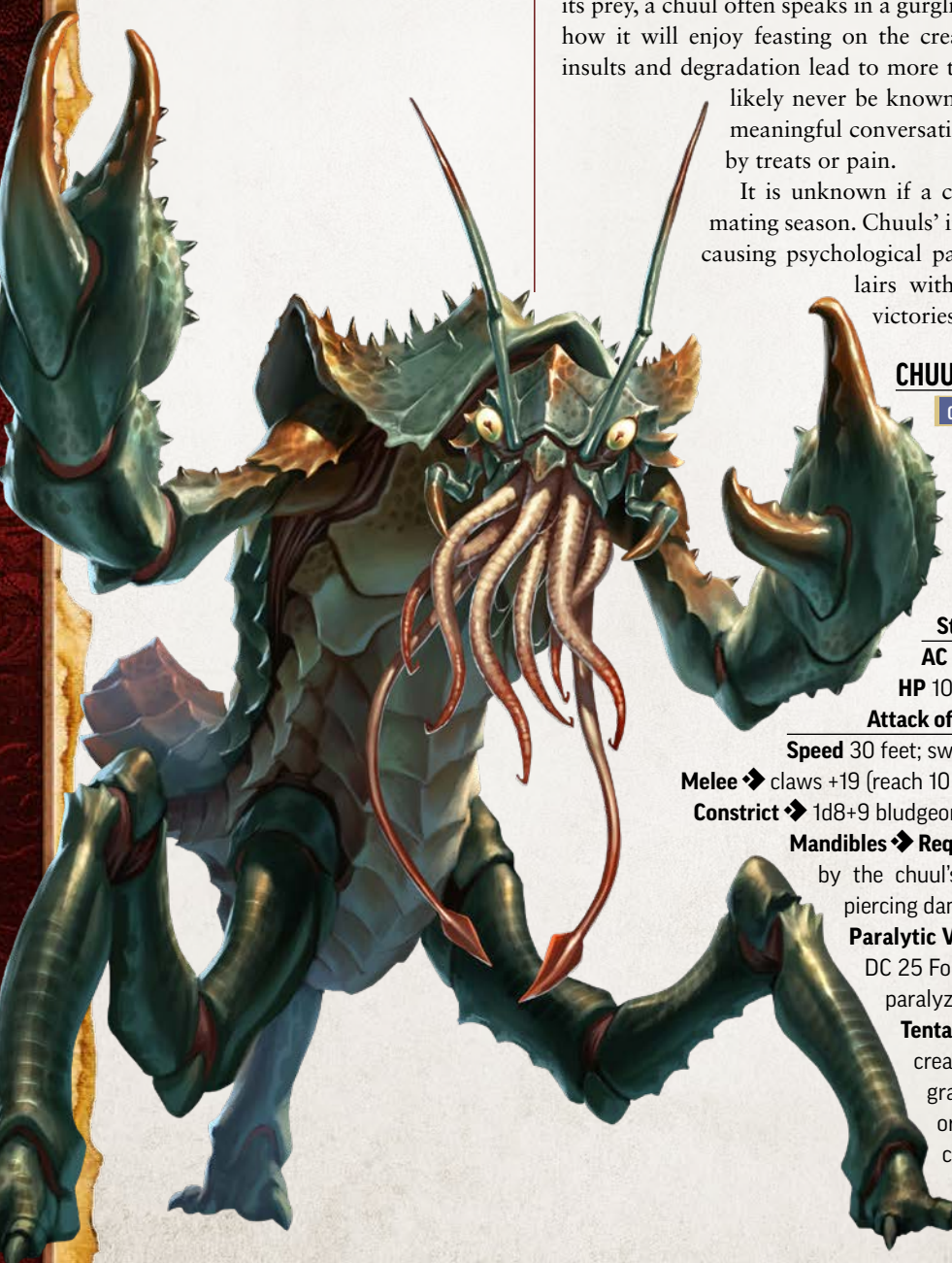
Chuul

Also known as chu'ulothis, these large, armor-plated, crustacean predators lurk beneath the surface of pools, mires, and ponds, waiting to snatch up prey with their massive claws before paralyzing them with their tentacles. At that point, they begin to feed, eating their quarry alive.

Chuuls can live in fresh or saltwater, and indeed are found in aquatic environs the world over—even in the subterranean oceans and lakes of the Darklands. While chuuls are good swimmers, they prefer terrestrial prey. Their preferred method of hunting is by lunging out of the water, paralyzing their victims with their poison-coated tentacles, then gleefully dragging their twitching food into the water to drown if they cannot simply eat such morsels alive. Chuuls that dwell aboveground prefer to dine on lizardfolk, while those swimming the subterranean lakes of the Darklands readily eat anything but xulgaths, whose flavor and stink they find off-putting.

Chuuls are capable of speech and reason, but these creatures rarely speak with those outside their species except to taunt their food. Before it begins consuming its prey, a chuul often speaks in a gurgling, nearly incomprehensible dialect about how it will enjoy feasting on the creature's flesh. Perhaps chuuls believe that insults and degradation lead to more tender and tastier food, but the truth will likely never be known; almost all chuuls stubbornly refuse any meaningful conversation, even when imprisoned and compelled by treats or pain.

It is unknown if a chuul society exists beyond their frenzied mating season. Chuuls' intellects seem devoted only toward eating, causing psychological pain to sentient creatures, decorating their lairs with mementos of their favorite meals and victories, and breeding.



Chuul — Creature 7

CE Large Aberration Amphibious

Perception +15; darkvision, tremorsense (imprecise) 30 feet

Languages Aklo, Common (or Undercommon, for Darklands variants)

Skills Athletics +17, Nature +13, Stealth +14, Survival +13

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** –1

AC 28; **Fort** +18, **Ref** +15, **Will** +12

HP 100; **Immunities** poison

Attack of Opportunity ↻

Speed 30 feet; swim 25 feet

Melee ❖ claws +19 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Grab

Constrict ❖ 1d8+9 bludgeoning, DC 25 (grabbed by claws only)

Mandibles ❖ **Requirement** A creature is grabbed and paralyzed by the chuul's tentacles. **Effect** The creature takes 3d6 piercing damage.

Paralytic Venom (incapacitation, poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** paralyzed (1 round).

Tentacle Transfer ❖ **Requirement** The chuul has a creature grabbed. **Effect** The chuul transfers the grabbed creature from its claws to its tentacles, or vice versa. A creature is exposed to the chuul's paralytic venom when transferred into the tentacles and at the start of each of the chuul's turns if it remains grabbed by the tentacles.

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Cloaker

Weird and paranoid creatures that dwell in the Darklands, cloakers resemble hideous, flying manta rays. Crafty and careful hunters, their motivations, their patterns of attack, and even their societies and history are often an inscrutable jumble of contradicting reports, confused rumors, and terrifying accounts.

Like many of the stranger creatures of Golarion, cloakers were originally created by the alghollthus, who bred them to spy on their Azlanti thralls. Upon the fall of the Azlanti empire, the alghollthus cast out their cloaker creations, who, in turn, fled to the lower reaches of the Darklands. Amid the vaults and twisted corridors of their new home, their attitudes—particularly regarding their apprehension toward their former masters—changed dramatically. Suspicion became paranoia, egotism, sadism, and much worse. Now, most cloakers lead solitary lives, stalking the Darklands for easy prey and delving deeper into internal horrors. Their paranoia is so great that they interact only rarely even with their own kind, encountering another cloaker only briefly to mate before flitting back to isolation.

But there are exceptions. Every so often, a charismatic cloaker priest can call together a dark cabal of these creatures and other Darklands denizens to worship unspeakable ancient gods. These rare cloakers whip their acolytes and followers into a frenzy of dark rituals and heinous acts. While these cults are depraved and destructive, they rarely survive longer than their founder.

CLOAKER — CREATURE 5

CN LARGE ABERRATION

Perception +12; darkvision
Languages Aklo, Undercommon
Skills Deception +14 (+16 to Impersonate a cloak, sheet, or ray), Religion +12, Stealth +14
Str +5, **Dex** +3, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1
Shadow Shift Cloakers are concealed in dim light even to creatures with low-light vision and darkvision.

AC 22; **Fort** +13, **Ref** +12, **Will** +12
HP 80

Speed 10 feet, fly 30 feet
Melee ❖ jaws +14, **Damage** 1d10+7 piercing
Melee ❖ tail +14 (agile, reach 10 feet), **Damage** 2d6+7 slashing
Envelop ❖ (attack, incapacitation) The cloaker makes an attack roll with a +14 bonus against an adjacent creature's Reflex DC. If it succeeds, it envelops the target, who is restrained. Attacks that hit an enveloping cloaker deal half their damage to the cloaker and half to the trapped victim. The cloaker can't Fly, and when it moves using its land Speed it moves the enveloped creature with it. The cloaker can make only jaws Strikes against the restrained creature but can make tail Strikes against other creatures.

A creature that voluntarily puts on the cloaker becomes engulfed automatically. A cloaker can engulf only Large or smaller creatures, and no more than one creature at a time.

Infrasonic Moan ❖❖ (auditory, emotion, mental) The cloaker lets out an infrasonic moan that has one of the effects below. A creature that succeeds at a DC 22 Will save is unaffected. Any creature that attempts this save becomes temporarily immune for 1 hour. Because the moan is infrasonic, most humanoids don't detect the source of their plight if they aren't already aware of the cloaker.

- **Fear** (fear, incapacitation) Each creature within a 30-foot emanation becomes frightened 1 (or, on a critical failure, frightened 2 and fleeing until the end of its next turn).
- **Nausea** Each creature within a 30-foot emanation falls prone and become sickened 2.
- **Stupor** The cloaker targets a single creature within 30 feet. The creature becomes clumsy 1 and stupefied 1 for 1 minute.

CLOAKER ALLIES

On the rare occasions that cloakers associate with other creatures, they tend to ally with those ulat-kinis (page 12) who are no longer the thralls of the alghollthus and, rarely, with deros (pages 84–85), though they consider the latter irrational and untrustworthy. Cloakers never willingly associate with alghollthus.

CLOAKER LOCATIONS

Cloakers isolate themselves within the deeper parts of the Darklands and are concentrated in Sekamina and Orv. They tend to avoid Nar-Voth due to its proximity to the surface.



Cockatrice Treasure

Cockatrice lairs sometimes include discarded gear from past victims or smooth, pretty stones disgorged from the creature's craw. Gem workers especially prize precious stones that have been polished to perfection in a cockatrice's crop, and may pay a high price for these so-called "cockatrice rocks." Soft materials suitable for nesting, such as cloth and leather, rarely survive a cockatrice's attentions, but metal goods are often left in fine working order, since cockatrices seem to have little interest in anything shiny they can't fit in their gullet.

Cockatrice

Ugly and aggressive, the dread cockatrice stalks garbage pits and hillside dumps in search of prey that it can turn to stone with its petrifying beak and subsequently consume piece by broken piece. Cockatrices resemble gaunt and sickly roosters with bat wings and serpentine tails, and they rarely grow more than 2 feet tall and twice as long. Their absentminded clucking gives smart prey ample warning of their presence, and when angered cockatrices let out a shrill crow like that of a rooster. Their peck releases a magical toxin that causes flesh to quickly calcify, and any creature pecked repeatedly by an irritable cockatrice eventually transforms into a stone statue of itself.

The first cockatrice is rumored to have hatched from a rooster's egg incubated on a dung hill by a toad. Whether or not the rumor is true, the cockatrice's monstrous appearance certainly doesn't contradict its strange and filthy origin story, and these creatures are more than capable of propagating on their own. Cockatrices are remarkably fecund and gather in flocks of up to a dozen members. Each flock contains only a few females. The males—which differ in appearance from the females by having warty wattles and gnarled combs—often fight with each other, with lower-ranking males eventually driven away to find their own lairs or compete among other flocks. Most creatures who run afoul of a solitary cockatrice do so with one of these surly outcasts.

Cockatrice lairs are often littered with fragments of statuary from past victims—although these are as likely to be remnants of frogs, lizards, and insects as people. Curiously, weasels and ferrets, who infiltrate cockatrice lairs to steal their eggs, are immune to the creatures' petrifying bites. For unknown reasons, cockatrices are both terrified of and enraged by conventional roosters, and they are equally likely to flee or attack when confronted by one.

Particularly brave (or foolhardy) individuals sometimes keep cockatrices as pets or guard animals. In their natural habitat among plains, forests, and sewers near humanoid settlements, cockatrices are content to live off vermin or scraps of waste, but their greatest pleasure is consuming warm meals of freshly petrified flesh.



Cockatrice — Creature 3

N Small Beast

Perception +8; darkvision

Skills Acrobatics +11

Str –2, **Dex** +4, **Con** +1, **Int** –3, **Wis** +1, **Cha** –1

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 45; **Immunities** calcification

Speed 20 feet, fly 40 feet

Melee ❖ beak +13 (finesse, magical), **Damage** 1d8–2 piercing plus calcification

Calcification (incapacitation, primal, transmutation) A peck from a cockatrice hardens the flesh of the creature struck. The target must succeed at a DC 20 Fortitude save or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against calcification increase the slowed condition. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified.

Every 24 hours after it was petrified, the victim can attempt a DC 20 Fortitude save to recover. On a success, it becomes flesh again, but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn't slowed. On a failure, the creature remains petrified, but can try again in 24 hours. On a critical failure, the petrification is permanent, and the creature can't attempt any more saves.

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Crocodile

Powerful and primeval in appearance, crocodiles are dangerous natural predators that dwell in marshes, riverbeds, swamps, and other wetlands.

Crocodile

Crocodiles can be found basking on riverbanks, lurking in swamps, or floating in lakes. They are usually are indistinguishable from logs when viewed from afar—at least until they attack. Alligators have similar statistics, but because they often live in more temperate climates, they endure cold temperatures better. Unlike alligators, crocodiles can tolerate salt water. Both are formidable predators that are likely to devour careless adventurers who fail to watch where they step.

CROCODILE — CREATURE 2

N LARGE ANIMAL

Perception +7; low-light vision
Skills Athletics +8, Stealth +7 (+11 in water)
Str +4, **Dex** +1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –4

AC 18; **Fort** +9, **Ref** +7, **Will** +5
HP 30

Speed 20 feet, swim 25 feet
Melee ❖ jaws +10, **Damage** 1d10+4 piercing plus Grab
Melee ❖ tail +10 (agile), **Damage** 1d6+4 bludgeoning
Aquatic Ambush ❖ 35 feet
Death Roll ❖ (attack) **Requirement** The crocodile must have a creature grabbed. **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.
Deep Breath The crocodile can hold its breath for about 2 hours.

Deinosuchus

The deinosuchus is a primeval relative of the crocodile, and is an enormous predator capable of catching and eating dinosaurs that wander too close to its domain!

DEINOSUCHUS — CREATURE 9

N HUGE ANIMAL

Perception +17; low-light vision
Skills Athletics +20, Stealth +16 (+20 in water)
Str +7, **Dex** +3, **Con** +5, **Int** –5, **Wis** +2, **Cha** –4

AC 26; **Fort** +20, **Ref** +16, **Will** +15
HP 175

Speed 30 feet, swim 40 feet
Melee ❖ jaws +22 (reach 15 feet), **Damage** 2d10+13 piercing plus Grab
Melee ❖ tail +20 (agile, reach 15 feet), **Damage** 1d10+11 bludgeoning
Aquatic Ambush ❖ 50 feet
Deep Breath A deinosuchus can hold its breath for about 2 hours.
Swallow Whole ❖ (attack) Large, 2d8+7 bludgeoning, Rupture 18



CROCODILE RESOURCES

A crocodile's skin can be used as leather, and its meat is chewy and mild, though even a large crocodile doesn't usually yield more than 50 pounds of usable meat.

CROCODILE LOCATIONS

Crocodiles often live in warm, tropical areas, either in fresh or salt water. Alligators are found in more varied climates, but only in fresh water. Deinosuchuses, particularly the largest and most dangerous of their kind, prefer estuaries, bays, or other brackish bodies of water connected to both river and sea.

Lost Civilizations

Cyclopes dwell in or near the remains of their lost civilizations—notably Ghol-Gan in Garund, Koloran in northwestern Casmaron, and various kingdoms in Iblydos. Ruins of Ghol-Gan still dot the archipelago of the Shackles, and untold numbers of treasures belonging to the ancient cyclops empire still await discovery. Pirates and treasure hunters regularly conduct expeditions in search of lost Ghol-Gani relics, but many of these voyages never return. Among those that do, survivors speak of terrible curses, gruesome traps, and one-eyed undead guardians.

Cyclops

The cyclopes are violent giants with a tragic past. Although they possess only one eye, they could once see far more than most, possessing occult wisdom and divinatory magic that gave them the mystic ability of foresight. But their legendary oracular powers failed to prevent the fall of their society, and the vast kingdoms of the cyclops long ago collapsed into ruin. Today, cyclopes have forgotten much of what they once knew, and they skulk among the crumbling remains of their fallen cities like forgotten kings and queens gone mad.

Cyclops

The kingdoms of the cyclopes date to an age before the rise of humanity, when dragons and giants and serpentfolk ruled the world. The cyclopes built enormous stone cities and prayed to ancient gods of brutality and wrath, but their power to foresee the future failed them, and their civilization collapsed. Today, most cyclopes have virtually no knowledge of the former glory of their kind, even though it is not uncommon for them to dwell among the ruins of their greatness. Cyclops cities include monuments and imposing murals which depict their peoples' history, but few now among them can read or interpret these relics of the past.

In addition to their single eye, cyclopes are also famous for their never-ending hunger, an appetite so all-consuming that some scholars theorize it may in fact be some kind of curse. The ever-present hunger of the cyclopes seems to have some connection to the death of their civilization—though whether this voracity was the cause or a side-effect of their people's downfall is likely destined to remain a mystery.

Although details of the cyclopes' gods have largely been lost to the annals of time, what little is known about these deities suggests they were vindictive and petty enough to curse their own people if they felt neglected or badly served.



Cyclops **Creature 5**

Uncommon | NE | Large | Giant | Humanoid

Perception +12; low-light vision

Languages Common, Cyclops, Jotun

Skills Athletics +14, Fortune-Telling Lore +13, Intimidation +10, Survival +12

Str +5, **Dex** –1, **Con** +2, **Int** +0, **Wis** +3, **Cha** –1

Items greataxe, heavy crossbow (10 bolts), hide armor

AC 21; **Fort** +13, **Ref** +8, **Will** +12

HP 80

Ferocity ↻

Flash of Insight ◈ (divination, occult, fortune) **Frequency** once per day; **Trigger** The cyclops is about to roll a d20. **Effect** The cyclops peers into an occluded spectrum of possible futures. It gets a success (but not a critical success) on the roll instead of rolling.

Speed 30 feet

Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+9 slashing

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Ranged ❖ heavy crossbow +8 (range increment 120 feet, reload 2), **Damage** 1d10+4 piercing
Swipe ❖❖ (flourish) The cyclops makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the cyclops's multiple attack penalty.

GREAT CYCLOPS

Gigantic, dim-witted loners, the great cyclopes embody their lesser kin writ large. They are both stronger and more violent, but their uncontrolled vision into possible futures has driven them beyond reason. They see every moment as a potential storm of uncontrollable fury, and out of a desperate desire for peace, quiet, and an end to their hunger, they lash out at all who come near. Wise creatures avoid great cyclopes at all cost.

Debate has long raged over the origins of these massive, destructive giants. They are so large that it had long been assumed they were used as beasts of burden by their lesser kin, but they are now free to hunt and kill without restraint. Other scholars believe the great cyclops is the ultimate fate of the entire cyclops species. Whatever foolish decision or wayward curse caused the end of their civilization is still playing out, occasionally causing a cyclops to withdraw from its own kind, lose all semblance of intellect, and mutate into a lumbering, feral colossus. It is fortunate indeed that the great cyclops prefers to dwell far from humanoid settlements, because its immeasurable bloodlust inspires it to destroy virtually anything that moves, from dinosaurs and other monsters to the occasional explorer or soon-to-be-lost caravan.

GREAT CYCLOPS — CREATURE 12

UNCOMMON | CE | HUGE | GIANT | HUMANOID | MUTANT

Perception +22; low-light vision
Languages Common, Cyclops, Jotun
Skills Athletics +25, any one Lore +18, Survival +22
Str +7, **Dex** +1, **Con** +6, **Int** –2, **Wis** +4, **Cha** –1
Items greatclub, hide armor

AC 32; **Fort** +25, **Ref** +19, **Will** +22
HP 235
Catch Rock ↻
Ferocity ↻
Flash of Brutality ◈ (divination, fortune, occult) **Frequency** once per day, and recharges when the great cyclops uses Ferocity; **Trigger** The great cyclops succeeds at an attack roll. **Effect** The attack becomes a critical success.

Speed 40 feet
Melee ❖ greatclub +25 (backswing, reach 15 feet, shove), **Damage** 3d10+13 bludgeoning
Melee ❖ horn +25 (reach 15 feet), **Damage** 2d10+13 piercing
Melee ❖ fist +25 (agile, reach 15 feet), **Damage** 3d4+13 bludgeoning
Ranged ❖ rock +23 (brutal, range increment 120 feet), **Damage** 4d6+7 bludgeoning
Powerful Charge ❖❖ The great cyclops Strides twice and makes a horn Strike. If it moved at least 20 feet away from its starting position, the Strike's damage is increased to 3d10+20.
Throw Rock ❖

CYCLOPS SEERS

Great cyclopes are traditionally violent creatures, but some retain fragments of the old ways that lull them into periods of calm. During such times, they can be incredible sources of information, but one must take care to be well away from the great cyclops's lair before its bestial rage wakens once more.



Daemonic Divinities

Numerous powerful and unique daemon demigods, known collectively as harbingers, rule over swaths of Abaddon. Above these demigods, though, are entities of even greater power—the four Horsemen of the Apocalypse. As the eons go on, the names and identities of specific horsemen change. Currently, they consist of Apollyon (Horseman of Pestilence), Charon (Horseman of Death), Szuriel (Horseman of War), and Trelmarixian (Horseman of Famine). Of these, only Charon has never fallen to an upstart. Some hold that a "Fifth Horseman" once ruled over the other four, while others maintain that the eternally eclipsed sun in the skies above Abaddon is all that remains of this long-dead god.

Daemon

Denizens of the bleak and terrible plane of Abaddon, daemons are shaped by and devoted to the destruction of life in all its forms. They seek the death of every mortal being by the most painful and horrible means possible, all in service to the apocalyptic entities known as the Four Horsemen. Each kind of daemon represents a different way to die, and their powers are nearly always aimed at spreading that particular form of death. Through the use of these powers, they seek to drag all existence down into a pit of hopelessness and despair, and to commit all souls to oblivion.

While those who summon daemons to the Material Plane usually seek to use the creatures' destructive and corrupting powers for their own ends, daemons always look for ways to spread fear, doubt, and despair wherever they go. Often, daemons disguise their plots as the workings of other fiends, knowing that such confusion compounds mortals' fear.

While all fiends seek to tempt mortals into lives of evil to increase their own numbers and power on their native planes, daemons are further driven by a supernatural hunger for mortal souls and use a variety of methods—not least of which is the cacodaemons' soul gems—to entrap them. On Abaddon and in other forbidding places across the multiverse, souls are simultaneously a delicacy, a trade good, and a source of magical power, and the daemons are among the greatest gluttons, merchants, and abusers of this spiritual "resource."

Cacodaemon (Harvester Daemon)

These embodiments of demented violence and spite are spawned from eddies of angry and warped souls amid Abaddon's mists. Cacodaemons constantly hunger for mortal souls and yearn to create suffering. As gnashing spheres of teeth, fins, and spines, they are the weakest of daemonkind, an amalgam of various petty forms of death without the strength that comes from focusing on a single cause of demise.



Cacodaemon **Creature 1**

NE | Tiny | Daemon | Fiend

Perception +6; darkvision

Languages Common, Daemonic; telepathy 100 feet

Skills Acrobatics +8, Deception +5, Religion +6, Stealth +8

Str +0, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +2

AC 16; **Fort** +7, **Ref** +8, **Will** +6

HP 22; **Immunities** death effects; **Weaknesses** good 3

Speed 5 feet, fly 40 feet

Melee ❖ jaws +8 (agile, disease, evil, finesse, magical) **Damage** 1d8 piercing plus 1d4 evil and cacodaemonia

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *detect alignment* (at will; good only), *fear*; **Cantrips (1st)** *detect magic* (at will)

Cacodaemonia (disease) The cacodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier (1 day); **Stage 2** stupefied 1 (1 day); **Stage 3** stupefied 2 (1 day)

Change Shape ❖ (concentrate, divine, polymorph, transmutation)

- **Lizard** Speed 20 feet; **Melee** jaws +8 (agile, finesse), **Damage** 1d8+1 piercing
- **Octopus** size Small; Speed 20 feet, swim 30 feet; **Melee** tentacle +8 (finesse), **Damage** 1d8+1 bludgeoning plus Grab; **Melee** beak +8 (agile, finesse), **Damage** 1d6 piercing plus 2 poison
- **Scorpion** size Small; Speed 30 feet; **Melee** pincer +8 (agile, finesse), **Damage** 1d6+1 bludgeoning plus Grab; **Melee** stinger +8 (agile, finesse), **Damage** 1d6+1 piercing plus 1d4 poison

Soul Lock ❖❖❖ (death, divine, necromancy) Once per day, a cacodaemon can ingest the soul of a sentient creature within 30 feet that died within the last minute. When it does, the

cacodaemon grows a fist-sized soul gem (Hardness 2, HP 8) in its gut and can regurgitate it at any time as an Interact action. Destroying the gem frees the soul within but does not return the deceased creature to life. The caster of a spell to return a creature to life whose soul is trapped within a soul gem must succeed at a DC 30 Religion check. On a success, the soul gem shatters and the creature is returned to life as normal for the spell.

By using an Interact action, a fiend can ingest a soul gem it is holding, condemning the soul to the fiend's home plane. The fiend gains fast healing 5 for 1 minute.

SOUL GEMS AS TREASURE

Soul gems are traded in illicit markets, a tradition celestials and psychopomps alike find vile. Soul gems' value varies, but is generally worth an amount relative to the level of a gem's captive soul.

CEUSTODAEMON (GUARDIAN DAEMON)

Ceustodaemons are formed from the souls of vile mortals, particularly those who took efforts to hasten their own death, their willingness shaping them into daemonic servants. Their otherworldly senses make them useful for protecting vaults and similar locations on the Material Plane. Ceustodaemons are created to serve, but always seek ways to subvert their bindings, so they can rend their mortal summoners' flesh. The worst type of conjurer calls upon ceustodaemons merely to set them free into the world in hopes of currying favor with the powers of Abaddon.

CEUSTODAEMON CREATURE 6

NE LARGE DAEMON FIEND

Perception +14; darkvision, *see invisibility*
Languages Common, Daemonic; telepathy 100 feet
Skills Deception +15, Intimidation +13, Stealth +12, Survival +10
Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** + 3
AC 23; **Fort** +16, **Ref** +12, **Will** +12
HP 130; **Immunities** death effects; **Weaknesses** good 10
Speed 25 feet
Melee ❖ jaws +16 (evil, reach 10 feet), **Damage** 2d10+5 piercing plus 1d6 evil and vicious wounds
Melee ❖ claw +16 (agile, evil, magical, reach 10 feet), **Damage** 2d6+5 slashing plus 1d6 evil and vicious wounds
Divine Innate Spells DC 23; **7th** *fly*, **4th** *dimension door* (at will), **3rd** *dispel magic* (×2), *paralyze*, **1st** *detect alignment* (at will; good only); **Constant (2nd)** *see invisibility*
Breath Weapon ❖❖ (divine, evocation, fire) The ceustodaemon breathes flames in a 30-foot cone. Creatures in the cone take 7d6 fire damage (DC 24 basic Reflex save). The ceustodaemon and each creature that fails the save catch fire, taking 2d6 persistent fire damage. The breath weapon can't be used again for 1d4 rounds.
Drawn to Service When bringing a ceustodaemon to another plane with effects like a *planar binding* or *planar ally* ritual, the primary and secondary skill DCs are reduced by 5, and the ceustodaemon demands only half the normal cost for its service.
Vicious Wounds On a successful jaws or claw Strike, the ceustodaemon viciously tears into its victim as similar wounds appear on its own body. The target takes an extra 1d6 amount of damage, and the ceustodaemon takes the same extra damage. If this extra damage to the target is doubled, due to a critical hit, the ceustodaemon takes double damage as well.



LEUKODAEMON (PESTILENCE DAEMON)

These skull-headed, vulture-winged daemons are harbingers of pestilence and servants of their patron Horseman, Apollyon. Manifestations of evil souls who perished from disease in life, leukodaemons work tirelessly to spread disease across all the worlds of the multiverse. More than any other daemon,

THE DAEMONIC PARADOX

Daemons embody a fundamental paradox—while they are incarnations of death and seek to devour all that lives, they are themselves living creatures. Some speak of a glorious end time after which reality will finally be free of the contagion that is life itself. Most daemons give no thought to this paradox.

leukodaemons cooperate with each other and those who conjure them to mortal worlds to spread sickness and plague, eschewing personal glory for end results.

LEUKODAEMON CREATURE 9

NE LARGE DAEMON FIEND

Perception +20; darkvision, plaguesense 60 feet
Languages Common, Daemonic; telepathy 100 feet
Skills Acrobatics +18, Intimidation +18, Medicine +20, Religion +20, Stealth +18, Survival +16
Str +6, **Dex** +5, **Con** +1, **Int** +3, **Wis** +5, **Cha** +3
Items *+1 striking composite longbow* (50 arrows)
Plaguesense A leukodaemon senses any creature with a disease, and it knows the type and current stage of all diseases carried by any creature within range.

AC 28; **Fort** +15, **Ref** +21, **Will** +19; +1 status to all saves vs. magic
HP 155; **Immunities** death effects, disease; **Weaknesses** good 10
Infectious Aura (aura, disease) 30 feet. Leukodaemons radiate infection. All creatures within 30 feet of a leukodaemon take a –2 status penalty to saves against disease effects. If a creature within range contracts or progresses a disease, all adjacent creatures are exposed to the same disease, at the same DC.

Speed 25 feet, fly 40 feet
Melee ❖ jaws +21 (disease, evil, magical, reach 10 feet), **Damage** 2d12+9 piercing plus 1d6 evil and daemonic pestilence
Melee ❖ claw +21 (agile, disease, evil, magical, reach 10 feet), **Damage** 2d8+9 slashing plus 1d6 evil and daemonic pestilence
Ranged ❖ *composite longbow* +21 (deadly 1d10, disease, evil, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+9 piercing plus 1d6 evil and Daemonic Pestilence
Divine Innate Spells DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *dispel magic* (×2); **1st** *detect alignment* (at will; good only)
Breath Weapon ❖❖ (evocation, divine) The leukodaemon exhales a cloud of corpse-bloated, biting black flies in a 20-foot cone. Creatures within the cone take 4d8 piercing damage (DC 28 basic Reflex save). A creature that fails the save becomes sickened 1 (or sickened 2 on a critical failure).
Daemonic Pestilence (disease) The leukodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 2 (1 day); **Stage 5** drained 3 (1 week); **Stage 6** dead
Quicken Pestilence ❖ (divine, manipulate, necromancy) The leukodaemon coaxes a disease into full bloom. It chooses a target in its aura of pestilence that's currently affected by a disease. That creature must attempt a Fortitude save against the disease as if the interval for the disease's current stage had passed.



ASTRADAEMON (VOID DAEMON)

These unnerving, almost reptilian daemons represent death by direct assault against a soul or life-force—the same numbing death they bring with their fell touch. Rarely seen on the Material Plane, astradaemons spend most of their time hunting the pathways between the living world and the afterlife. There, they capture migrating souls, snatching them from their rightful rewards or punishments and dragging them to Abaddon as tribute to their undying masters. These horrifying predators of the dead can also be found stalking the banks of the River of Souls in the Astral Plane, where they constantly hunt for new victims. Psychopomps have a particular hatred of astradaemons as a result, and clashes between them and these eerie hunters of the recently departed are indeed the stuff of legend.

Not all astradaemons limit their hunt to souls. The most notorious of their kind serve the Horsemen themselves as assassins.

ASTRADAEMON CREATURE 16

NE LARGE DAEMON FIEND

Perception +28; darkvision, lifesense 30 feet, *true seeing*
Languages Common, Daemonic; telepathy 100 feet
Skills Acrobatics +28, Intimidation +33, Religion +26, Stealth +28, Survival +26
Str +5, **Dex** +6, **Con** +7, **Int** +2, **Wis** +4, **Cha** +7

AC 39; **Fort** +27, **Ref** +30, **Will** +26; +1 status to all saves vs. magic
HP 240; **Immunities** death effects, negative; **Weaknesses** good 15

Soul Siphon (aura, divine, force, necromancy) 30 feet. An astradaemon draws power from the souls of the recently slain. If a Small or larger living creature dies within its aura, the astradaemon gains 5 temporary Hit Points and a +1 status bonus to attack and damage rolls for 1 round, unless the creature was slain by an astradaemon's Devour Soul ability. Incorporeal undead and living spirits traveling outside the body take 1d8 force damage each round within the daemon's aura from the spiritual pressure as the astradaemon pulls in fragments of their soul.

Displacement (divine, illusion, visual) An astradaemon bends light, appearing shifted from its true position, though still in the same space. Creatures targeting the astradaemon must attempt a DC 11 flat check, as if the astradaemon were hidden, even though it remains observed. Effects such as the Blind-Fight feat and halfling's keen eyes that apply on the flat check against hidden creatures also apply against a displaced astradaemon.

Speed 60 feet, fly 60 feet

Melee ❖ jaws +32 (evil, magical, reach 10 feet), **Damage** 3d8+9 piercing plus 1d6 evil, essence drain, and Grab

Melee ❖ claw +32 (agile, evil, magical, reach 10 feet), **Damage** 3d6+9 slashing plus 1d6 evil and Essence Drain

Melee ❖ tail +32 (evil, magical, reach 15 feet), **Damage** 3d10+9 bludgeoning plus 1d6 evil and Essence Drain

Divine Innate Spells DC 37; **8th** *discern location, finger of death;* **7th** *plane shift* (×2), **5th** *dimension door*; **4th** *dimension door* (at will), **1st** *detect alignment* (at will; good only); **Constant (6th)** *true seeing*

Devour Soul ❖ (divine, incapacitation, necromancy) **Requirements** The astradaemon hasn't used an action with the attack trait yet this turn. **Effect** The astradaemon draws out and consumes the soul of a living creature it has grabbed. The creature must succeed at a DC 35 Fortitude save or instantly die. If it dies, the astradaemon gains 10 temporary Hit Points and a +2 status bonus to attack and damage rolls for 1 minute, or for 1 day if the victim was 15th level or higher. A victim slain in this way can be returned to life normally. A creature that survives is temporarily immune for 1 minute.

Essence Drain (divine, necromancy, negative) When an astradaemon hits with its claw, jaws, or tail, it drains the target's spiritual and vital essences. The target takes 2d10 negative energy damage and the astradaemon regains an equal number of Hit Points. The target must succeed at a DC 37 Fortitude save or become doomed 1 and drained 1. If the target was already drained or doomed, it instead increases both conditions' value by 1, to a maximum of 4.

OTHER DAEMONS

As many daemons exist as there are awful ways to die. The bloody sangudaemon personifies death by blood loss, while the skeletal thanadaemon represents death from old age. The most powerful daemons are the olethrodaemons, who represent the massive deaths caused by apocalypses and the end of entire worlds.



Deep Gnome

These distant cousins to gnomes are reclusive, underground dwellers. Svirfneblins, as deep gnomes call themselves, have skin the color of gray or brown stone. While deep gnome males are bald, women have thin, pale-gray hair, and all have the large, expressive eyes typical among all gnomes. A deep gnome is 3 feet tall and weighs approximately 65 pounds. Deep gnomes rarely interact with those outside of their small cavern communities, and they are slow to trust outsiders, sometimes keeping them imprisoned for years simply to prevent them from informing others of the deep gnome settlement.

The first deep gnomes rose in the underground world some time after their early gnome ancestors migrated from the First World to Golarion. A group of these migrants elected to settle underground instead of on the surface, and it was from these gnomes that the svirfneblin came to be. Some believe the gnomes chose the Darklands as their home to watch for and stop any evil fey who might infiltrate the underground region, but much like the exact reasons for the gnomes' relocation, their motivation has been lost to time. Thousands of years of living in subterranean caverns with little to no light transformed the physical characteristics of the gnomes living there into those of the deep gnome of today.

Though deep gnomes may seem dour and recalcitrant at first glance, they retain the fey blood of their ancestors. In fact, deep gnomes are sometimes more emotionally erratic than their gnome cousins, lashing out violently at what seems like the smallest provocation. Such an explosion is often followed by an extended period of quiet brooding. Despite this, deep gnome communities are close-knit, as each citizen knows when to give the others the space they require to process their feelings.

Many deep gnome settlements have clashed with nearby duergar (pages 138–139) communities for myriad reasons: resources, territory, and even religion and morality. Over the centuries, some of these disputes have evolved into full wars, with many lives lost on both sides. Neither deep gnomes nor duergars are particularly proud of these conflicts, but both insist they were in the right each time. The ferocity with which most duergars fight has left a deep impression on the psyches of some deep gnome communities, leading them to distrust all dwarves and dwarf-like ancestries even more than other strangers. This can result in non-duergar dwarves being driven off from deep gnome cities before being able to explain themselves. A dwarf and even those traveling with a dwarf require patience and tenacity when attempting to deal with deep gnomes holding such views. Svirfneblins value crafting and many decorate their cavernous homes with paintings on the walls, often incorporating the rock in clever ways. They also value crystals and gems, making jewelry and beads that they string through their hair.

Deep Gnome Faith

While most deep gnomes aren't particularly religious, they respect the spirits of nature, especially those found within earth and stone. Most deep gnome druids, known as "rockwardens," learn Terran, the language of the Plane of Earth, in order to speak with these forces, and some can even entreat with earth elementals. The handful of deep gnome communities of faith tend to worship neutral deities, such as Gozreh, Nethys, Pharasma, and the gnomish goddess Nivi Rhombodazzle. In such areas, a small church to the worshipped god is erected in the center of town and is open to the public around the clock, allowing the deep gnomes to worship as they see fit.



Deep Gnome Scout

Deep gnome scouts patrol the tunnels that lead into their settlements. Some scout alone to make the most of their stealth, but others form groups for the sake of safety.

Deep Gnome Scout — **Creature 1**

N | Small | Gnome | Humanoid

Perception +7; darkvision

Languages Gnomish, Undercommon

Skills Acrobatics +7, Nature +5, Stealth +7 (+10 underground), Survival +5

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1

Items light pick, sling (20 bullets)

AC 17; **Fort** +7, **Ref** +9, **Will** +5

HP 18

Speed 20 feet
Melee ❖ light pick +7 (agile, fatal d8), **Damage** 1d4+2 piercing
Ranged ❖ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning
Primal Innate Spells DC 14; **1st** *illusory disguise*
Hidden Movement If the deep gnome scout starts its turn undetected or hidden to a creature, that creature is flat-footed against the deep gnome scout's attacks until the end of the turn.

DEEP GNOME WARRIOR

Deep gnome warriors are quick to charge into battle but focus on defending their kin and their homes over more aggressive tactics when a choice is available.

DEEP GNOME WARRIOR — CREATURE 2

N SMALL GNOME HUMANOID

Perception +7; darkvision
Languages Gnomish, Undercommon
Skills Athletics +8, Intimidation +5, Stealth +5
Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** –1
Items heavy crossbow (20 bolts), spear, steel shield (Hardness 5, HP 20, BT 10), studded leather armor

AC 18 (20 with shield raised); **Fort** +9, **Ref** +8, **Will** +5
HP 34
Attack of Opportunity ↷
Shield Block ↷

Speed 20 feet
Melee ❖ spear +10, **Damage** 1d6+4 piercing
Ranged ❖ heavy crossbow +8 (range increment 120 feet, reload 2), **Damage** 1d10 piercing
Primal Innate Spells DC 15; **1st** *illusory disguise*

DEEP GNOME ROCKWARDEN

Deep gnome rockwardens follow druidic teachings and commune with the natural elemental influences and denizens of the Darklands. They know that not everything that lives below ground is sinister and evil, but they also understand that all primal spirits and entities must be respected.

DEEP GNOME ROCKWARDEN — CREATURE 5

N SMALL GNOME HUMANOID

Perception +14; darkvision
Languages Gnomish, Terran, Undercommon
Skills Crafting +9, Diplomacy +11, Nature +14, Stealth +9
Str +1, **Dex** +2, **Con** +3, **Int** +0, **Wis** +5, **Cha** +2
Items hide armor, pick, primal focus, scroll of *nondetection*, sling (10 bullets)

AC 22; **Fort** +12, **Ref** +9, **Will** +14
HP 63

Speed 15 feet
Melee ❖ pick +10 (fatal d10), **Damage** 1d6 piercing
Ranged ❖ sling +11 (propulsive, range increment 50 feet), **Damage** 1d6 bludgeoning
Primal Prepared Spells DC 24, attack +14; **3rd** *blindness*, *meld into stone*; **2nd** *acid arrow*, *deafness*, *spider climb*; **1st** *ant haul*, *shocking grasp*, *ventriloquism*; **Cantrips (3rd)** *acid splash*, *detect magic*, *prestidigitation*, *produce flame*, *read aura*
Primal Innate Spells DC 21; **1st** *illusory disguise*

FEW FRIENDS BELOW

Most who dwell in the Darklands are sinister and cruel. While deep gnomes are not, those who seek their aid should remember that they don't welcome strangers with open arms. In the brutal Darklands, such traits are seized upon by its denizens and treated as much as weaknesses as they are strengths.



Demonic Deities

The most powerful demons are known as demon lords (the term is gender neutral in this case). Of these divinities, Lamashtu is the most powerful. Countless other demon lords exist, including Abraxas, Cyth-V'sug, Kabriri, and Zura.

Demon

When a sinful mortal soul is judged and sent on to the Abyss, it can become a deadly fiend—a demon. Demons are living incarnations of sin—be they classic sins like wrath or gluttony, or more "specialized" depravities like an obsession with torture or the act of treason or treachery. Once formed, a demon's driving goals are twofold—the amassing of personal power, and the corruption of mortal souls to cause them to become tainted by sin. In this way demons ensure a never-ending supply of new demons to bolster their ever-growing ranks in the Abyss.

Quasit

Unlike other demons, quasits are formed when a mortal spellcaster sheds a portion of their own sinful soul to create a familiar or companion. When these quasits outlive their creators, they become free willed and seek methods of returning to the Abyss, a task that requires pledging servitude to more powerful demons, so many quasits instead opt to remain on the Material Plane to promote evil and hope for chance and luck to someday provide them with a method of reaching the Abyss on their own.

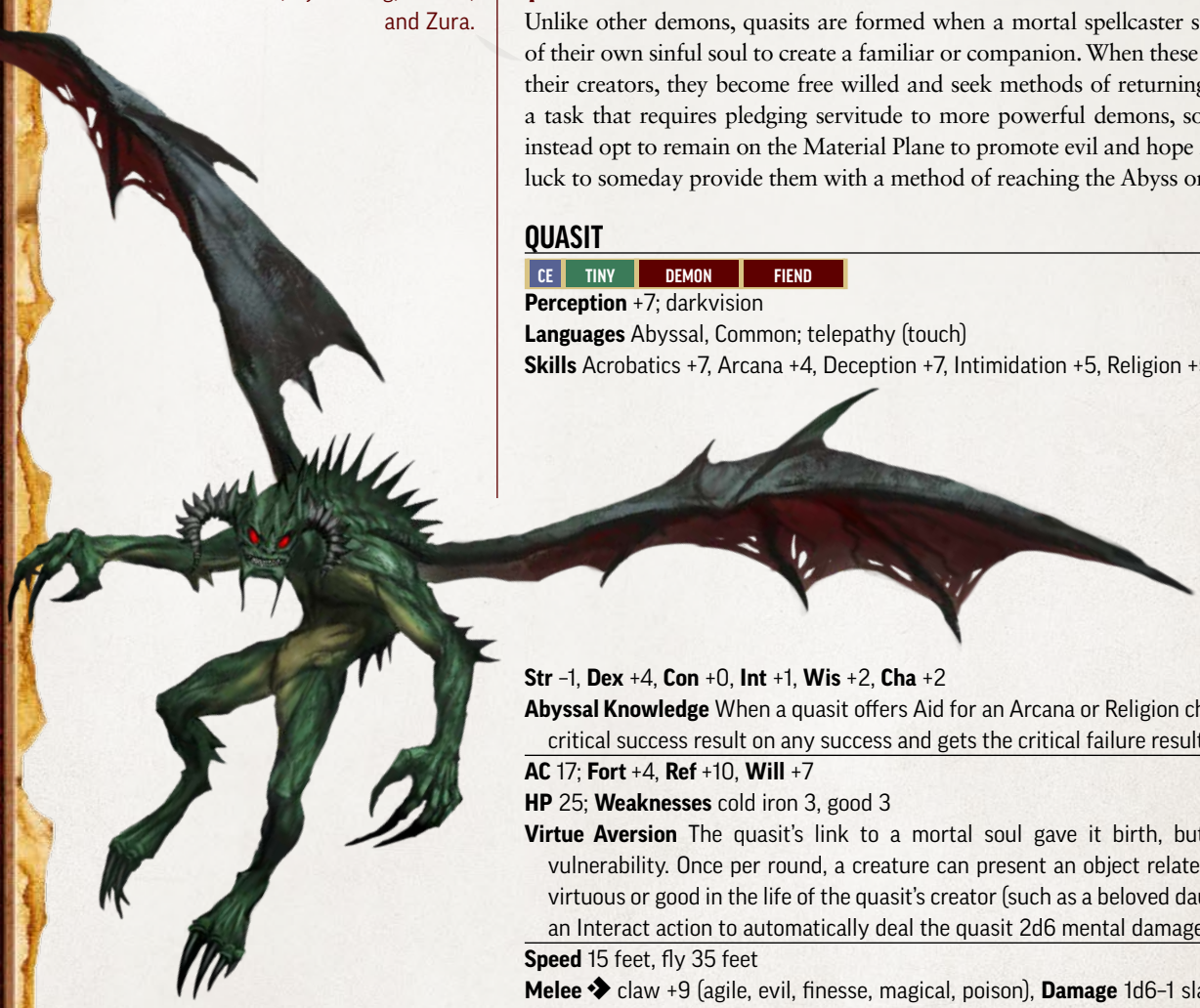
Quasit — Creature 1

CE | Tiny | Demon | Fiend

Perception +7; darkvision

Languages Abyssal, Common; telepathy (touch)

Skills Acrobatics +7, Arcana +4, Deception +7, Intimidation +5, Religion +5, Stealth +7



Str –1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

Abyssal Knowledge When a quasit offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

AC 17; **Fort** +4, **Ref** +10, **Will** +7

HP 25; **Weaknesses** cold iron 3, good 3

Virtue Aversion The quasit's link to a mortal soul gave it birth, but it presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.

Speed 15 feet, fly 35 feet

Melee ❖ claw +9 (agile, evil, finesse, magical, poison), **Damage** 1d6–1 slashing plus 1d4 evil and quasit venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *detect alignment* (at will; good only), *invisibility* (at will, self only); **1st** *fear*; **Cantrips (1st)** *detect magic*

Abyssal Healing ❖ (concentrate, divine, healing, necromancy) **Frequency** once per round; **Effect** The quasit restores 1d6 HP to itself.

Change Shape ❖ (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; **Melee** fangs +7, **Damage** 1d4–1 piercing; **Melee** wing +7 (agile), **Damage** 1d4–1 bludgeoning
- **Centipede** Speed 10 feet, climb 10 feet; **Melee** mandibles +7 (poison), **Damage** 1 piercing plus 1d4 poison
- **Toad** scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +7, **Damage** 1 bludgeoning
- **Wolf** size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +7, **Damage** 1d10–1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison and slowed 1 (1 round)

SUCCUBUS (LUST DEMON)

Succubi are manifestations of the sin of destructive lust, and they are the most attractive of all demons—as befits their role in seducing mortals to fall to sin. The concept of gender is fluid to a succubus, as they can adopt countless humanoid forms of any gender to aid in their goals. Most succubi have a feminine true form (incubi, which usually have a masculine true form, are a different kind of demon), but regardless of gender, a lust demon is supernaturally beautiful or handsome, but with curving horns, bat wings, sharp claws, and a sinuous tail.

When disguised as a mortal humanoid on the Material Plane, a succubus whispers into the ears of mortals, urging them to pursue their darkest and most destructive desires and pushing them into depravity, using magic only if persuasion fails. While mortals often fixate on succubi's application of sexual lust, these demons are can easily exploit lust for power, knowledge, fame, or any other desire as easily as more carnal appetites. Their ability to infiltrate societies makes them excellent spies, assassins, and political saboteurs as well. Ultimately, the succubus enjoys all means of upending mortal culture.

SUCCUBUS — CREATURE 7

CE MEDIUM DEMON FIEND

Perception +15; darkvision

Languages Abyssal, Celestial, Common, Draconic, three additional mortal languages; telepathy 100 feet, *tongues*

Skills Acrobatics +14, Deception +18, Diplomacy +20, Intimidate +16, Religion +13, Society +15, Stealth +14

Str +2, **Dex** +3, **Con** +4, **Int** +4, **Wis** +2, **Cha** +7

AC 23; **Fort** +15, **Ref** +14, **Will** +17; +1 status to all saves vs. magic

HP 100; **Weaknesses** cold iron 5, good 5

Rejection Vulnerability As succubi are beings of pure lust, creatures that reject their lust can metaphysically harm them. When a succubus fails a Diplomacy check to Embrace or Request, or when a creature succeeds at its save against a succubus's mental spell or ability, the succubus takes 2d6 mental damage. For one hour after causing mental damage to a succubus in this way, a creature can deal 2d6 mental damage to the succubus with a successful Demoralize incorporating its rejection.

Seductive Presence (aura, charm, emotion, mental) 10 feet. Any creature in the aura that could be sexually attracted to a succubus takes a –2 circumstance penalty to checks and DCs to oppose the succubus's mental spells, Deception, and Diplomacy.

Speed 25 feet, fly 35 feet

Melee ❖ claw +16 (agile, evil, finesse, magical), **Damage** 2d8+8 slashing plus 1d6 evil

Divine Innate Spells DC 26; **6th** *dominate*; **5th** *dimension door*; **4th** *dimension door* (at will), *suggestion* (at will); **3rd** *mind reading* (at will); **2nd** *detect alignment* (at will); **1st** *charm* (at will) **Constant (5th)** *tongues*

Divine Rituals DC 26; *Abyssal pact*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The succubus can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Embrace ❖ (attack) The succubus attempts to Grapple a creature using their Diplomacy bonus instead of Athletics. If the creature is willing, the succubus grapples it automatically.

Passionate Kiss ❖ (divine, emotion, enchantment, mental) **Frequency** Once per round. **Effect** The succubus engages a creature they have grabbed in an embrace or other act of passion to drain its vital essence. The kiss makes the creature drained 1 or increases its drained condition by 1, to a maximum of 4. The creature takes 3d6 negative damage and the succubus regains Hit Points equal to the damage dealt.

THE NATURE OF CHAOS

Some say that the nature of chaos inherently precludes cooperation and subtlety, but demons are proof of the fallacy of this claim.



WHAT MAKES A SIN?

Some classify sin into seven categories—envy, gluttony, greed, lust, pride, sloth, and wrath. While these sins embody some of the most powerful and numerous demons, far more than seven demons exist. Any act of cruelty or destruction a mortal takes to gratify the self at others' expense is, in effect, a sin, and any such act can spawn a demon from a soul in the afterlife.

The target must succeed at a DC 26 Will save or be affected by a *suggestion* to submit to more actions of passion rather than trying to Escape.

Profane Gift ❖❖❖ (divine, enchantment, mental); **Frequency** once per day. **Effect** The succubus on can give a willing humanoid a profane gift. That creature gains a +1 status bonus to attack rolls, skill checks, and saving throws. As long as the gift persists, the succubus can communicate telepathically with the target at any distance, see through the creature's senses, and target the creature with *suggestion* through the telepathic link. In addition, the creature uses an outcome one degree of success worse than it rolls on saving throws against the lust demon's *suggestions*.

A humanoid can't have more than one profane gift at a time, and a succubus can't grant more than one profane gift at a time. Removing the gift requires an *atone* ritual. The succubus can remove the gift as a free action to give the recipient a permanent stupefied 3 condition. A 4th-level *restoration* spell is required to reduce this stupefied condition by 1.

A summoned succubus can't grant a profane gift.

VROCK (WRATH DEMON)

When the gates to the Abyss swing wide, the first demons through are often vrocks, vulture-headed scions of rage who wheel through the air on black wings or dance with the exultation of their fiendish power. Their hatred for mortals is matched only by their desire to inflict suffering through their horrible screech or their devastating dance. Vrocks form from the souls of hateful mortals who are thus given another chance to inflict their rage on the world.

Vrocks often travel in small groups so as to make the best use of their dance of ruin ability, but they rarely appear in groups larger than four. Against small groups and individuals, they swoop down without fear, hoping to play with their prey before going for the kill. Against formidable foes, they are just as happy to fly above, using their dance of ruin to cast a storm of lightning down on them.

VROCK — CREATURE 9

CE | LARGE | DEMON | FIEND

Perception +18; darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Acrobatics +18, Intimidation +18, Performance +18, Religion +18, Stealth +18, Survival +16

Str +6, **Dex** +3, **Con** +5, **Int** +2, **Wis** +3, **Cha** +3

AC 28; **Fort** +20, **Ref** +18, **Will** +15; +1 status to all saves vs. magic

HP 185; **Weaknesses** cold iron 10, good 10; **Resistances** electricity 10

Attack of Opportunity ↷ If the vrock is flying and a creature triggers an attack of opportunity, the vrock can make 2 Strikes with its talons against that creature instead of 1 Strike.

Peace Vulnerability A vrock's wrath is the heart of their essence, and forcing peace upon them wrenches at their soul. If they fail a save against *calm emotions* or a similar effect forcing them to be peaceful, a vrock takes 4d6 mental damage.

Speed 25 feet, fly 35 feet

Melee ❖ beak +21 (evil, magical, reach 10 feet), **Damage** 3d8+9 piercing plus 1d6 evil

Melee ❖ claw +21 (agile, evil, magical, reach 10 feet), **Damage** 3d6+9 slashing plus 1d6 evil

Melee ❖ talon +19 (agile, evil, magical, reach 10 feet), **Damage** 2d6+8 slashing plus 1d6 evil

Divine Innate Spells DC 26; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *mirror image*

Divine Rituals DC 26; *Abyssal pact*

Dance of Ruin ❖❖❖ (divine, electricity, evocation, manipulate, move) The vrock dances in flight and chants to create a ruinous explosion of electricity. If more vrocks within 30 feet want to join the dance, the vrock can delay the dance to wait for more vrocks;

in that case, the effect occurs after the last vrock uses Dance of Ruin or one of the vrocks chooses to complete that round of the dance. Each non-demon creature in a 20-foot emanation from any of the dancing vrocks takes 2d12 electricity damage (DC 28 basic Reflex save). For each additional vrock that joins the dance, the damage increases by 1d12 and the save DC increases by 1 (to a maximum of four vrocks dealing 5d12 damage with a DC 31 save). The vrocks can continue dancing by using Dance of Ruin each round, for up to 3 rounds in total. The emanation's size increases by 20 feet each round, and the damage increases by 1d12 per vrock each round.

Spore Cloud ❖ (disease, poison) The vrock emits a cloud of spores from their body, dealing 2d8 poison damage to all adjacent creatures. Each creature damaged this way must succeed at a DC 28 Fortitude save or take 2d8 persistent piercing damage as the spores penetrate its skin and grow into thick, green vines. The vines cease growing after 10 rounds, and they wither away in 1d4 days if not shaved off before then. The vines can be destroyed if the creature is affected by a good spell or if *holy water* is applied to the vines (with an Interact action). Once the vrock uses Spore Cloud, the ability can't be used for 1d6 rounds.

Stunning Screech ❖ (auditory, divine, incapacitation, sonic) **Frequency** once per minute. **Effect** The vrock emits a shrill screech. Each non-demon creature within a 30-foot burst must attempt a DC 28 Fortitude save. On a failure, the creature is stunned 2, and on a critical failure, it's stunned 3.

GLABREZU (TREACHERY DEMON)

Glabrezus are looming behemoths who revel in the act of twisting mortal desires into their ultimate ruin, betraying and manipulating as easily as they breathe. Desires granted by a glabrezu always come to fruition in the most destructive way possible, turning a wish or hope into a potent and devastating act of betrayal—although the long-term repercussions are not always immediately apparent. For example, a struggling weapon smith might wish for fame and skill at their craft, only to find that their best patron is a cruel and sadistic murderer who uses the weapons in bloody sprees. Or a lonely widower might have his desire granted in the form of a lost love returned to "life" as a vampire. Glabrezus are nothing if not creative in addressing a mortal's needs.

These massive demons have enormous pincers and a pair of smaller humanoid arms sprouting from their chests, but their size belies their skill at magic, and they possess formidable innate spells. Treachery demons arise from the souls of mortals engaged in treason and deception.

GLABREZU CREATURE 13

CE HUGE DEMON FIEND

Perception +24; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic; telepathy 100 feet, *tongues*

Skills Deception +28, Diplomacy +26, Intimidation +26, Religion +22, Society +22, Stealth +21

Str +7, **Dex** +2, **Con** +7, **Int** +3, **Wis** +3, **Cha** +7

AC 34; **Fort** +26, **Ref** +19, **Will** +24; +1 status to all saves vs. magic

HP 280; **Weaknesses** cold iron 10, good 10

Truth Vulnerability A glabrezu's lies sustain them, and the truth can destroy them. Whenever a revelation effect counteracts or reveals the glabrezu's illusions or the glabrezu fails a save against an effect that would prevent them from lying (such as *zone of truth*), the demon takes 3d6 mental damage. They take this damage only once per effect, even if the effect reveals multiple illusions or prevents multiple lies.

Speed 35 feet

Melee ❖ pincer +27 (deadly 2d10, evil, magical, reach 15 feet), **Damage** 3d10+13 bludgeoning plus 1d6 evil and Grab

Melee ❖ claw +27 (agile, evil, magical, reach 10 feet), **Damage** 3d6+13 slashing plus 1d6 evil

DEMONIC POSSESSION

Some demons specialize in the art of possessing creatures or objects to spread fear and chaos. In such cases a demon gains a powerful disguise with which to work its evils upon the world, a subterfuge that delights the demon.





SINFUL DESTRUCTION

While they enjoy causing destruction themselves, most demons prefer to trick and tempt mortals into falling to sin of their own volition.

Melee ❖ jaws +27 (evil, magical, reach 10 feet), **Damage** 3d12+13 piercing plus 1d6 evil
Divine Innate Spells DC 34; **7th** *illusory disguise* (at will), *reverse gravity*; **6th** *dispel magic* (at will); **5th** *dimension door*; **4th** *confusion* (at will), *dimension door* (at will); **2nd** *mirror image* (at will); **Cantrips (7th)** *telekinetic projectile*; **Constant (6th)** *true seeing*; **(5th)** *tongues*
Divine Rituals DC 34; *Abyssal pact*
Captive Rake ❖ **Requirements** A creature is grabbed in the glabrezu's pincer. **Effect** The glabrezu pulls the grabbed creature up to 5 feet closer, then makes two claw Strikes against it. Those Strikes count as one attack when determining a treachery demon's multiple attack penalty, and the penalty doesn't increase until after both Strikes.
Steady Spellcasting When a reaction would disrupt a glabrezu's spell, the demon can attempt a DC 15 flat check, avoiding the disruption on a success.
Sudden Betrayal A glabrezu can always use Deception when rolling initiative as long as they're aware of at least one opponent before initiative is rolled. When using Deception for initiative, the demon gains a +2 circumstance bonus to Deception.
Treacherous Veil A glabrezu's *illusory disguise* can allow it to appear as a creature of any size.
Twisted Desires (divination, divine) Once per month, a glabrezu can grant a mortal humanoid the effects of a *miracle* spell granted by an Abyssal patron, though the glabrezu always perverts the *miracle* according to their own treacherous nature.

SHEMHAZIAN (MUTILATION DEMON)

Shemhazians rise from the souls of torturers and those who reveled in mutilating the physical bodies of their victims. Standing 35 feet tall, a shemhazian is well equipped with a wide range of talons, claws, and fangs to continue inflicting such torments on those it encounters.

Shemhazians delight in visiting torment upon mortals, of course, but more than most demons, these fiends revel in sharing the pain with their own kind. Other demons fear and hate shemhazians for this reason, with only the most powerful willing to work with a shemhazian to achieve a shared goal. Even then, the shemhazian is always on the watch for an opportunity to bring pain and suffering to its allies along with any foe.

SHEMHAZIAN — CREATURE 16

CE | GARGANTUAN | DEMON | FIEND

Perception +30; darkvision, scent (imprecise) 60 feet, *true seeing*
Languages Abyssal, Celestial, Draconic; telepathy 100 feet
Skills Athletics +31, Deception +25, Intimidation +27, Medicine +28, Religion +30
Str +9, **Dex** +5, **Con** +7, **Int** +0, **Wis** +6, **Cha** +3

AC 39; **Fort** +32, **Ref** +26, **Will** +27; +1 status to all saves vs. magic
HP 350; **Weaknesses** cold iron 15, good 15
Paralyzing Gaze (aura, divine, enchantment, visual) 30 feet. A non-evil creature that ends its turn in the aura must attempt a DC 35 Fortitude save. If it fails, it's slowed 1 for 1 round, and if it critically fails, it is instead paralyzed for 1 round.
Succor Vulnerability A shemhazian's mutilation is a part of them, and they can't bear to see it reversed. The first time each round that a creature heals from damage the shemhazian dealt on their last turn, the demon takes 3d6 mental damage.
Tail Whip ↷ **Trigger** A creature within reach of the shemhazian's tail leaves a square during a move action it's using. **Effect** The shemhazian attempts to Trip the triggering creature. On a success, the creature also takes damage as if the shemhazian had hit with a tail Strike, and if the creature was flying, it falls 30 feet.

Speed 35 feet, climb 20 feet, fly 35 feet (from *fly*)
Melee ❖ jaws (evil, magical, reach 20 feet) +33, **Damage** 3d12+17 piercing plus 1d6 evil and enfeebling bite

Melee ❖ claw (agile, evil, magical, reach 20 feet) +33, **Damage** 3d8+17 slashing plus 1d6 evil
Melee ❖ pincer (evil, magical, reach 20 feet) +33, **Damage** 3d8+17 bludgeoning plus 1d6 evil and Improved Grab
Melee ❖ tail (evil, magical, reach 30 feet) +33, **Damage** 3d6+17 slashing plus 1d6 evil
Divine Innate Spells DC 37; **8th** *divine decree* (evil only); **5th** *dimension door*, *prying eye* (×3); **4th** *clairvoyance* (×3), *dimension door* (at will); **2nd** *invisibility* (at will); **Constant (7th)** *fly*, *true seeing*
Divine Rituals DC 36; *Abyssal pact*
Enfeebling Bite (divine, necromancy) If the shemhazian's jaws Strike damages a creature, the target is enfeebled 3. The target can attempt a DC 37 Fortitude save to reduce this to enfeebled 1 (or be unaffected on a critical success).
Focused Gaze ❖ (concentrate, divine, enchantment, incapacitation, visual) The shemhazian focuses their gaze on a non-evil creature they can see within 30 feet. If that creature isn't already slowed by the shemhazian's paralyzing gaze, it must attempt a save against the shemhazian's paralyzing gaze. If that creature is slowed, it must succeed at a DC 35 Fortitude save or be paralyzed for 1 round. A shemhazian can't use this ability against the same creature more than once per round.
Rend ❖ claw

DEMONIC LOCATIONS

The sprawling, heaving, changing realm of the Abyss is the planar home of demonic life, but demons can be found anywhere the capacity to sin exists. Evil or foolish conjurers are fond of calling upon demons for advice or darker needs. When the Abyss wears through the boundaries of reality to create wound-like portals into other worlds, demons can spill over to wreak incredible havoc.



MARILITH (PRIDE DEMON)

Mariliths are the generals of the Abyss, formed from the souls of proud evil mortals, often warlords and despots. They appear as tall and powerfully built humans from the waist up with snake tails and six arms. Because of Lamashtu's prominence over other demonic deities, most pride demons encountered by mortals take female form, but they can be of any gender.

Mariliths are among the greatest tacticians in the Abyss, and they have an almost supernatural knack for understanding the ripples of chaos and the unpredictable nature of demonic life. Their ability to command armies rises as much from their commanding presence as it does their ability to read into the potential results of any possible act and a sufficient understanding of the flow of entropy to allow them to predict likely outcomes.

MARILITH — CREATURE 17

CE LARGE DEMON FIEND

Perception +30; darkvision, *true seeing*
Languages Abyssal, Celestial, Draconic; telepathy 100 feet
Skills Acrobatics +33, Deception +30, Diplomacy +30, Intimidation +32, Religion +29, Stealth +29, Warfare Lore +31
Str +8, **Dex** +6, **Con** +6, **Int** +4, **Wis** +4, **Cha** +7
Items longsword (6)

AC 40; **Fort** +31, **Ref** +29, **Will** +27; +1 status to all saves vs. magic
HP 380; **Weaknesses** cold iron 15, good 15
Commander's Aura (aura, divine, enchantment) 100 feet. Commanded or allied evil creatures in the aura of lower level than the marilith gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.
Failure Vulnerability A marilith's pride feeds their strength, so the sting of failure wounds them. If the marilith uses a damaging spell or makes a Strike on



Demonic Sources

When a sinful mortal soul is consigned to the Abyss, it spends time wallowing in the mire and feeding on filth. If it survives and is not itself eaten, the soul eventually ascends into a demon, as influenced by the nature of its sin, yet most demons are themselves capable of reproduction as well. The fecundity of demonic life is perhaps the greatest—and most threatening—aspect of these dangerous fiends.

their turn but doesn't deal any damage that turn, they take 3d6+10 mental damage at the end of their turn and their commander's aura deactivates until the end of their next turn.

Attack of Opportunity ↻ A marilith gains 5 extra reactions per round that they can use only to make Attacks of Opportunity. The demon can't use more than one on the same triggering action, even if a creature leaves several squares in the marilith's reach, and the marilith must use a different weapon for each Attack of Opportunity.

Speed 40 feet, fly 40 feet (from *fly*)

Melee ❖ *cold iron silver longsword* +35 (evil, magical, reach 10 feet, versatile P), **Damage** 3d8+16 slashing plus 1d6 evil

Melee ❖ tail +33 (evil, magical, reach 10 feet), **Damage** 3d12+16 bludgeoning plus 1d6 evil and Grab

Divine Innate Spells DC 38; **9th** *blade barrier* (×2), *weapon storm* (×2); **5th** *dimension door*; **4th** *dimension door* (at will); **Constant (6th)** *true seeing*; **(4th)** *fly*

Divine Rituals DC 38; *Abyssal pact*

Bladestorm ❖❖ The marilith makes up to six longsword Strikes, each against a different target. These attacks count toward the marilith's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

Defensive Assault ❖❖ The marilith makes two Strikes, each with a different weapon, and they use the remaining weapons for protection. The demon gains a circumstance bonus to AC for 1 round equal to the number of weapons not used for attacks. If the marilith later uses any of those weapons to attack (including for an Attack of Opportunity), the bonus to AC decreases by 1 for each weapon used.

Focused Assault ❖❖ The marilith attacks a single target with all the weapons they wield in their arms, overwhelming the target with multiple attacks and leaving almost nowhere to dodge. The demon makes a longsword Strike. On a successful attack, the marilith deals longsword damage to the target, plus an additional 1d8 damage for every longsword they wield beyond the first (typically 5d8 extra damage). Even on a failed attack, the marilith deals the damage from one longsword to the target, though they still miss completely on a critical failure. This counts toward the marilith's multiple attack penalty as a number of attacks equal to the number of longswords the pride demon wields.

Greater Constrict ❖ 2d12+13 bludgeoning, DC 39

Infuse Weapons (divine, evocation) Any weapon becomes a *+2 greater striking weapon* made of cold iron and silver while a marilith wields it. The marilith can change its evil damage to chaotic whenever it attacks.

Balor (Fire Demon)

When folk whisper frightened tales of the demonic, what most envision is the balor—a towering figure of fire and flesh, a horned nightmare armed with a flaming whip and a sword flying through the night in search of its latest victim. On the Abyss, balors serve demon lords as generals or captains, and they typically command vast legions of demons. Standing at 14 feet in height, only the cruelest mortal souls—those who devoted entire lives to sins too numerous to count—can fuel the formation of a balor. More often, a balor forms from a mass of dozens of mortal souls who shared debased ideologies in life.

Balor Lords

Those rare few balors who form from single souls are the ones most likely to eventually transcend the notable power they already wield, becoming a nascent

demon lord. These balor lords are each unique creatures of 21st to 25th level in power who rule their own realm in the Abyss. In time, a balor lord can further develop into a unique creature with wildly different powers, even ascending to the role of a true demon lord.

BALOR CREATURE 20

CE LARGE DEMON FIEND

Perception +36; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Acrobatics +35, Athletics +37, Deception +36, Diplomacy +32, Intimidation +38, Religion +32, Society +32, Stealth +33

Str +9, **Dex** +7, **Con** +9, **Int** +6, **Wis** +6, **Cha** +8

Items longsword

AC 45; **Fort** +39, **Ref** +35, **Will** +34; +1 status to all saves vs. magic

HP 480; **Immunities** fire; **Weaknesses** cold 20, cold iron 20, good 20

Aura of Flame (aura, divine, evocation, fire) 20 feet. A foe that starts its turn in the aura takes 3d6+10 fire damage, or 6d6+20 fire damage if the balor has grabbed or restrained it. A creature that hits a balor with an unarmed Strike takes 3d6+10 fire damage, and weapons that hit a balor take 3d6+10 fire damage.

Attack of Opportunity ↻ The balor can use Attack of Opportunity when a creature within their reach uses a concentrate action, in addition to its normal trigger. They can disrupt triggering concentrate actions, and they disrupt actions on any hit, not just a critical hit.

Death Throes (death, divine, evocation, fire) When a balor dies, their body explodes in a 100-foot aura of intense demonic flame. All creatures and objects in range take 16d10 fire damage (DC 45 basic Reflex save). Because the flame is infused with Abyssal energy, creatures in the area apply only half their usual fire resistance. Creatures with immunity to fire use an outcome one degree of success better than what they rolled, instead of gaining the usual benefit of immunity. The bodies of creatures reduced to 0 Hit Points by a balor's death throes are completely incinerated into fine ash.

Speed 35 feet, fly 70 feet

Melee ❖ *vorpal cold iron silver longsword* +40 (evil, magical, reach 10 feet, versatile P), **Damage** 4d8+17 slashing plus 1d6 evil

Melee ❖ *cold iron silver flame whip* +40 (disarm, evil, fire, magical, reach 20 feet, trip), **Damage** 4d6+17 fire plus 1d6 evil, Improved Grab, and whip reposition

Divine Innate Spells DC 44; **10th** *dimension door*, *divine decree* (×2); **8th** *dispel magic* (at will); **6th** *dominate* (at will); **5th** *dimension door* (at will); **Cantrips (10th)** *telekinetic projectile*; **Constant (6th)** *true seeing*

Divine Rituals DC 44; *Abyssal pact*

Dimensional Dervish A balor can cast their 5th-level innate *dimension door* with only a single action.

Dispelling Strike ❖ **Frequency** once per round. **Trigger** The balor hits a creature, object, or spell effect with a weapon Strike. **Effect** The balor casts an innate *dispel magic* on the target of the triggering Strike.

Infuse Weapons (divine, evocation) Any weapon a balor wields becomes a *+3 major striking vorpal weapon* made of cold iron and silver while the demon holds it. A weapon that isn't eligible for the vorpal rune doesn't gain its effects. The balor can change its evil damage to chaotic whenever it attacks. The demon can conjure a whip made of flames with an Interact action. This whip gains the same benefits as other weapons the balor wields.

Lifedrinker ❖ (divine, healing, necromancy) **Trigger** The balor kills a living creature that is at least 15th level. **Effect** The balor drinks the triggering creature's life force and regains 10d8+80 Hit Points.

Whip Reposition When a balor grabs a creature with a whip Strike, they can move the creature to any space in the whip's reach. The balor can move without ending the grab as long as the creature remains within the whip's reach, and the balor can move the creature to any other space in the whip's reach with an Interact action.



OTHER DEMONS

The Abyss may be the largest of the Outer Planes, and mortals have an equally large capacity to betray themselves, society, and the natural order of reality. With this limitless source for increasingly specialized sins, the Abyss is constantly generating new types of demons to plague reality. While the vast majority of these are swiftly destroyed and never rise again, enough survive that dozens, if not hundreds, of types of demons are known to exist beyond those listed here. The shadowy invidiak is a demon without a body, born of envious souls. The goat-faced, flame-hooved brimorak rises from the souls of arsonists. Slimy, horned blood demons spawn from assassins, boar demons from the greedy... the list goes on and on.

THE SUN! IT BURNS!

Deros are fixated with curing their allergy to sunlight. To understand how the surface dwellers can withstand the light of the sun, deros conduct late-night raids on surface cities, abducting victims and performing terrible experiments on them. Those who survive are often returned with much of their memory erased and their bodies bearing mysterious scars. When these repressed memories surface, they lead to wild, hazy recollections of being abducted.



Dero

Deros are short, wiry humanoids with milky white eyes, gray-blue skin, and wild shocks of off-white or gray hair. The descendants of a mysterious type of fey abandoned in the deepest, darkest caverns of Golarion, deros are the subject of fearful legends and folk tales to most of the world's surface races. They skulk beneath major metropolitan areas, performing cruel and twisted experiments on unwilling subjects. A dero is 3 feet tall and weighs approximately 70 pounds.

DERO STALKER

Dero stalkers are those charged with exploring the surface world by night and seeking out new victims to abduct.

DERO STALKER **CREATURE 2**

CE SMALL DERO HUMANOID

Perception +5; darkvision

Languages Aklo, Undercommon

Skills Acrobatics +8, Medicine +3, Stealth +8, Thievery +8

Str +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** –1, **Cha** +1

Items aklys (page 85) , giant centipede venom (4 doses), hand crossbow (20 bolts)

AC 19; **Fort** +7, **Ref** +10, **Will** +3

HP 30; **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight A dero stalker takes 4 damage for every hour they're exposed to sunlight.

Nimble Dodge ↷ **Requirements** The dero stalker is not encumbered. **Trigger** A creature targets the dero with an attack and the dero can see the attacker. **Effect** The dero dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 20 feet

Melee ❖ aklys +8 (trip), **Damage** 1d6+2 bludgeoning

Ranged ❖ aklys +10 (ranged trip, tethered, thrown 20 feet; page 85), **Damage** 1d6+2 bludgeoning

Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus giant centipede venom

Occult Innate Spells DC 17; **Cantrips (1st)** *daze*, *ghost sound*

Sneak Attack A dero stalker deals 1d6 extra precision damage to flat-footed creatures.

DERO STRANGLER

Dero stranglers specialize in capturing living victims, and they are often called upon to aid in abductions.

DERO STRANGLER **CREATURE 3**

CE SMALL DERO HUMANOID

Perception +6; darkvision

Languages Aklo, Undercommon

Skills Athletics +11, Intimidation +7, Medicine +4, Stealth +10

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** –1, **Cha** +2

Items aklys (page 85), hand crossbow (10 bolts), lethargy poison (5 doses), rope (50 feet)

AC 19; **Fort** +10, **Ref** +8, **Will** +6

HP 45; **Immunities** confusion; **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight As dero stalker, but 8 damage.

Speed 20 feet

Melee ❖ aklys +11 (trip; page 85), **Damage** 1d6+6 bludgeoning

Ranged ❖ aklys +10 (ranged trip, tethered, thrown 20 feet), **Damage** 1d6+6 bludgeoning

Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison

Occult Innate Spells DC 19; **2nd** *darkness* (at will), *sound burst*; **Cantrips (2st)** *daze*, *ghost sound*

Strangle ❖ (attack, nonlethal) **Requirement** The dero must have two free hands, or be wielding an aklys and have one hand free. **Effect** The dero attempts an Athletics check to Grab with a +2 circumstance bonus. On a success, the target takes 1d6+6 bludgeoning damage. Double the damage on a critical success.

DERO MAGISTER

dero magisters are leaders among dero society. They perform the bulk of the cruel operations and memory-altering procedures inflicted upon their victims.

DERO MAGISTER CREATURE 5

UNCOMMON | CE | SMALL | DERO | HUMANOID

Perception +8; darkvision

Languages Aklo, Undercommon

Skills Crafting +12, Medicine +8, Occultism +12, Stealth +11

Str +1, **Dex** +4, **Con** +2, **Int** +3, **Wis** –1, **Cha** +5

Items aklys (see below)

AC 22, **Fort** +10, **Ref** +13, **Will** +10

HP 65; **Immunities** confusion; **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight As dero stalker but 10 damage.

Speed 20 feet

Melee ❖ aklys +10 (trip), **Damage** 1d6+3 bludgeoning

Ranged ❖ aklys +13 (ranged trip, tethered, thrown 20 feet), **Damage** 1d6+3 bludgeoning

Occult Innate Spells DC 24; **4th** *modify memory*; **2nd** *darkness* (at will), *sound burst*; **Cantrips (1st)** *daze*, *ghost sound*

Occult Spontaneous Spells DC 24; **3rd** (3 slots) *blindness*, *vampiric touch*; **2nd** (4 slots) *hideous laughter*, *paranoia*, *spectral hand*, *touch of idiocy*; **1st** (4 slots) *grim tendrils*, *magic missile*, *phantom pain*, *soothe*; **Cantrips (3rd)** *chill touch*, *dancing lights*, *detect magic*, *forbidding ward*, *message*

Cytillesh Stare ❖ (concentrate, incapacitation, mental, visual) **Frequency** once per round; **Effect** The magister focuses their gaze on a creature they can see within 30 feet. The target is dazzled for 1 round and must succeed at a DC 24 Will saving throw or be confused for 1 round.



AKLYSES

The aklys is a throwing club with a hook on one end and a lengthy cord attached to the other. It is an uncommon advanced melee weapon in the club group. It deals 1d6 bludgeoning damage and has 1 Bulk. It requires one hand to use and has the ranged trip, tethered, thrown 20 feet, and trip weapon traits; the new traits are described below. Though aklyses aren't available in most shops, one might be purchased for 5 gp from a vendor that specializes in strange weapons.

Ranged Trip: This weapon can be used to Trip with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. As with using a melee weapon to trip, a ranged trip doesn't deal any damage when used to Trip. This trait usually only appears on a thrown weapon.

Tethered: This weapon is attached to a length of rope or chain that allows you to retrieve it after it has left your hand. If you have a free hand while wielding this weapon, you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature).

CYTILLESH

Deros grow and ingest a poisonous fungus called cytillesh, also known as brain mold. Cytillesh gives off a pale blue glow and can cause birth defects and various adverse effects. Deros aren't fazed by these detriments, as prolonged exposure can also slow the effects of aging and, in rare cases, provide occult powers to certain individuals known as "magisters." Deros can also brew cytillesh spores into a poison that creates delusions and hallucinations.

Diabolic Divinities

Many unique and powerful devils hold positions of power in Hell. The most numerous of these are the infernal dukes, many of whom were promoted to this position from already impressive statures as pit fiends. The supreme ruler of Hell itself is Asmodeus, the Prince of Darkness. Between these two tiers rule the eight archdevils—see the sidebar on the facing page.

Devil

Masters of corruption and architects of conquest, devils seek both to tempt mortal life to join in their pursuit of all things profane and to spread tyranny throughout all worlds. The temptations they offer mortals range from great powers granted by the signing of an infernal contract to twisted favors following a whispered pledge to a diabolic patron, or any number of even subtler exchanges. Those who succumb to these temptations find themselves consigned to an afterlife of endless torment in the pits of Hell, wherein the only hope of escape lies in the chance of being promoted to become a devil in the infernal ranks. Every devil has a specific role to play in the upkeep of the remorseless bureaucratic machine that is Hell, from soldiers and scholars to inquisitors, lawyers, judges, and executioners. Lowly lemures and imps perform subservient labor to more powerful and specialized devils, such as contract devils and erinyes, while the greatest pit fiends command entire infernal armies.

Lemure

These shapeless masses of quivering flesh are the least of devilkind. Pathetic creatures from Hell's first layer, lemures roam alongside damned and suffering souls. Pit fiends can combine the essence of a mob of lemures to concentrate their collective wickedness with a single form, granting it an infernal sentience and transforming it into a more powerful devil (see the pit fiend's Devil Shaping ability).



LEMURE **CREATURE 0**

LE | MEDIUM | DEVIL | FIEND | MINDLESS

Perception +0; greater darkvision

Skills Athletics +5

Str +2, **Dex** +0, **Con** +3 **Int** −5, **Wis** +0, **Cha** −3

AC 13; **Fort** +10, **Ref** +5, **Will** +3

HP 20; **Immunities** fire, mental; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet

Melee ❖ claw +7 (evil, magical), **Damage** 1d4+2 slashing plus 1 evil

Subservience Lemures have little drive of their own, but other devils can take command of them. A non-lemure devil can issue a command to all lemures within 60 feet of it with a single action, which has the auditory and concentrate traits. The devil picks one of the following orders lemures can understand, and the lemures follow that order. The command and its effects end once the commander is out of the lemure's sight, a new command is issued by the same or another devil, or the lemure dies.

- **Kill** The lemure attacks one target the commander singles out and gains a +1 circumstance bonus to attack rolls against the target.
- **Defend** The lemure circles the commander and attacks any creature that comes near. It gains a +1 circumstance bonus to AC and saves.
- **Fetch** The lemure gains a +10-foot circumstance bonus to its Speed and attempts to get an object or person the commander singles out. It attacks anyone and anything that gets in the way.
- **Work** The lemure performs drudge work dictated by the commander.

IMP

Imps are infiltrators and corruptors who, despite their diminutive stature, are more than capable of subtly influencing a weak-willed individual into performing increasingly evil acts over time. An imp will often agree to serve a mortal and act docile and loyal in a long-term plot to eventually damn its master's soul to Hell. Imps are born directly from Hell itself, rather than from mortal souls, and thus they serve outside the usual diabolic hierarchy, granting them leeway to pursue their specialties. Despite standing a mere 2-feet tall, imps can be vicious combatants, flying out of reach and turning invisible to escape should the odds turn against them.

IMP — CREATURE 1

LE | TINY | DEVIL | FIEND

Perception +7; greater darkvision
Languages Common, Infernal; telepathy (touch)
Skills Acrobatics +7, Arcana +6, Deception +7, Religion +5
Str –1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

AC 17; **Fort** +5, **Ref** +9, **Will** +7
HP 15; **Immunities** fire; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet, fly 30 feet
Melee ❖ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4–1 piercing plus 1d4 evil and imp venom
Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*, *detect alignment* (at will, good only); **Cantrips (1st)** *detect magic*
Change Shape ❖ (concentrate, divine, polymorph, transmutation)

- **Boar** size Medium; scent (imprecise) 30 feet; **Speed** 40 feet; **Melee** tusk +9 (finesse), **Damage** 1d10–1 piercing
- **Giant Spider** size Medium; **Speed** 25 feet, climb 25 feet; **Melee** fangs +9 (finesse, poison), **Damage** 1d6–1 piercing plus 1d4 poison
- **Rat** scent; Speed 20 feet; **Melee** jaws +9 (agile, finesse), **Damage** 1 piercing
- **Raven** scent; **Speed** 10 feet, fly 40 feet; **Melee** beak +9 (finesse), **Damage** 1 piercing

Diabolic Healing ❖ (concentrate, divine, healing, necromancy); **Frequency** once per round. **Effect** The imp regains 1d6 Hit Points.
Imp Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)
Infernal Temptation ❖ (divine, concentrate, enchantment, evil, fortune); **Frequency** once per day. **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by *wish* or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

ARCHDEVILS

At any one time, eight archdevils rule the eight upper layers of Hell, while the deepest layer is ruled by Asmodeus. Each archdevil is a unique demigod with a dedicated role in guiding the infernal machine forward. Barbatos is the doorwarden of Hell's uppermost layer, while Dispater rules Hell's largest city. Mammon guards Hell's treasuries, and Belial designs new weapons for Hell's legions. Geryon is the oldest archdevil and keeper of many secrets, while Moloch leads Hell's armies. Baalzebul is a brooding archdevil who has fallen from Asmodeus's favor, while mighty Mephistopheles was formed from the plane of Hell itself.





Fiendish Relations

Devils view daemons' constant hunt for souls as a short-sighted waste of potential, and demons' chaotic destruction of society and flesh as uncivilized and obnoxious, but they do not loathe their fiendish counterparts. Indeed, most devils are more than willing to take advantage of daemons and demons as they can to further their own machinations.

Barbazu (Bearded Devil)

Barbazus, known also as bearded devils or infantry devils, are murderous fiends who satiate their lust for annihilation by serving as the foot soldiers of Hell's armies, often leading hordes of lesser devils such as imps and lemures into battle. Bearded devils wield serrated glaives to inflict jagged gashes that resist healing magic, resulting in tremendous blood loss. When enemies come too close, bearded devils strike with the spines of their wriggling beards to deliver a wretched contagion called Avernal fever, savoring the sight of their victim's strength being slowly devoured from within.

Barbazus can be found savagely indulging the whims of evil infernal lords from all layers of Hell, rejoicing as they disseminate murder, misery, and anguish as they see fit.



Barbazu — Creature 5

LE | Medium | Devil | Fiend

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

Str +4, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** +1

Items glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Attack of Opportunity ↷

Speed 35 feet

Melee ❖ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ❖ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ❖ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernal fever

Divine Innate Spells DC 19; **5th** *dimension door*; **4th** *dimension door* (at will)

Rituals DC 19; *infernal pact*

Avernal Fever (disease); **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ❖ **Trigger** The devil hits a creature with a glaive Strike. **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ❖ **Frequency** once per round. **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

ERINYS (FURY DEVIL)

Erinyes exact vengeance and bloody justice for a creature's crimes, torturing and punishing their victims in ironic fashion before allowing them the escape of death. While an erinys appears as a fallen angel and the first erinyes shared that origin, erinyes now originate in myriad ways, some promoted from lesser devils and others shaped from lemures themselves forged from the souls of torturers and persecutors. The erinyes' origin is entwined with Eiseth, herself a fallen angel and one of Hell's most powerful demigods. The first erinyes were all considered to be Eiseth's metaphorical daughters, but erinyes formed since that time are no longer limited to a single gender.

ERINYS — CREATURE 8

LE MEDIUM DEVIL FIEND

Perception +18; greater darkvision, *true seeing*
Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet
Skills Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Stealth +17
Str +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5
Items breastplate, *+1 striking composite longbow* (60 arrows), longsword, 100 feet of erinys-hair rope

AC 27; **Fort** +17, **Ref** +19, **Will** +16; +1 status to all saves vs. magic
HP 120; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Speed 25 feet, fly 40 feet
Melee ❖ *flaming longsword* +19 (evil, fire, magical, versatile P), **Damage** 1d8+8 slashing plus 1d6 evil and 1d6 fire
Ranged ❖ *flaming composite longbow* +20 (deadly 1d10, evil, fire, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+4 piercing plus 1d6 evil and 1d6 fire
Ranged ❖ rope +19 (magical, range increment 30 feet), **Effect** rope snare
Divine Innate Spells DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *divine wrath*, *retributive pain* (*Core Rulebook* 396); **3rd** *fear* (at will), **2nd** *illusory object*, *illusory disguise* (at will); **Constant (6th)** *true seeing*
Rituals DC 26; infernal pact
Flames of Fury Any weapon an erinys holds gains the effects of a *flaming* rune while they hold it.
Furious Fusillade ❖❖❖ The erinys hovers in place if they are flying and fires one arrow at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of the erinys's multiple attack penalty.
Rope Snare An erinys carries a coil of rope woven of their hair (use the statistics for rope) that animates in their hands. When a creature is hit by the erinys's rope, a segment of the rope tears loose and wraps itself around the creature, imposing a 10-foot circumstance penalty to Speed. The piece that tears off is 10 feet long for a Medium or smaller creature, and doubles in length for each size larger than Medium. When a creature Escapes the effect (DC 26), the detached segment of rope withers away into useless black sludge.

PHISTOPHILUS (CONTRACT DEVIL)

Contract devils are clerks, scribes, and bureaucrats of Hell rarely found outside the infernal courts, and then almost always to pursue potential contracts, tempting mortals to sell their souls in exchange for achieving their worldly desires. If a target is desirable enough, a phistophilus can offer contracts for

DIABOLIC LOCATIONS

The nine layers of Hell are the planar home of all devils, and they much prefer its tyrannically ordered environs to anywhere else in the multiverse. Yet devils can be encountered anywhere mortals can be tempted by infernal bargains or seek diabolic aid. On Golarion, the nation of Cheliax is particularly aligned with Hell. Its government is based upon Hell's organization, and the state church is that of Asmodeus.



Infernal Contracts

The infernal contracts created by contract devils are not the only ways a devil can engage a mortal in a binding agreement, but they are the most convenient. Other devils must perform complex rituals or jump through bureaucratic hoops to organize a contract with a mortal, and in most cases the easiest solution for devils in this situation is to simply enlist the aid of a contract devil.

prices seemingly lesser than their soul all at once, though in this case, the devil carefully manipulates the price to drive the signatory toward the forces of law and evil, and therefore ultimately to Hell anyway. Contract devils are tall creatures with skin tones that range from bronze to crimson and large curving horns extending from their bodies, over which they often drape favored or important contracts.

Phistophilus — Creature 10

LE | Medium | Devil | Fiend

Perception +21; greater darkvision

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Undercommon; telepathy 100 feet, *tongues*

Skills Arcana +19, Deception +23, Diplomacy +21, Intimidation +21, Legal Lore +25, Religion +19, Society +19, Stealth +18

Str +3, **Dex** +4, **Con** +4, **Int** +7, **Wis** +5, **Cha** +5

AC 30; **Fort** +18, **Ref** +18, **Will** +23; +1 status to all saves vs. magic

HP 150; **Immunities** fire, ward contract; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10

Ward Contract A signed contract carried by a living contract devil (including draped over its horns) is immune to damage from all creatures other than that contract devil. A contract devil is immune to mental effects that would make it destroy, nullify, or alter a contract.

Speed 25 feet

Melee ❖ binding contract +23 (agile, disarm, evil, magical, reach 10 feet, trip), **Damage** 3d6+11 slashing plus 1d6 evil, Grab, and infernal wound

Melee ❖ horn +21 (magical), **Damage** 3d10+11 piercing and infernal wound

Divine Innate Spells DC 31; **10th** *scrying* (at will, see infernal investment) **7th** *plane shift*; **5th** *dimension door*, *fireball*, *illusory scene*, *lightning bolt*, *locate* (at will), *mind probe*, *sending* (at will); **4th** *dimension door* (at will), *private sanctum*, *silence*; **3rd** *mind reading* (at will); **Cantrips (7th)** *detect magic*; **Constant (5th)** *tongues*

Rituals DC 31; *infernal pact*

Draft Contract ❖❖❖ (conjuration, divine, manipulate) The contract devil produces an infernal contract for a single living mortal. This contract can grant a wide range of abilities and effects, akin to the power of a *wish* spell but fulfilled to the letter by the contract devil. To receive any of those benefits, the mortal must willingly sign its true name to the contract. At that point, the mortal's soul is bound to the contract devil and Hell.

While the contract is in effect, the victim can't be restored to life except by *wish* or similar magic. If the mortal is restored to life by those means, the contract devil knows which mortal came to life and can locate the creature or creatures who restored the mortal to life for 1 year, gaining the effects of a *locate* spell with unlimited range. Avoiding the terms of an infernal contract is difficult and often dangerous.

Infernal Investment A contract devil can cast a 10th-level innate *scrying* spell at will, but only to target a creature with which it has a contract. The target automatically critically fails its save.

Infernal Wound (divine, necromancy) As barbazu, but the persistent bleed damage is 3d6, and the counteract DC to use healing magic is 29.

GELUGON (ICE DEVIL)

Insectile ice devils are strategists and masterminds in Hell's armies, using their superior intellect to strike against their enemies and spread Hell's influence throughout the planes. An ice devil rarely breaks their solitary contemplation of strategy save to pursue a plan they have devised. They can be enticed otherwise only by an exchange of services to be determined at a later time, adding to the pieces they can play on the board. Occasionally, a mortal strategist of outstanding skill might amuse an ice devil enough for the gelugon to agree to a contest of strategy, typically a strategic board game like chess, to decide a dispute. In the unlikely event the devil loses such a contest, they inevitably go to great lengths to later obtain that mortal's services for their own infernal ends.

GELUGON — CREATURE 13

LE | LARGE | DEVIL | FIEND

Perception +26; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +22, Athletics +23, Deception +25, Diplomacy +25, Intimidation +23, Religion +26, Society +25, Stealth +22, Warfare Lore +30

Str +6, **Dex** +5, **Con** +5, **Int** +8, **Wis** +5, **Cha** +4

Items *+1 striking longspear*

AC 34; **Fort** +24, **Ref** +24, **Will** +26; +1 status to all saves vs. magic

HP 215; **Immunities** cold, fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 10 feet, DC 31

Attack of Opportunity ↻

Speed 35 feet, fly 35 feet (from *fly*)

Melee ❖ *frost longspear* +28 (cold, evil, magical, reach 15 feet), **Damage** 2d8+12 piercing plus 1d6 cold, 1d6 evil, and slowing frost

Melee ❖ tail +25 (agile, cold, evil, magical, reach 10 feet), **Damage** 2d6+12 bludgeoning plus 2d6 cold, 1d6 evil, and slowing frost

Ranged ❖ *frost longspear* +27 (cold, magical, thrown 20 feet), **Damage** 2d8+12 piercing plus 1d6 cold

Divine Innate Spells DC 33; **7th** *cone of cold* (×2); **6th** *illusory scene*; **5th** *dimension door, wall of ice* (×3); **4th** *dimension door* (at will); **Cantrips (7th)** *ray of frost*; **Constant (4th)** *fly*

FIRE AND ICE

The classic depiction of Hell is of a burning wasteland of magma and volcanoes, a searing landscape rife with the screaming souls of the damned. Yet those who have visited Hell know the awful truth—for its torments do not cease at eternal burning. Some regions of hell are perpetual frozen reaches of razor-sharp ice and flesh-scouring wind, while others are miasmic swamps filled with poison and disease. Hell does not limit its torturous toolbox merely to the fires for which it is so well known!





DEVIL SHAPING

A pit fiend needs a minimum number of lemures in order to shape the roiling mass into a devil of a particular level, as summarized below.

Devil Level	Number of Lemures
4 or below	4
5–6	8
7–8	16
9–10	32
11–12	64
13–14	128
15–16	256
17–18	512
19–20	1,024

Rituals DC 33; *infernal pact*

Slowing Frost (cold, divine, evocation) The ice devil channels the extreme cold of its body through its appendages and weapons. A creature hit by an ice devil's weapon or unarmed attack in melee must attempt a DC 32 Fortitude save or be slowed 1 for 1d4 rounds. A weapon used by an ice devil gains the effects of a *frost* rune while the gelugon holds it, and the ice devil can throw any such weapon with a 20-foot range increment, trailing motes of frost.

Tactician of Cocytus ❖ (concentrate) An ice devil's logical mind devises genius tactics from its perfect memory. It can telepathically send a tactical repositioning to its allies, allowing all commanded or allied evil creatures in the range of its telepathy to immediately Stride (or Burrow, Climb, Fly, or Swim, if the creature has the corresponding Speed).

PIT FIEND (TYRANT DEVIL)

When an army of devils invades to bathe a region in bloodshed and hellfire, it is likely that one of Hell's most powerful and diabolical generals, the pit fiend, masterminded the incursion. Cunning, powerful, and ruthless, pit fiends often serve the archdevils directly. They rule infernal duchies, subjugate mortal worlds, and usurp infernal rivals using unparalleled despotism and calculated ferocity. To realize their tyrannical machinations, pit fiends claim mortal souls that they corrupt into lemure servants, which can then be shaped and transformed through infernal manipulation into the terrifying devils that form Hell's formidable legions. They often select the most wicked and vicious lemures for their armies, drawing upon these lesser devils' depravity during powerful magical ceremonies to create hideous and terrifying abominations that can cow and eviscerate the pit fiend's enemies.

Pit fiends themselves are crafted deep within the nightmarish bowels of Nessus, the ninth layer of Hell, to serve the whims of archdevils and infernal dukes. Those pit fiends that don't leave Nessus to command infernal legions in the upper layers of Hell often form the courts of Hell's elite, gathering cabals and sects that shape Hell's political landscape through subterfuge and manipulation. But many pit fiends see themselves as living embodiments of hellfire, the all-encompassing wrath of Hell, and thus prefer to dwell in realms consumed by fire. In Avernus, Dis, Malebolge, Nessus, and Phlegethon, pit fiends build vast citadels of brimstone wreathed in flame to lord over.

Pit fiends tower over other devils, standing at least 16 feet tall, weighing over 1,000 pounds, and brandishing wingspans in excess of 20 feet.

Infernal Dukes

Elite members of Hell's political infrastructure and leadership hierarchy, the dukes of Hell are chosen from among the most tyrannical, oppressive, and conniving devils. While not all infernal dukes are pit fiends, a pit fiend's natural disposition toward conquest and oppression often make it an ideal candidate for this position. To create an infernal duke, adjust the pit fiend to be between 21st and 25th level. Because of their physical prowess, manipulative nature, and powerful spellcasting abilities, infernal dukes make excellent villains for long-running campaigns.

PIT FIEND — CREATURE 20

LE | LARGE | DEVIL | FIEND

Perception +37; greater darkvision, *true seeing*

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +34, Arcana +32, Athletics +33, Deception +39, Diplomacy +34, Intimidation +39, Religion +37, Society +36, Stealth +34

Str +9, **Dex** +8, **Con** +9, **Int** +8, **Wis** +9, **Cha** +8

AC 46; **Fort** +37, **Ref** +32, **Will** +35; +1 status to all saves vs. magic

HP 335, regeneration 30 (deactivated by good); **Immunities** fire; **Weaknesses** good 15; **Resistances** physical 15 (except silver), poison 15

Commander's Aura (aura, divine, enchantment) 100 feet. Commanded or allied evil creatures in the aura of lower level than the pit fiend gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 20 feet, DC 42

Attack of Opportunity ↷ The pit fiend can make an Attack of Opportunity when a creature within reach uses a concentrate action, in addition to the usual trigger. The devil can disrupt triggering concentrate actions, and they disrupt actions on any hit, not only a critical hit.

Speed 35 feet, fly 50 feet

Melee ❖ jaws +40 (evil, magical, poison, reach 10 feet), **Damage** 4d10+17 piercing plus 2d6 evil and pit fiend venom

Melee ❖ claw +38 (agile, evil, magical, reach 10 feet), **Damage** 4d6+17 slashing plus 2d6 evil

Melee ❖ tail +36 (evil, magical, reach 10 feet), **Damage** 4d10+17 bludgeoning plus 2d6 evil and Improved Grab

Melee ❖ wing +36 (evil, magical, reach 15 feet), **Damage** 4d6+17 slashing plus 2d6 evil

Divine Innate Spells DC 42; **10th** *meteor swarm*, *miracle* (once per year), *power word stun*; **9th** *bind soul* (at will); **8th** *dispel magic* (at will), *divine decree* (at will), *fireball* (at will), *scrying*, *wall of fire* (at will); **5th** *dimension door*; **4th** *dimension door* (at will); **Constant (8th)** *true seeing*

Rituals DC 42; *infernal pact*

Constrict ❖ 2d10+17 bludgeoning plus 2d6 evil, DC 43

Devil Shaping (divine, downtime, transmutation) The pit fiend reshapes a large number of lemures within a 600-foot radius into more powerful devils to swell Hell's legions. The pit fiend must have available the number of lemures listed on the table in the sidebar on page 92. The pit fiend can shape 100 lemures per day, to a maximum of 1,100 lemures in 11 days. Devils created in this way are in thrall to the pit fiend and follow its orders, with the exception of created pit fiends or other devils of similar power, which are always independent. As a result, few pit fiends choose to create peers. At the end of the Devil Shaping activity, the pit fiend attempts an incredibly hard Religion check of the desired devil's level, with results as follows.

- **Critical Success** The pit fiend shapes two devils from the massed lemures instead of one.
- **Success** The pit fiend shapes a devil of the desired type and level.
- **Failure** The devil shaped from the lemures is 2 levels lower than the intended devil.
- **Critical Failure** The pit fiend fails to shape any devils and draws the ire of an archdevil for its waste of resources.

Fast Swoop ❖ The pit fiend Flies and makes a wing Strike at any point during its movement.

Masterful Quickened Casting ◈ (concentrate); **Frequency** once per round. **Effect** If the pit fiend's next action is to cast an 8th-level or lower innate spell, reduce the number of actions to cast it by 1 (minimum 1 action).

Pit Fiend Venom (poison); **Saving Throw** DC 43 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 6d6 poison damage and drained 1 (1 round); **Stage 2** 7d6 poison damage and drained 2 (1 round); **Stage 3** 8d6 poison damage and drained 3 (1 round)

OTHER DEVILS

The devils presented on these pages are a small sampling of the torments Hell has to offer. Other devils, like the inquisition-focused bone devils, the cherub-faced and fly-bodied accuser devils, and the aquatic drowning devil are a few examples of these widespread immortal creatures.



Dezullon

Dezullons are dangerous carnivorous pitcher plants that dwell in forested regions with thick canopies. They hunt for meat along the forest's understory when not sunning themselves in the boughs above. Dezullons are smart enough to notice that some creatures are attracted by shiny things, and sometimes use such objects to set up ambushes. To assume that the dezullon's ambulations are slow simply because the creature has a root structure is a foolish mistake; many an adventurer has been crushed to death by this surprisingly agile plant. In addition, these dangerous plants are expert climbers, making their pursuit even more difficult to escape from.

A hungry dezullon keeps prey off-balance by spilling its putrid, psychoactive digestive juices from its central pitcher. In addition to being highly acidic, the enzymes in a dezullon's digestive tract, once expelled, inflict a victim with powerful hallucinations and amnesia. This secondary effect makes dezullons highly sought after in some circles, including avid drug users, experimental doctors, and criminals who deal in poisons.

Many varieties of dezullon exist, including lumbering giants of incredible size, those that have tiny, cup-shaped pitchers that proliferate along lengths of creeping ivy like suckers on a squid's tentacles, and others with hundreds of blood-red, razor-sharp leaves that protrude from the inside of their pitchers like a leech's teeth. This latter variety is especially dangerous, since the leaves can all but eviscerate creatures that become ensconced inside their pitchers.

Dezullon Venom

The dezullon is most well known for the psychoactive effects of its secretions. Affected creatures suffer amnesia, briefly forgetting where they are and why they are in pain. Some creatures, desperate to escape the past, willingly expose themselves to a dezullon's amnesia venom in an effort to make their painful memories fade.



DEZULLON **CREATURE 10**

N MEDIUM PLANT

Perception +18; low-light vision

Skills Acrobatics +21, Athletics +19, Stealth +21 (+24 in forests or swamps)

Str +5, **Dex** +7, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 30; **Fort** +17, **Ref** +21, **Will** +16

HP 130, regeneration 15 (deactivated by fire); **Resistances** acid 20

Stench (aura, olfactory) 30 feet. A creature entering the emanation must attempt a DC 27 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure is also slowed 1. While within the aura, the creature takes a –2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at the save is temporarily immune to this effect for 1 minute.

Speed 25 feet; climb 30 feet

Melee ❖ vine +21 (acid, agile), **Damage** 3d6+8 bludgeoning plus 3d6 acid and Grab

Ranged ❖ acid glob +23 (acid, range 30 feet), **Damage** 4d8 acid plus amnesia venom

Amnesia Venom (mental, poison); **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** flat-footed (1 round); **Stage 2** flat-footed and clumsy 1 (1 round); **Stage 3** confused, flat-footed, and clumsy 2 (1 round).

Constrict ❖ 2d6+2 bludgeoning

Root ❖ (concentrate) Until the next time it acts, the dezullon appears to be a normal pitcher plant. It has an automatic result of 41 (44 in forests or swamps) on Deception checks and DCs to pass as a non-creature plant.

Dhampir

As the mortal offspring of a vampire and a living parent, dhampirs occupy an unusual place among the living. Their vampiric parentage lends them elongated incisors, an unearthly beauty and physical grace, a ghostly pallor, and a piercing gaze. Perhaps their most distinctive feature, however, is their connection to negative energy, which heals them, leaving them as vulnerable to positive energy as any undead creature. Though they don't suffer the full range of a vampire's vulnerabilities, they do share certain characteristics with their vampire parent, leading to several distinct dhampir heritages across Golarion. By far the most common dhampirs are svetocher, the children of the more common moroi vampires.

Many dhampirs lived their childhoods as orphans, often because their mortal parents believed their child to be cursed and abandoned them, or perished as a result of a difficult childbirth. Often outcast, some dhampirs leverage their charisma and personal magnetism to manipulate those around them, while others struggle to form relationships. Frequent mistrust of a dhampir's parentage present further challenges when dhampirs attempt to integrate into mortal society. Those who seek out their vampiric parent instead often find themselves considered inferior, rejected as they were with regular mortals but for different reasons. But in regions like Nidal, Geb, and Ustalav, where vampires themselves carry some degree of respect, dhampirs can sometimes find their heritage empowering.

Dhampirs fill countless roles within many communities. Some prefer to blend in as best they can, holding regular jobs and building families (most children born to dhampirs share an ancestry with the dhampir's mortal parent, but a rare few are born as dhampirs themselves). Those who learn to make the most of their inherited charm can achieve a high societal status, whether leveraging traditional avenues of power or gathering followers enamored by the dhampir's abilities. With a lifespan rivaling that of an elf, a dhampir can develop extensive influence and engage in long-reaching schemes of massive scope. Further, their ancestry lends them a proclivity to necromancy and the occult arts.

Dhampir Locations

Most dhampirs make their homes in urban areas, though some more reclusive individuals claim ruins or dungeons as their domains.

Dhampir Wizard

This dhampir is a svetocher, the child of a moroi vampire.

Dhampir Wizard — Creature 2

NE | Medium | Dhampir | Human | Humanoid

Perception +4; darkvision
Languages Common, Necril
Skills Acrobatics +7, Arcana +8, Deception +5, Intimidation +5, Society +8, Stealth +7, Vampire Lore +8
Str +2, **Dex** +3, **Con** +0, **Int** +4, **Wis** +0, **Cha** +1
Items dagger, spellbook containing their prepared spells, staff

AC 17; **Fort** +4, **Ref** +7, **Will** +6; +2 circumstance to all saves vs. disease
HP 22, negative healing
Blood of the Night The dhampir's penalty and Hit Point reduction from the drained condition are reduced as though the condition value were 1 lower.

Speed 25 feet
Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing
Melee ❖ staff +6 (two-handed d8), **Damage** 1d6+2 bludgeoning
Melee ❖ fist +7 (agile, finesse, nonlethal), **Damage** 1d4+2 bludgeoning
Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Arcane Prepared Spells DC 18, attack +8; **1st** *command*, *grim tendrils* (×2), *magic missile*; **Cantrips (1st)** *chill touch*, *detect magic*, *prestidigitation*, *ray of frost*, *shield*



Dinosaurs in Fantasy

At first glance, the inclusion of dinosaurs in a fantasy setting might seem strange, but dinosaurs are an excellent creature to use in a game that bridges the gap between familiar real-world animals and legendary monsters. If having dinosaurs mix freely with lions, manticores, and dragons still seems strange to you, consider having them dwell in remote, primeval lands, as suggested in the sidebars on pages 99–100. On Golarion, dinosaurs do exist in the wilder regions of the world, particularly on the continent of Garund, though they are common enough that PCs might find some on display in a menagerie in a northern city, in use as guardian creatures, or even kept by druids as loyal animal companions.

Dinosaur

Remnants from the world's primeval era, these enormous reptilian animals still exist in large numbers in isolated and remote wildernesses or far underground within magical Darklands caverns. Lizardfolk, orcs, giants, and other monstrous humanoids sometimes use dinosaurs as mounts, guards, or hunting animals. Humans and other ancestries have also been known to collect dinosaurs, be it to display them in menageries or keep them as exotic pets or guardians. Such activities are generally pursuits of the rich or eccentric, but certain druids and other guardians of nature feel strong kinships with dinosaurs as well and take them on as companions. When dinosaurs establish themselves in regions beyond their normal habitats, it is generally the result of these captive creatures escaping into the wild.

Velociraptor

A smaller cousin of the deinonychus, the velociraptor is a swift, cunning pack hunter. It has no fear of larger creatures, and a group of these dinosaurs won't hesitate to attack creatures the size of a horse. Velociraptors are social animals, and tend to live in groups of up to a dozen other velociraptors. They have manes of feathery plumage that extend down their backs and along the sides of their arms, legs, and tail, while their underbellies and flanks are scaly. These feathers allow them to blend into their natural terrains with ease, but when excited, attempting to intimidate, or seeking a mate, a velociraptor can puff and frill this plumage to expose much brighter colors normally covered by the longer feathers. A typical velociraptor is 1-1/2 feet tall, 7 feet long, and weighs 35 pounds.



Velociraptor **Creature 1**

N | Small | Animal | Dinosaur

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +5 (+8 jumping), Stealth +6

Str +0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +1

AC 16; **Fort** +5, **Ref** +7, **Will** +4

HP 20

Speed 40 feet

Melee ❖ jaws +8 (finesse), **Damage** 1d6+3 piercing

Melee ❖ talon +8 (agile, finesse), **Damage** 1d4+3 slashing

Leaping Charge ❖ The velociraptor Strides up to 10 feet, ignoring difficult terrain as it leaps over obstacles. It then makes a Strike with its talons, gaining a +1 circumstance bonus to its attack roll.

Pack Attack The velociraptor deals 1d4 extra damage to any creature that's within reach of at least two of the velociraptor's allies.

Deinonychus

Deinonychuses are wily hunters that attack in groups of up to a dozen individuals, ripping apart their prey with sharp talons and powerful jaws. They are lean and muscular, and have two powerful legs and a long tail that helps them maintain balance. Although deinonychuses don't use their dexterous clawed forelimbs to attack, the dinosaurs can use them to pull aside small barriers. Although some of these dinosaurs have scaly skin, most have thatches of vibrantly colored feathers as well. A deinonychus is about 6 feet tall and weighs about 150 pounds.

However, larger deinonychuses exist. These creatures—which stand taller than a human—are called megaraptors.

DEINONYCHUS

CREATURE 2

N MEDIUM ANIMAL DINOSAUR

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7 Athletics +9 (+12 jumping), Stealth +7
Str +3, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** +2

AC 19; **Fort** +10, **Ref** +9, **Will** +5
HP 30

Speed 30 feet
Melee ❖ jaws +9, **Damage** 2d6+3 piercing
Melee ❖ talon +9 (agile), **Damage** 1d6+3 slashing plus 1d4 bleed
Darting Attack ❖ The deinonychus Strides up to 10 feet and then makes a Strike, or makes a Strike and then Strides up to 10 feet.
Predator's Advantage Bleeding creatures are flat-footed to the deinonychus.

ANKYLOSAURUS

Squat, heavily armored quadrupeds, ankylosauruses are stubborn and irascible. Although they're herbivores, they have been known to attack other creatures that trespass within territory simply out of ill temper.

Ankylosauruses have few natural predators, as their bony hides are covered in spiked nubs that jut in many different directions to discourage larger creatures from biting them. They have mighty tails ending in an immense knot of bone, which they use to whip at threats with incredible speed and power. While these low-to-the-ground dinosaurs can trample human-sized or smaller foes, their relatively squat stance prevents them from doing so against larger targets. An ankylosaurus is about 30 feet long, 10 feet tall at the shoulder, and weighs over 3 tons.

The ankylosaurus is the largest of the heavily armored dinosaurs called ankylosaurids, but smaller versions exist as well. Still Large in size, these smaller dinosaurs, such as the 16-foot long pinacosaurus, lack the trample ability and are rarely above 4th level. Regardless of size, ankylosaurids tend to be relatively muted in coloration, with mixes of black, brown, and gray. When captive, an ankylosaurus's keeper might paint its scales bright colors to signify to others that is not a wild creature.

ANKYLOSAURUS

CREATURE 6

N HUGE ANIMAL DINOSAUR

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 26; **Fort** +16, **Ref** +10, **Will** +12
HP 90

Speed 25 feet
Melee ❖ tail +17 (backswing, reach 15 feet), **Damage** 2d8+7 bludgeoning plus punishing tail
Melee ❖ foot +17 (reach 10 feet), **Damage** 2d6+7 bludgeoning
Punishing Tail A creature struck by the ankylosaurus's tail must attempt a DC 24 Fortitude save. On a failure, it's slowed 1 until the end of its next turn; on a critical failure, it's stunned until the end of its next turn.
Trample ❖❖❖ Medium or smaller, foot, DC 24

DINOSAUR RESOURCES

As animals, dinosaurs have little interest in treasure (although velociraptors and deinonychuses, like their bird cousins, enjoy keeping sparkling baubles in their nests), but the remains of adventurers strewn about their lairs often still have valuable gear. Dinosaurs can also be harvested for rare and valuable trophies such as teeth, talons, armor plates, and the like.



Dinosaur Guardians

As with most animals, dinosaurs can be tamed or domesticated, but the difficulty of this task increases along with the dinosaur's level. Lizardfolk and orcs are fond of using dinosaurs as beasts of burden, workhorses, mounts, or even war beasts. Certain dinosaurs, such as velociraptors and deinonychuses, make excellent trackers as well. The largest and most dangerous dinosaurs, such as the tyrannosaurus, are generally avoided, although more powerful creatures like giants have been known to be able to keep them as pets, guardians, or even brutal executioners. In certain cities, dinosaurs are popularly featured as combatants in blood sports and other gladiatorial battles.

Stegosaurus

The stegosaurus is easily recognized by its twin rows of diamond-shaped dorsal plates that run down its spine, and thick tail adorned with four large spikes. This strange configuration protects this herbivore from predators, as the stegosaurus can hunker down to interpose its dorsal plates between an attacker and its thick body. A stegosaurus defends itself by swinging its spiked tail at larger foes and trampling smaller opponents underfoot.

The stegosaurus often inhabits grasslands, where nutritious vegetation is plentiful and only its dorsal plates rise above waving fields of tall grass. The stegosaurus is among the most curious of dinosaurs, and hunters often find it easy to bait them with shiny trinkets or strange noises. A stegosaurus is about 30 feet long, 16 feet high at the top of its highest dorsal plate, and weighs between 2 and 3 tons.

The stegosaurus is generally more even-tempered and even gentle, despite its size, than the ankylosaurus. This combination makes it even more popular as a trained pet or guard, but even then one should take care to not annoy the dinosaur—an angry or annoyed stegosaurus can lash out with its tail with little warning. Often, it's wiser to train smaller variants, such as the kentrosaurus. Regardless, their dorsal plates make this dinosaur a poor choice as a mount.



Stegosaurus — Creature 7

N | Huge | Animal | Dinosaur

Perception +15; low-light vision, scent (imprecise) 30 feet

Skills Athletics +20

Str +7, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 23; **Fort** +17, **Ref** +13, **Will** +13

HP 125

Dorsal Deflection ↷ **Trigger** The stegosaurus is targeted with a melee attack. **Effect** The stegosaurus leans its dorsal plates into the attack, gaining a +2 circumstance bonus to its AC against the triggering attack. If the attack misses, the stegosaurus Steps after the attack.

Speed 25 feet

Melee ❖ tail +18 (sweep, reach 15 feet), **Damage** 2d8+9 piercing

Melee ❖ foot +18 (reach 10 feet), **Damage** 2d6+9 bludgeoning

Trample ❖❖❖ Large or smaller, foot, DC 25

Triceratops

Triceratopses are muscular quadrupeds with powerful but short legs, thick necks, and heads crowned by a wide, bony frill. Though they bear a large horn on their snout and one on each brow, these dinosaurs are herbivores and use these bony protrusions only to defend themselves from attackers or in dramatic clashes

against other triceratopses for grazing territory or mates. Short-tempered and obstinate, triceratopses are unlikely to back down from a fight unless they are hopelessly outmatched, and the creatures are known to fight to the death for no apparent reason beyond stubbornness. Triceratopses often serve as mounts for lizardfolk, orcs, and giants, who ride comfortably behind the dinosaurs' protective bone frills. A triceratops is 30 feet long and weighs as much as 10 tons.

Triceratopses are surely the most well-known of the dinosaurs known as ceratopids, but many others exist. For example, the smaller styracosauruses have only one horn but several horn-like protrusions on their frills.

TRICERATOPS CREATURE 8

N HUGE ANIMAL DINOSAUR

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +21
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 26; **Fort** +18, **Ref** +12, **Will** +14
HP 140

Frill Defense ↷ **Trigger** The rider is targeted with an attack. **Requirements** A creature must be mounted on the triceratops. **Effect** The triceratops intercepts the attack with its bony frill. The rider gains a +2 circumstance bonus to its AC against the triggering attack.

Speed 30 feet
Melee ❖ horns +19 (reach 15 feet), **Damage** 2d8+9 piercing plus Knockdown
Melee ❖ foot +19 (reach 10 feet), **Damage** 2d6+9 bludgeoning
Lumbering Charge ❖ The triceratops Strides up to 10 feet and then makes a Strike.
Trample ❖❖❖ Large or smaller, foot, DC 26
Vicious Gore A triceratops deals 2d6 extra persistent bleed damage to prone targets it hits with its horns.



BRONTOSAURUS

Brontosauruses are truly gigantic behemoths, plodding herbivores large enough to be unafraid of all but the most massive predators. Brontosauruses have stout bodies and long, sinuous necks ending in small heads, allowing them to graze from the highest treetops. Their powerful tails are equally as long as their necks and provide counterbalances. Brontosauruses bear their bulk upon four stout legs. Although their feet are capable of crushing entire buildings, these herbivores are generally peaceful and considerate of where they step.

Most brontosauruses are dangerous only when defending themselves or their young, or when panicked enough to stampede. When roused in this way, however, the creatures are truly terrifying: their muscular tails sweep in great arcs and their massive feet crash down heedlessly onto the ground. A brontosaurus is 70 feet long and weighs more than 30 tons.

PRIMEVAL LANDS

Dinosaurs fit well into certain types of settings. They're often found in isolated lands like primeval jungle valleys or plateaus—regions known as lost worlds for their inaccessibility and lack of any encroaching civilization. In addition to dinosaurs, other megafauna can exist in these places as well, along with giant insects or aggressive creatures like bulettes, carnivorous plants, chuuls, and drakes. Such regions can make for perilous and intriguing adventure sites, especially if you combine them with ruins of ancient civilizations to explore once the party has navigated the hostile wilderness regions.

HOLLOW WORLDS

Another classic place that dinosaurs are found in fiction are in "hollow worlds." Some campaign settings might not contain entire isolated worlds within them, but many, such as Golarion, have expansive underground lands. The deepest region of the Darklands of Golarion—a realm called Orv—is an optimal place to find a hollow world. Typically infused with magic that allows for jungles to grow deep underground (and sometimes even sunlike orbs that illuminate the lands from above, simulating a day-night cycle), areas such as Deep Tolguth of Orv make perfect places for dinosaurs to roam.

Brontosauruses belong to a group of dinosaurs known as sauropods, all of which are immense in size. The brachiosaurus is among the tallest of these dinosaurs, and the diplodocus among the longest, but it's likely that even larger behemoths exist.

BRONTOSAURUS CREATURE 10

N GARGANTUAN ANIMAL DINOSAUR

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +23
Str +9, **Dex** +0, **Con** +5, **Int** –4, **Wis** +2, **Cha** +1

AC 28; **Fort** +21, **Ref** +14, **Will** +16
HP 220

Speed 35 feet
Melee ❖ tail +23 (sweep, reach 20 feet), **Damage** 2d10+13 bludgeoning plus Improved Knockdown
Melee ❖ foot +23 (reach 15 feet), **Damage** 2d8+13 bludgeoning
Tail Sweep ❖❖ The brontosaurus makes a tail Strike and compares the attack roll to the AC of up to three foes, each of whom must be within its tail's melee reach and adjacent to at least one other target. It rolls damage only once and applies it to each creature hit. A Tail Sweep counts as two attacks for its multiple attack penalty.
Trample ❖❖❖ Huge or smaller, foot, DC 29

TYRANNOSAURUS

Widely regarded as the king of the dinosaurs, the tyrannosaurus is a massive predator with a wide mouth filled with viciously sharp teeth. Thundering beasts of fury and hunger, tyrannosauruses are bold and fearless carnivores that eagerly bite off great hunks of large prey and swallow smaller prey—such as most humanoids—in a single gulp. Although they can subsist on carrion, tyrannosaurs prefer live prey.

Tyrannosauruses stand on two wide, powerful hind legs that allow them to run quickly, and their thick tails provide them with



exceptional balance. Although a their small forelimbs are of little use other than to hold prey in place while the predators tear at their victim's flesh with their fearsome jaws, even these forelimbs bear sharp claws several inches long. As fearsome as tyrannosauruses are alone, they sometimes hunt in packs to take down massive prey. Only the most powerful creatures can successfully train tyrannosauruses, and even then, only when they can provide the ravenous beasts with a steady diet of meat.

Some tribes of giants, particularly cyclopes or more obscure denizens of primeval lands, have even trained tyrannosauruses as mounts or beasts of war. In other places, xulgaths feed these prisoners to these mighty dinosaurs as part of executions or ritual sacrifices. Some xulgath cults even revere tyrannosaurs as incarnations of their violent demonic demigods. For their part, tyrannosaurs who have grown used to having their meals provided in this manner are remarkably well-behaved toward their feeders and keepers. Tyrannosauruses are 50 feet long and weigh 7 tons or more.

Other variants of the tyrannosaurs include slightly smaller dinosaurs such as the allosaurus, or even larger dinosaurs like the ravenous giganotosaurus. Even the smallest tyrannosaurs, such as the nanotyrannus, are never smaller than Large in size, yet despite this smaller stature, they are no less ferocious, and those who would assume that a nanotyrannus is "safer" to train would do well to think again!

TYRANNOSAURUS CREATURE 10

N GARGANTUAN ANIMAL DINOSAUR

Perception +19; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +15, Athletics +24
Str +8, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0

AC 29; **Fort** +21, **Ref** +15, **Will** +19
HP 180

Speed 40 feet

Melee ❖ jaws +22 (deadly 1d12, reach 20 feet), **Damage** 2d12+12 piercing plus Grab

Melee ❖ foot +22 (reach 15 feet), **Damage** 2d10+12 bludgeoning

Fling ❖ **Requirements** A creature is Grabbed in the tyrannosaurus's jaws. **Effect** The tyrannosaurus flings the creature into the air up to 10 feet up from its mouth and 20 feet away. The creature falls 25 feet (assuming the tyrannosaurus flings it as high as it can) and takes falling damage accordingly. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage. The creature being landed on can attempt a DC 23 basic Reflex save.

Pin Prey ↷ **Trigger** The tyrannosaurus critically hits a Large or smaller foe with its foot. **Effect** The creature struck by the foot is knocked prone and the tyrannosaurus uses its foot to hold the creature in place. As long as the tyrannosaurus doesn't move from its position, the pinned creature is Grabbed. A tyrannosaurus gains a +2 circumstance bonus to attack a creature it has pinned in this manner, but it cannot use Swallow Whole on the target unless it uses its jaws to Grab the victim first.

Swallow Whole ❖ (attack) Medium, 3d6+8 bludgeoning, Rupture 26

Trample ❖❖❖ Huge or smaller, foot, DC 29



OTHER DINOSAURS

A wide range of dinosaurs are presented on these pages, but any trip to the movies, exploration of dinosaur books, or a quick online search reveals a wealth of additional creatures that could fit into your game as well. Armor-headed pachycephalosaurs, spike-thumbed iguanodons, duck-billed hadrosaurs, sail-backed spinosauruses, and more await discovery by those who would seek out the mysteries of the lost worlds where the thunder lizards still rule!

Rabies

While many societies adore dogs and value them for their loyalty as pets, no affliction other than rabies can reverse sentiments about these creatures quite so easily. While many animals can be afflicted with this debilitating illness, something about a loyal family pet growing feral and violent as a result of the disease makes it that much worse.

Rabies (disease); **Saving Throw** DC 17 Fortitude; **Stage 1** sickened 1 (1 day); **Stage 2** sickened 2 (1 day); **Stage 3** confusion (1 day); **Stage 4** dead

Dog

Dogs are trusted and loyal companions that serve as guardians, protectors, and hunting companions. Their ability to detect prey or predators via scent and their predilection to accompany humanoids makes them ideal pets for most adventurers. There are hundreds of breeds of dogs in the world—from tiny lapdogs who shower their masters in affection to muscular dogs that stand nearly 4 feet high at the shoulder—and they can be found in nearly any place where people reside. Larger breeds might even be used as mounts for smaller adventurers, and some cultures use dogs as beasts of burden capable of pulling sleds loaded with supplies across the icy tundra. Regardless, many adventurers find value in having a dog.

Guard Dog

The typical guard dog is loyal to and beloved by many communities. Often adored as pets, they also excel as protectors and trackers, and can be fearless when defending a beloved master or family member. The statistics presented below work well for any number of breeds of dog ranging from 20 to 50 pounds in weight. Wild dogs can also use these statistics, but their untamed nature makes them far more unpredictable and threatening. Feral dogs are perhaps even more dangerous, for unlike their wild cousins, feral dogs often lack the instinctual fear of humanity that stops wild creatures from interacting with people.

GUARD DOG **CREATURE –1**

N SMALL ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +4, Stealth +5, Survival +4
Str +1, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** –1

AC 15; **Fort** +5, **Ref** +7, **Will** +4
HP 8

Speed 30 feet
Melee ❖ jaws +6, **Damage** 1d4+1 piercing
Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.



Riding Dog

Riding dogs types include larger dogs, such as mastiffs, wolfhounds, and huskies, and are bred often by halflings and gnomes to serve as mounts. Riding dogs are as loyal and devoted to their masters as guard dogs, and are ferocious in battle, regardless of whether they bear a rider or not. As with guard dogs, these large hounds can be wild or feral in nature, and, in some cases, might rival packs of wolves with regard to the danger they pose to inhabitants of rural areas.

RIDING DOG **CREATURE 1**

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +7, Survival +5
Str +2, **Dex** +2, **Con** +2, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +7, **Ref** +5, **Will** +5
HP 20
Buck ↷ DC 17

Speed 35 feet
Melee jaws +7, **Damage** 1d6+2 piercing
Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

Doppelganger

In their natural forms, doppelgangers are humanoid creatures with flesh of indeterminate color and features that lack fine details, as if unfinished. As masters of mimicry, they use their abilities to impersonate others in devious ways, often infiltrating settlements and residing within them for years without being detected.

Doppelgangers are incredibly secretive, with some nearing outright paranoia. They choose their targets carefully and go to great lengths not to reveal their intentions before their plans come to fruition. Doppelgangers usually infiltrate communities in order to gain some manner of wealth or power, and assume the guises of other (usually influential) persons to allow the creatures they're impersonating to take the fall for any negative consequences that may result from their actions.

Though most are not evil, doppelgangers are manipulative and self-serving. As they don't have their own society and aren't monolithic in their motivations, an individual doppelganger has its own unique interests and impulses, though many are over-indulgent. Some doppelgangers enjoy the thrill of subtlety, while others favor grander schemes, such as manipulating a nation's political infrastructure. Others seek to exploit merchant guilds to gain immense wealth, while others use their shape-changing ability to destroy relationships between close friends or families.

Doppelgangers are careful and patient creatures. They are willing to slowly construct elaborate schemes that may require extended periods of time—even decades—to yield results.

Doppelgangers often work alone, as they don't trust potential cohorts not to ruin their plans. There are rare times when doppelgangers might reveal secrets to high-ranking individuals to ensure a successful infiltration. When they do work with others, it's because they've taken the shape of a target group's leader, unbeknownst to the organization's members.

Doppelgangers can grow in power by learning skills and abilities, and often make excellent rogues, spellcasters, or fighters. A doppelganger that has class abilities can often effectively infiltrate and plague an adventuring group as a powerful antagonist—but using a doppelganger like this in your game should be handled with care (see the Infiltrating a Party sidebar above for more information).

Infiltrating a Party

While incorporating a doppelganger who infiltrates the adventuring party into your game can lead to many exciting narrative possibilities, in practice, it's not easy (or even advisable) to pull off. If you wish to try, it's best to make sure you know your players well and have their trust. You can take a targeted player aside to let them know that, for a time, they'll be playing a doppelganger, but take care not to remove the player's agency from the game for too long or too often, as that can get old fast from the other side of the GM screen!



Doppelganger — Creature 3

UNCOMMON | N | MEDIUM | HUMANOID

Perception +7; darkvision
Languages Common, two other languages
Skills Deception +11, Diplomacy +11, Society +8, Stealth +8
Str +3, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +4

AC 18; **Fort** +5, **Ref** +10, **Will** +11
HP 50

End the Charade ↷ (attack); **Trigger** The doppelganger is transformed with Change Shape and another creature moves adjacent to it or takes a hostile action against it. **Effect** The doppelganger reverts to its natural form and can make a Strike against the triggering creature. If the creature was unaware the doppelganger was in disguise, that creature is flat-footed against this attack.

Speed 25 feet
Melee ❖ claw +10 (agile), **Damage** 2d6+5 slashing
Arcane Innate Spells DC 21; **3rd** *mind reading* (at will)
Change Shape ❖ (arcane, concentrate, polymorph, transmutation) The doppelganger takes on the specific appearance of any Small or Medium humanoid who it has seen and whose appearance it remembers. This doesn't change the doppelganger's Speed or its attack and damage bonuses with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning).





BLACK DRAGON SPELLCASTERS

Black dragon spellcasters tend to cast the following spells.

YOUNG BLACK DRAGON

Arcane Prepared Spells DC 25, attack +18; **3rd** *slow*, *stinking cloud*; **2nd** *blur*, *glitterdust*, *invisibility*; **1st** *alarm*, *ray of enfeeblement*, *true strike*; **Cantrips (3rd)** *dancing lights*, *detect magic*, *prestidigitation*, *read aura*, *tanglefoot*

ADULT BLACK DRAGON

Arcane Prepared Spells DC 30, attack +24; As young black dragon, plus **5th** *black tentacles*, *mariner's curse*; **4th** *clairvoyance*, *dimension door*, *suggestion*; **3rd** *paralyze*; **Cantrips (5th)** *dancing lights*, *detect magic*, *prestidigitation*, *read aura*, *tanglefoot*

ANCIENT BLACK DRAGON

Arcane Prepared Spells DC 37, attack +32; As adult black dragon, plus **7th** *finger of death*, *mask of terror*, *reverse gravity*; **6th** *dominate*, *true seeing*, *wall of force*; **5th** *prying eye*; **Cantrips (7th)** *dancing lights*, *detect magic*, *prestidigitation*, *read aura*, *tanglefoot*

Dragon, Chromatic

While there are many types of dragons, from the powerful planar dragons to the strange esoteric dragons, few dragon varieties are as well-known and as rightly feared as the chromatic dragons. Differentiated by the hue of their scales, each color of dragon unleashes its own flavor of murderous cruelty—be it by claw, tooth, or breath—and unlike most creatures, dragons only become more powerful as they age. Their lust for treasure, food, bloodshed, and control are legendary. Physically powerful with egos to match, these dragons are often morally depraved and act as criminal masterminds, vicious tyrants, or voracious raiders.

SHAPE-CHANGING DRAGONS

Some dragons can take humanoid form, allowing them to infiltrate settlements or influence others without revealing their true nature. They gain the following ability:

Change Shape ❖ (arcane, concentrate, polymorph, transmutation) The dragon takes on the appearance of any Small or Medium humanoid. This doesn't change its Speed or attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning).

CHROMATIC DRAGON SPELLCASTERS

Each type of chromatic dragon features a sidebar on spellcasting dragons of that type. To make a chromatic dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities, and give it the spells outlined in its sidebar. You can swap out any number of these with other arcane spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence or Charisma modifier by 1 or 2 to reflect its mastery of magic.

CHROMATIC DRAGONS OF GOLARION

The chromatic dragons that dwell around the Inner Sea region are cruel and sinister monsters who inspire as much fear as reverence. These terrible beasts are no mere myth, however, but a very real threat to the people with whom they share their lands. Most dwell in the wild places of the world, and only the most brazen of them regularly meddle in mortal affairs. The dragons of Golarion believe that they are descended from two original beings, Apsu and Tiamat, and their rich mythology attempts to explain the origins of the age-old war between chromatic and metallic dragons.

Black dragons thrive in swampy wildernesses like the Mushfens in Varisia or the wrecked coastline now known as the Sodden Lands, while blue dragons prefer the sand-swept deserts of Thuvia and Osirion. Brutish green dragons roam the forests of the River Kingdoms in abundance and even the elven kingdom of Kyonin, particularly in the demon-tainted Tanglebriar. One of the most infamous red dragons, Aashaq, a wyrm priestess of the draconic god Dahak, makes her home among the isles of the Shackles, where she lords over her followers and leads raids throughout the Inner Sea region. White dragons, though they may be found in virtually any mountain range in Avistan, are perhaps most prevalent around the Crown of the World, where they threaten travelers caravaning across the Path of Aganhei.

BLACK DRAGON

Murderous tyrants of marshes, swamps, bogs, and fens, black dragons terrorize their domains with intense fervor. Gleefully sadistic, they rule their fetid principalities from a deep cave or otherwise isolated part of the swamp with a mix of lightning-quick raids and subterfuge. Their hatred for other creatures is as acidic as their breath weapons, and they rarely tolerate even other dragons of their kind—except perhaps to mate or temporarily collaborate to take down a mutual enemy.

Black dragons are amphibious—although they breathe air, their gills also allow them to breathe water. Their frills and fins make them accomplished swimmers, well suited to their wetland environments and submerged lairs. They're immune to the fetid water that comes as a result of their magical ability to corrupt water.

Black dragon lairs are as foul as their souls. The floors are littered with rotting meat, and plundered treasures line the muck and slime of their dank caves amid twisted roots and creepers. Such places are often crawling with pests, snakes, and slimes. Though they claim natural caverns when they can, they make do with areas of dense, twisted vegetation within a swamp. Black dragon treasure hoards primarily consist of gems and expensive glass work, as valuables of softer substance can't survive the dragon's acidic presence.

YOUNG BLACK DRAGON CREATURE 7

CE LARGE ACID AMPHIBIOUS DRAGON

Perception +15; darkvision, scent (imprecise) 60 feet
Languages Draconic
Skills Acrobatics +14, Arcana +12, Athletics +17, Deception +15, Intimidation +15, Stealth +16
Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +2

AC 25; **Fort** +17, **Ref** +12, **Will** +15
HP 125; **Immunities** acid, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 23
Tail Lash ↷ **Trigger** A creature within reach of the dragon's tail takes an action to Strike or attempt a skill check; **Effect** The dragon Strikes with its tail at the triggering creature at a –2 penalty. If it hits, the creature takes a –2 circumstance penalty to the triggering roll.

Speed 40 feet, fly 100 feet, swim 40 feet
Melee ❖ jaws +19 (acid, reach 10 feet), **Damage** 2d10+9 piercing plus 1d6 acid
Melee ❖ claw +19 (agile), **Damage** 2d6+9 slashing
Melee ❖ tail +17 (reach 15 feet), **Damage** 2d8+7 bludgeoning
Melee ❖ horns +17 (reach 10 feet), **Damage** 1d8+7 piercing
Breath Weapon ❖❖ (acid, arcane, evocation); The dragon breathes a spray of acid that deals 8d6 acid damage in a 60-foot line (DC 25 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one horns Strike in any order.
Draconic Momentum The dragon recharges its Breath Weapon whenever it scores a critical hit with a Strike.

ADULT BLACK DRAGON CREATURE 11

CE LARGE ACID AMPHIBIOUS DRAGON

Perception +22; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Jotun
Skills Acrobatics +18, Arcana +19, Athletics +24, Deception +20, Intimidation +20, Stealth +20
Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +3, **Cha** +3

AC 31; **Fort** +23, **Ref** +18, **Will** +21; +1 status to all saves vs. magic
HP 215; **Immunities** acid, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28
Tail Lash ↷ As young black dragon.

Speed 50 feet, fly 120 feet, swim 50 feet
Melee ❖ jaws +25 (acid, magical, reach 10 feet), **Damage** 2d12+13 piercing plus 2d6 acid

SERZILIAN

The great wyrm black dragon Serzilian rules over the fetid Graidmere swamp in Ustalav, where she has resided for over 800 years. She knows something darker even than herself resides somewhere in the swamp, but she has yet to find how to summon such an entity. For now, she slumbers, waking only to demand sacrifices.



BLUE DRAGON SPELLCASTERS

Blue dragon spellcasters tend to cast the following spells.

YOUNG BLUE DRAGON

Arcane Prepared Spells DC 28, attack +21; **4th** *dimension door*, *hallucinatory terrain*; **3rd** *dream message*, *hypnotic pattern*, *paralyze*; **2nd** *dispel magic*, *invisibility*, *mirror image*; **1st** *alarm*, *charm*, *unseen servant*; **Cantrips (4th)** *detect magic*, *message*, *read aura*, *shield*, *sigil*

ADULT BLUE DRAGON

Arcane Prepared Spells DC 34, attack +27; As young blue dragon, plus **6th** *baleful polymorph*, *mislead*; **5th** *chromatic wall*, *false vision*, *illusory scene*; **4th** *clairvoyance*; **Cantrips (6th)** *detect magic*, *message*, *read aura*, *shield*, *sigil*

ANCIENT BLUE DRAGON

Arcane Prepared Spells DC 41, attack +35; As adult blue dragon, plus **8th** *disappearance*, *maze*, *mind blank*; **7th** *paralyze*, *prismatic spray*, *spell turning*; **6th** *feeblemind*; **Cantrips (8th)** *detect magic*, *message*, *read aura*, *shield*, *sigil*

Melee ❖ claw +25 (agile, magical), **Damage** 2d10+13 slashing
Melee ❖ tail +23 (magical, reach 15 feet), **Damage** 2d12+11 bludgeoning
Melee ❖ horns +23 (magical, reach 10 feet), **Damage** 1d10+11 piercing
Arcane Innate Spells DC 30; **2nd** *darkness* (at will)
Breath Weapon ❖❖ (acid, arcane, evocation); The dragon breathes a spray of acid that deals 12d6 acid damage in an 80-foot line (DC 30 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Corrupt Water ❖ (arcane, concentrate, necromancy); **Frequency** Once per day; **Effect** The dragon permanently befouls 10 cubic feet of liquid within 90 feet. The liquid becomes undrinkable and unable to support water-breathing life. This destroys liquid magic or alchemical items if they're of a lower level than the dragon (a creature can attempt a DC 28 Will save to protect liquids in its possession). This doesn't affect the liquids in a creature's body.
Draconic Frenzy ❖❖ As young black dragon.
Draconic Momentum As young black dragon.

ANCIENT BLACK DRAGON — CREATURE 16

UNCOMMON | CE | HUGE | ACID | AMPHIBIOUS | DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Goblin, Jotun, Orcish
Skills Acrobatics +25, Arcana +26, Athletics +32, Deception +29, Intimidation +29, Stealth +27
Str +8, **Dex** +5, **Con** +6, **Int** +4, **Wis** +5, **Cha** +5

AC 39; **Fort** +30, **Ref** +27, **Will** +29; +1 status to all saves vs. magic
HP 325; **Immunities** acid, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 35
Tail Lash ↷ As young black dragon.

Speed 60 feet, fly 150 feet, swim 60 feet
Melee ❖ jaws +33 (acid, magical, reach 15 feet), **Damage** 3d10+14 piercing plus 2d6 acid and 2d6 persistent acid
Melee ❖ claw +33 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing
Melee ❖ tail +31 (magical, reach 20 feet), **Damage** 3d10+12 bludgeoning
Melee ❖ horns +31 (magical, reach 15 feet), **Damage** 2d10+12 piercing
Arcane Innate Spells DC 37; **2nd** *darkness* (at will)
Breath Weapon ❖❖ (acid, arcane, evocation); The dragon breathes a spray of acid that deals 17d6 acid damage in a 100-foot line (DC 39 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Corrupt Water ❖ (arcane, concentrate, necromancy); As adult black dragon, but DC 35.
Draconic Frenzy ❖❖ As young black dragon.
Draconic Momentum As young black dragon.

BLUE DRAGON

Blue dragons are the sleek and poised cosmopolitans of the chromatic dragons. Their brand of evil is organized, manipulative, and regal. Blue dragons often lair near or within cities and set out to bend the population to their will and gather hordes of servants. These dragons love spinning webs of conspiracy. A blue dragon's lackeys typically don't even realize that they serve a dragon, but instead think the protection money, tariffs, or taxes they are amassing is treasure for a cruel but legitimate master. In some ways, blue dragons even see their servants as a living hoard and value them like treasure. These dragons have been known to use these tactics even with their own chromatic cousins.

Not all blue dragons work clandestinely. Some lord over desert tribes and hill people like vengeful gods, demanding both tribute and worship. No matter how blue dragons manage their underlings, their bearing is regal and their lairs palatial; they're universally intolerant of insubordination, incompetence, and embezzlement, and punish perpetrators with murderous efficiency.

Blue dragons are also known for their use and mastery of illusion magic. They make use of illusions to augment their manipulations and bewilder their foes in battle. Blue dragons also have some control over water, but use this ability to destroy water, something quite dangerous for those who encounter them in their desert lairs.

The ideal lair for a blue dragon contains multiple passages, rooms, and secret chambers. As social creatures, blue dragons prefer to host guests in comfort—but their dwellings should not be so public that just anyone can come calling. A force of guards keeps out intruders, and clever illusions conceal the edifice from prying eyes. Rather than a pile of coins or gems, a blue dragon's true hoard is the rich furnishings in its citadel—expensive art, ornate furniture, and architectural marvels.

YOUNG BLUE DRAGON CREATURE 9

LE | LARGE | DRAGON | ELECTRICITY

Perception +18; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +15, Arcana +16, Deception +18, Diplomacy +18, Intimidation +18, Society +16, Stealth +15, Survival +16
Str +5, **Dex** +2, **Con** +3, **Int** +1, **Wis** +3, **Cha** +3
Sound Imitation The dragon can mimic any sound it has heard. It must succeed at a Deception check with a +4 circumstance bonus to do so.

AC 28; **Fort** +19, **Ref** +18, **Will** +19
HP 170; **Immunities** electricity, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26
Wing Deflection ↷ **Trigger** The dragon is targeted with an attack. **Effect** The dragon raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is Flying, it descends 10 feet after the attack is complete.

Speed 30 feet, burrow 15 feet, fly 100 feet
Melee ❖ jaws +21 (electricity, reach 10 feet), **Damage** 2d8+11 piercing plus 1d12 electricity
Melee ❖ claw +21 (agile), **Damage** 2d8+11 slashing
Melee ❖ tail +19 (reach 15 feet), **Damage** 2d8+9 bludgeoning
Melee ❖ horns +19 (reach 10 feet), **Damage** 1d8+9 piercing
Arcane Innate Spells DC 28; **1st** *create water* (at will; see desert thirst); **Cantrips (4th)** *ghost sound*
Breath Weapon ❖❖ (arcane, electricity, evocation); The dragon breathes lightning that deals 5d12 electricity damage in an 80-foot line (DC 28 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Desert Thirst (arcane, transmutation) When casting *create water,* the dragon can attempt to destroy liquid instead of creating it, turning an equal amount of liquid into sand. This destroys liquid magic or alchemical items if they're of a lower level than the dragon (a creature can attempt a DC 26 Will save to protect all liquids in its possession). This doesn't affect the liquids in a creature's body.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one horns Strike in any order.
Draconic Momentum The dragon recharges its Breath Weapon whenever it scores a critical hit with a Strike.

DEYRUBRUJAN

Responsible for destroying three separate villages in Avistan after a lengthy raid to seek hidden information, this great wyrm blue dragon maintains a fortress lair in the desert nation of Thuvia. Called Hidden Nest, Deyrubrujan's lair is a factory where Usij cultists manufacture all manner of potions, drugs, and poisons, while ultimately seeking a way to make a counterfeit *Sun Orchid Elixir*.





GREEN DRAGON SPELLCASTERS

Green dragon spellcasters tend to cast the following spells.

YOUNG GREEN DRAGON

Arcane Prepared Spells DC 26, attack +20; **3rd** *dispel magic*, *locate*, *mind reading*; **2nd** *humanoid form*, *mirror image*, *see invisibility*; **1st** *illusory object*, *true strike*, *ventriloquism*; **Cantrips (3rd)** *dancing lights*, *detect magic*, *ghost sound*, *read aura*, *shield*

ADULT GREEN DRAGON

Arcane Prepared Spells DC 33, attack +26; As young green dragon, plus **5th** *cloudkill*, *dispel magic*, *tongues*; **4th** *clairvoyance*, *dimension door*, *stoneskin*; **Cantrips (5th)** *dancing lights*, *detect magic*, *ghost sound*, *read aura*, *shield*

ANCIENT GREEN DRAGON

Arcane Prepared Spells DC 39, attack +33; As adult green dragon, plus **8th** *mind blank*, *prismatic wall*; **7th** *contingency*, *prismatic spray*, *spell turning*; **6th** *feeblemind*, *teleport*, *true seeing*; **Cantrips (8th)** *dancing lights*, *detect magic*, *ghost sound*, *read aura*, *shield*

ADULT BLUE DRAGON CREATURE 13

LE HUGE DRAGON ELECTRICITY

Perception +24; darkvision, scent (imprecise) 60 feet
Languages Auran, Common, Draconic, Jotun
Skills Acrobatics +22, Arcana +25, Deception +26, Diplomacy +26, Intimidation +24, Society +23, Stealth +20, Survival +22
Str +6, **Dex** +3, **Con** +4, **Int** +4, **Wis** +3, **Cha** +5
Sound Imitation The dragon can mimic any sound it has heard. It must succeed at a Deception check with a +4 circumstance bonus to do so.

AC 34; **Fort** +24, **Ref** +23, **Will** +23; +1 status to all saves vs. magic
HP 260; **Immunities** electricity, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32
Wing Deflection ↻ As young blue dragon.

Speed 40 feet, burrow 20 feet, fly 150 feet
Melee ❖ jaws +27 (electricity, magical, reach 15 feet), **Damage** 3d8+12 piercing plus 1d12 electricity
Melee ❖ claw +27 (magical, agile, reach 10 feet), **Damage** 3d8+12 slashing
Melee ❖ tail +25 (magical, reach 20 feet), **Damage** 3d8+10 bludgeoning
Melee ❖ horns +25 (magical, reach 15 feet), **Damage** 2d8+10 piercing
Arcane Innate Spells DC 33; **6th** *illusory creature*, *illusory object*, *ventriloquism* (at will); **1st** *create water* (at will; see desert thirst); **Cantrips (6th)** *ghost sound*
Breath Weapon ❖❖ (arcane, electricity, evocation); The dragon breathes lightning that deals 9d12 electricity damage in a 100-foot line (DC 33 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Desert Thirst (arcane, transmutation); As young blue dragon, but DC 32.
Draconic Frenzy ❖❖ As young blue dragon.
Draconic Momentum As young blue dragon.

ANCIENT BLUE DRAGON CREATURE 18

UNCOMMON LE HUGE DRAGON ELECTRICITY

Perception +31; darkvision, scent (imprecise) 60 feet
Languages Auran, Common, Draconic, Jotun, Ignan, Infernal
Skills Acrobatics +28, Arcana +33, Deception +35, Diplomacy +35, Intimidation +33, Society +35, Stealth +28, Survival +29
Str +7, **Dex** +4, **Con** +6, **Int** +7, **Wis** +5, **Cha** +7
Sound Imitation The dragon can mimic any sound it has heard. To do so, it must succeed at a Deception check with a +4 circumstance bonus.

AC 42; **Fort** +32, **Ref** +30, **Will** +33; +1 status to all saves vs. magic
HP 370; **Immunities** electricity, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 39
Wing Deflection ↻ As young blue dragon.

Speed 50 feet, burrow 30 feet, fly 200 feet
Melee ❖ jaws +35 (electricity, magical, reach 20 feet), **Damage** 3d10+15 piercing plus 2d12 electricity
Melee ❖ claw +35 (agile, magical, reach 15 feet), **Damage** 3d10+15 slashing
Melee ❖ tail +33 (magical, reach 25 feet), **Damage** 3d10+13 bludgeoning
Melee ❖ horns +33 (magical, reach 20 feet), **Damage** 2d10+13 piercing
Arcane Innate Spells DC 43; **8th** *hallucinatory terrain* (at will), *illusory creature* (at will), *illusory object* (at will), *ventriloquism* (at will); **7th** *project image* (see mirage); **1st** *create water* (at will; see desert thirst); **Cantrips (8th)** *ghost sound*
Breath Weapon (arcane, electricity, evocation); The dragon breathes lightning that deals 12d12 electricity damage in a 120-foot line (DC 40 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Each time the dragon uses Breath Weapon, a 20-foot-radius storm cloud appears 80 feet above a point of the dragon's choosing along the Breath Weapon's path. Clouds last for 10 minutes and allow the dragon to use Storm Breath.

Desert Thirst (arcane, transmutation); As young blue dragon, but DC 37.

Draconic Frenzy ❖❖ As young blue dragon.
Draconic Momentum As young blue dragon.
Mirage Whenever the dragon uses Breath Weapon while the illusory image from its innate *project image* spell persists, it can cause the Breath Weapon to originate from itself or the image.
Storm Breath ❖ (arcane, concentrate, electricity, evocation); **Frequency** Once per round; **Requirement** A storm cloud created by Breath Weapon is within 500 feet, and the dragon can see the cloud. **Effect** The dragon calls down a lightning bolt from a storm cloud created by its Breath Weapon. This creates a vertical line of lightning to the ground that deals 6d12 electricity damage to all enemies in its path (DC 40 basic Reflex save).

GREEN DRAGON

Green dragons are the most contemplative of the chromatic dragons as well as the most approachable. The key to understanding green dragons is to understand their obsession with knowledge and self-discipline. Any careful approach that takes advantage of a green dragon's fixations may end in a diplomatic outcome, but any misstep or slight can provoke a savage attack. Like most chromatic dragons, green dragons do not suffer fools—and the threshold for what they consider foolish is very low.

Though more open than their chromatic cousins to dealing with other creatures and dragons, green dragons prefer an isolated and quiet life. They tend to lair in the most forbidding parts of a forest, surrounded by tangled thickets, or else at the heart of some dismal gulch. If the terrain is suitable, some green dragons make their home in natural caves, which they expand to suit their needs.

Green dragons' pride leads them to see to the preservation of their forest homes. They feel that a verdant and lush forest is something that they alone have cultivated. This leads some green dragons to follow the path of druidism, though most prefer to study the arcane arts and occult lore. Most of them delve deeply into one particular field of study, and correspond with other scholars in the field by adopting a pen name that hides their true nature. Regardless of their chosen focus, green dragons seek to improve themselves, and their desire for knowledge makes them more likely to deal diplomatically with other creatures in order to obtain new information.

Their hoards are typically well kept, organized, and filled with tomes of lore and scrolls of magic along with antiquities they collect for their own inscrutable reasons. Many of these treasures come from across the globe, and many an adventurer has survived an encounter with a green dragon by stroking its ego and plying it with rare artifacts or lost lore from ancient cultures.

YOUNG GREEN DRAGON CREATURE 8

LE LARGE AMPHIBIOUS DRAGON

Perception +16; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +13, Arcana +16, Athletics +17, Deception +14, Diplomacy +16, Intimidation +16, Nature +14, Occultism +17, Society +14, Stealth +15
Str +5, **Dex** +1, **Con** +3, **Int** +2, **Wis** +2, **Cha** +4

ATHERVOX

As green dragons are contemplative and seek scholarly endeavors, Athervox is no different. An astronomer by trade, this great wyrm green dragon maintains an observatory near Senara in the Whisper Woods of Cheliax. There, she struck a deal with House Thrune where she agreed to instruct a handful of apprentices. After a few years of instruction, these "apprentices" vanished one night, taking volumes of the dragon's crucial notes—a slight she has not forgotten and plans to seek vengeance for.





DRAGONS ON OTHER WORLDS

On the planet Triaxus the Wanderer, the seventh world from Golarion's sun, dragons rule entire continents. There, ancient dragons maintain city-states and nations. In a vast region known as the Drakelands, chromatic dragons have subjugated the humanoid inhabitants and frequently war among themselves. However, a few good dragons maintain holdings there. In the region knowns as the Skyfire Mandate, a different dynamic exists: good dragons who chose to work in harmony with the humanoid inhabitants have created a buffer against the tyrants of the Drakelands. There, creatures known as dragonkin work alongside humanoids to patrol the border, making up a group known as the Dragon Legion.

AC 28; **Fort** +16, **Ref** +16, **Will** +17
HP 135; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24
Twisting Tail ↷ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using. **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If it hits, the dragon disrupts the creature's action.
Speed 30 feet, fly 120 feet, swim 30 feet; woodland stride
Melee ❖ jaws +20 (poison, reach 10 feet), **Damage** 2d10+8 piercing plus 2d4 poison
Melee ❖ claw +20 (agile), **Damage** 2d8+8 slashing
Melee ❖ tail +18 (reach 15 feet), **Damage** 2d8+7 bludgeoning
Melee ❖ horn +18 (reach 10 feet), **Damage** 1d12+7 piercing
Arcane Innate Spells DC 26; **2nd** *entangle*; **1st** *charm* (×2)
Breath Weapon ❖❖ (arcane, evocation, poison); The dragon breathes a toxic cloud that deals 9d6 poison damage in a 40-foot cone (DC 25 basic Fortitude save). It can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one horn Strike in any order.
Draconic Momentum The dragon recharges its Breath Weapon whenever it scores a critical hit with a Strike.
Woodland Stride The green dragon ignores difficult terrain and greater difficult terrain from non-magical foliage.

ADULT GREEN DRAGON — CREATURE 12

LE HUGE AMPHIBIOUS DRAGON

Perception +22; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Elven, Sylvan
Skills Acrobatics +19, Arcana +22, Athletics +24, Deception +19, Diplomacy +23, Intimidation +23, Nature +20, Occultism +24, Society +22, Stealth +21
Str +6, **Dex** +3, **Con** +3, **Int** +4, **Wis** +4, **Cha** +5
AC 34; **Fort** +20, **Ref** +22, **Will** +23; +1 status to all saves vs. magic
HP 215; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31
Twisting Tail ↷ As young green dragon.
Speed 40 feet, fly 160 feet, swim 40 feet; trackless step, woodland stride
Melee ❖ jaws +26 (magical, poison, reach 15 feet), **Damage** 3d10+12 piercing plus 3d4 poison
Melee ❖ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing
Melee ❖ tail +24 (magical, reach 20 feet), **Damage** 3d8+10 bludgeoning
Melee ❖ horn +24 (magical, reach 15 feet), **Damage** 2d8+10 piercing
Arcane Innate Spells DC 32; **4th** *suggestion*; **2nd** *entangle* (×2); **At Will** *charm*
Breath Weapon ❖❖ (arcane, evocation, poison) The dragon breathes a toxic cloud that deals 13d6 poison damage in a 50-foot cone (DC 31 basic Fortitude save). It can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ❖❖ As young green dragon.
Draconic Momentum As young green dragon.
Trackless Step The green dragon always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed.
Woodland Stride As young green dragon.

ANCIENT GREEN DRAGON — CREATURE 17

UNCOMMON LE GARGANTUAN AMPHIBIOUS DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet
Languages Abyssal, Common, Draconic, Elven, Jotun, Sylvan
Skills Acrobatics +25, Arcana +32, Athletics +30, Deception +27, Diplomacy +31, Intimidation +31, Nature +28, Occultism +34, Society +31, Stealth +29 (camouflage)
Str +7, **Dex** +4, **Con** +5, **Int** +6, **Wis** +5, **Cha** +6
Camouflage The dragon can Hide in natural environments even if it doesn't have cover.
AC 41; **Fort** +30, **Ref** +29, **Will** +32; +1 status to all saves vs. magic
HP 315; **Immunities** paralyzed, poison, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37
Miasma (aura, poison); 20 feet. After the dragon uses its Breath Weapon, a cloud of poison gas continues to emanate from its body for 1 round. Any creature that ends its turn in the miasma takes 4d6 poison damage (DC 37 basic Fortitude save). Any creature in the miasma is concealed and treats other creatures as concealed. The dragon can see through this concealment.
Twisting Tail ↻ As young green dragon.

Speed 50 feet, fly 200 feet, swim 50 feet; trackless step, woodland stride
Melee ❖ jaws +33 (magical, poison, reach 20 feet), **Damage** 3d12+15 piercing plus 4d4 poison
Melee ❖ claw +33 (agile, magical, reach 15 feet), **Damage** 3d10+15 slashing
Melee ❖ tail +31 (magical, reach 25 feet), **Damage** 3d10+13 bludgeoning
Melee ❖ horn +31 (magical, reach 20 feet), **Damage** 2d10+13 piercing
Arcane Innate Spells DC 39; **6th** *dominate*; **4th** *charm* (at will), *suggestion*; **2nd** *entangle* (at will)
Breath Weapon ❖❖ (arcane, evocation, poison); The dragon breathes a toxic cloud that deals 18d6 poison damage in a 60-foot cone (DC 37 basic Fortitude save). The Breath Weapon also creates a miasma. The dragon can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ❖❖ As young green dragon.
Draconic Momentum As young green dragon.
Trackless Step As adult green dragon.
Woodland Stride As young green dragon.

RED DRAGON

The largest and most powerful of the chromatic dragons, red dragons are a menace to civilizations everywhere, and their strength is rivaled only by their arrogance. Red dragons see themselves as regents and overlords of all dragonkind. With their crowns of crimson spikes and their command of blistering flame, this is no haughty boast in their eyes—only unquestioned fact.

Red dragons don't deign to speak with lesser creatures; they simply dominate and burn, enslaving weaker creatures to act as servants and to look after their lairs while the dragons slumber away. They take pleasure in dominating these creatures, and they demand tribute from their supplicants. Those who anger or disappoint end up eaten or reduced to ash. They command their enslaved minions to constantly build onto their lairs, carving out new tunnels and designing cunning traps that ensure the dragon's security.

Driven by their arrogance, red dragons are the most likely of the chromatic dragons to ravage settlements. They want the world to see them in their rightful place as powerful tyrants, and they delight in threatening all other creatures. They have no qualms about bullying, manipulating, or killing to complete their goals—or simply intimidating others through a public display of brutality and dominance.

As legendary as the brutishness of red dragons is the magnificence of their hoards of gold. Their lairs are often situated in dangerous places, with volcanoes being a favorite spot, as they find them foreboding and the constant warmth is comfortable. No matter the locale, red dragons sleep on a litter of coins and other treasures, which they zealously guard. Sometimes, the dragon's internal heat causes these precious metals to fuse together.



DARALATHXYL

Known as the Sixth King of the Five Kings Mountains, this red dragon has lived in Droskar's Crag for over two millennia. Thankfully, this powerful dragon slumbers for long periods, but like a restless volcano, he is due for a rampage.





RED DRAGON SPELLCASTERS

Red dragon spellcasters tend to cast the following spells.

YOUNG RED DRAGON

Arcane Prepared Spells DC 29, attack +23; **4th** *crushing despair*, *invisibility*, *stoneskin*; **3rd** *grease*, *haste*, *mind reading*; **2nd** *comprehend language*, *resist energy*, *see invisibility*; **1st** *charm*, *ray of enfeeblement*, *true strike*; **Cantrips (4th)** *chill touch*, *daze*, *mage hand*, *message*, *sigil*

ADULT RED DRAGON

Arcane Prepared Spells DC 35, attack +29; As young red dragon, plus **6th** *dispel magic*, *teleport*, *wall of force*; **5th** *cloak of colors*, *command*, *tongues*; **Cantrips (6th)** *chill touch*, *daze*, *mage hand*, *message*, *sigil*

ANCIENT RED DRAGON

Arcane Prepared Spells DC 42, attack +36; As adult red dragon, plus **9th** *fiery body*, *prismatic sphere*; **8rd** *discern location*, *mind blank*, *prismatic wall*; **7th** *prismatic spray*, *resist energy*, *reverse gravity*; **Cantrips (9th)** *chill touch*, *daze*, *mage hand*, *message*, *sigil*

YOUNG RED DRAGON CREATURE 10

CE LARGE DRAGON FIRE

Perception +20; darkvision, scent (imprecise) 60 feet, smoke vision
Languages Common, Draconic
Skills Acrobatics +15, Arcana +17, Athletics +22, Deception +19, Diplomacy +19, Intimidation +21, Stealth +17
Str +6, **Dex** +1, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3
Smoke Vision Smoke doesn't impair a red dragon's vision; it ignores the concealed condition from smoke.

AC 30; **Fort** +21, **Ref** +18, **Will** +19
HP 210; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 27
Attack of Opportunity ↻ Jaws only.

Speed 40 feet, fly 120 feet
Melee ❖ jaws +23 (fire, reach 10 feet), **Damage** 2d12+12 piercing plus 2d6 fire
Melee ❖ claw +23 (agile), **Damage** 2d10+12 slashing
Melee ❖ tail +21 (reach 15 feet), **Damage** 2d12+10 slashing
Melee ❖ wing +21 (agile, reach 10 feet), **Damage** 1d10+10 slashing
Arcane Innate Spells DC 27; **Cantrips (4th)** *detect magic*, *read aura*
Breath Weapon ❖❖ (arcane, evocation, fire) The dragon breathes a blast of flame that deals 11d6 fire damage in a 40-foot cone (DC 30 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one wing Strike in any order.
Draconic Momentum The dragon recharges its Breath Weapon whenever it scores a critical hit with a Strike.

ADULT RED DRAGON CREATURE 14

CE HUGE DRAGON FIRE

Perception +26; darkvision, scent (imprecise) 60 feet, smoke vision
Languages Common, Draconic, Dwarven, Orcish
Skills Acrobatics +23, Arcana +25, Athletics +29, Deception +25, Diplomacy +25, Intimidation +27, Stealth +23
Str +7, **Dex** +3, **Con** +6, **Int** +3, **Wis** +4, **Cha** +5
Smoke Vision As young red dragon.

AC 37; **Fort** +28, **Ref** +25, **Will** +26; +1 status to all saves vs. magic
HP 305; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15
Dragon Heat (arcane, aura, evocation, fire); 5 feet, 3d6 fire damage (DC 30 basic Reflex)
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 33
Attack of Opportunity ↻ Jaws only.

Speed 50 feet, fly 150 feet
Melee ❖ jaws +29 (fire, magical, reach 15 feet), **Damage** 3d12+15 piercing plus 2d6 fire
Melee ❖ claw +29 (agile, magical, reach 10 feet), **Damage** 3d10+15 slashing
Melee ❖ tail +27 (magical, reach 20 feet), **Damage** 3d12+13 slashing
Melee ❖ wing +27 (agile, magical, reach 15 feet), **Damage** 2d10+13 slashing
Arcane Innate Spells DC 35; **4th** *suggestion*; **Cantrips (6th)** *detect magic*, *read aura*
Breath Weapon ❖❖ (arcane, evocation, fire); The dragon breathes a blast of flame that deals 15d6 fire damage in a 50-foot cone (DC 36 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ❖❖ As young red dragon.
Draconic Momentum As young red dragon.

ANCIENT RED DRAGON CREATURE 19

UNCOMMON CE HUGE DRAGON FIRE

Perception +35; darkvision, scent (imprecise) 60 feet, smoke vision
Languages Abyssal, Common, Draconic, Dwarven, Jotun, Orcish
Skills Acrobatics +30, Arcana +35, Athletics +37, Deception +35, Diplomacy +35, Intimidation +37, Stealth +33

Str +9, **Dex** +5, **Con** +8, **Int** +5, **Wis** +6, **Cha** +7
Smoke Vision As young red dragon.

AC 45; **Fort** +35, **Ref** +32, **Will** +35; +1 status to all saves vs. magic
HP 425; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 20
Dragon Heat (arcane, aura, evocation, fire); 10 feet, 4d6 fire damage (DC 39 basic Reflex)
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40
Attack of Opportunity ↷ Jaws only.
Redirect Fire ↷ (abjuration, arcane); **Trigger** A creature within 100 feet casts a fire spell, or a fire spell otherwise comes into effect from a source within 100 feet. **Effect** The dragon makes all the choices to determine the targets, destination, or other effects of the spell, as though it were the caster.

Speed 60 feet, fly 180 feet
Melee ❖ jaws +37 (fire, magical, reach 20 feet), **Damage** 4d10+17 piercing plus 3d6 fire
Melee ❖ claw +37 (agile, magical, reach 15 feet), **Damage** 4d8+17 slashing
Melee ❖ tail +35 (magical, reach 25 feet), **Damage** 4d10+15 slashing
Melee ❖ wing +35 (agile, magical, reach 20 feet), **Damage** 3d8+15 slashing
Arcane Innate Spells DC 42; **8th**, *wall of fire* (at will); **4th** *suggestion* (at will); **Cantrips (9th)** *detect magic*, *read aura*
Breath Weapon ❖❖ (arcane, evocation, fire) The dragon breathes a blast of flame that deals 20d6 fire damage in a 60-foot cone (DC 42 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ❖❖ As young red dragon.
Draconic Momentum As young red dragon.
Manipulate Flames ❖ (arcane, concentrate, transmutation); The red dragon attempts to take control of a magical fire or a fire spell within 100 feet. If it succeeds at a counteract check (counteract level 10, counteract modifier +32), the original caster loses control of the spell or magic fire, control is transferred to the dragon, and the dragon counts as having Sustained the Spell with this action (if applicable). The dragon can choose to end the spell instead of taking control, if it chooses.

WHITE DRAGON

The most feral and least intelligent of all the chromatic dragons, white dragons are brutish, predatory, and chiefly motivated by self-preservation. Nearly all other dragons look down on white dragons as hopelessly hotheaded and dull, though this does not make them any less dangerous—in fact, it may mean the opposite. It's nearly impossible to treat with white dragons, not because they lack the capacity to do so, but because they just don't care to. They are as difficult to deal with as they are quick to anger, and they become incensed at almost anything. When a white dragon does speak, it spews threats, inane jokes, and incoherent babbling as a prelude to attacking—and when the attack comes, it's bloody and relentless.

Thankfully, white dragons prefer very cold, remote locations that are far from people. Dwelling on glacial mountaintops or in ice caverns beneath forbidding tundra, they treat the lands around them as their own personal hunting grounds. They fly out to feed or terrorize other creatures, especially those who trespass near the dragon's territory, then bring any treasure back to be displayed in icy niches in their lairs. They collect all kinds of valuables, with a slight preference for items with high utility—such as tools, trade goods, and fine food—over coins or jewels. The ability to shape ice lets white dragons rearrange their lairs exactly to their specifications, and they take great pride in how they've decorated their homes over the years.

YOUNG WHITE DRAGON — CREATURE 6

CE | LARGE | COLD | DRAGON

Perception +13; darkvision, scent (imprecise) 60 feet, snow vision
Languages Draconic
Skills Acrobatics +10, Arcana +7, Athletics +16, Intimidation +12, Stealth +14



DAHAK

Dahak, the Endless Destruction, is an ancient dragon god spawned by the righteous Apsu. Dahak is the god of destruction, evil dragons, and greed. After his birth, Dahak made his way to Hell where he roamed for ages before returning to the Material Plane to fight against his father and siblings, reveling in destruction and pledging to destroy the world.

WHITE DRAGON SPELLCASTERS

White dragon spellcasters tend to cast the following spells.

YOUNG WHITE DRAGON

Arcane Prepared Spells DC 24, attack +16; **2nd** *dispel magic*, *invisibility*, *resist energy*; **1st** *ray of enfeeblement*, *true strike* (×2); **Cantrips** (2nd) *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read aura*

ADULT WHITE DRAGON

Arcane Prepared Spells DC 29, attack +21; As young white dragon, plus **4th** *charm*, *dimension door*, *freedom of movement*; **3rd** *earthbind*, *haste*, *vampiric touch*; **Cantrips** (4th) *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read aura*

ANCIENT WHITE DRAGON

Arcane Prepared Spells DC 36, attack +28; As adult white dragon, plus **7th** *paralyze*, *resist energy*; **6th** *baleful polymorph*, *dominate*, *true seeing*; **5th** *chromatic wall*, *passwall*, *tongues*; **Cantrips** (7th) *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read aura*

Str +6, **Dex** +2, **Con** +4, **Int** –1, **Wis** +1, **Cha** +0

Snow Vision Snow doesn't impair a white dragon's vision; it ignores concealment from snowfall.

AC 23; **Fort** +16, **Ref** +14, **Will** +11

HP 115; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 5

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 20

Freezing Blood ↷ (arcane, cold); **Trigger** An adjacent creature deals piercing or slashing damage to the dragon. **Effect** The dragon's blood sprays on the creature, dealing 1d6 cold damage. A creature that takes cold damage in this way is slowed 1 for 1 round.

Speed 30 feet, fly 80 feet; ice climb 30 feet

Melee ❖ jaws +17 (cold, reach 10 feet), **Damage** 2d8+9 piercing plus 1d6 cold

Melee ❖ claw +17 (agile), **Damage** 2d6+9 slashing

Melee ❖ tail +15 (reach 15 feet), **Damage** 1d8+8 bludgeoning

Breath Weapon ❖❖ (arcane, cold, evocation) The dragon breathes a cloud of frost that deals 7d6 cold damage in a 30-foot cone (DC 24 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

Ice Climb A white dragon can climb on ice as though it had the listed climb Speed. It ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Ground Slam ❖ The dragon slams into the ground. It can do this if it's on the ground or Flying within 10 feet of the ground. Each creature on the ground within 10 feet must succeed at a DC 24 Reflex save or fall prone and take 2d6 bludgeoning damage. The dragon can then Step.

Shape Ice ❖❖ (arcane, transmutation, water) The dragon reshapes a cube of ice or snow it touches, up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Reflex save or Acrobatics check. On a failure, the creature falls prone atop the ice; on a critical failure, it falls off the ice entirely and is also prone.

ADULT WHITE DRAGON — CREATURE 10

CE LARGE COLD DRAGON

Perception +20; darkvision, scent (imprecise) 60 feet, snow vision

Languages Common, Draconic

Skills Acrobatics +16, Arcana +15, Athletics +23, Intimidation +19, Stealth +18

Str +7, **Dex** +2, **Con** +5, **Int** +1, **Wis** +2, **Cha** +1

Snow Vision As young white dragon.

AC 29; **Fort** +22, **Ref** +19, **Will** +17; +1 status to all saves vs. magic

HP 215; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 10

Dragon Chill (arcane, aura, cold, evocation); 5 feet, 2d6 cold damage (DC 27 basic Reflex)

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 27

Freezing Blood ↷ (arcane, cold); As young white dragon, but 2d6 cold damage.

Speed 30 feet, fly 120 feet; ice climb 30 feet

Melee ❖ jaws +23 (cold, magical, reach 10 feet), **Damage** 2d10+13 piercing plus 2d6 cold

Melee ❖ claw +23 (agile, magical), **Damage** 2d8+13 slashing

Melee ❖ tail +22 (magical, reach 15 feet), **Damage** 2d6+11 bludgeoning

Arcane Innate Spells DC 27; **2nd** *obscuring mist* (at will); **1st** *gust of wind* (at will)

Breath Weapon ❖❖ (arcane, cold, evocation); The dragon breathes a cloud of frost that deals 11d6 cold damage in a 40-foot cone (DC 29 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ❖❖ As young white dragon.

Draconic Momentum As young white dragon.

Ground Slam ❖ As young white dragon, but DC 29 and 3d6 bludgeoning damage.

Ice Climb As young white dragon.

Shape Ice ❖❖ (arcane, transmutation, water) As young white dragon.

ANCIENT WHITE DRAGON

CREATURE 15

UNCOMMON | CE | HUGE | COLD | DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet, snow vision

Languages Common, Draconic, Jotun

Skills Acrobatics +24, Arcana +23, Athletics +31, Intimidation +28, Stealth +26

Str +8, **Dex** +3, **Con** +7, **Int** +2, **Wis** +3, **Cha** +3

Snow Vision As young white dragon.

AC 36; **Fort** +30, **Ref** +26, **Will** +24, +1 status to all saves vs. magic

HP 330; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 15

Blizzard (arcane, aura, cold); 50 feet. After the dragon uses its Breath Weapon, a fierce blizzard of blinding snow surrounds its body for 1 round. Everything in the aura is difficult terrain for other creatures that are on the ground, climbing, or flying. The blowing snow also makes all creatures in the area concealed. While the blizzard rages, the dragon's dragon chill extends to the full area of the blizzard.

Dragon Chill (arcane, aura, cold, evocation); 10 feet, 3d6 cold damage (DC 34 basic Reflex)

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 34

Freezing Blood ↻ (arcane, cold); As young white dragon, but 3d6 cold damage.

Speed 40 feet, fly 160 feet; ice climb 40 feet

Melee ❖ jaws +31 (cold, magical, reach 15 feet), **Damage** 3d12+16 piercing plus 3d6 cold

Melee ❖ claw +31 (agile, magical, reach 10 feet), **Damage** 3d10+16 slashing

Melee ❖ tail +29 (magical, reach 20 feet), **Damage** 2d10+14 bludgeoning

Arcane Innate Spells DC 36; **6th** *wall of ice* (at will); **2nd** *obscuring mist* (at will); **1st** *gust of wind* (at will)

Breath Weapon ❖❖ (arcane, cold, evocation) The dragon breathes a cloud of frost that deals 16d6 cold damage in a 50-foot cone (DC 36 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ❖❖ As young white dragon.

Draconic Momentum As young white dragon.

Ground Slam ❖ As young white dragon, but DC 37 and 5d6 bludgeoning damage.

Ice Climb As young white dragon.

Shape Ice ❖❖ (arcane, transmutation, water) As young white dragon.

LOGRIVICH

When Queen Elvanna still ruled Irrisen, she appointed the young white dragon, Logrivich, to the Winter Guard, the force that maintains order in the nation's capital of Whitethrone. He resided in a clock tower, though he hasn't been seen in a few years, leading some to think that he either moved away or was killed by adventurers during the city's recent troubles.





BRASS DRAGON SPELLCASTERS

Brass dragon spellcasters tend to cast the following spells.

YOUNG BRASS DRAGON

Arcane Prepared Spells DC 25, attack +18; **3rd** *earthbind*, *paralyze*; **2nd** *humanoid form*, *mirror image*, *resist energy*; **1st** *alarm*, *sleep*, *ventriloquism*; **Cantrips (3rd)** *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*, *read aura*

ADULT BRASS DRAGON

Arcane Prepared Spells DC 30, attack +24; As young brass dragon, plus **5th** *hallucination*, *tongues*; **4th** *confusion*, *dimensional anchor*, *dimension door*; **3rd** *locate*; **Cantrips (5th)** *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*, *read aura*

ANCIENT BRASS DRAGON

Arcane Prepared Spells DC 37, attack +32; As adult brass dragon, plus **7th** *power word blind*, *project image*, *reverse gravity*; **6th** *dominate*, *teleport*, *true seeing*; **5th** *mind probe*; **Cantrips (7th)** *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*, *read aura*

Dragon, Metallic

Paragons of virtue, nobility, and grace, metallic dragons are benevolent entities revered as mythic beings akin to gods in both their power and majesty. Few have ever seen a metallic dragon firsthand, but tales of their intervention in mortals' lives—and of their passing—always spread far and wide. Named for the way their scales resemble the shining metals humanoids use in commerce, warfare, and industry, these immense beings are diverse in their interests and abilities, and they don't seem to mind being associated with such mundane materials. After all, to compare a gold dragon to a gold coin is like comparing an ocean to a glass of water—though they may seem similar at first glance, the raw power, breadth, and grandeur of one simply overwhelms the other.

In addition to metallic dragons and their chromatic counterparts (page 104–115), other types of dragons roam the world and the rest of the multiverse. In the legendary lands of Tian Xia on the other side of the globe are the imperial dragons, serpentine beings who protect the cosmic balance and defend their ancient homeland. Outside the Material Plane, primal dragons such as the domineering brine dragon and reclusive cloud dragon shape the nature and goings-on of the Elemental Planes. Countless other types of dragons are sure to exist, including dragons on far-flung planes of existence and, it is rumored, primeval dragons who soar between the stars.

SHAPE-CHANGING DRAGONS

Some dragons can take humanoid form, allowing them to infiltrate settlements or influence others without revealing their true nature. They gain the following ability:

Change Shape ❖ (arcane, concentrate, polymorph, transmutation); The dragon takes on the appearance of any Small or Medium humanoid. This doesn't change its Speed or attack and damage modifiers with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning).

METALLIC DRAGON SPELLCASTERS

Each type of metallic dragon features a sidebar on spellcasting dragons of that kind. To make a metallic dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities, and give it the spells outlined in its sidebar. You can swap out any number of these with other arcane spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence, Wisdom, or Charisma modifier by 1 or 2 to reflect its mastery of magic.

METALLIC DRAGONS ON GOLARION

Metallic dragons are found throughout the Inner Sea region, especially in pockets of wilderness where they can carve a hideout and then take action on political and social issues, both in their local area and on a wider scale. Their everlasting war with chromatic dragons keeps them in close proximity to their evil brethren; in regions where metallic and chromatic dragons' territories intersect, humanoid settlements get caught in the crossfire, and villagers and city-dwellers alike rightfully fear for their own safety.

Silver dragons lair in abundance around the cold wastes west of Mendev, as a consequence of the days when they joined thousands of crusaders who marched headlong into the demon-infested Worldwound. Bronze dragons are abundant in Taldor, and many copper dragons lair in the wilds of Andoran, where they wage war alongside other freedom fighters to overthrow devils in the neighboring empire of Cheliax. Perhaps the most extreme example of a metallic dragon taking part in human affairs is on the island nation of Hermea, where Mengkare—an ancient gold wyrm—has begun a grand social experiment he calls "the Glorious Endeavor." Ostensibly intended to create a future utopia on Golarion, this highly controversial experiment is instead regarded by many as a cruel and unusual form of eugenics.

BRASS DRAGON

Brass dragons are whimsical tricksters who delight in humor and play. They particularly enjoy conversations with humans and other civilized humanoids, delighting in the naive customs of these diminutive races without showing them haughtiness or scorn. While they may seem merely curious, brass dragons engage in this sort of conversation with the goal of keeping up to date on regional politics so they can anticipate future conflicts. Along the way, they create extensive information networks that begin with their own allies but stretch across all levels of humanoid society—networks which the brass dragon then uses to subtly assist settlements near their lair. Unlike the schemes and manipulations of blue dragons, brass dragons use their informant networks to establish justice and equality.

These carefree dragons value independence and feel that all creatures deserve to live as they please, provided they don't harm others. They are emotional creatures and tend to have short attention spans, sometimes falling victim to depression in their twilight years. To combat this, some brass dragons keep pets and houseplants that they can care for.

Though they may seem childlike in their curiosity concerning mortal affairs, a brass dragon's prowess in battle is no laughing matter. A brass dragon whose territory or allies are threatened is a terrifying foe indeed, quick to shed their innocent guise and unleash their terrifying might upon evildoers.

Most brass dragons live in desert climates, and while they keep their lairs hidden, they often build near humanoid settlements.

YOUNG BRASS DRAGON CREATURE 7

CG LARGE DRAGON FIRE

Perception +15; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Common, Draconic, Gnome, Halfling, Sylvan; *speak with animals*

Skills Acrobatics +13, Athletics +18, Deception +15, Diplomacy +15, Society +14

Str +5, **Dex** +2, **Con** +3, **Int** +1, **Wis** +1, **Cha** +2

AC 25; **Fort** +16, **Ref** +15, **Will** +14

HP 125; **Immunities** fire, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 23

Wing Deflection ↷ **Trigger** The dragon is targeted with an attack. **Effect** The dragon raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is flying, it descends 10 feet after the attack is complete.

Speed 40 feet, burrow 30 feet, fly 120 feet

Melee ❖ jaws +19 (fire, reach 10 feet), **Damage** 2d6+8 piercing plus 1d8 fire

Melee ❖ claw +19 (agile), **Damage** 2d6+8 slashing

Melee ❖ wing +17 (reach 10 feet), **Damage** 1d8+7 slashing

Arcane Innate Spells DC 25; **Constant (2nd)** *speak with animals*

Breath Weapon ❖❖ (arcane, evocation, fire); The brass dragon breathes fire in a 60-foot





OTHER DRACONIC CREATURES

The creatures that appear in this section are considered true dragons, but a multitude of other draconic creatures populate Golarion and beyond. Among these are the powerful and deadly linnorms (pages 224–227), a wide range of drakes (pages 130–135), whimsical faerie dragons (page 157) and pseudodragons, the cruel and deceitful azis, and the sinister undead raveners.

line that deals 8d6 fire damage (DC 26 basic Reflex save). The dragon can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one jaws Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges Breath Weapon.

ADULT BRASS DRAGON — CREATURE 11

CG | LARGE | DRAGON | FIRE

Perception +21; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Auran, Common, Draconic, Gnome, Halfling, Sylvan; *speak with animals*

Skills Acrobatics +20, Athletics +23, Deception +20, Diplomacy +20, Society +19

Str +6, **Dex** +3, **Con** +5, **Int** +2, **Wis** +4, **Cha** +3

AC 31, **Fort** +22, **Ref** +20, **Will** +21; +1 status to all saves vs. magic

HP 215; **Immunities** fire, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28

Wing Deflection ↻ As young brass dragon.

Speed 50 feet, burrow 30 feet, fly 120 feet

Melee ◆ jaws +24 (fire, magical, reach 10 feet), **Damage** 2d10+12 piercing plus 2d6 fire

Melee ◆ claw +24 (agile, magical), **Damage** 2d10+12 slashing

Melee ◆ wing +22 (magical, reach 10 feet), **Damage** 1d12+10 slashing

Arcane Innate Spells DC 30; **Constant (2nd)** *speak with animals*

Breath Weapon ◆◆ (arcane, evocation, fire); The brass dragon breathes fire in an 80-foot line that deals 12d6 fire damage (DC 32 basic Reflex save). The dragon can't use Breath Weapon again for 1d4 rounds.

Desert Wind ◆◆ (air, arcane, concentrate, evocation) **Frequency** three times per day. **Effect** The dragon calls upon the desert wind. This has the same effect as *gust of wind* (DC 30 Fortitude) but in a 60-foot cone. A creature that fails its save is also blinded until the end of its next turn (or for 1 minute on a critical failure).

Draconic Frenzy ◆◆ As young brass dragon.

Draconic Momentum As young brass dragon.

ANCIENT BRASS DRAGON — CREATURE 16

UNCOMMON | CG | HUGE | DRAGON | FIRE

Perception +30; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Auran, Common, Draconic, Gnome, Halfling, Sphinx, Sylvan; *speak with animals*

Skills Acrobatics +27, Athletics +31, Deception +27, Diplomacy +29, Society +28

Str +7, **Dex** +5, **Con** +6, **Int** +4, **Wis** +4, **Cha** +5

AC 39; **Fort** +30, **Ref** +29, **Will** +30; +1 status to all saves vs. magic

HP 325; **Immunities** fire, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 35

Wing Deflection ↻ As young brass dragon.

Speed 50 feet, burrow 40 feet, fly 150 feet

Melee ◆ jaws +32 (fire, magical, reach 15 feet), **Damage** 3d10+15 piercing plus 3d6 fire and 2d6 persistent fire

Melee ◆ claw +32 (agile, magical, reach 10 feet), **Damage** 3d10+15 slashing

Melee ◆ wing + 30 (magical, reach 15 feet), **Damage** 2d12+13 slashing

Arcane Innate Spells DC 37; **Constant (2nd)** *speak with animals*

Breath Weapon ◆◆ The brass dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Flame** (arcane, evocation, fire) The dragon breathes fire in a 100-foot line that deals 16d6 fire damage (DC 39 basic Reflex save).
- **Sleep Gas** (arcane, enchantment, incapacitation, sleep); The dragon breathes an 80-foot cone of sleep gas. Each creature within the cone must succeed at a DC 39 Fortitude save or fall unconscious for 1d6 rounds, or 1 minute on a critical failure.

Desert Wind ◆◆ (air, arcane, concentrate, evocation) As adult brass dragon, but DC 37.

Draconic Frenzy ◆◆ As young brass dragon.

Draconic Momentum As young brass dragon.

BRONZE DRAGON

Bronze dragons are among the most common of metallic dragons and the most likely to ally with mortals on worthy quests. However, they are naturally scholarly creatures who would rather remain in their lairs studying esoteric lore than go off on a wild adventure. These aloof and stoic dragons also act as preservationists, guarding storehouses of ancient lore from destruction or perversion. Bronze dragons are principled and protective, but while their silver cousins are quick to crusade for justice, bronze dragons prefer to find an important location worthy of their protection and guard it against any attack or unwelcome intrusion.

Bronze dragons' mastery over water and affinity for electricity means they are a boon to sailors caught in thunderstorms. A bronze dragon's enemies quickly discover neither cloudy sky nor turbulent sea provides shelter from their wrath.

Bronze dragons lair along shorelines, often in partially submerged sea caves. While all dragons keep hoards of treasure, the hoard of a bronze dragon more resembles a vast library—with the shelves kept carefully above the waterline, of course. In addition to their collections of esoteric lore, bronze dragons keep treasures associated with the sea, such as beautiful scrimshaw, flawless pearls, and equipment inlaid with mother-of-pearl and abalone shell.

TIRUVINN

Reclusive and secretive, this adult bronze dragon sometimes speaks to adventurers. That's how he came to meet Ameiko Kaijitsu, who named Sandpoint's Rusty Dragon tavern after him.

YOUNG BRONZE DRAGON — CREATURE 9

LG | LARGE | AMPHIBIOUS | DRAGON | WATER

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Aquan, Common, Draconic, Dwarven, Elven; *speak with animals*

Skills Acrobatics +16, Arcana +20, Athletics +18, Diplomacy +18, Intimidation +18, Occultism +18, Society +16, Stealth +16

Str +5, **Dex** +1, **Con** +3, **Int** +3, **Wis** +3, **Cha** +3

AC 28; **Fort** +19, **Ref** +17, **Will** +19; +1 status to all saves vs. magic

HP 170; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26

Attack of Opportunity ↻ Jaws only.

Speed 30 feet, fly 120 feet, swim 40 feet

Melee ❖ jaws +21 (electricity, reach 10 feet), **Damage** 2d8+11 piercing plus 1d12 electricity

Melee ❖ claw +21 (agile), **Damage** 2d8+11 slashing

Melee ❖ tail +19 (reach 10 feet), **Damage** 1d8+9 bludgeoning

Arcane Innate Spells DC 28; **Constant (2nd)** *speak with animals*

Breath Weapon ❖❖ The bronze dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Lightning** (arcane, electricity, evocation); The dragon breathes lightning in a 60-foot line that deals 6d12 electricity damage (DC 28 basic Reflex save).
- **Repulsion Gas** (abjuration, arcane, incapacitation, mental); The dragon breathes a 60-foot line of repulsive gas. Each creature in the area must succeed at a DC 28 Will save or become fleeing from the dragon for 1 round (or 2 rounds on a critical failure).

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

Water Mastery (arcane, transmutation, water)





BRONZE DRAGON SPELLCASTERS

Bronze dragon spellcasters tend to cast the following spells.

YOUNG BRONZE DRAGON

Arcane Prepared Spells DC 28, attack +21; **4th** *dimension door*, *solid fog*; **3rd** *dispel magic*, *mind reading*, *slow*; **2nd** *comprehend language*, *mirror image*, *resist energy*; **1st** *alarm*, *hydraulic push*, *true strike*; **Cantrips (4th)** *detect magic*, *light*, *message*, *read aura*, *shield*

ADULT BRONZE DRAGON

Arcane Prepared Spells DC 33, attack +27; As young bronze dragon, plus **6th** *mislead*, *true seeing*; **5th** *control water*, *illusory scene*, *tongues*; **4th** *suggestion*; **Cantrips (6th)** *detect magic*, *light*, *message*, *read aura*, *shield*

ANCIENT BRONZE DRAGON

Arcane Prepared Spells DC 40, attack +35; As adult bronze dragon, plus **8th** *disappearance*, *mind blank*, *polar ray*; **7th** *prismatic spray*, *spell turning*, *suggestion*; **6th** *teleport*; **Cantrips (8th)** *detect magic*, *light*, *message*, *read aura*, *shield*

For up to 30 minutes per day, the dragon, along with allied creatures and vessels within 50 feet, can move at double their normal Speed in water.

ADULT BRONZE DRAGON CREATURE 13

LG HUGE AMPHIBIOUS DRAGON WATER

Perception +23; darkvision, scent (imprecise) 60 feet
Languages Aquan, Common, Draconic, Dwarven, Elven, Gnomish; *speak with animals*
Skills Acrobatics +22, Arcana +28, Athletics +24, Diplomacy +23, Intimidation +23, Occultism +24, Stealth +22
Str +7, **Dex** +3, **Con** +4, **Int** +5, **Wis** +4, **Cha** +4

AC 34; **Fort** +24, **Ref** +23, **Will** +26; +1 status to all saves vs. magic
HP 260; **Immunities** electricity, paralyzed, sleep
Electricity Aura (aura, electricity) 10 feet, 1d12 electricity damage. The bronze dragon can turn this aura on or off using a single action, which has the concentrate trait, and it can choose to not affect allies with the aura.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31
Attack of Opportunity ↷ Jaws only.

Speed 40 feet, fly 140 feet, swim 50 feet
Melee ❖ jaws +28 (electricity, magical, reach 15 feet), **Damage** 2d12+15 piercing plus 1d12 electricity
Melee ❖ claw +28 (agile, magical, reach 10 feet), **Damage** 2d10+15 slashing
Melee ❖ tail +26 (magical, reach 15 feet), **Damage** 1d10+13 bludgeoning
Arcane Innate Spells DC 33; **2nd** *obscuring mist* (at will); **Constant (2nd)** *speak with animals*
Breath Weapon ❖❖ As young bronze dragon, but an 80-foot line, DC 33, and the dragon's lightning deals 8d12 electricity damage.
Draconic Frenzy ❖❖ As young bronze dragon.
Draconic Momentum As young bronze dragon.
Water Mastery As young bronze dragon, but for up to 60 minutes per day.

ANCIENT BRONZE DRAGON CREATURE 18

UNCOMMON LG GARGANTUAN AMPHIBIOUS DRAGON WATER

Perception +32; darkvision, scent (imprecise) 100 feet
Languages Aquan, Common, Draconic, Dwarven, Elven, Gnomish; *speak with animals*
Skills Acrobatics +28, Arcana +35, Athletics +34, Diplomacy +32, Intimidation +32, Occultism +33, Society +33, Stealth +28
Str +8, **Dex** +4, **Con** +6, **Int** +7, **Wis** +6, **Cha** +6

AC 43; **Fort** +32, **Ref** +30, **Will** +34; +1 status to all saves vs. magic
HP 360; **Immunities** electricity, paralyzed, sleep
Electricity Aura (aura, electricity) 15 feet. As adult bronze dragon, but 2d12 electricity.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 38
Vortex (aura, water); 40 feet. Water in the aura that is also in the same body of water as the dragon is difficult terrain for Swimming creatures that don't have the water trait.
Attack of Opportunity ↷ Jaws only.
Vortex Pull ↷ (water); **Trigger** A creature in the dragon's vortex uses a Swim action. **Effect** The dragon creates a current of water, forcing the triggering creature to attempt a DC 40 Athletics check to Swim. If the creature fails, it's pulled 30 feet toward the dragon and the triggering action is lost. If it succeeds, it can Swim normally (using the result of that roll if it doesn't have a Swim speed).

Speed 60 feet, fly 200 feet, swim 60 feet
Melee ❖ jaws +35 (electricity, magical, reach 20 feet), **Damage** 3d12+16 piercing plus 2d12 electricity
Melee ❖ claw +35 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing
Melee ❖ tail +33 (magical, reach 20 feet), **Damage** 2d10+14 bludgeoning
Arcane Innate Spells DC 40; **5th** *control water* (at will); **2nd** *obscuring mist* (at will); **Constant (2nd)** *speak with animals*
Breath Weapon ❖❖ As young bronze dragon, but a 100-foot line, DC 40, and the dragon's lightning deals 12d12 electricity damage.

Draconic Frenzy ❖❖ As young bronze dragon.
Draconic Momentum As young bronze dragon.
Water Mastery As young bronze dragon, but up to 120 minutes per day.

COPPER DRAGON

Capricious and always eager to share a good laugh, copper dragons are among the wiliest of the metallic dragons, but this by no means interferes with their mission to spread freedom in oppressive lands. Copper dragons are hedonists who are quick to indulge in simple pleasures, but they're also sympathetic to other creatures, slow to pass judgment, and careful to always examine a situation from as many perspectives as possible. This philosophy has its drawbacks, however, as copper dragons are susceptible to negative influences and prone to forgiving the less serious evil acts performed by their chromatic cousins and other cruel creatures. Copper dragons also have a difficult time keeping their temper in check once they are roused to anger.

Copper dragons tend to lair in warm or temperate hills, but due to their nature, they move their lairs every few years. They sometimes live among other people, especially any dwarves who reside nearby. Some copper dragons even worship gods typically worshipped only by humanoids. Among these dragons, worship of Cayden Cailean is most popular, as they see his love of freedom and penchant for alcohol aligning with the typical copper dragon mindset.

A copper dragon's combat tactics are as unorthodox as its sense of humor, as it is more likely to use mockery and tricks than outright strength to win its battles. As a copper dragon ages, it perfects jokes capable of rendering its foes helpless with laughter.

YOUNG COPPER DRAGON CREATURE 8

CG | LARGE | DRAGON | EARTH

Perception +16; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Gnomish
Skills Acrobatics +17, Athletics +17, Crafting +14, Deception +15, Performance +16, Society +16, Stealth +17
Str +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +2, **Cha** +3

AC 27; **Fort** +16, **Ref** +17, **Will** +16; +1 status to all saves vs. magic
HP 150; **Immunities** acid, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 23
Twisting Tail ↷ **Trigger** A creature within reach of the copper dragon's tail uses a move action or leaves a square during a move action it's using. **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If it hits, the dragon disrupts the triggering action.

Speed 30 feet, fly 120 feet; climb stone 30 feet
Melee ❖ jaws +20 (acid, reach 10 feet), **Damage** 2d8+8 piercing plus 1d8 acid
Melee ❖ claw +20 (agile), **Damage** 2d6+8 slashing
Melee ❖ tail +18 (reach 15 feet), **Damage** 1d8+7 bludgeoning

ROKIERE

Considered humorless for a copper dragon, Rokiere keeps her lair in the hills on Motaku Isle in the Shackles. It's rumored that she knows where vast amounts of nearby treasure are located, and she will divulge the location of this hidden wealth to anyone who can make her laugh.



COPPER DRAGON SPELLCASTERS

Copper dragon spellcasters tend to cast the following spells.

YOUNG COPPER DRAGON

Arcane Prepared Spells DC 27, attack +20; **3rd** *dispel magic*, *haste*, *meld into stone*; **2nd** *glitterdust*, *invisibility*, *see invisibility*; **1st** *fleet step*, *illusory object*, *magic aura*; **Cantrips (3rd)** *detect magic*, *ghost sound*, *message*, *read aura*

ADULT COPPER DRAGON

Arcane Prepared Spells DC 33, attack +26; As young copper dragon, plus **5th** *false vision*, *hallucination*, *tongues*; **4th** *confusion*, *creation*, *stoneskin*; **Cantrips (5th)** *detect magic*, *ghost sound*, *message*, *read aura*

ANCIENT COPPER DRAGON

Arcane Prepared Spells DC 39, attack +33; As adult copper dragon, plus **8th** *maze*, *prismatic wall*; **7th** *prismatic spray*, *project image*, *reverse gravity*; **6th** *mislead*, *phantasmal calamity*, *teleport*; **Cantrips (8th)** *detect magic*, *ghost sound*, *message*, *read aura*

Arcane Innate Spells DC 27; **1st** *grease* (at will)

Breath Weapon ❖❖ The copper dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Acid** (acid, arcane, evocation); The dragon breathes acid in a 60-foot line that deals 8d6 acid damage (DC 26 basic Fortitude save).
- **Slowing Gas** (arcane, transmutation); The dragon breathes a 60-foot line of slowing gas. Each creature in the area must succeed at a DC 26 Fortitude save or be slowed 1 for 1 round (or slowed 2 on a critical failure).

Climb Stone The dragon's climb speed functions only when climbing stone surfaces.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges Breath Weapon.

ADULT COPPER DRAGON — CREATURE 12

CG | LARGE | DRAGON | EARTH

Perception +23; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Elven, Gnomish

Skills Acrobatics +21, Athletics +24, Crafting +22, Deception +21, Performance +23, Society +22, Stealth +21

Str +6, **Dex** +3, **Con** +4, **Int** +4, **Wis** +3, **Cha** +5

AC 33; **Fort** +23, **Ref** +22, **Will** +22; +1 status to all saves vs. magic

HP 235; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 29

Twisting Tail ↷ As young copper dragon.

Speed 40 feet, fly 140 feet; climb stone 40 feet

Melee ❖ jaws +26 (acid, magical, reach 10 feet), **Damage** 3d8+12 piercing plus 2d8 acid

Melee ❖ claw +26 (agile, magical), **Damage** 3d8+12 slashing

Melee ❖ tail +24 (magical, reach 15 feet), **Damage** 2d8+10 bludgeoning

Arcane Innate Spells DC 33; **4th** *hideous laughter* (at will), *shape stone*; **1st** *grease* (at will)

Breath Weapon ❖❖ As young copper dragon, but an 80-foot line, DC 32, and the dragon's acid deals 13d6 acid damage.

Climb Stone As young copper dragon.

Draconic Frenzy ❖❖ As young copper dragon.

Draconic Momentum As young copper dragon.

ANCIENT COPPER DRAGON — CREATURE 17

UNCOMMON | CG | HUGE | DRAGON | EARTH

Perception +30; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Dwarven, Elven, Gnomish

Skills Acrobatics +30, Athletics +31, Crafting +31, Deception +29, Performance +31, Society +29, Stealth +30

Str +8, **Dex** +5, **Con** +5, **Int** +6, **Wis** +5, **Cha** +6

AC 41; **Fort** +30, **Ref** +32, **Will** +32; +1 status to all saves vs. magic

HP 345; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 35

Slow Aura (arcane, aura, enchantment) 10 feet. Each creature that ends its turn in the aura must succeed at a DC 37 Will saving throw or be slowed 1 for 1 round (or slowed 2 on a critical failure). The copper dragon can turn this aura on or off with a single action, which has the concentrate trait, and can choose not to affect allies within the aura.

Twisting Tail ↷ As young copper dragon.

Speed 50 feet, fly 200 feet; climb stone 50 feet,

Melee ❖ jaws +33 (acid, magical, reach 15 feet), **Damage** 3d10+16 piercing plus 3d8 acid

Melee ❖ claw +33 (agile, magical, reach 10 feet), **Damage** 3d10+16 slashing

Melee ❖ tail +31 (magical, reach 20 feet), **Damage** 2d10+14 bludgeoning

Arcane Innate Spells DC 39; **5th** *hideous laughter* (at will), *wall of stone*; **4th** *shape stone* (at will); **1st** *grease* (at will)

Breath Weapon ❖❖ As young copper dragon, but a 100-foot line, DC 38, and the dragon's acid deals 18d6 acid damage.
Climb Stone As young copper dragon.
Draconic Frenzy ❖❖ As young copper dragon.
Draconic Momentum As young copper dragon.
Mass Laughter ❖❖ (arcane, emotion, enchantment, mental); **Frequency** once per day. **Effect** The copper dragon tells a fantastic joke. Each creature in a 100-foot emanation must succeed at a DC 39 Will save or suffer the effects of a 9th-level *hideous laughter* spell for 1 minute.

GOLD DRAGON

Gold dragons are the epitome of metallic dragonkind, unrivaled in their strength as well as their wisdom. They command the unwavering reverence of all other metallic dragons, who view gold dragons as their leaders and counselors. Golds rival the raw power of even red dragons, much to the chagrin of their chromatic cousins, and the two races are often regarded as bitter rivals. But despite their incredible power, gold dragons are fond of discourse and prefer to talk through solutions to problems rather than rely upon brute strength. Long-lived as they are, they necessarily take a wide view of all situations and never act without considering all possible options and outcomes. Because of this, gold dragons willingly converse with any creature that seeks them out, even evil chromatic dragons. Mortals might find this behavior strange, considering the long-standing war between chromatic and metallic dragons, but dragons know all too well that desperate situations sometimes call for drastic alliances. And although gold dragons might consider brief truces with their chromatic brethren in the case of world-ending threats, they also know when such alliances have run their course.

When another metallic dragon faces a quandary or a foe beyond its own ability to overcome, its best option is often to seek the counsel of the eternally wise and gloriously righteous gold dragons. Locating these legendary beings is no easy task, however, for gold dragons are notoriously reclusive. Their intellect and wisdom is such that they prefer to ponder the great questions of life in seclusion, where they strive to formulate solutions to the world's most pressing problems. As a result, gold dragons are sometimes absent when metallic dragons gather together, or are missing from tribunals where their counsel would be beneficial. Impatient dragons sometimes begrudge gold dragons for this apparent unreliability, but such aspersions are usually a result of jealousy rather than

PARNONERYX

This adult gold dragon had a long and tragic existence. Formerly an ally of Iomedae, he was defeated by a powerful white dragon and imprisoned in ice. Though freed by the Glorious Reclamation, he was soon slain by evil adventurers who used his head to create a powerful weapon known as a *tathlum*—which was used to lift the siege of Citadel Rivad and end the Glorious Reclamation.



any true criticism; in their hearts, other dragons know that few gold dragons purposefully exclude themselves from truly important matters.

A gold dragon's incredible foresight and unparalleled enlightenment means they are unlikely to interfere in the business of individual mortals, though the rare person who captures the attention of a gold dragon is fortunate indeed, for there are few beings in the cosmos who can offer such prudent and considerate advice. Rulers and individuals in stations of high power have an easier time of garnering the aid of a gold dragon; entire wars have been avoided thanks to a gold dragon's last-minute intermediation.

Gold dragons are often found in warm grasslands and savannas, lands where they can enjoy long, meditative flights without attracting the attention of potential enemies. They tend to sleep either out in the open in a barren, remote place, or within a heavily secreted or fortified lair, such as a forgotten sink hole or in the labyrinthine caverns of a terrestrial chasm. Gold dragons may enlist trusted servants and allies to guard their lairs, though many live truly solitary lives, preferring to protect their hoards with nonlethal traps and magical wards.

YOUNG GOLD DRAGON CREATURE 11

LG LARGE DRAGON FIRE

Perception +21; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Elven, Sylvan
Skills Acrobatics +17, Arcana +18, Athletics +23, Diplomacy +23, Medicine +21, Religion +21, Society +18
Str +6, **Dex** +2, **Con** +4, **Int** +3, **Wis** +4, **Cha** +4

AC 32; **Fort** +22, **Ref** +20, **Will** +22; +1 status to all saves vs. magic
HP 230; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 27
Attack of Opportunity ↷ Jaws only.

Speed 40 feet, fly 140 feet, swim 40 feet
Melee ❖ jaws +24 (fire, reach 10 feet), **Damage** 2d10+12 piercing plus 2d6 fire
Melee ❖ claw +24 (agile), **Damage** 2d10+12 slashing
Melee ❖ tail +22 (reach 10 feet), **Damage** 2d10+10 slashing
Melee ❖ horns +22 (agile, reach 10 feet), **Damage** 1d12+10 piercing
Arcane Innate Spells DC 29; **3rd** *locate* (gems only); **1st** *detect alignment* (evil only)
Breath Weapon ❖❖ The gold dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.
- **Flame** (arcane, evocation, fire); The dragon breathes a blast of flame in a 30-foot cone that deals 11d6 fire damage (DC 31 basic Reflex save).
- **Weakening Gas** (arcane, necromancy); The dragon breathes a blast of weakening gas. Each creature within a 30-foot cone must succeed at a DC 31 Fortitude save or become enfeebled 1 for 1 minute (or enfeebled 2 on a critical failure).

Draconic Frenzy ❖❖ The gold dragon makes two claw Strikes and one horns Strike in any order.
Draconic Momentum When the gold dragon scores a critical hit with a Strike, it recharges Breath Weapon.

ADULT GOLD DRAGON CREATURE 15

LG HUGE DRAGON FIRE

Perception +29; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Dwarven, Elven, Sylvan
Skills Acrobatics +22, Arcana +24, Athletics +28, Diplomacy +29, Medicine +27, Religion +29, Society +26
Str +7, **Dex** +3, **Con** +6, **Int** +5, **Wis** +6, **Cha** +4

AC 38; **Fort** +28, **Ref** +25, **Will** +28; +1 status to all saves vs. magic
HP 330; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 33

GOLD DRAGON SPELLCASTERS

Gold dragon spellcasters tend to cast the following spells. Unlike most dragons, they cast divine spells instead of arcane.

YOUNG GOLD DRAGON
Divine Prepared Spells DC 29, attack +24; **4th** *discern lies*, *heal*, *restoration*; **3rd** *dispel magic*, *haste*, *heal*; **2nd** *restoration*, *resist energy*, *see invisibility*, *silence*; **1st** *alarm*, *mending*, *protection*, *spirit link*; **Cantrips (4th)** *daze*, *detect magic*, *forbidding ward*, *prestidigitation*, *read aura*

ADULT GOLD DRAGON
Divine Prepared Spells DC 35, attack +30; As young gold dragon, plus **6th** *blade barrier*, *heal*, *true seeing*; **5th** *banishment*, *breath of life*, *sending*; **Cantrips (6th)** *daze*, *detect magic*, *forbidding ward*, *prestidigitation*, *read aura*

ANCIENT GOLD DRAGON
Divine Prepared Spells DC 41, attack +38; As adult gold dragon, plus **9th** *foresight*, *heal*, *overwhelming presence*; **8rd** *discern location*, *divine aura*, *heal*; **7th** *dimensional lock*, *energy aegis*, *spell turning*; **Cantrips (9th)** *daze*, *detect magic*, *forbidding ward*, *prestidigitation*, *read aura*

Attack of Opportunity ↷ Jaws only.
Golden Luck ↷ **Trigger** The gold dragon fails a saving throw. **Effect** The dragon improves its result by one degree of success, turning a failure into a success or a critical failure into a normal failure. The dragon can't use this ability again for 1d4 rounds.

Speed 50 feet, fly 180 feet, swim 50 feet
Melee ❖ jaws +30 (fire, magical, reach 15 feet), **Damage** 3d12+15 piercing plus 3d6 fire
Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d10+15 slashing
Melee ❖ tail +28 (magical, reach 20 feet), **Damage** 3d10+13 slashing
Melee ❖ horns +28 (agile, magical, reach 15 feet), **Damage** 2d12+13 piercing
Arcane Innate Spells DC 35; **7th** *sunburst*; **3rd** *locate* (gems only), **1st** *detect alignment* (evil only)
Breath Weapon ❖❖ As young gold dragon, but a 40-foot cone, DC 37, the dragon's flame deals 15d6 fire damage, and the dragon's weakening gas causes enfeebled 2 (enfeebled 3 on a critical failure).
Draconic Frenzy ❖❖ As young gold dragon.
Draconic Momentum As young gold dragon.

ANCIENT GOLD DRAGON CREATURE 20

UNCOMMON | LG | GARGANTUAN | DRAGON | FIRE

Perception +36; darkvision, scent (imprecise) 80 feet
Languages Common, Draconic, Dwarven, Elven, Gnomish, Jotun, Sylvan
Skills Acrobatics +29, Arcana +31, Athletics +35, Diplomacy +35, Medicine +36, Religion +36, Society +35
Str +9, **Dex** +5, **Con** +8, **Int** +7, **Wis** +8, **Cha** +5

AC 46; **Fort** +37, **Ref** +34, **Will** +39; +1 status to all saves vs. magic
HP 450; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 20
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 39
Attack of Opportunity ↷ Jaws only.
Extra Reaction The dragon gains 2 reactions at the start of its turn each round.
Golden Luck ↷ As adult gold dragon.

Speed 60 feet, fly 200 feet, swim 60 feet
Melee ❖ jaws +38 (fire, magical, reach 20 feet), **Damage** 4d12+17 piercing plus 4d6 fire
Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d10+17 slashing
Melee ❖ tail +36 (magical, reach 25 feet), **Damage** 4d10+15 slashing
Melee ❖ horns +36 (agile, magical, reach 20 feet), **Damage** 2d12+15 piercing
Arcane Innate Spells DC 41; **10th** *sunburst*; **3rd** *locate* (gems only); **1st** *detect alignment* (evil only)
Breath Weapon ❖❖ As a young gold dragon, but a 50-foot cone, DC 44, the dragon's flame deals 20d6 fire damage, and the dragon's weakening gas causes enfeebled 3 (enfeebled 4 on a critical failure).
Draconic Frenzy ❖❖ As young gold dragon.
Draconic Momentum As young gold dragon.

SILVER DRAGON

Silver dragons are among the most chivalrous of all dragonkind; they wield frost and cold as weapons, can walk on clouds, and dwell high upon snowy mountain peaks or deep in steep, misty valleys. Although they typically make their lairs among the highlands, the pursuit of justice leads silver dragons to travel far and wide—often into the very heart of realms overrun by evil. These exemplars of righteousness are ceaseless in their determination to help the weak, spread honor, and stamp out evil.

Silver dragons are sleek and sinuous. Their hides resemble nothing so much as a suit of gleaming armor, lending further credence to the popular myth that silver dragons are the paladins of dragonkind. The zeal with which they seek out, confront, and defeat evil is unsurpassed even among their metallic cousins, and they adhere to strict codes of honor usually passed down from parent to hatchling. On occasion, they instead learn these codes from trusted mentors,



APSU

Apsu, the Waybringer, is the god of good dragons, leadership, and peace. According to draconic lore, Apsu spawned the dragon-gods who created the world. One of his sons is the destructive draconic god Dahak. Thus, Apsu is not only seen as a god and creator to good dragons, but he also serves as an immortal father figure.

usually other silver dragons or gold dragons. As they age, they become even more dedicated to their codes, often adding new and even more restrictive clauses to the systems that guide their behavior.

Silver dragons are incredibly altruistic and regularly consort with the citizens of goodly societies, of which they consider themselves protectors and guides. In addition to responding to evil threats, silver dragons work to prevent evil from taking root in the first place, and they ensure mortals under their care are well fed, educated, and treated with dignity. Although silver dragons can seem overzealous or even eager to join the fight against evil, they know that the best way to rid the world of corruption is to stamp out strife and disillusionment at their source, not to passively sit back and watch it grow into an unsolvable problem. Silver dragons can be vindictive, but they can also be forgiving; for evildoers who seek to atone for their sins and turn over a new leaf, the support of a silver dragon is both unwavering and invaluable.

Many silver dragons are also drawn to religious endeavors, venerating deities such as Iomedae, Sarenrae, and other deities concerned with justice, virtue, and redemption.

SILVER DRAGON SPELLCASTERS

Silver dragon spellcasters tend to cast the following spells. Unlike most dragons, they cast divine spells instead of arcane.

YOUNG SILVER DRAGON

Divine Prepared Spells DC 28, attack +23; **4th** *freedom of movement, read omens, restoration*; **3rd** *heal, paralyze, wall of wind*; **2nd** *augury, calm emotions, restoration, see invisibility*; **1st** *alarm, bless, protection, true strike*; **Cantrips (4th)** *detect magic, light, message, read aura, stabilize*

ADULT SILVER DRAGON

Divine Prepared Spells DC 33, attack +29; As young silver dragon, plus **6th** *repulsion, true seeing, zealous conviction;* **5th** *banishment, heal, sending*; **Cantrips (6th)** *detect magic, light, message, read aura, stabilize*

ANCIENT SILVER DRAGON

Divine Prepared Spells DC 40, attack +36; As adult silver dragon, plus **8rd** *discern location, divine decree, heal*; **7th** *divine decree, energy aegis, plane shift*; **Cantrips (8th)** *detect magic, light, message, read aura, stabilize*

YOUNG SILVER DRAGON — CREATURE 10

LG LARGE COLD DRAGON

Perception +20; darkvision, fog vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic

Skills Acrobatics +14, Athletics +22, Diplomacy +18, Intimidation +20, Medicine +20, Religion +18, Society +14

Str +6, **Dex** +2, **Con** +3, **Int** +2, **Wis** +4, **Cha** +4

Fog Vision The silver dragon ignores the concealed condition from fog and clouds.

AC 31; **Fort** +20, **Ref** +17, **Will** +21

HP 200; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28

Wing Deflection ↷ **Trigger** The silver dragon is targeted with an attack. **Effect** The dragon raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is flying, it descends 10 feet after the attack is complete.

Speed 40 feet, fly 100 feet; cloud walk

Melee ❖ jaws +23 (cold, reach 10 feet), **Damage** 2d10+12 piercing plus 2d6 cold

Melee ❖ claw +23 (agile), **Damage** 2d8+12 slashing

Melee ❖ tail +21 (reach 15 feet), **Damage** 1d10+10 bludgeoning

Arcane Innate Spells DC 28; **1st** *detect alignment* (evil only)

Breath Weapon ❖❖ The silver dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Frost** (arcane, cold, evocation); The dragon breathes a cloud of frost in a 30-foot cone that deals 10d6 cold damage (DC 29 basic Reflex save).
- **Paralyzing Gas** (arcane, enchantment, incapacitation); The dragon breathes a blast of paralyzing gas. Each creature within a 30-foot cone must succeed at a DC 29 Fortitude save or be slowed 1 for 1 round (or paralyzed for 1 round on a critical failure).

Cloud Walk The silver dragon can tread on clouds or fog as though on solid ground.

Draconic Frenzy ❖❖ The silver dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the silver dragon scores a critical hit with a Strike, it recharges its Breath Weapon.

ADULT SILVER DRAGON — CREATURE 14

LG HUGE COLD DRAGON

Perception +26; darkvision, fog vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic, Dwarven

Skills Acrobatics +21, Athletics +27, Diplomacy +25, Intimidation +27, Medicine +24, Religion +24, Society +20

Str +7, **Dex** +3, **Con** +4, **Int** +3, **Wis** +4, **Cha** +5
Fog Vision As young silver dragon.

AC 37; **Fort** +26, **Ref** +23, **Will** +28; +1 status to all saves vs. magic
HP 295; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 10
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 33
Wing Deflection ↻ As young silver dragon.

Speed 50 feet, fly 140 feet; cloud walk
Melee ❖ jaws +29 (cold, magical, reach 15 feet), **Damage** 3d10+13 piercing plus 3d6 cold
Melee ❖ claw +29 (agile, magical, reach 10 feet), **Damage** 3d8+13 slashing
Melee ❖ tail +27 (magical, reach 20 feet), **Damage** 2d10+11 bludgeoning
Arcane Innate Spells DC 33; **1st** *detect alignment* (evil only)
Breath Weapon ❖❖ As young silver dragon, but a 40-foot cone, DC 35, the dragon's frost deals 15d6 cold damage, and the dragon's paralyzing gas makes the creature slowed 2 for 1 round (or paralyzed for 2 rounds on a critical failure).
Cloud Walk As young silver dragon.
Draconic Frenzy ❖❖ As young silver dragon.
Draconic Momentum As young silver dragon.

ANCIENT SILVER DRAGON CREATURE 19

UNCOMMON | LG | GARGANTUAN | COLD | DRAGON

Perception +32; darkvision, fog vision, scent (imprecise) 60 feet
Languages Auran, Common, Draconic, Dwarven, Sylvan
Skills Acrobatics +27, Athletics +38, Diplomacy +34, Intimidation +37, Medicine +33, Religion +32, Society +30
Str +9, **Dex** +4, **Con** +5, **Int** +5, **Wis** +5, **Cha** +7
Fog Vision As young silver dragon.

AC 45; **Fort** +34, **Ref** +31, **Will** +34; +1 status to all saves vs. magic
HP 410; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 15
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40
Cold Aura (cold, aura) 15 feet, 3d6 cold damage. The silver dragon can turn this aura on or off as a single action, which has the concentrate trait, and can choose not to affect allies within the aura.
Reflect Spell ↻ **Trigger** The silver dragon critically succeeds at a saving throw against a spell, or a caster trying to target the dragon critically fails their attack roll. **Effect** The spell is reflected back upon the caster, with the effect of *spell turning*.
Wing Deflection ↻ As young silver dragon.

Speed 60 feet, fly 180 feet; cloud walk
Melee ❖ jaws +37 (cold, magical, reach 20 feet), **Damage** 4d10+17 piercing plus 4d6 cold
Melee ❖ claw +37 (agile, magical, reach 15 feet), **Damage** 4d8+17 slashing
Melee ❖ tail +35 (magical, reach 25 feet), **Damage** 3d10+15 bludgeoning
Arcane Innate Spells DC 40; **1st** *detect alignment* (evil only)
Breath Weapon ❖❖ As young silver dragon, but a 50-foot cone, DC 42, the frost deals 20d6 cold damage, and the paralyzing gas makes the creature paralyzed for 1 round (or 3 rounds on a critical failure).
Cloud Walk As young silver dragon.
Draconic Frenzy ❖❖ As young silver dragon.
Draconic Momentum As young silver dragon.



Dragon Turtle Treasure

Dragon turtles keep their treasure in shipwrecks at the bottom of the ocean. Their hoards usually contain coins, jewelry, and magic items that can survive lengthy submersion.

Dragon Turtle Locations

Although most dragon turtles hunt in the open ocean, some live along coastlines or even within large inland lakes.

Dragon Turtle

When sailors warn others of the terrible threats of the open sea, they seldom forget to mention dragon turtles—immense aquatic dragons with rocky shells similar to those of tortoises and flippers powerful enough to overturn hardy vessels. These fearsome creatures enjoy being considered as dangerous as storms or natural disasters by seafaring folk. Dragon turtles delight in amassing treasure, although most prefer to receive tribute from passing sailors and often store their hoards in the shipwrecks of vessels once crewed by those unwilling to surrender their valuables. Dragon turtles are solitary creatures and hunt in regions encompassing a hundred square miles or more. Although they normally eat large fish, they are omnivorous and also eat seaweed or even foolhardy dragon hunters. Experienced sailors keep a keen eye out for dragon turtles, preparing to flee should one approach or offer it treasure in exchange for safe passage.

Most dragon turtles are at least 20 feet wide and 50 feet long, although some can grow substantially larger. These massive, ancient dragon turtles are somnolent, and resemble rocky islands from a distance; their prodigious hoards can be a source of truly ancient sea lore. Legends persist of truly immense dragon turtles who spend centuries drifting on the surface of the ocean, far from established shipping lanes or charted waters, with shells that serve as islands capable of supporting entire ecosystems and even, some claim, small settlements whose inhabitants know nothing of land that doesn't drift across the sea.

DRAGON TURTLE — CREATURE 9

N | HUGE | AMPHIBIOUS | DRAGON

Perception +18; darkvision

Languages Aquan, Common, Draconic

Skills Athletics +21, Diplomacy +16, Intimidate +18, Stealth +13, Survival +17

Str +6, **Dex** +0, **Con** +4, **Int** +1, **Wis** +3, **Cha** +1

AC 29; **Fort** +19, **Ref** +15, **Will** +16

HP 140; **Immunities** fire, paralyzed, sleep

Shell Block ↷ **Trigger** A creature adjacent to the dragon turtle targets it with a melee attack. **Effect** The dragon turtle rolls its shell toward the triggering creature, gaining a +2 circumstance bonus to its AC against the triggering attack.

Speed 20 feet, swim 30 feet

Melee jaws ❖ +21 (reach 10 feet), **Damage** 2d12+9 piercing

Melee claw ❖ +21 (agile), **Damage** 2d8+9 slashing

Breath Weapon ❖❖ (air, fire, primal) The dragon turtle breathes a massive blast of steam that deals 10d6 fire damage to creatures within a 50-foot cone (DC 27 basic Reflex save). This steam blast affects creatures within the water, as well as outside. The dragon turtle can't use its Breath Weapon again for 1d4 rounds or until it takes a critical hit (whichever comes first).

Capsize ❖ (attack, move) The dragon turtle tries to capsize an adjacent aquatic vessel of its size or smaller. The dragon turtle must succeed at an Athletics check with a DC of 30 or the pilot's Sailing Lore DC, whichever is higher.

Draconic Frenzy ❖❖ The dragon turtle makes two claw Strikes and one jaws Strike in any order.



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Drakauthix

The drakauthix is a massive fungus that floats through the heights of the largest Darklands caverns, propelled by bladders that spray air and spores. A voracious but slow-moving hunter, the drakauthix prefers to ambush meaty creatures from above, using its hooked appendages to pull its victims upward to feed. The drakauthix's digestive process is entirely external—it clings to victims, and its spore-laden surface slowly feeds on and grows through the flesh before the spore-infested carcass is discarded. As the infested body strikes the ground below, it bursts and releases a cloud of spores, unleashing a host of young called sporelings that immediately scuttle up the cavern walls to cling to its ceiling and grow.

The drakauthix behaves no more intelligently than most predatory animals, and often uses a sort of symbiotic scavenger method to secure prey by capitalizing on the hunting methods of oozes and vermin found in the large cave systems it frequents. When a relatively mindless creature kills a victim, the drakauthix drifts down, hooks the freshly slain carcass with its tendrils, and reels in its meal. The mindless ooze or other creature that just had its food stolen rarely holds a grudge and simply slithers off to find a new quarry, letting the drakauthix digest the corpse in peace. Of course, the drakauthix isn't above feasting on more active prey as well, and might attack an adventurer who neglects to look upward for danger when exploring a network of mysterious caves.

Some Darklands-dwelling creatures, such as duergars, hunt drakauthixes for their flesh, which has a unique flavor with a peppery aftertaste. Subterranean races also make ink from drakauthixes by burning their carcasses, then grinding and pressing the ashes for a long time until a silvery substance congeals.

Drakauthix Sporelings

When a new drakauthix bursts forth from a spore-infested corpse, it has no true way of defending itself. However, a sporeling does not need to hunt until it grows much larger. Each sporeling harvests enough material from the body it emerged from to grow to its full size over a few short days. After it has done so, the drakauthix detaches from the cave ceiling and, starving, immediately seeks out its first meal in the cavern below.

DRAKAUTHIX CREATURE 9

N HUGE FUNGUS

Perception +17; darkvision, sporesight (imprecise) 60 feet
Skills Acrobatics +15, Athletics +20, Stealth +17
Str +7, **Dex** +2, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0
Sporesight The drakauthix exudes a cloud of spores that it uses to see. This is an imprecise sense that functions only in areas without strong wind currents. Sporesight does not function underwater.

AC 25; **Fort** +21, **Ref** +13, **Will** +15
HP 190; **Weaknesses** fire 10, slashing 10
Obscuring Spores Whenever the drakauthix takes at least 10 slashing damage, it releases a cloud of brown spores that has the effect of *obscuring mist* for 1 minute, centered around the drakauthix. This cloud of spores does not move with the drakauthix, nor is it displaced by its movement.

Speed fly 20 feet
Melee ❖ tentacle +20 (reach 30 feet), **Damage** 3d8+9 piercing plus Improved Grab
Reel In ❖ The drakauthix pulls all creatures it has grabbed 15 feet closer to itself.
Spore Tendrils ❖ The tendrils that cover the drakauthix's body reach out and infest adjacent creatures, dealing 4d6 poison damage and 1d6 persistent poison damage. A creature can attempt a basic DC 27 Reflex save to reduce this damage, but one grabbed by the drakauthix takes a –4 circumstance penalty to this save.
Whirlwind of Hooks ❖❖ The drakauthix whirls, whipping creatures around it. The drakauthix makes a tentacle Strike against every creature within its reach.





Drake Ecology

Drakes reach maturity and reproduce much earlier than dragons, meaning that they are a far more common threat than their more powerful forebears. Drakes have few qualms about dwelling with one another (provided they are the same species), often establishing dens in pockets of wilderness suitable to their needs, such as swampy grottoes, shallow shoreline caves, or cliffside perches.

Drake

Ravenous, bestial, and driven by instinct—drakes are primitive draconic monsters who bear a fraction of the terrifying might of their larger cousins but little (if any) of the cunning. While they're weaker, slower, and less inclined toward reason than dragons, drakes are nonetheless a menace to creatures and settlements around them. Their propensity for forming raiding parties—small social groups fittingly called "rampages"—makes them all the more dangerous; a single rampage of river drakes can quickly lay waste to a waterside village, and roving rampages of desert drakes are a plague to caravan traders.

Drakes share a number of physical characteristics that unite them as one species despite their wide variety of habitats and abilities. For example, drakes lack forearms, leaving them only their formidable jaws and thick-scaled tails with which to attack if engaged at melee range. Most drakes would rather avoid close combat, however, preferring to use their breath weapons to wreak havoc in wide swaths from comfortable distances while flying overhead. Finally, all drakes have small reservoirs of their ancestral draconic power that they can tap into to perform incredible feats of speed.

Drake Eggs

While drake hides aren't any more valuable than those of other, similarly sized creatures, drake eggs are prized commodities. While they are used as components in powerful spells as well as eaten by various cultures, the most common use for drake eggs is hatching and rearing drakes to serve as mounts and guardians.

A typical drake lays a clutch of 2d4 eggs every 5 years. Eggs hatch within 3 to 6 weeks, during which time they must be kept in conditions appropriate to their natural environment, perhaps the most difficult aspect of drake husbandry. While it is generally easy for breeders to incubate the eggs of desert or jungle drakes (which require mildly warm temperatures to hatch) or river drakes (which must be submerged in running water), the eggs of flame and frost drakes require extreme temperatures in order to hatch, which can be difficult to replicate safely.

A drake egg has Hardness 3, 5 HP, and BT 5. The coloration of drake eggs varies only slightly from one species to the next. A creature must succeed at a DC 20 Nature check, or a relevant DC 20 Lore check, to identify the drake species of a specific egg.

Once a drake hatches, it imprints on the first creature that it sees. A creature imprinted on in this way gains a +5 bonus to Nature checks to train or command that drake. The market price of a drake egg varies depending on the region, the type of drake, and the exact purpose the buyer has in mind, but typically depends on the level of the drake. Because drakes are evil, dangerous, and intelligent creatures, many societies do not condone the trade of drake eggs and criminalize those who engage in it.

It takes 2 years for a drake hatchling to grow to full size. A well-trained drake can make a fearsome mount or guardian, but many careless would-be drake trainers are devoured by their charges due to cruelty, overconfidence, or general lack of skill.

RIVER DRAKE

Although the glistening scales and sleek, fin-like wings on these drakes give them an appearance reminiscent of river fish, they are actually distant relatives of the black dragon. While smaller than most drakes, river drakes are more than capable of plaguing river travelers and are equally at home above and below the water's surface. This flexibility allows them to catch a wide variety of prey, from fish and boggards to deer and the occasional ferry passenger.

RIVER DRAKE CREATURE 3

NE MEDIUM AMPHIBIOUS DRAGON WATER

Perception +9; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +11, Athletics +10, Intimidation +6, Stealth +9, Survival +7
Str +3, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** –1

AC 19; **Fort** +11, **Ref** +9, **Will** +7
HP 45; **Immunities** paralyzed, unconscious; **Resistances** acid 10
Tail Lash ↷ **Trigger** A creature within reach of the river drake's tail uses an action to Strike or attempt a skill check. **Effect** The river drake attempts to Strike the triggering creature with its tail. If it hits, the creature takes a –2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 50 feet, swim 30 feet
Melee ❖ fangs +12, **Damage** 2d8+3 piercing
Melee ❖ tail +12 (reach 10 feet), **Damage** 2d6+3 bludgeoning
Caustic Mucus ❖❖ (acid, arcane, evocation) The river drake spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6 acid damage (DC 19 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a –5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. The river drake can't use Caustic Mucus again for 1d6 rounds.
Draconic Frenzy ❖❖ The river drake makes one fangs Strike and two tail Strikes in any order.
Speed Surge ❖ (move) The river drake moves up to twice its Speed. It can do this three times per day.

FLAME DRAKE

The distant kin of red dragons, flame drakes thankfully lack the intelligence and ambition of their larger cousins, but are no less territorial or violent. Flame drakes dwell near volcanoes and magma, but it's not unheard of for one to drift into nearby areas like forests or wooded hills. Their scales are usually some shade of red, occasionally fading to smoky blacks and grays along the edges of their wings and the tips of their tails.

FLAME DRAKE CREATURE 5

CE LARGE DRAGON FIRE

Perception +12; darkvision, scent (imprecise) 30 feet, smoke vision
Languages Draconic
Skills Acrobatics +10, Athletics +12, Stealth +9, Survival +10
Str +5, **Dex** +1, **Con** +3, **Int** –1, **Wis** +3, **Cha** +0
Smoke Vision Smoke doesn't impair a flame drake's vision; it ignores concealment from smoke.

DRAKE TREASURE

Drakes share dragon's interest in treasure, but lack dragons' discerning taste. A drake hoard will certainly contain coins, jewelry, gemstones, gear, and even the odd magic item or two, but the bulk of the hoard invariably consists of broken weapons, shiny rocks, bits of junk, and other doubtful pieces of refuse.





DRAKE HUNTERS

The allure of hunting a dragon is difficult to resist for many adventurers, but accomplishing such a task is fraught with peril. Unscrupulous adventurers have been known to instead hunt drakes and use trophies harvested from these creatures to deceive locals.

AC 22; **Fort** +12, **Ref** +10, **Will** +10
HP 75; **Immunities** fire, paralyzed, unconscious; **Weaknesses** cold 10
Attack of Opportunity ↷ Fangs only.

Speed 20 feet, fly 50 feet
Melee ◆ fangs +14, **Damage** 2d8+5 piercing plus 1d6 fire
Melee ◆ tail +14 (reach 10 feet), **Damage** 2d6+5 bludgeoning
Draconic Frenzy ◆◆ The flame drake makes two fangs Strikes and one tail Strike in any order.
Fireball Breath ◆◆ (arcane, evocation, fire) The flame drake expels a ball of flame to a range of 180 feet that explodes in a 20-foot burst. Creatures in the burst take 6d6 fire damage (DC 22 basic Reflex save). The flame drake can't use Fireball Breath again for 1d6 rounds.
Speed Surge ◆ (move) The fire drake moves up to twice its Speed. It can do this three times per day.

JUNGLE DRAKE

Believed to be related to green dragons, jungle drakes are dangerous hunters equipped with a debilitating venom delivered by a large barbed stinger or their noxious phlegm. Their wings are equipped with vestigial claws that allow them to deftly maneuver through thick jungle foliage both in flight and on foot. Jungle drakes prefer to ambush their prey using hit-and-run tactics, picking off the weakest members of a group and dragging their victims off to finish their meals as they please.

JUNGLE DRAKE — CREATURE 6

NE | LARGE | DRAGON | EARTH

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +15, Athletics +13, Stealth +13, Survival +11
Str +5, **Dex** +3, **Con** +4, **Int** –1, **Wis** +1, **Cha** +1

AC 23; **Fort** +17, **Ref** +13, **Will** +11
HP 90; **Immunities** disease, paralyzed, poison, unconscious
Twisting Tail ↷ **Trigger** A creature within reach of the jungle drake's stinger uses a move action or leaves a square during a move action it's using. **Effect** The jungle drake Strikes the target with its stinger. If it hits, the jungle drake disrupts the creature's action.

Speed 20 feet, fly 50 feet; woodland stride
Melee ◆ fangs +17, **Damage** 2d10+7 piercing plus predatory grab
Melee ◆ stinger +17 (reach 10 feet), **Damage** 2d6+7 piercing plus jungle drake venom
Draconic Frenzy ◆◆ The jungle drake makes one fangs Strike and two stinger Strikes in any order.
Jungle Drake Venom (poison); **Saving Throw** Fortitude DC 24; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison and enfeebled 2 (1 round)
Predatory Grab As Grab, but the jungle drake's Grab does not end if it moves away. Instead, it carries the grabbed creature with it. A jungle drake can't Fly while grabbing a creature unless that creature can also Fly.
Speed Surge ◆ (move) The jungle drake moves up to twice its Speed. It can do this three times per day.
Spit Venom ◆◆ (poison) A jungle drake can spit a sticky glob of its venom to a range of 50 feet that explodes in a 10-foot burst. Those in the burst must succeed at a DC 24 Reflex save or be exposed to jungle drake venom. The jungle drake can't use Spit Venom again for 1d6 rounds.
Woodland Stride The jungle drake ignores difficult terrain and greater difficult terrain from non-magical foliage.

WYVERN

A wyvern is a venomous drake with a well-earned reputation for impatience and aggression. As much as 15 feet long and weighing up to 1,000 pounds, a wyvern's resilient body allows it to crash talons-first into large prey without serious risk to itself. A wyvern uses its momentum to stun its target before injecting it with searing venom or carrying it over the side of a nearby cliff. Because a wyvern lacks the strength to haul its prey all the way to its nest intact, it is far more likely to lift and drop its victim over a gully or canyon and let gravity do its work before it descends to pick apart the carcass.

Conversation is of little interest to a wyvern, as the creature typically speaks only to taunt its prey, issue territorial claims, or demand tribute. Even so, many wyverns enjoy grim humor and tales of violent acts, particularly if those acts were committed by the storyteller. A wyvern properly appeased with meat, entertainment, and treasure sometimes agrees to provide assistance ranging from giving directions to serving as a mount for a powerful humanoid. However, these arrangements rarely last more than a few weeks before the wyvern's pride, malice, or insolence inspires it to flee or even betray its allies. Only the truly cruel can cow a wyvern into servitude for an extended period, as most wyverns are so self-interested that they go out of their way to avoid helping others.

ARE WYVERNS DRAKES?

Although commonly classified as drakes, wyverns exhibit significant differences from most other types of drakes. While scholars debate the precise relationship between them, none dispute that they exhibit collegial behavior and general deference to one another.

WYVERN CREATURE 6

NE LARGE DRAGON

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +14, Athletics +15, Stealth +12
Str +5, **Dex** +2, **Con** +4, **Int** –2, **Wis** +3, **Cha** +0

AC 24; **Fort** +16, **Ref** +12, **Will** +13
HP 95; **Immunities** paralyzed, unconscious
Attack of Opportunity ↻
Savage ↻ **Trigger** A creature grabbed by the wyvern critically fails a skill check to Escape. **Effect** The wyvern makes a stinger Strike against the triggering creature.

Speed 20 feet, fly 60 feet
Melee ❖ fangs +17, **Damage** 2d12+5 piercing
Melee ❖ claw +17, **Damage** 2d8+5 slashing plus Grab
Melee ❖ stinger +15 (agile, reach 10 feet), **Damage** 2d6+5 piercing plus wyvern venom
Powerful Dive ❖❖ (move) The wyvern Flies up to its fly Speed and must both move forward at least 20 feet and descend at least 10 feet. If it ends the movement within melee reach of at least one enemy its size or smaller, it can make a claw Strike against that enemy. If the claw hits, as a free action the wyvern can either automatically Grab the target or knock it prone.
Punishing Momentum ❖ **Requirements** The wyvern grabbed a creature this turn using Powerful Dive. **Effect** The wyvern can Fly at half Speed while holding the creature in its claws, carrying that creature along with it and dropping it at the end of its movement. Alternatively, the wyvern can Strike the creature with its stinger with a +2 circumstance bonus.
Wyvern Venom (poison); **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage (1 round); **Stage 2** 6d6 poison damage (1 round); **Stage 3** 8d6 poison damage (1 round)





Drake Resources

While every adventurer knows that dragon hide can be crafted into potent armor or weapons, drake hide holds no such intrinsic value. Nonetheless, drake scales and horns are physically impressive, and to the uneducated buyer, might seem at first glance to be legitimate. Unscrupulous leatherworkers have been known to use drake hides to craft and sell counterfeit dragonhide armor, so potential buyers should remain on the lookout for scams.

Frost Drake

Frost drakes pose an immense danger in the frozen reaches they call home, where they roam far and wide to hunt for prey such as caribou, wolves, small bears, and tundra-dwelling people. Related as they are to white dragons, these drakes share many habits and facets of their disposition with their draconic cousins. Indeed, just as white dragons are among the most bestial and craven of dragonkind, frost drakes are among the most depraved and openly malicious of the drakes. They are also especially insolent, and are less likely to back down from a fight compared to other drakes. Many frost drakes have met their ends trying to enact cruelties beyond their means, such as singly taking on an entire castle or well-fortified township. Although a frost drake can wreak much destruction on its own, tales of village-dwelling northerners banding together to defend their homes from these rogue menaces are fairly common.

A frost drake's hunting grounds are quite large. Those frost drakes that live upon the permanently frozen peaks of high mountains have been known to swoop down to snatch up prey from the lowlands, leaving frozen swaths of earth from their breath as the only sign of their passing. Their frost-covered scales range from deep royal blue to crisp cyan and sometimes feature sporadic patches of violet. Their hides are thinner than most drakes'; when a frost drake is inhaling in preparation to launch its signature frozen breath, the monster's ice-blue blood can be seen beneath its scales.

Frost Drake — Creature 7

CE | Large | Cold | Dragon

Perception +14; darkvision, scent (imprecise) 30 feet, snow vision
Languages Draconic
Skills Acrobatics +15, Athletics +17, Intimidation +14, Stealth +15
Str +6, **Dex** +2, **Con** +4, **Int** –1, **Wis** +3, **Cha** +1

Snow Vision Snow doesn't impair a frost drake's vision; it ignores concealment from snowfall.

AC 25; **Fort** +17, **Ref** +15, **Will** +14
HP 115; **Immunities** cold, paralyzed, unconscious; **Weaknesses** fire 10

Retaliatory Strike ↩ **Trigger** A creature within reach of the frost drake's tail successfully damages the frost drake with a Strike. **Effect** The frost drake attempts to Strike with its tail. If the Strike hits, it deals an additional 1d6 damage.

Speed 20 feet, burrow 20 feet (snow only), fly 50 feet, ice climb 20 feet
Melee ◆ fangs +17, **Damage** 2d12+8 piercing plus 1d6 cold
Melee ◆ tail +17 (reach 10 feet), **Damage** 2d10+8 bludgeoning

Draconic Frenzy ◆◆ The frost drake makes two gangs Strikes and one tail Strike in any order.

Freezing Mist Breath ◆◆ (arcane, cold, evocation) The frost drake spits a ball of liquid up to 60 feet that explodes into a 20-foot-burst cloud of freezing mist. Those in the burst take 8d6 cold damage (DC 25 basic Reflex save). The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds. It can't use Freezing Mist Breath again for 1d6 rounds.

Ice Climb A frost drake can climb on ice as though it had the listed climb Speed. It ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Speed Surge ◆ (move) The frost drake moves up to twice its Speed. It can do this three times per day.

DESERT DRAKE

Distant cousins of blue dragons that lack their relatives' magical talents and intelligence, these desert-dwelling drakes are nonetheless dangerous ambush predators, preying upon isolated desert travelers and outposts for food and supplies. They retain their true-blooded forebears' resistance to electricity and affinity for sandy environs. Desert drakes' scales range in coloration from rust-brown to light tan and ocher shades, mimicking the colors of the dunes they call home.

Desert drakes are among the lightest and most compact of the drakes, though this shouldn't be mistaken for frailty. Their swooped-back horns and feather-thin wings are adapted to make burrowing as easy as possible. Indeed, a desert drake's powerful neck makes wriggling through sand and other loose scree as easy as walking for it.

DESERT DRAKE — CREATURE 8

NE | LARGE | DRAGON | EARTH

Perception +15; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +17, Athletics +18, Intimidation +13, Stealth +15, Survival +15
Str +6, **Dex** +3, **Con** +5, **Int** –1, **Wis** +3, **Cha** +1

AC 27; **Fort** +17, **Ref** +15, **Will** +13
HP 135; **Immunities** paralyzed, unconscious; **Resistances** electricity 16
Wing Deflection ↻ **Trigger** The desert drake is targeted with an attack. **Effect** The desert drake raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the desert drake is flying at the time it is attacked, it descends 10 feet after the attack is complete.

Speed 20 feet; burrow 20 feet (sand only), fly 50 feet
Melee ❖ fangs +20, **Damage** 2d12+8 piercing plus 1d6 electricity
Melee ❖ tail +20 (reach 10 feet), **Damage** 2d10+8 bludgeoning plus Push 5 feet
Draconic Frenzy ❖❖ The desert drake makes two fangs Strikes and one tail Strike in any order.
Sandstorm Breath ❖❖ (arcane, electricity, evocation) The desert drake spits a ball of electrically charged sand to a range of 60 feet that explodes into a cloud with a 15-foot-radius burst. Creatures in the area take 9d6 electricity damage (DC 27 basic Reflex save). The cloud remains for 1d4 rounds, granting concealment to everything within. The desert drake can't use Sandstorm Breath again for 1d6 rounds.
Speed Surge ❖ (move) The desert drake moves up to twice its Speed. The desert drake can do this three times per day.
Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the desert drake.



OTHER DRAKES

The drakes presented on these pages are far from the only types that exist. Forest drakes have green hides, spit acidic clouds, and can be found in temperate woodlands. Rift drakes, among the most powerful of their kind, spit clinging caustic vapors and dwell in badlands and regions scarred by devastating magical disasters. Sea drakes can be found in oceans across the world, lava drakes in volcanic crevasses, mist drakes along coastlines and in salt marshes, and spire drakes in ragged, rocky hills. Undoubtedly, many other types of drakes lurk in the far corners of the world!

Becoming a Drow

Rarely, when a surface elf commits an act of cruelty heinous enough to draw the attention of a demon lord, transformation into a drow can happen spontaneously—but these transformations are rare enough to be legends in their own right. No known instance of a drow reverting to an elf has ever been recorded.



Drow

The first drow were elves who fled into the depths of the world from a devastating cataclysm thousands of years ago. In their journey below, they fell to bickering and in-fighting, drawing the attention of sinister intelligences beyond their own. Whether it was the influence of a specific demon lord, the Rough Beast Rovagug, or some other fell force is unknown, but in that time the elves transformed both spiritually and physically, tainting their hearts with desires for cruelty, sadism, and violence. The hues of their eyes became sinister red or bleached white, and their flesh adopted an unearthly lavender sheen that made the drow instantly recognizable. The drow also developed potent magical abilities and resistances that further empowered them, if at the cost of their souls.

Over the centuries to follow, the drow developed into a powerful, if violently dysfunctional society, influenced by the worship of demon lords and focused on providing power and glory to a relatively small collection of noble houses. Many of these noble houses are matriarchal in nature and all hold allegiance to a specific demon lord patron—but traditions of worship, warfare, and wizardry help to bind the oft-bickering houses together enough that drow society doesn't simply consume itself from within. Fear of earning the wrath of one's superior—be it a teacher, a parent, a commander, or the demon one worships—is the real bond holding drow society together, and this system is held in esteem by the lowliest drow servant and by the most powerful drow priestess alike.

The drow are infamous throughout the world, but until recently most assumed stories of demon-worshipping, underground-dwelling elves were spooky legends crafted to share around a campfire. Today, the existence of drow is an understood truth, and while their presence in the dark caverns deep below is unsettling, they seem content to leave the surface world alone for now.

Drow Fighter

Drow fighters train to master techniques that inflict deep, bleeding wounds and use poisoned crossbow bolts to exhaust enemies.

Drow Fighter **Creature 1**

CE | Medium | Drow | Elf | Humanoid

Perception +6; darkvision

Languages Elven, Undercommon

Skills Acrobatics +7, Athletics +5, Intimidation +3, Stealth +7

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Items hand crossbow (10 bolts), leather armor, lethargy poison (2; *Pathfinder Core Rulebook* 552), rapier

Light Blindness

AC 18; **Fort** +7, **Ref** +9, **Will** +4; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 18; **Immunities** sleep

Attack of Opportunity ↻

Speed 30 feet

Melee ❖ rapier +9 (deadly 1d8, disarm, finesse), **Damage** 1d6+2 piercing

Melee ❖ main-gauche +9 (agile, disarm, finesse, parry, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6+1 piercing plus lethargy poison

Divine Innate Spells DC 14; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (2nd)** *dancing lights*

Quick Draw ❖ The drow fighter draws a weapon using the Interact action, then Strikes with that weapon.

Skewer ❖❖ The drow fighter Strikes with its rapier, and gains a +1 circumstance bonus to the attack roll. A creature damaged by the attack takes 1d6 persistent bleed damage.

DROW ROGUE

Loners at heart, drow rogues trust no one—least of all fellow slayers. Thees drow rely on awareness and adaptation to survive the cutthroat nature of their society.

DROW ROGUE — CREATURE 2

CE MEDIUM DROW ELF HUMANOID

Perception +6; darkvision
Languages Elven, Undercommon
Skills Acrobatics +8, Deception +7, Society +4, Stealth +10, Thievery +8
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1
Items hand crossbow (10 bolts), lethargy poison (2; *Pathfinder Core Rulebook* 552), shortsword, studded leather armor

Light Blindness

AC 19; **Fort** +6, **Ref** +10, **Will** +6; +1 status to all saves vs. magic, +2 status to all saves vs. mental
HP 26; **Immunities** sleep
Nimble Dodge ↷ **Requirement** A drow rogue can't use this reaction while encumbered. **Trigger** The drow rogue is hit or critically hit by an attack made by a creature the drow rogue can see. **Effect** The drow rogue gains a +2 circumstance bonus to their Armor Class against the triggering attack.

Speed 30 feet
Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus lethargy poison
Divine Innate Spells DC 16; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (2nd)** *dancing lights*
Quick Draw ❖ As drow fighter.
Sneak Attack The drow rogue deals 1d6 extra precision damage to flat-footed creatures.

DROW PRIESTESS

Many drow priestesses venerate demon lords and other foul divinities.

DROW PRIESTESS — CREATURE 3

CE MEDIUM DROW ELF HUMANOID

Perception +9; darkvision
Languages Abyssal, Elven, Undercommon
Skills Deception +8, Intimidation +8, Religion +9, Society +5, Stealth +7
Str +1, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1
Items chain mail, hand crossbow (10 bolts), steel shield (Hardness 5, HP 20, BT 10), lethargy poison (4; *Pathfinder Core Rulebook* 552), rapier, religious symbol

Light Blindness

AC 20 (22 with shield raised); **Fort** +8, **Ref** +7, **Will** +11; +1 status to all saves vs. magic, +2 status to all saves vs. mental
HP 39; **Immunities** sleep
Shield Block ↷

Speed 30 feet
Melee ❖ rapier +9 (deadly 1d8, disarm, finesse), **Damage** 1d6+2 piercing
Ranged ❖ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus lethargy poison
Divine Prepared Spells DC 21; **2nd** *harm* (×3), *silence*, spiritual weapon; **1st** *bless*, *command*, fear; **Cantrips (2nd)** *detect magic*, *guidance*, *know direction*, *read aura*, *stabilize*
Divine Innate Spells DC 17; **4th** *darkness*; **3rd** *dispel magic*, *levitate* (×3); **2nd** *darkness* (at will), *faerie fire* (at will); **1st** *command* (at will); **Cantrips (4th)** *dancing lights*

DROW EXILES

While drow society is evil, not all drow are bound to these norms. Those who seek something better in life are invariably exiles and often flee to the surface to escape their sinister kin. These drow often live as hermits, or they seek out societies where others have yet to hear the legends regarding their kind.



Occult Traditions

Unlike classical dwarven practitioners of magic, duergars have embraced the practice of occultism. All duergars have at least a few innate occult spells, primary among them being the ability to magically increase their size. This power not only aids them in intimidating and bullying their slaves, but also serves as a potent combat option against their many enemies.



Duergar

Deep beneath the surface, duergars stubbornly claim the ancestral subterranean homelands of the dwarves as their own, having refused to venture to the surface along with their modern dwarven cousins. An exiled dwarven deity named Droskar offered duergars salvation from the horrors of the Darklands, and in exchange duergars endlessly toil in his honor within their subterranean empire. Notorious slavers, duergars regularly raid other Darklands settlements as well as surface communities in constant search of living beings to task with endless amounts of work in their harsh and exhausting settlements.

Duergars are gray-skinned creatures, often referred to as "ashen" by those surface dwarves willing to speak of them. These subterranean dwarves have a strong natural connection with cave-dwelling vermin, and it's common to see duergar caravans drawn by teams of immense beetles. Most duergars devote themselves to the worship of Droskar, a taskmaster of a god who demands back-breaking toil in addition to regular prayer. Duergar leadership often consists of powerful divine servants of Droskar, along with incredibly stout warriors whose martial prowess ensures they can overcome any direct threat to their rule. Almost every aspect of duergar society is controlled by a strict hierarchy of leadership, with taskmasters directing subordinates across all walks of life.

Duergar Sharpshooter

Duergar sharpshooters serve both as ranged support for slaver parties and as snipers posted on towers overlooking quarries and other areas where enslaved workers toil away the hours. Duergar sharpshooters also specialize in nonlethal methods of ranged combat—tactics they are often called upon to use when quelling slave riots or capturing escaped slaves.

Duergar Sharpshooter — Creature 0

LE | Medium | Duergar | Dwarf | Humanoid

Perception +4; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +3, Stealth +5

Str +1, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** –2

Items chain shirt, crossbow (3 bola bolts and 10 bolts), light mace

AC 17; **Fort** +7, **Ref** +7, **Will** +4; +2 status to saves vs. magic

HP 16

Light Blindness

Speed 20 feet

Melee ❖ light mace +5 (agile, finesse, shove), **Damage** 1d4+1 bludgeoning

Ranged ❖ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing or bola bolt

Occult Innate Spells DC 12; **2nd** *enlarge* (self only), *invisibility* (self only)

Bola Bolt This shot deals no damage, but on a hit, the target must succeed at a DC 16 Reflex save or be knocked prone and immobilized until it is freed with a successful DC 15 check to Escape. This check can be attempted either by the target or a creature adjacent to the target.

Duergar Bombardier

Alchemy intrigues many duergars, and their cruel traditions often motivate them to experiment on slaves. Eager to inflict pain and justify the abuse as a method of expanding knowledge, duergar bombardiers often accompany slaver bands so they can have the first chance to select their next test subjects from captured victims. To duergar bombardiers, the lob of each bomb represents a new opportunity to observe how their targets react and record the results to enhance future modifications to their alchemical concoctions.

DUERGAR BOMBARDIER CREATURE 1

LE MEDIUM DUERGAR DWARF HUMANOID

Perception +4; darkvision
Languages Common, Dwarven, Undercommon
Skills Acrobatics +6, Crafting +6, Occultism +6, Stealth +6, Survival +4
Str +1, **Dex** +3, **Con** +2, **Int** +3, **Wis** +1, **Cha** –1
Items alchemist's tools, infused lesser acid flask (2), infused lesser alchemist's fire (2), infused reagents (2), studded leather, warhammer
Infused Items A duergar bombardier's items listed as infused last for 24 hours, or until the next time they make their daily preparations.

AC 18; **Fort** +7, **Ref** +8, **Will** +4; +2 status to all saves vs. magic
HP 20
Light Blindness

Speed 20 feet
Melee ❖ warhammer +4 (shove), **Damage** 1d8+1 bludgeoning
Ranged ❖ bomb +8 (range increment 30 feet, splash), **Damage** varies by bomb
Occult Innate Spells DC 17; **2nd** *enlarge* (self only), *invisibility* (self only)
Alchemical Formulas (1st) lesser acid flask, lesser alchemist fire, lesser tanglefoot bag
Far Lobber The duergar bombardier has a range increment of 30 feet with their bombs instead of 20 feet.
Quick Alchemy ❖ The duergar bombardier creates a single alchemical item from their formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the start of the duergar bombardier's next turn.
Quick Bomber ❖ The duergar can use Interact to draw a bomb, then Strike with it.

DUERGAR TASKMASTER

Duergar priests of the taskmaster god Droskar often assume leadership roles within their communities, advancing the goals of their deity through coercion and displays of force. Often referred to as duergar taskmasters, these leaders often issue commands to duergar subordinates and slaves in the same breath, treating the two almost as if they were interchangeable. As a result, duergar taskmasters are loathed by both slave and slaver alike.

DUERGAR TASKMASTER CREATURE 2

LE MEDIUM DUERGAR DWARF HUMANOID

Perception +8; darkvision
Languages Common, Dwarven, Undercommon
Skills Athletics +7, Deception +7, Intimidation +7, Occultism +5, Religion +6, Survival +6
Str +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3
Items chain mail, maul, religious symbol

AC 18; **Fort** +8, **Ref** +4, **Will** +8; +2 status to all saves vs. magic, iron mind
HP 30
Iron Mind Duergar taskmasters automatically disbelieve all illusions of 1st level or lower.
Light Blindness

Speed 20 feet
Melee ❖ maul +8 (shove), **Damage** 1d12+2 bludgeoning
Divine Prepared Spells DC 18; **1st** *fear, harm, magic weapon*, **Cantrips (1st)** *detect magic, shield*
Occult Innate Spells DC 18; **2nd** *enlarge* (self only), *invisibility* (self only)
Take Them Down! ❖ The duergar taskmaster smashes their maul into the ground and invokes Droskar's name to rally their allies to action. All allied duergars of equal or lower level that are within 20 feet of the duergar taskmaster gain a +1 status bonus to attack rolls and damage rolls until the end of the duergar taskmaster's next turn.

DUERGAR COMMUNITIES

Duergar communities are found deep underground in the ruins of abandoned dwarven cities. Generations of duergar occupation have resulted in the loss of dwarven history as the ashen honor their taskmaster deity by reworking traditional dwarven art into topics that elevate the exiled god. That duergars themselves seem incapable of achieving the heights of artistry mastered by their dwarven ancestors is both a source of frustration and shame that only fosters greater resentment of those who dwell on the surface.



Dullahan Legends

In Ustalav, residents recite legends of a cadre of dullahans who drive the "Coach of the Silent," a macabre funeral carriage pulled by a team of spectral horses. To the west, among the Lands of the Linnorm Kings, Ulfen warriors whisper of dullahans who hunt down their victims using packs of hellish ebony hounds. And along the western coasts of Garund, pirates and merchants alike insist of the existence of a black-sailed ship crewed entirely by headless undead sailors.

Dullahan

Riding on a horse as black as night, the headless hunter known as the dullahan tracks down and takes the heads of those it deems unfit to continue living. When closing in for the kill, the dullahan first whispers its victim's name, then swiftly collects its prize, casting a pall of dread upon all who witness the grim execution.

A dullahan manifests when a particularly violent warrior is beheaded and the warrior's soul stubbornly clings to material existence (or is refused entry to the afterlife). Most dullahans return to their former homelands, where they can exact vengeance those they feel wronged them in life (or their living descendants). A dullahan's concept of justice is swift and merciless, and once it has selected a target, it is unwavering in its cause.

Perhaps even more than revenge on the living, a dullahan desires its own rotted head. An individual who wields the head of a dullahan is powerful indeed, for a dullahan will grudgingly serve such a master in the hopes of reclaiming its missing skull. Mighty fiends such as devils command dullahans to harvest souls or lead armies for them, while a mortal might use such an undead warrior to fulfill a personal vendetta. No matter its master's rank or station, however, a dullahan won't hesitate to kill its liege and reclaim its head when the opportunity presents itself.

Most dullahan lairs are abandoned, overgrown ruins or other dilapidated places where severed heads and other trophies line the walls. Some dullahans, on the other hand, are content to simply commit their foul deeds and leave the remains of their decapitated victims in the streets, strewn among a copse of dead trees, or unceremoniously tossed in a bog hole.



Dullahan — Creature 7

UNCOMMON | LE | MEDIUM | UNDEAD

Perception +14; lifesense 60 feet
Languages Common, Necril
Skills Athletics +15, Intimidation +17, Stealth +13, Survival +15
Str +6, **Dex** +2, **Con** +2, **Int** +2, **Wis** +3, **Cha** +4
Items full plate, *+1 hatchet*, *+1 longsword*

AC 28; **Fort** +13, **Ref** +15, **Will** +17
HP 95, fast healing 5; **Immunities** fear, death effects, disease, poison, paralyzed, unconscious; **Weaknesses** good 5

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 23

Attack of Opportunity ↷

Speed 20 feet

Melee ❖ *keen longsword* +18 (magical, versatile P), **Damage** 1d8+10 slashing

Melee ❖ *keen returning hatchet* +17 (agile, sweep), **Damage** 1d6+10 slashing

Melee ❖ fist +18 (agile, nonlethal), **Damage** 1d4+10 bludgeoning

Ranged ❖ *keen returning hatchet* +14 (agile, thrown 10 feet), **Damage** 2d8+10 slashing

Head Hunter Any slashing weapon a dullahan wields becomes *keen*, and any hatchet it wields becomes *returning*. If the dullahan kills a creature with a critical hit using a slashing weapon, the target is decapitated as though the dullahan had used Reap on the target. These effects remain only while the dullahan holds the weapon.

Reap ❖❖ The dullahan removes the head of a dead creature within reach. Each creature within the area of the dullahan's frightful presence must attempt a new save, even if they are temporarily immune.

Summon Steed ❖❖ (conjuration, occult) The dullahan summons a warhorse (page 209) with elite adjustments (page 6) and the fiend trait. This steed remains until it is slain, the dullahan Dismisses it, or the dullahan summons another steed.

Eagle

Few avian creatures can match the beauty and grace of the eagle.

Eagle

These large birds of prey swoop down from incredible heights to snatch fish and small mammals in their powerful talons. Eagles nest atop high trees or steep cliffs that provide a commanding view of the surrounding area. They avoid nesting too near civilization, but some remote cultures train eagles as hunting companions.

Eagle — Creature –1

N | Small | Animal

Perception +6; low-light vision
Skills Acrobatics +6
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +1

AC 16; **Fort** +4, **Ref** +6, **Will** +2
HP 6

Speed 10 feet, fly 60 feet
Melee ❖ beak +6 (finesse), **Damage** 1d6 piercing
Melee ❖ talon +6 (agile, finesse), **Damage** 1d4 slashing
Eagle Dive ❖❖ The eagle Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.

Giant Eagle

No mere animals, giant eagles have a keen intellect and a strong sense of honor. As guardians of their mountain homes, giant eagles attempt to prevent the encroachment of civilization upon wild land and the predations of wicked humanoid settlements. Unlike ordinary eagles, which tend to be solitary creatures, giant eagles congregate within aeries holding up to a dozen members and work together to protect their domains.

Giant eagles have wingspans up to 30 feet across and weigh up to 500 pounds. These impressive birds cannot be easily broken or cowed. A giant eagle may allow trusted terrestrial friends to ride it, but they invariably resist saddles, harnesses, or other equipment that might suggest they are mere beasts of burden rather than trusted companions. Giant eagles are long-lived and take debts and oaths very seriously, often remembering slights for years and remaining slow to forgive.

Giant Eagle — Creature 3

NG | Large | Beast

Perception +11; low-light vision
Languages Auran, Sylvan (can't speak any language)
Skills Acrobatics +11, Athletics +8
Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2

AC 19; **Fort** +6, **Ref** +11, **Will** +9
HP 45
Evasion When a giant eagle rolls a success on a Reflex save, it gets a critical success instead.

Speed 10 feet, fly 60 feet
Melee ❖ beak +12, **Damage** 2d8+5 piercing
Melee ❖ talon +12 (agile), **Damage** 1d10+5 slashing plus Grab
Eagle Dive ❖❖ The giant eagle Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.
Snatch A giant eagle can Fly at half Speed while it has a creature grabbed or restrained in its talons, carrying that creature along with it.

Allies in the Skies

Aeries of giant eagles can make potent allies to those who respect their territories and approach without malice in their hearts. Giant eagles are just as likely to swoop in and provide unsolicited aid to those in the lowlands of their realm against obvious dangers, but if not offered respect in turn, giant eagles may abandon an unpleasant victim to its fate rather than suffer more insults.





EEL RESOURCES

Hide harvested from electric eels can be used to create armor or items that provide protection from electricity.

Eel

Although these long, narrow fish share similarities in appearance, eels are a diverse group of creatures.

ELECTRIC EEL

Usually found in freshwater rivers and lakes, an electric eel is not particularly aggressive, but its ability to stun predators and prey alike can be dangerous to larger creatures searching for their next meals.

ELECTRIC EEL — CREATURE 1

N SMALL ANIMAL AQUATIC

Perception +4; low-light vision
Skills Athletics +6, Stealth +7
Str +1, **Dex** +2, **Con** +2, **Int** –5, **Wis** +1, **Cha** –1

AC 16; **Fort** +7, **Ref** +7, **Will** +4
HP 18; **Resistances** electricity 7

Speed 5 feet, swim 30 feet
Melee ❖ jaws +6, **Damage** 1d6+3 piercing
Melee ❖ tail +6 (agile), **Damage** 1d4+1 bludgeoning plus 1d4 electricity and stunning shock
Stunning Shock (incapacitation) A creature critically hit by the electric eel's tail must attempt a DC 17 Fortitude save.
Critical Success The creature is unaffected.
Success The creature is stunned 1.
Failure The creature is stunned 2.
Critical Failure The creature is stunned 3.



GIANT MORAY EEL

Giant moray eels dwell in warm, tropical waters and build lairs in narrow, twisting caves made of coral. Their size, speed, and powerful bite make them dangerous to divers and fishermen. Giant moray eels have rubbery hides that secrete a layer of mucus, making them difficult to harm with some weapons.

GIANT MORAY EEL — CREATURE 5

N LARGE ANIMAL AQUATIC

Perception +11; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +13, Stealth +13
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 21; **Fort** +14, **Ref** +13, **Will** +9
HP 65; **Resistances** bludgeoning 5, piercing 5
Ambush ↷ **Trigger** A target creature passes within 20 feet of the giant moray eel's hiding place and has not detected the giant moray eel. **Effect** The giant moray eel lunges out of its hiding place, Swims directly toward the triggering creature, and makes a jaws Strike against it. The target creature is flat-footed to this attack.

Speed 10 feet, swim 40 feet
Melee ❖ jaws +15 (reach 10 feet), **Damage** 2d6+8 piercing plus Grab
Pharyngeal Jaws ❖❖ **Requirements** The giant moray eel has a creature grabbed in its jaws. **Effect** The giant moray eel uses its second set of jaws to pull the prey into its gullet. The eel deals 1d6+4 piercing damage to the grabbed creature and gains a +2 circumstance bonus to its Swallow Whole attempts and to the DC for the creature to Escape. This effect ends if the target Escapes or the giant moray eel Swallows it Whole.
Swallow Whole ❖ (attack) Small, 1d6+6 bludgeoning, Rupture 12

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Elananx

These strange, fey felines resemble large, broad bobcats from a distance, but a closer view reveals something amiss. Their forms ripple and billow with heat, and their eyes glow from within as if they contain tiny, flickering flames. The pungent scent of rotting leaves smoldering in a bonfire clings to their fur. Yet those who have the chance to watch elananxes hunt or attack prey witness the greatest indication that these creatures are something more than mere predators, for they act with cruel and savvy instincts, reveling in the pain they inflict.

Elananxes typically hunt alone, but sometimes these cunning and malicious hunters of the First World roam in packs called "billows" to take down large prey. Like many house cats, elananxes are not content to merely track and devour prey, but prefer to toy with their victims, drawing joy and excitement from the fear and pain of those they capture. To this end, elananxes rarely use their cinder dispersal ability to evade their targets, instead opting to foil their quarry just before the end of the hunt—though, as selfish creatures who wish to live to hunt again, elananxes often reserve one use of this ability, just in case.

Because of their clever and malicious ways, elananxes are favored as hunting companions by redcaps (page 278), who go out of their way to befriend or make deals with these creatures. Redcaps also find great sport in hunts where competing elananxes chase a single creature. Although they're large enough to serve as mounts for redcaps, elananxes despise being ridden and resist such attempts—little is as sure to cause a supposedly friendly elananx to turn on its redcap ally than a foolhardy attempt to treat the fey cat as a horse!

Elananxes have a strange affinity to forest fires. Because they are immune to the damage caused by flickering flames, they enjoy capering and caterwauling through the smoky, burning ruins of forest infernos. Some have even been known to use their burning bites to deliberately light undergrowth on fire, simply so they might experience the beauty of the flames combined with the inevitable pain such disasters inflict on other creatures.

Elananx Locations

Although many elananxes dwell in the strange realm of the First World, some are also natives of the Material Plane. Elananxes prefer to dwell in regions where there are ample intelligent creatures to chase, hunt, and eat, and they favor woodlands and hills as their primary hunting grounds.

Elananx — Creature 6

NE | Medium | Fey | Fire

Perception +14; darkvision
Languages Sylvan (can't speak any language)
Skills Acrobatics +14, Athletics +14, Survival +14 (+17 to Track)
Str +4, **Dex** +4, **Con** +2, **Int** –3, **Wis**+2, **Cha** –2

AC 24; **Fort** +12, **Ref** +16, **Will** +12
HP 95; **Immunities** fire; **Weaknesses** cold iron 5

Cinder Dispersal ↻ (fire, primal, transmutation); **Frequency** once per day. **Trigger** The elananx takes damage from a hostile source. **Effect** The elananx disperses into a cloud of smoke and cinders, filling its space and a 20-foot emanation. While in this form, the elananx can't be attacked or targeted, and it doesn't take up space. Anything inside this cloud is concealed, and any creature ending its turn there takes 2d6 fire damage. At the start of its turn, the elananx returns to its normal form in any square the cloud covered. If the elananx Strikes a creature using its first action after returning to its normal form, the target is flat-footed and the Strike deals an extra 1d6 fire damage.

Speed 30 feet
Melee ❖ jaws +16 (magical), **Damage** 2d6+8 piercing and 1d6 fire
Melee ❖ claw +16 (agile), **Damage** 2d6+8 slashing
Pack Attack The elananx's Strikes deal an extra 1d6 damage to creatures within the reach of at least two of its allies.
Pounce ❖ The elananx Strides and makes a Strike at the end of that movement. If the elananx began this action hidden, it remains hidden until after the attack.



Elemental Beings

The Elemental Planes—primordial realms defined by aspects of air, earth, fire, or water—are home to a diverse group of beings known as elementals. Spellcasters on the Material Plane call upon elementals for aid, though these enigmatic creatures can also travel to the world of mortals via interplanar gateways and rifts. The elementals on these pages exemplify the creatures of the Elemental Planes, but this list is by no means exhaustive.

Elemental, Air

Hailing from the Plane of Air, these beings appear in a variety of sizes and shapes.

Zephyr Hawk

Zephyr hawks drift among the currents of the Plane of Air in great flocks.

Zephyr Hawk — Creature 3

N | Small | Air | Elemental

Perception +7; darkvision

Skills Acrobatics +13, Stealth +11

Str +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +0, **Cha** +0

AC 21; **Fort** +6, **Ref** +13, **Will** +7

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ◆ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ◆◆ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

Living Whirlwind

A living whirlwind resembles a roughly humanoid-shaped dust devil.

Living Whirlwind — Creature 5

N | Medium | Air | Elemental

Perception +10; darkvision

Languages Auran

Skills Acrobatics +16, Stealth +14

Str +3, **Dex** +5, **Con** +2, **Int** –2, **Wis** +1, **Cha** +0

AC 24; **Fort** +9, **Ref** +16, **Will** +10

HP 50; **Immunities** bleed, paralyzed, poison, sleep

Disperse ↻ **Trigger** The living whirlwind takes damage from a hostile action. **Effect** The living whirlwind disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and any auras or emanations it has are suppressed. At the end of the turn, the living whirlwind reforms in any space in which it can fit within 25 feet of where it dispersed and any auras or emanations it has are restored as long as their duration didn't run out while it was dispersed.

Speed fly 50 feet; swiftness

Melee ◆ gust +14 (finesse, reach 10 feet), **Damage** 2d6+7 bludgeoning plus Push 5 feet

Swiftness The living whirlwind's movement doesn't trigger reactions.

Invisible Stalker

Invisible stalkers have a poor opinion of mortals due to the unsavory nature of the violent tasks summoners usually call them to the Material Plane to perform.

Invisible Stalker — Creature 7

N | Medium | Air | Elemental

Perception +16; darkvision

Languages Auran

Skills Acrobatics +16, Stealth +18, Survival +15 (+19 to Track)

Str +3, **Dex** +6, **Con** +3, **Int** –2, **Wis** +2, **Cha** +0

AC 26; **Fort** +14, **Ref** +18, **Will** +11

HP 70; **Immunities** bleed, paralyzed, poison, sleep

Naturally Invisible The invisible stalker is invisible at all times, though when it takes a hostile action of any kind, it is hidden instead of undetected until the start of its next turn, as the vague outline of its humanoid form is faintly visible for a short period of time.

Speed 25 feet, fly 25 feet

Melee ❖ fist +18 (agile, finesse), **Damage** 1d10+5 bludgeoning

Sneak Attack The invisible stalker deals 2d6 extra precision damage to flat-footed creatures.

Swift Tracker The invisible stalker moves at full Speed while Tracking.

STORM LORD

Storm lords wage battles to claim important territory within the Plane of Air.

STORM LORD — CREATURE 9

N LARGE AIR ELEMENTAL

Perception +18; darkvision

Languages Auran

Skills Acrobatics +20, Stealth +18

Str +4, **Dex** +7, **Con** +4, **Int** –1, **Wis** +3, **Cha** +0

AC 30; **Fort** +15, **Ref** +20, **Will** +16

HP 120; **Immunities** bleed, paralyzed, poison, sleep

High Winds (air, aura) 20 feet. Air within the emanation is difficult terrain for Flying creatures that do not have the air trait.

Disperse ↻ As living whirlwind, but the storm lord reforms within 50 feet.

Speed fly 75 feet; swiftness

Melee ❖ gust +20 (finesse, reach 15 feet), **Damage** 2d12+10 bludgeoning plus Push 5 feet

Ranged ❖ lightning lash +20 (range increment 50 feet), **Damage** 2d12+4 electricity

Swiftness The storm lord's movement doesn't trigger reactions.

ELEMENTAL HURRICANE

Elemental hurricanes embody the ferocity of violent windstorms.

ELEMENTAL HURRICANE — CREATURE 11

N HUGE AIR ELEMENTAL

Perception +20; darkvision

Languages Auran

Skills Acrobatics +24, Stealth +22

Str +6, **Dex** +7, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

AC 32; **Fort** +19, **Ref** +24, **Will** +18

HP 140; **Immunities** bleed, paralyzed, poison, sleep

High Winds (air, aura) 40 feet. As storm lord.

Disperse ↻ As living whirlwind, but the elemental hurricane reforms within 100 feet.

Speed fly 100 feet; swiftness

Melee ❖ gust +24 (finesse, reach 20 feet), **Damage** 2d10+12 bludgeoning plus Push 10 feet

Ranged ❖ lightning lash +24 (range increment 75 feet), **Damage** 2d12+6 electricity

Breath Weapon ❖❖ (air) The elemental breathes a 30-foot cone of air. Creatures in the cone must succeed at a DC 29 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object stops moving and takes 10d6 bludgeoning damage. The elemental hurricane can't use Breath Weapon again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is Pushed 20 feet.

Failure The creature is Pushed 40 feet.

Critical Failure The creature is Pushed 40 feet and knocked prone.

Swiftness The elemental's movement doesn't trigger reactions.



PRIMAL ELEMENTALS

The most well known of all elementals are the primal elementals, creatures composed entirely of air, earth, fire, or water with roughly humanoid shapes. Many primal elementals are named after natural disasters, ranging from those relatively small in scale (and roughly the size of Medium humanoids) to much larger ones (often the size of small buildings). Primal elementals can often be found in areas where their namesake disasters have recently struck.



Elemental Lords

The most powerful elementals are demigods known as elemental lords. Until recently, only four evil elemental lords ruled over realms on the Elemental Planes. However, recent events have allowed the previously imprisoned good elemental lords to return to their realms, causing massive conflicts that could lead to planar wars.

Elemental, Earth

Earth elementals make excellent bodyguards for adventuresome spelunkers and are ideal protectors of important subterranean locations such as vaults and treasuries.

Sod Hound

Sod hounds are mossy extraplanar canines formed of packed dirt and pebbles.

Sod Hound — Creature 3

N Small Earth Elemental

Perception +9; crystal sense (imprecise) 60 feet, darkvision
Skills Athletics +11, Survival +9 (+11 to Track)
Str +4, **Dex** –1, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1
Crystal Sense A sod hound can sense crystals or gems within 60 feet as if using the scent ability.

AC 19; **Fort** +12, **Ref** +6, **Will** +7
HP 44; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide
Melee ❖ jaws +11, **Damage** 1d10+6 piercing plus Knockdown
Earth Glide The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.



Living Landslide

Living landslides resemble humanoids made of earth and gravel.

Living Landslide — Creature 5

N Medium Earth Elemental

Perception +12; darkvision, tremorsense (imprecise) 60 feet
Languages Terran
Skills Athletics +14, Stealth +8
Str +5, **Dex** –1, **Con** +4, **Int** –2, **Wis** +1, **Cha** –1
Earthbound When not touching solid ground, the living landslide is slowed 1 and can't use reactions.

AC 21; **Fort** +15, **Ref** +8, **Will** +10
HP 90; **Immunities** bleed, paralyzed, poison, sleep
Crumble ↻ **Trigger** The living landslide takes damage from a hostile source while atop rock or earth. **Effect** The living landslide crumbles into the ground, Burrowing down 10 feet. This Burrowing does not trigger reactions. The living landslide can't Crumble again for 1d4 rounds.

Speed 25 feet, burrow 25 feet; earth glide
Melee ❖ fist +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning
Earth Glide As sod hound.

Xorn

These squat, rotund elementals have three legs, three arms, three eyes, and one massive maw, which they fill with the gems and metals they find so delicious.

Xorn — Creature 7

N Medium Earth Elemental

Perception +15; darkvision, tremorsense (imprecise) 60 feet
Languages Common, Terran
Skills Athletics +17, Geology Lore +15, Stealth +11, Survival +15
Str +6, **Dex** +0, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

AC 25, all-around vision; **Fort** +18, **Ref** +11, **Will** +13
HP 115; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** cold 5, electricity 5, fire 5; **Weaknesses** bludgeoning 5

Speed 20 feet, burrow 20 feet; earth glide
Melee ❖ jaw +18 (deadly 1d10), **Damage** 2d10+8 piercing
Melee ❖ claw +18 (agile), **Damage** 2d6+8 slashing
Claw Frenzy ❖❖ The xorn makes three claw Strikes; no more than two can be against the same target. These attacks count toward the xorn's multiple attack penalty, but the penalty doesn't increase until after all the attacks have been made.
Earth Glide As sod hound.

STONE MAULER

These towering heaps of earth can inflict tremendous damage up close and from afar.

STONE MAULER — CREATURE 9

N LARGE EARTH ELEMENTAL

Perception +16; darkvision, tremorsense (imprecise) 80 feet
Languages Terran
Skills Athletics +21, Stealth +12
Str +6, **Dex** –1, **Con** +7, **Int** –1, **Wis** +3, **Cha** –1
Earthbound When not touching solid ground, a stone mauler is slowed 1 and can't use reactions.

AC 27; **Fort** +23, **Ref** +15, **Will** +19
HP 180; **Immunities** bleed, paralyzed, poison, sleep
Spike Stones (aura, earth, primal, transmutation) 5 feet. Spikes of rock rise up from all stone surfaces in the emanation, creating difficult terrain. A creature moving in the terrain takes 2d6 piercing damage for each square of spikes it moves into (a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creatures with the earth trait ignore all effects within the area. The stone mauler can disable or activate spike stones as a single action, which has the concentrate trait.
Crumble ↷ As living landslide, but 15 feet down.

Speed 35 feet, burrow 35 feet; earth glide
Melee ❖ fist +21 (reach 10 feet), **Damage** 2d10+10 bludgeoning plus Push 10 feet
Ranged ❖ rock +21 (brutal, range increment 80 feet), **Damage** 2d12+6 bludgeoning
Earth Glide As sod hound.

ELEMENTAL AVALANCHE

Stubborn and ponderous, elemental avalanches are massive beings of living rock and dirt.

ELEMENTAL AVALANCHE — CREATURE 11

N HUGE EARTH ELEMENTAL

Perception +20; darkvision, tremorsense (imprecise) 90 feet
Languages Terran
Skills Athletics +24, Stealth +14
Str +7, **Dex** –1, **Con** +8, **Int** +0, **Wis** +3, **Cha** –1
Earthbound When not touching solid ground, the elemental avalanche is slowed 1, can't use reactions, and can't Trample.

AC 32; **Fort** +26, **Ref** +17, **Will** +21
HP 215; **Immunities** bleed, paralyzed, poison, sleep
Spike Stones (aura, earth, primal, transmutation) 10 feet. As stone mauler, but 2d8 piercing.
Crumble ↷ As living landslide.

Speed 25 feet, burrow 25 feet; earth glide
Melee ❖ fist +24 (reach 20 feet), **Damage** 2d12+11 bludgeoning
Ranged ❖ rock +24 (brutal, range increment 80 feet), **Damage** 2d12+7 bludgeoning
Earth Glide As sod hound.
Trample ❖❖❖ Large or smaller, fist, DC 30



ELEMENTAL CREATURES

Not all elementals are lumbering, humanoid-shaped creatures. Some take on the forms and natures of animals and beasts from the Material Plane. These creatures often behave in ways similar to their Material Plane counterparts, even though as elementals they lack the animalistic instincts mortal creatures have when it comes to hunting, reproducing, and the like. Elemental creatures are favorites of conjurers due to their small size, relative ease of summoning, and varied abilities.

Elemental Vortexes

Where the boundary between planes wears thin, elementals manifest in the world through churning vortexes. Such gateways might lie at the heart of a volcano, a deep ocean trench, in regions beset with earthquakes, or within great storms.



Elemental, Fire

Fire elementals are destructive manifestations of the scorching Plane of Fire.

Cinder Rat

These oversized rodents are made of smoldering charcoal and elemental fire, and noxious fumes continually bellow from their flaming flesh.

Cinder Rat — Creature 3

N Small Elemental Fire

Perception +9; darkvision, smoke vision
Skills Acrobatics +10, Stealth +10, Survival +9
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0
Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6
HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5
Fetid Fumes (aura, fire) 5 feet. A creature that enters the aura or begins its turn there must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura, including the cinder rat, is concealed by smoke.

Speed 40 feet
Melee ❖ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

Living Wildfire

Living wildfires appear as humanoids made of living fire.

Living Wildfire — Creature 5

N Medium Elemental Fire

Perception +10; darkvision, smoke vision
Languages Ignan
Skills Acrobatics +13
Str +3, **Dex** +4, **Con** +2, **Int** –2, **Wis** +3, **Cha** +0
Smoke Vision The living wildfire ignores the concealed condition from smoke.

AC 22; **Fort** +11, **Ref** +15, **Will** +10
HP 80, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5
Explosion (fire) When the living wildfire dies, it explodes, dealing 3d6 fire damage to each creature in a 10-foot emanation (DC 19 basic Reflex save).

Speed 50 feet
Melee ❖ tendril +15 (agile, finesse, reach 10 feet), **Damage** 2d6+6 fire plus 2d4 persistent fire
Ranged ❖ fire mote +15 (range increment 60 feet), **Damage** 2d6+3 fire

Salamander

Salamanders have serpentine lower torsos, but humanoid upper bodies with toothy reptilian snouts. Their affinity for cruelty and violence puts them in close alliance with the demons of the Abyss.

Salamander — Creature 7

CE Medium Elemental Fire

Perception +15; darkvision
Languages Common, Ignan
Skills Acrobatics +12, Athletics +17, Crafting +15 (+17 for blacksmithing), Deception +12, Intimidation +14, Society +13
Str +4, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +1
Items *+1 ranseur*

AC 26; **Fort** +15, **Ref** +16, **Will** +13
HP 125; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10
Attack of Opportunity ↩

Speed 20 feet

Melee ❖ *ranseur* +18 (disarm, magical, reach 10 feet), **Damage** 2d10+7 piercing
Melee ❖ tail +17 (agile, reach 10 feet), **Damage** 1d8+7 bludgeoning plus 1d6 fire and Grab
Armor of Flames ❖ The salamander stokes its internal flames. Until the start of its next turn, it gains a +2 circumstance bonus to AC, and when an adjacent creature touches it or hits it with a physical attack, that creature takes 2d6 persistent fire damage unless it succeeds at a DC 25 Reflex save.
Constrict ❖ 1d8+4 bludgeoning plus 1d6 fire, DC 25

FIREWYRM

Firewyrms live in tubes of molten lava found throughout the Plane of Fire.

FIREWYRM — CREATURE 9

N HUGE ELEMENTAL FIRE

Perception +16; darkvision, smoke vision
Languages Ignan
Skills Acrobatics +20
Str +5, **Dex** +5, **Con** +4, **Int** –1, **Wis** +3, **Cha** +0
Smoke Vision The firewyrm ignores the concealed condition from smoke.

AC 28; **Fort** +18, **Ref** +20, **Will** +15
HP 165, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10
Explosion (fire) As living wildfire, but 6d6 fire and DC 28.
Intense Heat (aura, fire) 10 feet, 4d6 fire, DC 25 basic Reflex.

Speed 60 feet
Melee ❖ tail +20 (reach 15 feet), **Damage** 2d8+11 fire plus 2d8 persistent fire
Ranged ❖ fire mote +20 (range increment 60 feet), **Damage** 2d8+6 fire
Breath Weapon ❖❖ (evocation, fire, primal) The firewyrm breathes a 30-foot cone of fire dealing 7d6 fire and 2d8 persistent fire damage to every creature within the cone (DC 28 basic Reflex save). The firewyrm can't use Breath Weapon again for 1d4 rounds.

ELEMENTAL INFERNO

Walking conflagrations of unimaginably hot fire, elemental infernos are harbingers of destruction and heedless chaos.

ELEMENTAL INFERNO — CREATURE 11

N HUGE ELEMENTAL FIRE

Perception +20; darkvision, smoke vision
Languages Ignan
Skills Acrobatics +21
Str +6, **Dex** +6, **Con** +5, **Int** +0, **Wis** +3, **Cha** +0
Smoke Vision The elemental inferno ignores the concealed condition from smoke.

AC 31; **Fort** +21, **Ref** +23, **Will** +19
HP 210, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 15
Explosion (fire) As living wildfire, but 7d6 fire damage and DC 30.
Intense Heat (aura, fire) 10 feet, 7d6 fire, DC 28 basic Reflex.

Speed 70 feet
Melee ❖ tendril +24 (reach 15 feet), **Damage** 2d10+12 fire plus 3d8 persistent fire
Ranged ❖ fire mote +24 (range increment 60 feet), **Damage** 2d10+6 fire
Blue Flames When the elemental inferno scores a critical hit, its body surges with blue flames, increasing the damage of its intense heat and Inferno Leap by 3d6 until the start of its next turn.
Inferno Leap ❖❖ (fire) The elemental inferno jumps horizontally and vertically with a maximum height and distance each equal to its Speed. Its intense heat is suppressed until the end of the jump. At any point during the jump, flames explode from the elemental in a 30-foot emanation, dealing 12d6 fire damage to each creature within the area (DC 30 basic Reflex save). The elemental inferno can't Inferno Leap again for 1d4 rounds.



"CIVILIZED" ELEMENTALS

Some elementals, such as invisible stalkers, xorns, and salamanders, have specific cultures and personalities that elevate them beyond simple magical creatures or manifestations of living energy. These creatures are often found in larger settlements or living alongside genies on their respective planes.

Conjuring Mephits

Mephits are a favorite target for low-level spellcasters to summon, both because they have several useful abilities and because they are relatively easy to command and manipulate. Still, care must be taken when using mephits as minions, because if left unwatched or unattended for too long, they can cause all sorts of mischief.

Elemental, Mephit

Mephits—sometimes known as elemental scamps—are little bipedal critters with bat-like wings who serve stronger elementals on the Elemental Planes or neophyte spellcasters who summon them to the Material Plane. All mephits have an inkling of magical power as well as a breath weapon.

Air Mephit

Air mephits are capricious and flighty relative to their kin; they are as likely to fly blindly into battle as they are to whine in terror at a loud noise. They are pale blue in coloration and have thin wings that trail small puffs of vapor as they fly through the skies.

Air Mephit — Creature 1

N | Small | Air | Elemental

Perception +3; darkvision
Languages Auran
Skills Acrobatics +7, Stealth +7
Str +1, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +0

AC 16; **Fort** +3, **Ref** +19, **Will** +7
HP 12, fast healing 2 (in open air); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 40 feet
Melee ❖ claw +9 (agile, finesse), **Damage** 1d6+1 slashing
Arcane Innate Spells DC 17; **2nd** *blur*; **1st** *gust of wind*
Breath Weapon ❖❖ (air, arcane) The air mephit breathes sand and grit in a 15-foot cone that deals 2d6 slashing damage to each creature within the area (DC 17 basic Reflex save). The air mephit can't use Breath Weapon again for 1d4 rounds.

Earth Mephit

Earth mephits are humorless and trudge about their tasks with little enthusiasm. They are somewhat more stout than other mephits, and their dark-brown or gray bodies are always coated with layers of dirt and filth. An earth mephit can fly, just as any other mephit, but the act of flight is uncomfortable and unnerving to them—they rarely ascend higher than 5 feet off the ground if they can help it.

Earth Mephit — Creature 1

N | Small | Earth | Elemental

Perception +3; darkvision, tremorsense (imprecise) 30 feet
Languages Terran
Skills Athletics +6, Stealth +2
Str +3, **Dex** –1, **Con** +2, **Int** –2, **Wis** +0, **Cha** –1

AC 15; **Fort** +8, **Ref** +4, **Will** +3
HP 20, fast healing 2 (while underground); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet
Melee ❖ fist +8, **Damage** 1d6+3 bludgeoning
Arcane Innate Spells DC 17; **3rd** *meld into stone*; **2nd** *enlarge* (self only)
Breath Weapon ❖❖ (arcane, earth) The earth mephit breathes rocks in a 15-foot cone that deals 2d6 bludgeoning damage to each creature within the area (DC 17 basic Reflex save). The earth mephit can't use Breath Weapon again for 1d4 rounds.

Fire Mephit

Fire mephits are conniving and quick to anger. They aren't evil, but they delight in inflicting pain, and their love of burning things pushes them the closest to this alignment of all mephits. They have bright-orange skin, and wisps of flame flicker along their wings as they flap through the air. The rivalry between fire and water mephits is notorious, and these creatures loathe working together for any amount of time.

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FIRE MEPHIT CREATURE 1

N SMALL ELEMENTAL FIRE

Perception +3; darkvision, smoke vision
Languages Ignan
Skills Acrobatics +7, Deception +7
Str +0, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +2
Smoke Vision The fire mephit ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7
HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet
Melee ❖ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire
Arcane Innate Spells DC 15; **Cantrips (1st)** *daze*, *light*
Breath Weapon ❖❖ (arcane, fire) The fire mephit breathes flames in a 15-foot cone that deals 2d4 fire and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The fire mephit can't use Breath Weapon again for 1d4 rounds.

WATER MEPHIT

Water mephits are consummate jokers who are always happy to trade a favor for a good laugh. Just as fire mephits are the ones who cleave closest to evil without fully crossing over into true villainy, water mephits are the friendliest of the mephits and therefore the closest to good. Still, one should take care in making assumptions about a water mephit's benevolence, for no one can reliably count on them to keep their inborn need for pranks and trickery at bay for long. Water mephits have blue-green skin that shimmers in light like fish scales. Though water mephits' wings look more like webbed fins than limbs capable of flight, they can flap their wings to fly through the air as easily as any other mephit. Water mephits prefer to swim, when possible, and they leave the water only when they must.

WATER MEPHIT CREATURE 1

N SMALL AQUATIC ELEMENTAL WATER

Perception +3; darkvision
Languages Aquan
Skills Athletics +6, Stealth +6
Str +1, **Dex** +3, **Con** +1, **Int** –2, **Wis** +0, **Cha** +0

AC 16; **Fort** +7, **Ref** +11, **Will** +4
HP 20, fast healing 2 (while underwater); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 3, fire 3

Speed 20 feet, fly 25 feet, swim 25 feet
Melee ❖ claw +8 (finesse), **Damage** 1d6+1 slashing
Arcane Innate Spells DC 17, attack +9; **2nd** *acid arrow*
Breath Weapon ❖❖ (acid, arcane) The water mephit breathes acid in a 15-foot cone that deals 2d6 acid damage to each creature within the area (DC 17 basic Reflex save). The water mephit can't use Breath Weapon again for 1d4 rounds.
Drench ❖ (abjuration, arcane, water) The water mephit puts out all fires in a 5-foot emanation. The mephit extinguishes all non-magical fires automatically and attempts to counteract magical fires (+7 counteract modifier).



OTHER MEPHITS

The four mephits presented here are but the most common of their kind. Others that rise from the mixing of elemental energies exist as well: creatures like dust mephits (who breathe out a scouring cloud of grit), ice mephits (who spit out sickening gusts of frozen air), magma mephits (which can assume the form of a pool of lava), ooze mephits (which spit out foul-smelling acid), salt mephits (who can draw moisture out of the environs and nearby creatures), and steam mephits (which can call down tiny squalls of boiling rain).



Other Elementals

When energies from elemental planes mix, unusual elemental life can form. The combination of fire and earth, for example, can spawn magma elementals, while air and water can create ice elementals. Lightning elementals form from a conjunction of fire and air, while water and earth give birth to mud elementals. It's possible that in the vastness of the Great Beyond, even more unusual elementals might exist, although they are as rare as they are strange.

Elemental, Water

Water elementals can be very destructive, but often not intentionally so; just as water can bring life to those in need on the Material Plane, its waves can pound shores and rains can flood cities. Water elementals are similarly difficult to predict.

Brine Shark

Brine sharks are deadly elementals that roam the endless oceans of the Plane of Water.

Brine Shark **Creature 3**

N Medium Aquatic Elemental Water

Perception +8; darkvision

Skills Athletics +10, Stealth +11, Survival +8

Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

AC 19; **Fort** +9, **Ref** +11, **Will** +6

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Speed 15 feet, swim 50 feet

Melee ❖ jaws +11, **Damage** 1d12+7 piercing plus Grab

Deep Plunge ❖ The brine shark dives straight down into the water, moving up to twice its swim Speed in a straight vertical line. It can use this ability while grabbing a creature.

Living Waterfall

Living waterfalls are humanoid-shaped columns of churning water.

Living Waterfall **Creature 5**

N Large Aquatic Elemental Water

Perception +10; darkvision

Languages Aquan

Skills Athletics +13, Stealth +12

Str +4, **Dex** +3, **Con** +3, **Int** –2, **Wis** +1, **Cha** +0

Water-Bound When not touching water, the living waterfall is slowed 1 and can't use reactions.

AC 20; **Fort** +14, **Ref** +12, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Vortex (aura, water) 30 feet. Water in the area that is in the same body of water as the living waterfall is difficult terrain for Swimming creatures that don't have the water trait.

Speed 20 feet, swim 60 feet

Melee ❖ wave +15 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus Push or Pull 5 feet

Drench ❖ (abjuration, primal, water) The elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+14 counteract modifier).

Quatoid

Quatoids are peculiar, mysterious elementals native to the Plane of Water that resemble four-tentacled octopuses with eerily humanoid faces on their mantles.

QUATOID

CREATURE 7

LN SMALL AQUATIC ELEMENTAL WATER

Perception +18; darkvision

Languages Aquan, Common

Skills Athletics +15, Diplomacy +12, Elemental Lore +17, Occultism +17, Society +17, Stealth +13

Str +4, **Dex** +2, **Con** +0, **Int** +4, **Wis** +3, **Cha** +1

AC 25; **Fort** +13, **Ref** +15, **Will** +18

HP 120; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5, fire 5

Calming Bioluminescence (aura, emotion, mental, visual) 30 feet. The aura sheds dim light. Creatures in the emanation gain a +2 circumstance bonus to saving throws against emotion effects. The quatoid can activate or deactivate its calming bioluminescence as a single action, which has the concentrate trait.

Speed 25 feet, swim 25 feet

Melee ❖ tentacle +16 (reach 10 feet), **Damage** 2d12+6 bludgeoning plus Grab

Primal Innate Spells DC 27, attack +17; **2nd** *hydraulic push* (at will)

Constrict ❖ 1d12+6 bludgeoning, DC 25

TIDAL MASTER

Tidal masters use their power over waves and water to drown their enemies.

TIDAL MASTER

CREATURE 9

N LARGE AQUATIC ELEMENTAL WATER

Perception +18; darkvision

Languages Aquan

Skills Athletics +20, Stealth +19

Str +5, **Dex** +5, **Con** +5, **Int** –1, **Wis** +3, **Cha** +0

Water-Bound As living waterfall.

AC 28; **Fort** +18, **Ref** +21, **Will** +15

HP 155; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 10

Vortex (aura, water) 40 feet. As living waterfall.

Speed 30 feet, swim 80 feet

Melee ❖ wave +21 (reach 15 feet), **Damage** 2d12+11 bludgeoning plus Push or Pull 10 feet

Drench ❖ (abjuration, primal, water) As living waterfall, but a 10-foot emanation and a +20 counteract modifier.

ELEMENTAL TSUNAMI

Elemental tsunamis are huge and destructive.

ELEMENTAL TSUNAMI

CREATURE 11

N HUGE AQUATIC ELEMENTAL WATER

Perception +22; darkvision

Languages Aquan

Skills Athletics +23, Stealth +23

Str +6, **Dex** +6, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0

Water-Bound As living waterfall.

AC 31; **Fort** +21, **Ref** +22, **Will** +19

HP 195; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 10

Vortex (aura, water) 50 feet. As living waterfall.

Speed 35 feet, swim 100 feet

Melee wave +24 ❖ (reach 20 feet), **Damage** 2d12+12 bludgeoning plus Push or Pull 10 feet

Drench ❖ (abjuration, primal, water) As living waterfall, but a 20-foot emanation and a +20 counteract modifier.

Surge ❖❖ The elemental tsunami quickly expands its space to fill the area of its vortex. Creatures within the vortex's emanation take 5d12+6 bludgeoning damage (DC 31 basic Fortitude save). A creature that fails this save is Pushed 20 feet. The elemental tsunami then retracts to its former space. The elemental tsunami can't Surge again for 1d4 rounds.



MONSTROUS ELEMENTALS

Some elementals are more than living incarnations of air, earth, fire, or water. Creatures like the genie (pages 162–165), the uthul (page 317), or the zaramuun (page 339) have their own complex ecologies and societies. While these creatures originally hail from an Elemental Plane, they can often be found on the Material Plane as well.

Elephant Resources

Elephant tusks are a highly sought-after treasure, the ivory from a single tusk potentially fetching hundreds of gold coins. Those who value the elephant's majestic presence are impassioned defenders of the creatures, making the hunt for ivory dangerous.

Elephant

Immediately recognizable by their long, prehensile trunks and impressive tusks, elephants have different characteristics depending on where they are found. Elephants are used as beasts of burden in many regions, but they are extremely clever and must be handled with great care.

Elephant

Those who live near elephants have learned to be wary of angering the beasts, but even with precautions in place, elephants sometimes still rampage. There is little an individual person can do when even a single elephant becomes enraged. Furthermore, a herd of angry or frightened elephants can easily destroy an entire village.



Elephant — Creature 7

N Huge Animal

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17, Survival +15
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 23; **Fort** +18, **Ref** +11, **Will** +13
HP 130

Speed 40 feet
Melee ❖ tusk +16 (reach 10 feet), **Damage** 3d8+9 piercing
Melee ❖ trunk +18 (reach 15 feet), **Effect** grabbing trunk
Melee ❖ foot +16 (reach 10 feet), **Damage** 2d10+9 bludgeoning
Grabbing Trunk A Medium or smaller creature hit by the elephant's trunk is grabbed. If the elephant moves, it can bring the grabbed creature along with it.
Trample ❖❖❖ Large or smaller, foot, DC 24

Mammoth

Found mostly in colder climates, mammoths are accustomed to dealing with desperate and dangerous predators, trampling and crushing their enemies while using their larger tusks to greater effect. Humanoids dwelling in harsh, frost-bound lands rely on the mammoth's strength to help them survive.

Mammoth — Creature 10

N Huge Animal

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +22, Survival +19
Str +8, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 29; **Fort** +21, **Ref** +15, **Will** +18; +2 status to all saves vs. cold
HP 190
Cold Adaptation The mammoth reduces the effects it suffers from cold environments by one step.

Speed 45 feet
Melee ❖ tusk +22 (reach 15 feet), **Damage** 3d8+12 piercing
Melee ❖ trunk +22 (reach 15 feet), **Effect** grabbing trunk
Melee ❖ foot +22 (reach 10 feet), **Damage** 2d10+12 bludgeoning
Dual Tusks ❖ The mammoth makes two tusk Strikes, each against a different creature. This counts as one attack for the mammoth's multiple attack penalty, and the penalty doesn't increase until after both attacks.
Grabbing Trunk As elephant.
Trample ❖❖❖ Large or smaller, foot, DC 28

Ether Spider

Ether spiders are deadly predators from the Ethereal Plane resembling giant arachnids. Rather than building webs of silk, ether spiders shape the raw essence of the Ethereal Plane, weaving it in complex patterns that drift through the misty void. From these ethereal nests, whole families of ether spiders can scout the adjacent Material Plane, watching for easy prey in dark or remote corners of the land of mortals. Once an ether spider has spotted a meal, it anchors its nest and waits on the Ethereal Plane for its prey to draw near. As soon as its victim is within reach, the ether spider shifts to the Material Plane, clamps its fangs onto its prey, then shifts back to the Ethereal Plane to wait as its venom works through the creature's system. Ether spiders move between the planes with ease, making them extremely dangerous to those who cannot see or attack ethereal enemies.

Ether spiders are not mindless or evil—they are simply hungry. If a prospective meal can sate an ether spider's incredible appetite through other means, they might be able to bargain for their life. Ether spiders are especially interested in items, information, or allies who can help them against their enemies.

As many as half a dozen ether spiders might dwell in the same ether web. Although ether spiders enjoy one another's company, they don't form the same bonds as most humanoids, and they are more likely to feast on the corpse of a fallen sibling than save one from certain doom.

Ether spiders dwell in vast nests adrift in the Ghost World, where they are more likely to let down their guard. Travelers who find a floating ether spider commune should have an easier time of making peaceful contact to trade with or even befriend these strange arachnids. The nests drift on metaphysical currents and are rarely seen in the same vicinity twice. Sometimes a point of interest on the neighboring Material Plane compels them to tether their nest to an area, creating a semipermanent home, and those who learn its location can return to it repeatedly.

ETHER SPIDER — CREATURE 5

N | LARGE | BEAST | ETHEREAL

Perception +12; darkvision
Languages Aklo
Skills Athletics +12, Stealth +15
Str +5, **Dex** +4, **Con** +3, **Int** –2, **Wis** +1, **Cha** +7

AC 21; **Fort** +12, **Ref** +15, **Will** +10
HP 75

Speed 40 feet, climb 20 feet
Melee ❖ fangs +15 (magical), **Damage** 1d10+7 piercing plus ether spider venom and Grab
Ranged ❖ web +14 (magical, range increment 30 feet); **Effect** ethereal web trap
Ether Spider Venom (poison); **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage, clumsy 2 and slowed 1 (1 round); **Stage 3** 3d6 poison damage, clumsy 3 and slowed 2 (1 round)
Ethereal Step ❖ The ether spider shifts to either the Ethereal Plane or the Material Plane. The ether spider can remain on the Ethereal Plane indefinitely without ill effect. While there, it can see clearly onto the Material Plane with a range of 60 feet. On its first round in an encounter, the ether spider can use this ability once as a free action.
Ethereal Web Trap A creature hit by the ether spider's web attack is immobilized and stuck to the nearest surface (Escape DC 22).
Web Burst ❖❖ **Frequency** once per day; **Effect** The ether spider flings a gout of stored webs in a 30-foot cone. These webs can pass between the Material Plane and the Ethereal Plane. Each creature in the area is immobilized, as ethereal web trap, unless it succeeds at a DC 22 Reflex save.

ETHER SPIDER FOES

The Ethereal Plane is a sparsely populated realm in comparison to most, used more for traveling than dwelling. Yet the deep mists here conceal denizens such as monstrous parasitic beings that use humanoids as incubators for eggs and fiends born from the raw fears of mortal life, and ether spiders are ever vigilant against those foes' machinations.



Losing a Head

An ettin who loses one of its heads is a sorry sight indeed. Rather than clean and cauterize the stump, an ettin will typically leave as much of its decapitated head attached as possible, even possibly attempting to sew a completely severed head back on or keep it in a knapsack strung around its shoulder.

Ettin

Two heads aren't always better than one. The slovenly, violent giants known as ettins are proof enough of that.

The origin of these two-headed brutes is unknown, but few who encounter ettins ponder their beginnings for long. Rather, the first priority for most creatures during such a confrontation is escape, which is not easy to accomplish given the ettins' notorious vigilance. In this way, two heads are better than one—ettins regularly find employ in the ranks of giant or orc armies as sentries and guards. The benefits of an ettin security detail are obvious: because it has a shared stomach, an ettin requires only the same amount of food as one typical ogre, yet its two sets of eyes make it twice as observant. An ettin never complains for lack of company, either. The ettin's two heads are uniquely content to squabble and converse between themselves, and though they bicker incessantly, most couldn't dream of life without the other. Much like some twins, an ettin has two individual minds who nonetheless consider the other as much a part of their life as their own self.

Ettins do not resemble a single giant heritage so much as an amalgamation of several. Their tusks are thought to stem from orc ancestry, though their size and dimness suggest hill giant blood. Though they tower over goblins and hobgoblins, ettins are more than at home among tribes of these creatures and enjoy their comfortable stations as camp lookouts or troop rearguards. Their exposure to a wide variety of goblinoids and giants is evident in their language; ettins speak a pidgin tongue of Goblin, Jotun, and Orcish, and their diction is mostly good enough to get across the general meaning of their short sentences and bumbled sayings—although most interlocutors simply nod their heads while conversing with an ettin anyway. The monsters are notoriously short tempered and, despite their heightened visual perception, short sighted in matters of keeping their allies alive.



ETTIN **CREATURE 6**

CE | LARGE | GIANT | HUMANOID

Perception +16; low-light vision

Languages pidgin of Goblin, Jotun, and Orcish

Skills Athletics +16, Intimidation +10

Str +6, **Dex** –1, **Con** +4, **Int** –2, **Wis** +2, **Cha** +0

Independent Brains Each of an ettin's heads rolls its own initiative and has its own turn. Neither head can Delay. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain controls one of the ettin's arms, but both can move the legs. Any ability that would sever an ettin's head (such as the *vorpal* weapon property) doesn't cause the ettin to die if it still has its other head, but does cause it to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of the ettin's heads.

Items flail (2)

AC 21; **Fort** +16, **Ref** +11, **Will** +12

HP 110

Attack of Opportunity ↻

Speed 35 feet

Melee ❖ flail +16 (disarm, reach 10 feet, sweep, trip), **Damage** 2d6+10 bludgeoning

Melee ❖ fist +16 (agile, reach 10 feet), **Damage** 1d6+10 bludgeoning

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Faerie Dragon

Although they are much smaller than their larger dragon cousins, faerie dragons have the many of the same physiological attributes, including long necks, toothy maws, sinuous tails, and sharp claws. They flit about on iridescent butterfly wings, the coloring of which changes based on where they live, giving them a natural camouflage. Unlike their larger kin, an adult faerie dragon remains the same size throughout its lifespan. The only visual clue to the age of a faerie dragon is the sheen on its scales, a glimmer that becomes more lustrous the older it gets.

Faerie dragons usually exhibit pleasant and good-natured temperaments, though they have a mischievous streak that leads them to play tricks on those around them. In search of an amusement, they prefer harmless annoyances to wounding malice. While often spontaneous, they may also spend months if not years planning the perfect prank. Especially responsive targets endear themselves to faerie dragons and may create a lifelong bond. A faerie dragon's reputation as a trickster leads many to associate them with fey, with whom the tiny dragons have cordial relationships.

Peaceful by nature, faerie dragons do not enjoy confrontation. If faced with hostility, they prefer to remain at a distance and breathe euphoric gas at their foes, diffusing the skirmish by creating an atmosphere of bliss. If conflict escalates, they target their opponents with spells, using their renowned trickery to escape. If their companions are in danger, however, their desire to remain out of combat changes. Faerie dragons protect their friends by any means available, including physical combat.

Sometimes as faerie dragons grow older, their connection to the First World grows stronger. In addition to growing more lustrous and vibrant in appearance, these faerie dragons gain an increasing amount of magical primal power. Such faerie dragons increase in strength as appropriate—a faerie dragon of 20th level or even higher is possible, but it is exceptionally unusual to encounter a faerie dragon of 9th level or higher beyond the most remote regions of the First World. When creating a more powerful faerie dragon, change its tradition to primal and grant it a number of primal spells known appropriate for a druid of its level. Faerie dragons don't grow much larger, regardless of how powerful they become. Those who would seek to torment or vex a faerie dragon would do well to consider this, as it's often difficult to tell how powerful one of these tiny dragons truly is at a simple glance!

Faerie Dragon Treasure

Faerie dragon hide can be made into armor for a Small creature. They sometimes wear magical amulets or rings.

Faerie Dragon Lairs

Faerie dragons live in old forests or places where the veil between the First World and the Material Plane is thinnest. They often decorate their lairs with sparkly trinkets or groom the surrounding foliage into pleasing shapes.



Faerie Dragon — Creature 2

UNCOMMON | CG | TINY | DRAGON

Perception +16; darkvision

Languages Common, Draconic, Sylvan; telepathy 100 feet

Skills Acrobatics +8, Deception +8, Diplomacy +8, Nature +4, Stealth +10

Str –2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +0, **Cha** +2

AC 18; **Fort** +5, **Ref** +12, **Will** +11

HP 30; **Immunities** paralyzed, sleep

Speed 15 feet, fly 40 feet, swim 20 feet

Melee ❖ jaws +10 (magical, finesse), **Damage** 1d4 piercing

Arcane Innate Spells DC 21; **4th** *invisibility* (self only)

Arcane Spontaneous Spells DC 18, attack +10; **1st** (4 slots) *grease*, *illusory object*, *sleep*; **Cantrips (1st)** *dancing lights*, *ghost sound*, *prestidigitation*, *tanglefoot*, *telekinetic projectile*

Breath Weapon ❖❖ (arcane, evocation, poison) The dragon breathes euphoric gas in a 10-foot cone. Each creature in the area must succeed at a DC 18 Fortitude save or become stupefied 2 and slowed 1 for 1d4 rounds; on a critical failure, the duration is 1 minute. The faerie dragon can't use Breath Weapon again for 1d4 rounds.

Failed Fleshwarps

Not every fleshwarp emerges from its vat capable of survival. Many perish within minutes, as organs fundamental for life simply fail or collapse in on themselves. Fleshwarpers can usually recycle failed fleshwarps back into the mix quickly enough, but now and then, remnants known as fleshdregs are stable enough to live pain-wracked lives of their own. These foul creatures often infest fleshwarper holdings, like rats or other vermin do in less awful locations.

Fleshwarp

Some creatures, notably drow, are not happy with merely killing their enemies. They revel in the total degradation of their foes through the horrifying transformative technique known as fleshwarping. Though the fleshwarping process was not created by the drow, many believe they perfected it. The drow torture their enemies in vats of churning magical reagents, reshaping their flesh and psyche alike into horrid and monstrous things. The reconstitution of flesh results in countless variations of fleshwarps, and the following are just a couple of examples of these horrors.

Grothlut

Sluglike abominations, grothluts are fleshwarps that were once humans. While their head and torsos are vaguely human, their arms are rubbery and move awkwardly at their sides. Wretched creatures, they moan piteously when other creatures are near, perhaps as the last remnants of their shattered human consciousness pleads to be free from their horrid warped form.

Many fleshwarpers consider the grothlut to be a failure of a creation, as the transformation all but stamps out the human consciousness. Others disagree, arguing that warping the creature's mind makes it all the more useful, since its stupidity makes it pliable and easy to herd. Drow typically use grothluts as guardians that slowly patrol the edges of their enclaves. Once in position, grothluts can be used as crude shock troops, unleashed to soften enemy forces before more-valuable warriors wade in and cut down the enemies who have been nauseated by the grothluts' exploded organs and flesh.



Grothlut **Creature 3**

N Medium Aberration Mindless

Perception +5; darkvision

Skills Athletics +11

Str +4, **Dex** –2, **Con** +4, **Int** –5, **Wis** +0, **Cha** –3

AC 19; **Fort** +11, **Ref** +5, **Will** +7

HP 50; **Immunities** acid, mental

Disgusting Demise (acid, poison) When the grothlut is reduced to 0 Hit Points, its digestive organs rupture, unleashing alchemical acid and poison upon all creatures in a 30-foot emanation. Each creature in the area must succeed at a DC 19 Fortitude save or take 2d6 acid damage and become sickened 1 (double damage and sickened 2 on a critical failure).

Piteous Moan (aura, auditory, emotion, mental, occult) 60 feet. Each non-grothlut creature that enters or starts its turn within the area must succeed at a DC 17 Will saving throw or become sickened 1 (sickened 2 on a critical failure). The creature then becomes temporarily immune for 1 minute. The grothlut can activate or deactivate the aura by using a single free action that has the concentrate trait. A grothlut usually does not begin moaning until it senses the presence of a non-grothlut creature, and it usually stops once it doesn't sense any more such creatures.

Speed 20 feet

Melee ❖ claw +11 (agile), **Damage** 1d10+8 slashing

Ranged ❖ digestive spew +7 (acid, range increment 15 feet, splash), **Damage** 2d6 acid damage plus 1d6 splash acid damage

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DRIDER

The first fleshwarping process mastered by the drow remains both their most successful and most infamous: the drider. Fusing the body of a drow with that of a giant spider, driders are a sexually dimorphic fleshwarp—the only fleshwarp known to be able to produce young. While female driders have the upper torsos of elegant drow women with mouths featuring sharp poisoned fangs, male driders have hideous, mutated countenances that further blend the humanoid form with that of a spider; the difference in appearance is perhaps a reflection on the matriarchal nature of drow society. In combat, all driders are equally dangerous.

Although the fleshwarping process was originally intended to be a punishment for drow who fell from grace, the significant powers and strengths gained from the horrifying transformation are attractive to some drow, and an increasing number of lower-ranking citizens in drow cities volunteer themselves for the painful procedure. In return for mandatory time (typically measured in decades) serving as a guardian, soldier, or other public servant, such volunteer driders are later allowed to lead their own lives, typically in caverns located in a city's periphery. The painful truth is that for most driders, they do not live long enough to see this reward, for the drow have a penchant for working their fleshwarped slaves to death or deploying them in deadly war missions in which survival is a only a remote possibility.

Most driders use arcane magic, but driders who use divine magic are well known, while a rare few use occult or primal magic. A drider's innate spells remain the same regardless of the magical tradition, but those who use different types of magic as prepared spells may well have entirely different spells prepared than the drider presented below.

DRIDER — CREATURE 6

CE LARGE ABERRATION

Perception +13; darkvision
Languages Elven, Undercommon
Skills Arcana +14, Athletics +12, Intimidation +14, Religion +13, Stealth +15
Str +4, **Dex** +3, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4
Items *+1 composite longbow* (20 arrows), glaive

AC 24; **Fort** +13, **Ref** +13, **Will** +15; +1 status to all saves vs. magic
HP 95; **Immunities** sleep

Speed 30 feet, climb 20 feet
Melee ❖ glaive +16 (deadly 1d8, forceful, reach 10 feet), **Damage** 1d8+10 slashing
Melee ❖ fangs +16, **Damage** 1d6+10 piercing plus drider venom
Ranged ❖ *composite longbow* +16 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 50 feet), **Damage** 1d8+8 piercing
Ranged ❖ web +15 (range increment 30 feet), **Effect** web trap
Arcane Innate Spells DC 20; **4th** *clairvoyance, suggestion*; **3rd** *clairaudience*, *dispel magic*, *levitate*; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (3rd)** *dancing lights, detect magic*
Arcane Prepared Spells DC 24, attack +17; **3rd** *fireball*; **2nd** *acid arrow*, *invisibility*; **1st** *magic missile* (×2), *ray of enfeeblement*; **Cantrips (3rd)** *ghost sound, mage hand*, *ray of frost*
Drider Venom (poison); **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round)
Web Trap A creature hit by a drider's web attack is immobilized and stuck to the nearest surface (Escape DC 21).

OTHER FLESHWARPS

Grothluts may be the weakest example of a fleshwarp, and driders the most successful, but others exist as well. Ghonhatines are lumbering fleshwarps formed from xulgaths, while the tentacled irnakurses are formed from surface-dwelling elves. Sinspawn (pages 296–297) are fleshwarps as well, of course, although their methods of creation differ drastically from the techniques mastered by drow.



Flytrap Treasure

Giant flytraps have enough instinctual intellect to effectively ambush prey or to move about to seek out better hunting grounds, but they don't value treasure. Still, a flytrap tends to accumulate a small wealth of discarded loot from those it has eaten, discarding these shiny baubles in the periphery of its root system once it has finished digesting its meal.

Flytrap

Flytraps are dangerous creatures as eager to feed on humanoids and larger prey as they are monstrous insects.

Snapping Flytrap

The snapping flytrap is a ravenous, carnivorous plant that is quick to bite at any creature that passes by. Snapping flytraps typically have two sets of tooth-edged leaves, each measuring 3 feet wide, at the end of 10-foot-long stalks.

Snapping Flytrap — Creature 3

N LARGE MINDLESS PLANT

Perception +7; tremorsense (imprecise) 30 feet
Skills Athletics +11, Stealth +10 (+13 in undergrowth)
Str +2, **Dex** +3, **Con** +5 **Int** –5, **Wis** +2, **Cha** –2

AC 18; **Fort** +12, **Ref** +8, **Will** +7
HP 50; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5
Quick Capture ↻ **Trigger** A creature hits or touches the flytrap. **Effect** The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet
Melee ❖ leaf +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab
Focused Assault ❖❖ The flytrap attacks a single target with both its leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.
Hungry Flurry ❖❖ The flytrap makes two leaf Strikes at a –2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.
Swallow Whole ❖ (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

Giant Flytrap

Because they blend in so well with surrounding foliage, giant flytraps can use the element of surprise to make quick strikes against unsuspecting adventurers and forest travelers.

Giant Flytrap — Creature 10

N HUGE MINDLESS PLANT

Perception +17; tremorsense (imprecise) 60 feet
Skills Athletics +23, Stealth +21 (+24 in undergrowth)
Str +7, **Dex** +5, **Con** +5, **Int** –5, **Wis** +3, **Cha** –2

AC 29; **Fort** +21, **Ref** +17, **Will** +15
HP 185; **Immunities** mental; **Weaknesses** fire 10; **Resistances** acid 10
Quick Capture ↻ As snapping flytrap.

Speed 25 feet
Melee ❖ leaf +23 (reach 15 feet), **Damage** 2d8+7 piercing plus 2d6 acid and Improved Grab
Focused Assault ❖❖ As snapping flytrap, but it uses all four of its leaves.
Hungry Flurry ❖❖ As snapping flytrap, but it makes four leaf Strikes rather than two.
Swallow Whole ❖ (attack) Large, 2d8+3 bludgeoning plus 2d6 acid, Rupture 17

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Gargoyle

Gargoyles are monstrous hunters made of elemental stone. They use their resemblance to decorative statues to hide in plain sight in cities during the day and descend upon unlucky pedestrians at night. Their most common form is that of a horned humanoid with bat-like wings, but individual gargoyles show a great deal of variation, with some appearing more or less humanoid and others resembling no known creature. A gargoyle's features are not fixed; city-dwelling gargoyles who remain in the same locale long enough slowly morph, day by day, to match the style of the local architecture. These patient monsters can stay disguised for long stretches of time as they patiently await an opportunity to strike.

Gargoyles tend to be lone hunters, though sometimes they band into fearsome tribes called "wings" for protection or sport. On rare occasions, wings become relatively stable communities, and gargoyles in wings may even ally with other creatures such as demons and intelligent aberrations, though these alliances exist on a razor's edge. The majority of gargoyles are treacherous, vindictive, and petty—traits that preclude lasting partnerships. Many tend to be obsessive and compulsive. Some are collectors, focusing on anything from books to grim trophies, while others are ritualistic or overly passionate about niche intellectual subjects or certain artistic motifs. These tendencies often contribute to the dissolution of wings as individuals' obsessions and compulsions clash.

Kapoacinth

Kapoacinths dwell not amid cliffs or rooftops, but beneath the sea, using their wings to swim. These water-dwelling gargoyles often dwell in shallow coastal regions and shamble forth from the sea to attack prey. Kapoacinths are less individualistic and tend to create more stable wings for longer periods of time. Kapoacinths have the same abilities as the gargoyle presented below, but with the following adjustments: they have the aquatic trait, they have a swim Speed of 40 feet instead of a fly Speed, and their Clawed Feat reaction triggers when they are Swimming instead of Flying.

Gargoyle Creature 4

CE MEDIUM BEAST EARTH

Perception +10; darkvision
Languages Common, Terran
Skills Acrobatics +10, Athletics +9, Stealth +12
Str +3, **Dex** +2, **Con** +3, **Int** –2, **Wis** +2, **Cha** –2

AC 21; **Fort** +13, **Ref** +10, **Will** +10
HP 40; **Resistances** physical 5 (except adamantine)
Clawed Feet ↷ (attack); **Trigger** The gargoyle is Flying, and a creature moves into an adjacent square below it. **Effect** The gargoyle makes a claw Strike against the triggering creature.

Speed 25 feet, fly 40 feet
Melee ❖ jaws +13, **Damage** 2d8+3 piercing
Melee ❖ claw +13 (agile), **Damage** 2d6+3 slashing
Statue ❖ (concentrate) Until the next time it acts, the gargoyle appears to be a statue. It has an automatic result of 32 on Deception checks and DCs to pass as a statue.

Gargoyle Treasure

The obsessive nature of gargoyles can result in a variety of treasure hoards and grim trophy collections, ranging from stockpiles of arcane tomes to alchemical potions and apparatuses to simple trinkets.



Djinni Viziers

Djinni viziers prefer to manifest wishes in physical, often gaudy displays, but cut corners in quality. Wished-for gold, for example, might only be gold plated (and still valuable), not solid gold. Djinni viziers add the following to their innate spells: **5th** *summon giants*, *tongues*.

Genie

A unique type of genie exists for each Elemental Plane, and the bodies of genies are formed out of elemental matter corresponding to their native plane: djinn are formed from wind, clouds, and storms; efreet are fire made flesh; marids are beings of water; and shaitans are composed of metal, gems, and stone. Lastly, the jann are formed out of all four elements, and are the weakest of geniekind.

Genie Nobles

Genie nobles with titles unique to their kind (as detailed in each sidebar) rule genie society. Genie nobles are generally at least 5 levels higher than a typical example of their kind. In addition to the increased statistics afforded by their higher levels, genie nobles gain additional spells. But the most wondrous (and notorious) of a genie noble's powers is their ability to grant wishes. Any genie noble (save for jann, who lack this power) can grant a mortal or undead creature up to three wishes within a year's time. Many unscrupulous creatures compel genie nobles to serve them, tricking them or entrapping them with magic. However, once a genie noble grants a third wish to a single creature, they are freed from service to that creature forever.



Janni

Jann are genies composed of all four elements, meaning they are not quite home on any of the Elemental Planes. Instead, jann reside on the Material Plane, making only brief forays to the other parts of the Inner Sphere. Although they are human in size and appearance, jann are not at all related to humans and bristle at any claims to this effect. They are a proud people and take great care to maintain their honor—restoring that honor with the edge of a sword, if necessary.

Janni — Creature 4

N | Medium | Elemental | Genie

Perception +11; darkvision

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 feet

Skills Acrobatics +8, Arcana +10, Crafting +8, Deception +7, Survival +11

Str +4, **Dex** +2, **Con** +2, **Int** +2, **Wis** +3, **Cha** +1

Items composite shortbow (20 arrows), scimitar

AC 20; **Fort** +12, **Ref** +10, **Will** +11

HP 60; **Resistances** fire 5

Elemental Endurance A janni can survive on any Elemental Plane for up to 48 hours, after which it takes 1 damage per hour until it leaves or dies.

Speed 20 feet, fly 15 feet

Melee ❖ scimitar +14 (forceful +1, sweep), **Damage** 1d6+10 slashing

Melee ❖ fist +14 (agile, magical, nonlethal), **Damage** 1d4+10 bludgeoning

Ranged ❖ composite shortbow +12 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+5 piercing

Arcane Innate Spells DC 21; **7th** *plane shift* (to Astral Plane, Elemental Planes, or Material Plane only); **2nd** *create food*, *invisibility* (×3), *speak with animals*; **1st** *create water*

Change Size ❖❖ (arcane, concentrate, polymorph, transmutation); **Frequency** Once per day. **Effect** The janni changes a creature's size. This works as a 4th-level *enlarge* or *shrink* spell but can target an unwilling creature (DC 21 Fortitude save negates).

DJINNI

Benevolent genies from the Plane of Air, djinn value art, culture, knowledge, and trade. They also love new experiences, succulent dishes, and heady wines. Of all geniekind, they are most likely to approach humans and other mortals, interacting with them on friendly terms. Still, djinn are proud of their genie heritage and have a tendency to be patronizing toward mortals, a habit that has earned them a reputation for arrogance.

Djinn get along with jann and marids, but they find shaitans too stiff and harbor undying hatred for efreet. Although djinn are formidable combatants, they despise war and prefer to eschew violence in favor of dealing with their opponents using magic or subterfuge (making an exception, of course, when they encounter efreet).

DJINNI CREATURE 5

UNCOMMON | CG | LARGE | AIR | ELEMENTAL | GENIE

Perception +13; darkvision, *detect magic*
Languages Auran, Common
Skills Acrobatics +14, Arcana +11, Athletics +11, Crafting +9, Deception +11, Diplomacy +13, Society +9, Stealth +12
Str +4, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +4
Items scimitar

AC 22; **Fort** +9, **Ref** +14, **Will** +11
HP 71; **Immunities** acid; **Resistances** mental 5, sonic 5
Whirlwind (air, arcane, aura, evocation) 20 feet. All squares in the djinni's aura are difficult terrain for Striding and Flying creatures. Creatures with the air trait are immune.

Speed 25 feet, fly 40 feet
Melee ❖ scimitar +15 (forceful +1, reach 10 feet, sweep), **Damage** 1d6+10 slashing
Melee ❖ fist +16 (agile, finesse, magical, nonlethal, reach 10 feet), **Damage** 1d4+10 bludgeoning
Ranged ❖ crashing wind +15 (air, arcane, evocation, range increment 20 feet), **Damage** 1d8+6 bludgeoning
Arcane Innate Spells DC 23; **7th** *plane shift* (at will; to Astral Plane, Elemental Planes, or Material Plane only); **4th** *creation*, *gaseous form*; **3rd** *illusory creature*, *illusory object*; **2nd** *enhance victuals* (at will), *invisibility* (at will; self only); **Constant (3rd)** *detect magic*
Hurricane Blast ❖ (air, arcane, evocation); **Frequency** Once per round. **Effect** The djinni all creatures in its whirlwind pushes back 20 feet, or forces all creatures in the aura to move 20 feet clockwise or counterclockwise. Each creature must attempt a DC 21 Fortitude save. On a success, it avoids being moved, and on a critical failure it falls prone in addition to being moved. Creatures with the air trait are immune.

SHAITAN

Hailing from the Plane of Earth, shaitans are proud and brazen genies. They value physical skill and love bargaining, games of chance, and working with metal and stone. Immense gemstones and veins of precious metal crisscross their home plane, and the industrious shaitans have built a vast mercantile empire from these abundant natural resources.

EFREETI MALIKS

Efreeti maliks take pleasure in fulfilling wishes in pedantic ways that cause suffering, regret, or pain. A wisher for a thousand pounds of gemstones might have the gems delivered as a bone-crushing avalanche. Efreeti maliks add the following to their innate spells: **5th** *fireball* (at will); **7th** *volcanic eruption*.



JANNI AMIRS

Janni amirs can't grant wishes. They add the following to their innate spells: **4th** *read omens*; **Cantrips (4th)** *detect magic* (at will).

MARID SHAHZADAS

Marid shahzadas grant wishes in ways that amuse them. They add the following to their innate spells: **5th** *cone of cold* (at will), *illusory creature* (×2).

SHAITAN

CREATURE 7

UNCOMMON | LN | LARGE | EARTH | ELEMENTAL | GENIE

Perception +15; darkvision, *detect magic*, tremorsense (imprecise) 60 feet

Languages Common, Terran

Skills Athletics +19, Crafting +14, Deception +16, Nature +15, Society +14

Str +6, **Dex** +1, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

Items *+1 falchion*

AC 25; **Fort** +18, **Ref** +12, **Will** +15

HP 110; **Resistances** electricity 10

Speed 20 feet, burrow 45 feet, climb 20 feet; earth glide

Melee ❖ *falchion* +20 (forceful +1, magical, reach 10 feet, sweep), **Damage** 1d10+12 slashing

Melee ❖ fist +19 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+12 bludgeoning plus Push 10 feet and shove into stone

Arcane Innate Spells DC 24; **7th** *plane shift* (to Astral Plane, Elemental Planes, or Material Plane only); **5th** *veil* (self only), *wall of stone*; **4th** *shape stone* (at will); **2nd** *glitterdust* (×2); **Constant (4th)** *detect magic*

Earth Glide The shaitan can Burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

Shove into Stone (arcane, earth, transmutation) When the shaitan Pushes a creature into a stone barrier, the target must succeed at a DC 22 Reflex save or become merged with the barrier (as *meld with stone*). The victim can attempt to Escape (DC 28).



EFREETI

The efreet are hateful and merciless genies from the Plane of Fire, where they build metropolises and massive trade centers that draw extraplanar travelers from across the multiverse. They are cruel slavers, vengeful warmongers, and sinister wish-masters; there are many tales of mortals who made pacts with efreet only to have their words twisted to suit a genie's capricious and malevolent whims.

Efreet do not readily treat with other genies; they share an eternal feud with the djinn, disdain marids, regard jann as weaklings unworthy of the genie title, and only occasionally tolerate alliances with shaitans. At 12 feet tall and weighing 2,000 pounds, efreet are formidable opponents and cow their chosen victims with a glance.

EFREETI

CREATURE 9

UNCOMMON | LE | LARGE | ELEMENTAL | FIRE | GENIE

Perception +17; darkvision, *detect magic*

Languages Common, Ignan

Skills Arcana +14, Athletics +22, Crafting +14, Deception +19, Diplomacy +17, Intimidation +19, Society +14

Str +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +4

Items breastplate, *+1 striking scimitar*

AC 28; **Fort** +18, **Ref** +17, **Will** +20

HP 175; **Immunities** fire; **Weaknesses** cold 10

Speed 25 feet, fly 35 feet

Melee ❖ *scimitar* +21 (fire, forceful +2, magical, reach 10 feet, sweep), **Damage** 2d6+11 slashing plus 2d6 fire

Melee ❖ fist +20 (agile, magical, reach 10 feet), **Damage** 1d4+11 bludgeoning plus 2d6 fire

Arcane Innate Spells DC 29, attack +19; **7th** *plane shift* (at will; to Astral Plane,

Elemental Planes, or Material Plane only) **5th** *illusory object*; **4th** *gaseous form*, *invisibility* (×2); **Cantrips (5th)** *produce flame*; **Constant (5th)** *detect magic*

Burning Grasp (fire) When the efreeti grabs a creature, that creature takes 2d6 fire damage, and takes 2d6 fire damage at the end of each of its turns as long as it remains grabbed.

Change Size ❖❖ (arcane, concentrate, polymorph, transmutation); as janni (DC 29).

Combat Grab ❖ **Requirements** The efreeti has one hand free. **Effect** The efreeti makes a melee Strike while keeping one hand free. If the Strike hits, the target is grabbed in the efreeti's free hand.

MARID

Marids are capricious but powerful genies from the Plane of Water; among geniekind, they are rivaled in power only by the fiery efreet. Marids embody the strength of the ocean's waves and currents, but they also have a gentler side, loving performance and art such as dancing, music, and storytelling.

Marids regard efreet with hostility but rarely encounter them in their native environment. They get along with djinn, jann, and shaitans, although the latter consider marids flighty and annoying, associating only long enough to close trade deals. Marid society has strict rules of hospitality, and many marid cities have a magically sealed foreign quarter where marid shahzadas conduct business with air-breathers.

MARID CREATURE 9

UNCOMMON | CN | LARGE | ELEMENTAL | GENIE | WATER

Perception +18; darkvision, *detect alignment*, *detect magic*, wavesense (imprecise) 60 feet

Languages Aquan, Common

Skills Athletics +20 (+24 to swim), Crafting +16, Diplomacy +19, Nature +18, Performance +16, Society +14, Stealth +18

Str +5, **Dex** +5, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

Items *+1 striking trident*

AC 28; **Fort** +18, **Ref** +21, **Will** +17

HP 145; **Resistances** fire 10

Vortex (aura, water) 40 feet. Water in the aura that is also in the same body of water as the marid is difficult terrain for Swimming creatures. Creatures with the water trait are immune.

Speed 20 feet, swim 40 feet

Melee ❖ *trident* +21 (magical, reach 10 feet), **Damage** 2d8+11 piercing

Melee ❖ fist +20 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+11 bludgeoning

Ranged ❖ *trident* +21 (magical, thrown 20 feet), **Damage** 2d8+11 piercing

Arcane Innate Spells DC 28; **7th** *plane shift* (at will; to Astral Plane, Elemental Planes, or Material Plane only) **5th** *control water* (at will), *hallucinatory terrain*; **4th** *hydraulic push* (at will), *hydraulic torrent*, *solid fog*; **2nd** *blur* (at will), *illusory object*; **Constant (5th)** *detect magic*; **(1st)** *detect alignment* (evil or good only)

Change Shape ❖ (arcane, concentrate, polymorph, transmutation) The marid can take on the appearance of any water elemental or humanoid. This ability doesn't change the marid's Speed or its attack and damage bonuses with its Strikes.

Rush of Water ❖❖ (arcane, evocation, water) The marid releases a jet of water in a 60-foot line, dealing 9d6 bludgeoning damage (DC 28 basic Reflex save). A creature that fails its save is also pushed 10 feet (20 feet on a critical failure). The marid can't use Rush of Water again for 1d4 rounds.

Skewer ❖ The marid makes a trident Strike, dealing an extra 2d6 persistent bleed damage on a hit (4d6 on a critical hit).

SHAITAN PASHAS

Shaitan pashas fulfill wishes as efficiently as possible. A wish granted might create a temporary reality—a wish for a pet dragon might find the dragon lasts only a day before it vanishes or dies. Shaitan pashas add the following to their innate spells: **8th** *earthquake*; **6th** *flesh to stone*, *stoneskin* (at will; self only).





Custom Ghosts

Ghosts work best in adventures when used sparingly. As they are remnants of a past life and retain their intelligence, ghosts can convey long-lost information or serve as a way to inform the PCs of crucial story elements. In this way, a ghost in an adventure can provide a clue or even a complete history of a site or event. Unlike most other undead, ghosts can retain the alignment they had in life, but regardless they should remain tragic and frightening figures in play.

Ghost

When some mortals die through tragic circumstances or without closure, they can linger on in the world. These anguished souls haunt a locale significant to them in life, constantly trying to right their perceived wrong or wrongdoings.

Creating a Ghost

While it's best to create custom ghosts to fill an adventure's specific needs, you can also use the following guidelines to turn existing living creatures into ghosts.

First, increase the creature's level by 2 and change its statistics as follows.

- Increase AC, saves, Perception, DCs, and skill modifiers by 2. Increase the most appropriate melee attack modifier by 4 to become ghostly hand (described below), and other attack modifiers by 2.
- A ghost has a Strength modifier of –5 and a Constitution modifier of +0.
- Do not modify the ghost's Hit Points due to its new level.

Ghost Abilities

A ghost gains the incorporeal, spirit, and undead traits. Many become evil. If the base creature has any abilities or traits that come from it being a living, corporeal creature, it loses them. You might also need to adjust some abilities that conflict with the theme of a ghost. All ghosts gain the following abilities.

Darkvision

Site Bound A typical ghost can stray only a short distance from where it was killed or the place it haunts. A typical limit is 120 feet. Some ghosts are instead bound to a room, building, item, or creature that was special to it rather than a location.

Negative Healing

Rejuvenation (divine, necromancy) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Immunities death effects, disease, paralyzed, poison, precision, unconscious

Resistances all damage 5 (except force, *ghost touch*, or positive; double resistance to non-magical). This resistance increases to 10 at 9th level and 15 at 16th level.

Fly Speed equal to its Speed

Ghostly Hand All ghosts have a ghostly hand unarmed attack that deals negative damage. It typically has the agile, finesse, and magical traits. Some ghosts wield ghostly memories of weapons they held in life, but the effect is the same.

Special Abilities

Select one or two of the following abilities, or potentially three if the ghost is 9th level or higher. These abilities should relate to the ghost's death or its history. You can also create new abilities or adapt those from monsters or classes to fit the theme. For DCs, use 2 + the DC of the ghost's level (*Core Rulebook* 503).

Corrupting Gaze ❖❖ The ghost stares at a creature it can see within 30 feet. The target takes 1d6 negative damage + 1d6 per 2 levels with a basic Will save. A creature that fails its save is also stupefied 1 for 1 minute.

Draining Touch ❖❖ With a touch, the ghost attempts to drain a living creature's life force. It makes a ghostly hand Strike but deals no damage on a hit. Instead, the target becomes drained 1 for 1 day, and the ghost regains HP equal to half its own level.

Frightful Moan ❖❖ (auditory, divine, emotion, enchantment, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

Inhabit Object ❖ The ghost possesses an object of size Large or smaller within 20 feet, making it an animated object (pages 20–21). This animated object's level can be no higher than the ghost's level – 2. If the target object is being held by a creature, the bearer can attempt a Will save to prevent the possession. This possession ends when

the object is destroyed or the ghost leaves it. At this point, the ghost reappears in the object's square and can't Inhabit an Object again for 1d4 rounds.

Malevolent Possession ❖❖ The ghost attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell, except since the ghost doesn't have a physical body, it is unaffected by that restriction of the spell.

Telekinetic Assault ❖❖ (divine, evocation) The ghost cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in this area take 1d6 bludgeoning damage + 1d6 per 2 levels, subject to a basic Reflex save.

GHOST COMMONER

The ghost commoner is an ordinary person who believes they died unjustly, usually due to foul play or betrayal.

GHOST COMMONER — CREATURE 4

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +10; darkvision

Languages Common

Skills Dwelling Lore +10 (applies to the place the ghost is bound to), Stealth +12

Str –5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2

Site Bound

AC 20; **Fort** +8, **Ref** +11, **Will** +8

HP 30, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Setting right the injustice that led to the commoner's death allows it to move on to the afterlife.

Speed fly 25 feet

Melee ❖ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 negative

Frightful Moan ❖ (auditory, divine, emotion, enchantment, fear, mental) DC 21

GHOST MAGE

A wizard who died with a major project left undone might become a ghost mage, constantly seeking to finish its task in undeath.

GHOST MAGE — CREATURE 10

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +17; darkvision

Languages Common, Draconic

Skills Arcana +22, Intimidation +22, Stealth +21

Str –5, **Dex** +3, **Con** +0, **Int** +6, **Wis** +3, **Cha** +6

Site Bound

AC 27; **Fort** +16, **Ref** +19, **Will** +22

HP 135, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Completing the ghost mage's project allows it to move on to the afterlife.

Speed fly 25 feet

Melee ❖ ghostly hand +21 (agile, finesse, magical), **Damage** 2d8+12 negative

Arcane Innate Spells DC 29, attack +23; **5th** *cone of cold*, *hallucination*; **4th** *phantasmal killer*, *suggestion*; **3rd** *blindness*, *dispel magic*, *nondetection*; **2nd** *telekinetic maneuver* (×2); **1st** *ray of enfeeblement* (×2); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*

Frightful Moan ❖ (auditory, divine, emotion, enchantment, fear, mental) DC 29

Telekinetic Assault ❖❖ (divine, evocation) 6d6 bludgeoning, DC 29

BUILDING GHOSTS

Note that the ghost mage is built from the ground up, rather than by applying the ghost rules to a once-living creature, so its numbers don't exactly match the values listed above. This is usually the better way to go if you have the time, as it allows you to hand-craft a ghost for the situation.



THE FIRST GHOULS

Legend holds that the first humanoid (an elf, as it so happened) to feed upon the flesh of his brother rose as a ghoul after death, in time embracing his new life and ascending to great power as a demon lord of ghouls, graves, and secrets kept by the dead. That ghouls of humanoids warp and twist to take vaguely elven features, and that elves themselves are immune to ghoul paralysis, are unusual side effects of this ancient source, yet today, ghouls are as likely to worship other vile gods—or simply eschew faith entirely—as they are to honor the first of their kind.

Ghoul

Few creatures are more ubiquitous to sinister locations such as lonely graveyards and ruined crypts than the flesh-eating undead known as ghouls.

Creating Ghouls

You can turn a living creature into a ghoul by completing the following steps. When creating a ghast, double these numerical adjustments. The monsters in this section are built from the ground up, so their numbers don't match these guidelines exactly. Custom-building ghouls is recommended if you have time, using the special abilities listed here but creating the other statistics to match what you want the ghoul to be.

First, increase the creature's level by 1 and change its statistics as follows.

- Increase its AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If the creature is limited in how often it can use an ability (such as a breath weapon), increase the damage by 2 instead.

Ghoul Abilities

A ghoul gains the undead and ghoul traits, and it usually becomes evil. If the base creature has any abilities that come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the theme of a ghoul. All ghouls gain the following abilities. The save DC for all abilities uses the DC of the ghoul's level (*Core Rulebook* 503).

Darkvision

Negative Healing

Immunities death effects, disease, paralyzed, poison, unconscious

Claws If the creature had hands, it gains a claw Strike (an agile unarmed attack that deals slashing damage plus paralysis). If it had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

Jaws If the creature had a mouth, it gains a jaws Strike (an unarmed attack that deals slashing damage plus ghoul fever and paralysis). The damage amount should be the same as the creature's non-agile attacks.

Consume Flesh ❖ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points plus 1d6 for every 2 levels it has. It can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ❖ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

Ghast Abilities

A ghast has all the abilities above, plus following additions.

Stench (aura, olfactory) 10 feet A creature entering the aura or starting its turn in the aura must succeed at a Fortitude save (use a DC based on the monster's level; *Core Rulebook* 503)

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or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Claws and Jaws As ghoul, but apply ghast fever instead of ghoul fever.

Consume Flesh ❖ As ghoul, but it regains 1d6 additional Hit Points.

Ghast Fever (disease) **Saving Throw** Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghast the next midnight

Paralysis (incapacitation, occult, necromancy) As ghoul, but elves are not immune.

GHOUL

Ghouls are ravenous undead who haunt graveyards and eat corpses.

GHOUL — CREATURE 1

CE MEDIUM GHOUL UNDEAD

Perception +7; darkvision

Languages Common, Necril

Skills Acrobatics +7, Athletics +4, Stealth +7, Survival +5

Str +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2

AC 16; **Fort** +4, **Ref** +9, **Will** +5

HP 20, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ❖ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoul fever and paralysis

Melee ❖ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

Consume Flesh ❖ (manipulate) See Ghoul Abilities. The ghoul regains 1d6 Hit Points.

Ghoul Fever (disease) See Ghoul Abilities; DC 15.

Paralysis (incapacitation, occult, necromancy) See Ghoul Abilities; DC 15.

Swift Leap ❖ (move) See Ghoul Abilities.

GHAST

Ghasts—feral, foul-smelling, and constantly hungry—are the more powerful kin of ghouls. They are relentless in the pursuit of their prey.

GHAST — CREATURE 2

CE MEDIUM GHOUL UNDEAD

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +10, Athletics +7, Stealth +10, Survival +8

Str +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet. See Ghast Abilities; DC 16.

Speed 30 feet, burrow 5 feet

Melee ❖ jaws +11 (finesse), **Damage** 1d6+5 piercing plus ghast fever and paralysis

Melee ❖ claw +11 (agile, finesse), **Damage** 1d4+5 slashing plus paralysis

Consume Flesh ❖ (manipulate) See Ghast Abilities. The ghast regains 3d6 Hit Points.

Ghast Fever (disease) See Ghast Abilities; DC 16.

Paralysis (incapacitation, occult, necromancy) See Ghast Abilities; DC 16.

Swift Leap ❖ (move) See Ghast Abilities.

GHOULISH SOCIETY

Ghouls are quite intelligent and, more so than almost any other undead, prone to forming societies and cultures (if vile and repugnant ones centered around flesh eating and acts of depravity) in tangled warrens below boneyards, or even entire cities hidden away in the depths of the Darklands.



Oversized Themes

Giants are larger-than-life foes. While many giants have themes that tie them to elemental or magical forces, the primary theme giants share is that they embody a classic cultural trope as their basis. Fire giants, for example, can be seen as oversized smiths, while hill giants should evoke the flavor of an oversized bully.



Giant

Giants are massive humanoid creatures who live in remote regions throughout the world. They are divided into a number of subtypes.

Hill Giant

Selfish and crude, these rough-skinned raiders are bullies and ultimately cowards. Quick-tempered and fond of violence, a hill giant gladly raids and pillages the defenseless but is quick to flee from those who are bigger, stronger, or better organized than they are. A hill giant is never above shoving or tricking one of their own kind to slow down their opponent or get the best loot.

HILL GIANT **CREATURE 7**

CE LARGE EARTH GIANT HUMANOID

Perception +13; low-light vision
Language Common, Jotun
Skills Athletics +19, Intimidation +11
Str +6, **Dex** +0, **Con** +4, **Int** –2, **Wis** +2, **Cha** +0
Items greatclub, hide armor, sack with 5 rocks

AC 24; **Fort** +17, **Ref** +12, **Will** +13
HP 140
Catch Rock ↷

Speed 35 feet
Melee ❖ greatclub +19 (backswing, reach 10 feet, shove), **Damage** 1d10+14 bludgeoning
Melee ❖ fist +19 (agile, reach 10 feet), **Damage** 1d6+4 bludgeoning
Ranged ❖ rock +19 (brutal, range increment 120 feet), **Damage** 1d8+14 bludgeoning
Throw Rock ❖
Wide Swing ❖ The hill giant makes a single greatclub Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for the hill giant's multiple attack penalty.

Stone Giant

Stone giants are stoic, reclusive herders and artists who have a rich history and collection of traditions. They dwell in caves in tall mountains and craggy ranges, where their grayish skin allows them to blend in with their surroundings and go unnoticed by imperceptive adventurers. Those benign travelers who come across a tribe of stone giants need not worry much, however, for stone giants do not actively invite confrontation or strife. They are, by and large, a peaceful people who seek wisdom through exploration of nature and long meditations on the elements of the natural world. Their elders are the wisest of stone giants, and use their charisma and druidic magic to lead their tribes to prosperity and harmony with nature.

A typical stone giant stands 12 feet in height and weighs about 1,500 pounds.

STONE GIANT **CREATURE 8**

N LARGE EARTH GIANT HUMANOID

Perception +16; darkvision
Languages Common, Jotun
Skills Acrobatics +14, Athletics +20, Intimidation +14, Stealth +14 (+18 in rocky terrain)
Str +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +0
Items *+1 striking greatclub*, sack with 5 rocks

AC 27; **Fort** +18, **Ref** +14, **Will** +14
HP 150
Catch Rock ↷

Speed 35 feet

Melee ❖ *greatclub* +21 (backswing, magical, reach 10 feet, shove), **Damage** 2d10+12 bludgeoning
Melee ❖ fist +20 (agile, reach 10 feet), **Damage** 2d6+14 bludgeoning
Ranged ❖ rock +18 (brutal, range increment 120 feet), **Damage** 2d6+12 bludgeoning
Big Swing ❖❖ The stone giant makes a greatclub Strike. The target is Pushed up to 10 feet on a hit or up to 20 feet on a critical hit. If the target collides with a solid object or lands on the ground, it takes bludgeoning damage as though it had fallen the distance it moved.
Throw Rock ❖

FROST GIANT

Frost giants are remorseless marauders who pillage and plunder from those who dare to live near them in desolate, frigid lands. Their clans range from extremely territorial hunters who claim an expanse of tundra and defend it at all costs to nomadic hordes that roam icy slopes in search of settlements to conquer. Frost giant clans are ruled by those who exhibit the greatest ferocity and prowess in battle—massive brutes who proclaim themselves jarl and demand absolute obedience from their followers. If at any time a frost giant wishes to be a jarl, all they must do is issue a challenge to the current jarl and face off in mortal combat, after which the reigning champion continues leading the clan or the victorious challenger assumes control.

Frost giants live in frostbitten realms, and their appearance is reflective of a people weathered and hardened by relentless snowstorms and freezing temperatures. They often wear metal armor adorned with the furs, skin, teeth, and tusks of slain beasts and heft weapons as long as dining tables. Their flesh ranges from pale blue to shale gray, and their hair is typically a dingy white or dirty yellow color.

A typical frost giant stands about 15 feet tall and weighs approximately 2,800 pounds.

FROST GIANT — CREATURE 9

CE | LARGE | COLD | GIANT | HUMANOID

Perception +17; low-light vision
Languages Common, Jotun
Skills Athletics +23, Crafting +18, Intimidation +18, Stealth +17 (+21 in snow)
Str +6, **Dex** +0, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0
Items breastplate, *+1 striking greataxe*, sack with 5 rocks

AC 29; **Fort** +23, **Ref** +16, **Will** +16
HP 150; **Immunities** cold; **Weaknesses** fire 10
Catch Rock ↷

Speed 30 feet; ice stride
Melee ❖ *greataxe* +21 (magical, reach 10 feet, sweep), **Damage** 2d12+12 slashing
Melee ❖ fist +21 (agile, reach 10 feet), **Damage** 2d8+12 bludgeoning
Ranged ❖ rock +21 (brutal, range increment 120 feet), **Damage** 2d10+9 bludgeoning
Chill Breath ❖ (cold, evocation, primal) The frost giant breathes out a 15-foot cone of freezing moisture that quickly condenses into ice, dealing 4d6 cold damage. Each creature in the cone must attempt a DC 28 basic Reflex save. A creature that fails its save is also immobilized and takes 2d6

GIANT LOCATIONS

As oversized as they are, giants tend to dwell in remote regions of the world, where they have the luxury of claiming larger territories of their own.



GIANT BAGS

Giants often keep an eclectic collection of treasures in their knapsacks or bags. Among these can be found a staggeringly wide range of unexpected and odd treasures and valuables.

cold damage at the end of each of its turns until it gets free (Escape DC 28). The giant can't use Chill Breath again for 1d4 rounds.

Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor does it need to attempt Acrobatics checks to keep from falling on slippery ice.

Throw Rock ❖

Wide Swing ❖ The frost giant makes a single greataxe Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for the frost giant's multiple attack penalty.

FIRE GIANT



The most militaristic of all giants, fire giants focus obsessively on learning combat techniques, mastering the arts of forging weapons and armor, and finding new ways to dominate their enemies. As a result, their social and political structures are grounded firmly in martial hierarchies, with a strict emphasis on following the orders of one's superior, no matter if you are accountable to a lowly soldier or report to a powerful officer. As soon as a fire giant can walk, they are fitted with their first suit of forged armor. This armor is constantly remolded and replaced as the fire giant matures, both to ensure they are comfortable with steel against their skin and also to teach the giant as early as possible that they bear the burden of fighting to protect their traditions and way of life. To a fire giant, death is the flame in which the future is forged.

Fire giants are usually identified by their powerful stature, bright-orange hair that flickers and dances as if it were aflame, and heavy steel armor worn over garments of crimson, amber, or black. Most fire giants are covered in scars and refuse to conceal or obstruct them, as each jagged mark serves as a reminder of a valuable lesson they learned in battle. A typical fire giant stands 12 to 16 feet tall, weighs about 7,000 pounds, and lives to be 350 years old.

FIRE GIANT — CREATURE 10

LE | LARGE | FIRE | GIANT | HUMANOID

Perception +18; low-light vision

Languages Common, Jotun

Skills Athletics +25, Crafting +22, Intimidation +23

Str +7, **Dex** +0, **Con** +5, **Int** +2, **Wis** +2, **Cha** +0

Items *+1 striking greatsword*, *+1 half plate*, sack with 5 rocks

AC 31; **Fort** +23, **Ref** +16, **Will** +18

HP 175; **Immunities** fire; **Weaknesses** cold 10

Attack of Opportunity ↷

Catch Rock ↷

Speed 25 feet

Melee ❖ *greatsword* +24 (magical, reach 10 feet, versatile P), **Damage** 2d12+13 slashing

Melee ❖ fist +23 (agile, reach 10 feet), **Damage** 2d8+13 bludgeoning

Ranged ❖ rock +23 (brutal, range increment 120 feet), **Damage** 2d8+13 bludgeoning plus 1d6 fire

Flaming Stroke ❖❖ (evocation, fire, primal) The fire giant imbues its blade with flames and makes a greatsword Strike with a –2 circumstance penalty against each creature in a 15-foot line. It makes only one attack roll and compares the result to each creature's AC. This Strike deals an additional 1d6 fire damage and counts as one attack for the fire giant's multiple attack penalty.

Throw Rock ❖ (fire) A rock thrown by a fire giant deals an additional 1d6 fire damage on a hit.

CLOUD GIANT

The graceful and regal cloud giants have skin of milky white to powdery blue. Unlike most giants, cloud giants are quite morally diverse. A handful are neutral, but of the others, roughly half are good, while the other half are evil. Good cloud giants are often civic-minded builders of roads and settlements, and are interested in trading goods as well as cultural innovations. It's not uncommon for such giants to approach their neighbors with diplomacy and build strong relationships with other peaceful peoples. Conversely, evil cloud giants are often isolationist and xenophobic. Preferring hidden mountain valleys and settlements in the caves and among the crags of lonely peaks, they raid for what they want and treat other creatures like inconsequential insects. These opposing philosophies can generate a great deal of strife among neighboring cloud giant communities, and the raiders often threaten the trade deals of their peaceful cousins.

Legends persist of floating cities ruled by magically gifted cloud giant queens and kings. While most cloud giants plainly state that such claims are pure fantasy, others are mysteriously tight-lipped or evasive about the matter.

CLOUD GIANT — CREATURE 11

N HUGE AIR GIANT HUMANOID

Perception +22; low-light vision, scent (imprecise) 30 feet
Languages Common, Jotun
Skills Athletics +26, Crafting +21, Diplomacy +24, Intimidation +26, Performance +21
Str +7, **Dex** +0, **Con** +5, **Int** +1, **Wis** +3, **Cha** +1
Items *+1 striking ranseur*, sack with 5 rocks

AC 30; **Fort** +25, **Ref** +18, **Will** +21
HP 220
Attack of Opportunity ↻
Catch Rock ↻

Speed 30 feet
Melee ❖ *ranseur* +25 (disarm, magical, reach 20 feet), **Damage** 2d10+13 piercing
Melee ❖ fist +24 (agile, reach 15 feet), **Damage** 2d8+13 bludgeoning
Ranged ❖ rock +24 (brutal, range increment 120 feet), **Damage** 2d10+13 bludgeoning
Primal Innate Spells DC 30; **4th** *solid fog*; **3rd** *levitate* (at will); **2nd** *obscuring mist* (at will)
Throw Rock ❖
Wind Strike ❖❖ (air, evocation, primal) The cloud giant Strikes a creature with its ranseur, surrounded in a roar of rushing air. On a hit, the target takes an additional 4d8 bludgeoning damage and is deafened for 1 minute. Whether or not the Strike hits, each non-cloud giant within a 20-foot emanation, including the target of the Strike, is buffeted by roaring winds and must attempt a DC 30 Fortitude saving throw.
Critical Success The creature is unaffected.
Success The creature takes 2d8 sonic damage.
Failure The creature takes 4d8 sonic damage and is deafened until the end of its next turn.
Critical Failure As failure, but double damage and also knocked prone.

STORM GIANT

Storm giants are looming but benevolent stewards of sea and sky, often serving as the natural guardians of tropical islands, coastlines, or rocky archipelagos. Storm giants tend to rapidly shift in mood and behavior, one moment engaging in peaceful negotiation, the next unleashing

GIANT PETS

As with many people, giants enjoy keeping pets. Yet for giants, what constitutes a pet is often categorized as beast to others. Large animals like bears and lions, and megafauna like woolly mammoths and dinosaurs are popular, as are more magical creatures like hell hounds, manticores, griffons, and the like.



OTHER GIANTS

Beyond the giants detailed here, many others dwell in remote regions of the world. Marsh giants are cultists who worship strange sea deities, shadow giants have ties to the Shadow Plane, and mountain giants are horrific butchers even other giants fear.

unbridled ferocity against their foes. In this way, they embody both the fury of a raging tempest and the calm of a hurricane's eye. This can make them valuable allies who race to the aid of those in need, but their allies remain must be alert and mindful of their mood, as the giants can be quick to anger or aggressive when caution is most appropriate.

Most storm giants have complexions akin to the crystal blue of the ocean or the warm violet of a sky touched by the setting sun. Their hair tends to be dark purple, blue, or black, and their eyes often have a silvery sheen. A typical storm giant stands 21 feet tall, weighs 12,000 pounds, and lives to be about 600 years old.

STORM GIANT CREATURE 13

CG HUGE AMPHIBIOUS GIANT HUMANOID

Perception +24; low-light vision

Languages Auran, Common, Draconic, Jotun

Skills Acrobatics +20, Athletics +27, Crafting +24, Intimidation +24, Perform +22, Sense Motive +24

Str +8, **Dex** +1, **Con** +6, **Int** +3, **Wis** +5, **Cha** +2

Items *+1 striking greatsword*, sack with 5 rocks

AC 34; **Fort** +28, **Ref** +21, **Will** +23

HP 235; **Immunities** electricity

Catch Rock ↻

Speed 35 feet, swim 30 feet

Melee ❖ *greatsword* +28 (magical, reach 15 feet, versatile P), **Damage** 2d12+16 slashing plus 1d6 electricity

Melee ❖ fist +27 (agile, reach 15 feet), **Damage** 2d8+16 bludgeoning plus 1d6 electricity

Ranged ❖ rock +37 (brutal, range increment 120 feet), **Damage** 2d10+16 bludgeoning

Arcane Innate Spells DC 33; **6th** *chain lightning* (×3); **5th** *control weather* (at will); **3rd** *levitate* (at will); **Constant (4th)** *freedom of movement*

Lightning Blade ❖❖❖ (electricity, evocation, primal) The storm giant raises one hand to the sky, channeling a bolt of lightning into the blade held in the other. The giant makes a greatsword Strike with a –2 circumstance penalty against each creature within its reach. It makes only one attack roll and compares the result against each creature's AC. This Strike deals an additional 3d12 electricity damage and counts as two attacks for the giant's multiple attack penalty.

Throw Rock ❖

Wide Swing ❖ The storm giant makes a single greatsword Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for the giant's multiple attack penalty.

RUNE GIANT

Magically crafted and bred by ancient wizards, rune giants are anathema to and tyrants among their own kind, who were given power to command and magically control other giants. The rune giants themselves served even more powerful masters—potent wizards known as runelords—and in so doing commanded entire armies of giants on behalf of the runelords' empires. In the eons since these empires collapsed, rune giants have persisted as a people of their own, though to the outside world they're little more than fabled horrors whispered of late at night by superstitious giants. Rune giants usually dwell in the most remote and rugged of towering mountain ranges, but they can also be found in immense ruins atop lost islands, glacial valleys, or even more remote or magical regions.

Rune giants' striking charcoal flesh is decorated by dozens of runes, which are potent manifestations of their eldritch powers. Rune giants are towering creatures, averaging at 40 feet in height and weighing 25,000 pounds.

RUNE GIANT

CREATURE 16

UNCOMMON | LE | GARGANTUAN | EVIL | GIANT | HUMANOID

Perception +28; low-light vision
Languages Common, Jotun, Terran
Skills Arcana +28, Athletics +32, Crafting +28, Intimidation +28, Society +27
Str +9, **Dex** +2, **Con** +7, **Int** +2, **Wis** +6, **Cha** +4
Items *+2 greater striking greatsword*, *+1 striking longspear*, *+1 splint mail*

AC 38; **Fort** +33, **Ref** +26, **Will** +28
HP 330; **Immunities** fire

Attack of Opportunity ↻ The rune giant gains an additional reaction at the beginning of each of its turns that it can only use for an Attack of Opportunity.

Catch Rock ↻

Speed 45 feet; *air walk*
Melee ❖ *greatsword* +33 (magical, reach 20 feet, versatile P), **Damage** 3d12+17 slashing
Melee ❖ *longspear* +32 (magical, reach 25 feet), **Damage** 2d8+17 piercing
Melee ❖ fist +31 (agile, reach 20 feet), **Damage** 3d8+17 bludgeoning
Ranged ❖ rock +31 (brutal, range increment 120 feet), **Damage** 2d12+17 bludgeoning
Arcane Innate Spells DC 35; **8th** *charm*, *suggestion*; **6th** *dominate* (×3), *true seeing*; **5th** *sending*; **4th** *charm* (at will), *suggestion* (at will); **Constant (4th)** *air walk*
Command Giants When a rune giant casts a mental spell against another giant, the DC is 39, rather than 35.
Demand ❖ (arcane, enchantment, mental); When a rune giant casts its innate *sending* spell, it can also cast *suggestion* on the target.
Flashing Runes ❖ (arcane, evocation, light); **Trigger** The rune giant uses an arcane ability or casts an arcane spell. **Effect** The runes on the giant's body flash as they produce magical energy. Each creature within a 10-foot emanation must attempt a DC 35 Fortitude save.
Critical Success The creature is unaffected.
Success The creature is dazzled for 1 round.
Failure The creature is blinded for 1 round.
Invoke Rune ❖ (arcane, concentrate, electricity, evocation) The rune giant invokes one of the runes on its body, causing the rune to spray forth a 30-foot cone of sparks that deals 6d12 electricity damage to all creatures in the cone (DC 37 basic Reflex save).

A glowing copy of the invoked rune appears on a single weapon the giant holds, granting the weapon one effect listed below of the giant's choice. The giant can't use Invoke Rune again for 1d4 rounds. The effect on the weapon lasts for 1 minute. If the giant places a new rune on a weapon, any previously placed rune immediately vanishes, ending its effect.

- **Rune of Destruction** The weapon gains the deadly trait with three weapon damage dice of the same die size as for the base weapon, and a creature hit with the weapon is drained 1 unless it succeeds at a DC 35 Fortitude save.
- **Rune of Flames** The weapon deals an additional 3d6 fire damage on all attacks.
- **Rune of Smiting** When the weapon hits, the giant can Push the target back 10 feet, or 20 feet on a critical hit.

Throw Rock ❖
Wide Swing ❖ The rune giant makes a single greatsword Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for the giant's multiple attack penalty.

THE FIRST RUNE GIANTS

On Golarion, the first rune giants were created by the powerful rulers of the ancient nation of Thassilon, The runelords gifted rune giants their ability to control other giants, using them to command armies of oversized builders and soldiers to create and defend oversized structures.





Gibbering Mouther Treasure

While gibbering mouthers have little interest in treasure, they are known to consume their prey's valuables along with the creatures' flesh. Those treasures which are not themselves digestible remain until the gibbering mouther disgorges them or is destroyed.



Gibbering Mouther Locations

Gibbering mouthers tend to remain underground, favoring subterranean ruins and the lower layers of the Darklands.

Gibbering Mouther

Amorphous blobs of yammering mouths and oozing, fleshy sludge, gibbering mouthers are among the strangest creatures found either aboveground or below. Perpetually ravenous, these aberrations are always seeking their next meals, ever eating but never sated. With a nominal intelligence, gibbering mouthers can understand and even speak Aklo, but they do so in an intelligible manner only rarely. Instead, their innumerable mouths constantly jabber and babble in a stream of sound that disrupts the thought patterns of other creatures in the area.

Where, how, and why gibbering mouthers originated are questions without answers. They share certain similarities with the much more powerful shoggoths, leading to theories that the two creatures share an origin; less charitable scholars have suggested that the gibbering mouther is instead a mortal's attempt to create something akin to a shoggoth—though the question of why remains unanswered. Still others believe gibbering mouthers were sent to the world by the gods as a punishment for some forgotten but surely terrible transgression. Gibbering mouthers themselves have little to say on the matter—at least, not in any sort of sense. Scholars have wasted countless hours in attempts to make sense of gibbering mouthers' noises—studies that put researchers into danger and give results that are contradictory and confusing at best.

Whatever their origin, gibbering mouthers range the entirety of Golarion. Sightings have been recorded in dungeons below ancient cities and ruins as well as many regions of the deeper Darklands layers of Sekamina and Orv. They are somewhat less common in the upper region of Nar-Voth, perhaps due to the prevalence of settlements that don't tolerate gibbering mouthers' presence.

Gibbering Mouther — Creature 5

N Medium Aberration

Perception +15; darkvision

Languages Aklo

Skills Acrobatics +12, Athletics +13

Str +2, **Dex** +3, **Con** +4, **Int** –3, **Wis** +3, **Cha** +0

AC 21, All-Around Vision; **Fort** +15, **Ref** +12, **Will** +10

HP 120; **Weaknesses** bludgeoning 5

Gibbering (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of a gibbering mouther must attempt a DC 19 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

All-Around Vision

Reactive Gnaw ↷ **Trigger** An adjacent creature deals the gibbering mouther slashing damage. **Effect** The gibbering mouther's wound opens into another maw. It makes a jaws Strike against the triggering creature.

Speed 10 feet, swim 20 feet

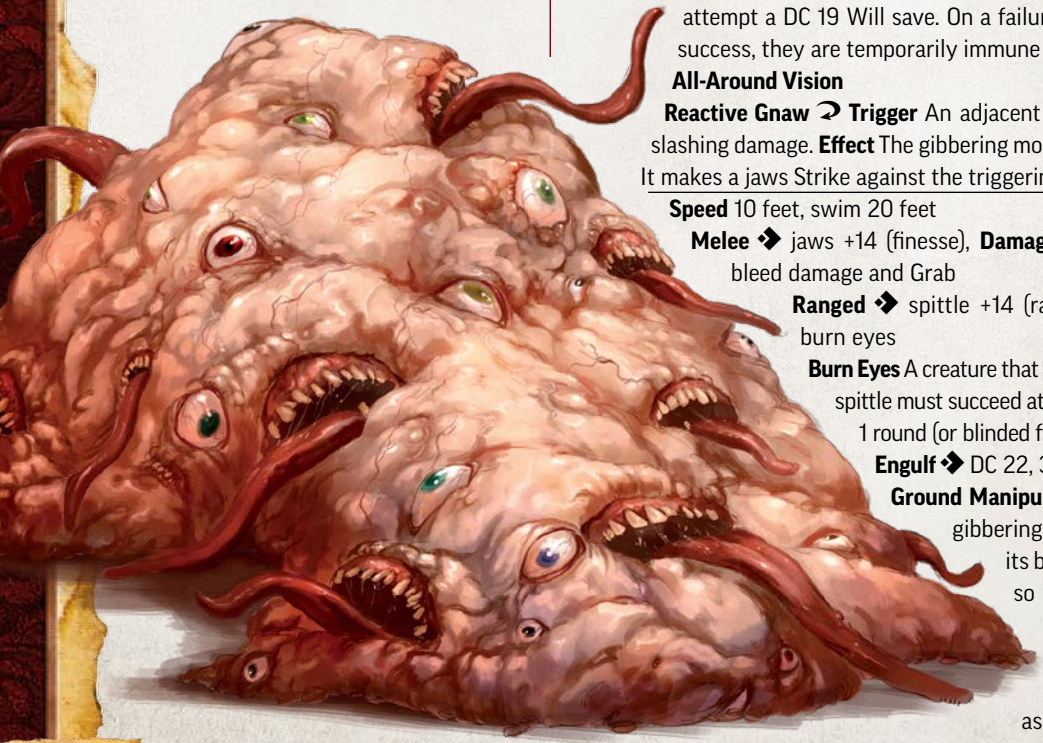
Melee ❖ jaws +14 (finesse), **Damage** 2d8+5 piercing plus 1d4 persistent bleed damage and Grab

Ranged ❖ spittle +14 (range 30 feet), **Damage** 4d6 acid and burn eyes

Burn Eyes A creature that takes damage from a gibbering mouther's spittle must succeed at a DC 22 Fortitude save or be dazzled for 1 round (or blinded for 1 round on a critical failure).

Engulf ❖ DC 22, 3d8 piercing, Escape DC 22, Rupture 8

Ground Manipulation ❖❖ (occult, transmutation) The gibbering mouther causes stone and earth under its body to grow soft and muddy, remaining so for 1 minute after the mouther moves off the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.



INTRODUCTION
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APPENDIX

Gimmerling

Gimmerlings are small, shapeshifting fey who stage ambushes to sate their endless hunger and childish greed. These cruelly curious fey obsess over finding and making unusual traps and sadistic weapons, and their favorite amusement is seeing these traps sprung or the weapons wielded. When on the Material Plane, they are frequently found in urban areas, particularly slums or other parts of town where they can either go unnoticed or be easily forgotten—and have plenty of victims to choose from.

A typical gimmerling disguises itself as an endangered child, doing so in hopes of drawing creatures close enough to rob. The gimmerling puts itself in apparent danger using a trap, construct, or bribed ally, or even a coerced monster like a redcap (page 278).

Because gimmerlings sometimes trade obscure smithing or trapping techniques in exchange for gifts that sate their curiosity, their greed, or their hunger, they have at times been worshipped as minor gods of the forge. Some disciplined gimmerlings work as honored artisans, elite guards, or spies for the demigods known as the Eldest who dwell in the depths of the First World.

GIMMERLING CREATURE 12

UNCOMMON LE SMALL FEY

Perception +21; hungersense (imprecise) 30 feet, low-light vision
Languages Aklo, Common, Sylvan
Skills Crafting +23, Deception +25, Nature +21, Stealth +25, Thievery +25
Str +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +3, **Cha** +4
Items *+1 striking hand crossbow* (20 bolts)
Hungersense Hungersense allows the gimmerling to sense creatures that require food to live.

AC 34; **Fort** +22, **Ref** +25, **Will** +19
HP 235; **Weaknesses** cold iron 10
Treacherous Aura (aura, primal, transmutation) 15 feet. Tangled roots, jagged divots, sharp rocks and other hazards appear on surfaces in the aura, creating difficult terrain.
Trip Up ↷ **Trigger** A creature critically fails a melee attack to hit the gimmerling or moves into a space within the gimmerling's treacherous aura. **Effect** The triggering creature must attempt a DC 32 Reflex save.
Critical Success The target is unaffected.
Success The target is flat-footed until the start of its next turn.
Failure The target takes 2d10 bludgeoning damage and is flat-footed until the start of its next turn.
Critical Failure As failure, and the target is knocked prone.

Speed 30 feet; trickster's step
Melee ❖ claw +26 (agile, finesse), **Damage** 2d8+7 slashing plus Disarm
Melee ❖ jaws +26 (finesse), **Damage** 3d8+7 piercing plus 2d6 poison
Ranged ❖ *hand crossbow* +28 (range increment 60 feet, reload 1), **Damage** 2d6+3 piercing plus 2d6 poison
Change Shape ❖ (concentrate, polymorph, primal, transmutation) The gimmerling changes into its natural form or that of any humanoid. In humanoid form, it loses its treacherous aura, and its equipment appears to be trinkets or toys. As a humanoid that lacks claws or fangs, it loses the matching Strike. If it loses its claw Strike, it gains a fist Strike that is identical except that it deals bludgeoning damage.
Disarm ❖❖ **Requirement** The gimmerling's last action was a success with a Strike that has Disarm in its damage entry. **Effect** The gimmerling knocks a held or carried weapon to the ground in the target's space.
Sneak Attack The gimmerling deals 2d6 extra precision damage to flat-footed creatures.
Trickster's Step The gimmerling ignores difficult terrain and doesn't trigger traps with its movement.



Gimmerling Treasure

Gimmerlings collect weapons, traps, mechanical novelties, and dangerous magic items. A gimmerling is likely found with tools (like artisan's tools, repair kits, and thieves' tools) and items it can use to appear more vulnerable, such as locks, manacles, and snare kits (which it feigns being trapped by).

Gimmerling Locations

Gimmerlings are more common in the First World than on the Material Plane and favor hunting grounds on the verges of dangerous places where they might encounter protective creatures to mislead with their disguises.

Gnoll

Gnolls are short, hyena-headed humanoids who dwell in warm grasslands, savannas, and arid hills. Given their appearance, their affinity for hyenas should not be surprising; gnolls share their homes, food, and even many of their own behaviors with these animals. Much like hyenas, gnolls have a notorious reputation—they are known as bloodthirsty gluttons and slavers who worship demons or other reprehensible powers. Though these rumors are often true, the behavior of gnoll clans varies widely. Some groups are composed of capable hunters who rarely clash with other humanoids unless there is a conflict over territory. Others hew closer to the unsavory stories, preferring to raid settlements and enslave innocents, snatching the fruits of others' hard labor by strength of arms and forcing their victims to perform the hard, demeaning labor necessary to maintain the brutal clan.

Gnolls lack any particular reverence for the remains of the dead, which adds to their reputation as scavengers or even cannibals. They willingly eat nearly any other creature, including dead gnolls, which can evoke strong reactions from people and cultures with a strong taboo against cannibalism or desecrating the dead. To a gnoll, it is almost more offensive to *not* eat a dead body, no matter its origin; gnolls see no point in wasting precious meat in a harsh and challenging world. Worse still is the refusal to eat the flesh of a dead gnoll, which they consider an insult to that gnoll's memory and sacrifice and an implication that the gnoll's flesh is unworthy of consumption. In fact, they refuse to eat the bodies of particularly hated foes; particularly warmongering gnolls even spike the bodies or heads of such despised enemies on tall spears, which they place around their tribal holdings to dishonor the dead and intimidate would-be invaders.

Gnoll women are far stronger and more aggressive than gnoll men and are typically considered the leaders of their hunting packs and clans. Though gnolls tend to be disorganized when it comes to practical matters or negotiations, they are extremely efficient at working together to hunt down prey or overwhelm a group of foes. Much like hyenas, they prefer to hunt in packs, and are exceptionally skilled at setting up ambushes or separating individual targets from larger groups.

Gnoll Clans

The most commonly encountered gnoll clans are slavers, who travel far and wide to acquire chattel and auction off their living goods. Although not all clans engage in slavery, most are still violent toward other creatures in general. Some clans hunt people for food, others capture innocents to sacrifice to evil deities, and still others simply wish to wet their blades with blood.



Gnoll Hunter

Gnoll hunters serve their clans by hunting for food in the wilds, marauding along well-traveled roads, and tracking down escaped slaves.

Gnoll Hunter **Creature 2**

CE | Medium | Gnoll | Humanoid

Perception +7; darkvision

Skills Acrobatics +7, Athletics +8, Intimidation +4, Stealth +7, Survival +5

Languages Gnoll

Str +4, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0

Items battle axe, leather armor, shortbow (20 arrows)

AC 18; **Fort** +8, **Ref** +7, **Will** +7

HP 29

Speed 25 feet

Melee ❖ battle axe +10 (sweep), **Damage** 1d8+4 slashing

Melee ❖ jaws +10 (agile), **Damage** 1d8+2 piercing

Ranged ❖ shortbow +10 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

Pack Attack A gnoll hunter deals 1d4 extra damage to any creature that's within reach of at least two of the gnoll hunter's allies.

Rugged Travel A gnoll ignores the first square of difficult terrain it moves into each time it Steps or Strides.

GNOLL CULTIST

Gnoll cultists serve as their clans' spiritual guides and conduits to the divine. As often as not, their influence drives entire gnoll civilizations to commit atrocious acts of violence and enslavement. Lamashtu and Rovagug are favored deities of gnoll cultists, and many gnolls believe their kind was in fact birthed from the womb of the Mother of Monsters. Some gnoll clans worship lesser-known demon lords or entire pantheons of sinister patrons.

GNOLL CULTIST — CREATURE 3

CE MEDIUM GNOLL HUMANOID

Perception +8; darkvision
Skills Intimidation +7, Medicine +7, Religion +10, Stealth +7, Survival +8
Languages Abyssal, Common, Gnoll
Str +2, **Dex** +2, **Con** +0, **Int** +0, **Wis** +3, **Cha** +2
Items falchion, hide armor, wooden religious symbol

AC 19; **Fort** +8, **Ref** +6, **Will** +10
HP 45

Speed 25 feet
Melee ❖ falchion +10 (forceful, sweep), **Damage** 1d10+3 slashing
Melee ❖ jaws +10 (agile), **Damage** 1d6+3 piercing
Divine Prepared Spells DC 22, spell attack +10; **2nd** *darkness*, *harm* (×4), *spiritual weapon*; **1st** *command*, *fear*, *magic weapon*; **Cantrips (2nd)** *daze*, *detect magic*, *light*, *read aura*, *sigil*
Pack Attack As gnoll hunter.
Rugged Travel As gnoll hunter.

GNOLL SERGEANT

When gnolls band together to form hunting or raiding parties, the strongest among them is often designated the leader or sergeant. These gnolls train extensively in the art of war. Their skill at arms and the respect they command make them powerful adversaries. In smaller clans or single family units, a gnoll sergeant might also serve as the group's leader in other affairs, such as sorting out domestic disputes or negotiating with rival gnoll clans.

GNOLL SERGEANT — CREATURE 4

CE MEDIUM GNOLL HUMANOID

Perception +10; darkvision
Skills Athletics +13, Intimidation +9, Stealth +11, Survival +10
Languages Common, Gnoll
Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0
Items composite shortbow (20 arrows), hide armor, scimitar

AC 21; **Fort** +12, **Ref** +10, **Will** +8
HP 60
Attack of Opportunity ↷

Speed 25 feet
Melee ❖ scimitar +14 (forceful, sweep), **Damage** 1d6+7 slashing
Melee ❖ jaws +14 (agile), **Damage** 1d6+7 piercing
Ranged ❖ composite shortbow +12 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing
Bark Orders ❖ (auditory, linguistic) The gnoll sergeant commands its allies to reposition. Any allies who hear and understand this order can use a reaction to Step.
Pack Attack As gnoll hunter.
Rugged Travel As gnoll hunter.

GNOLL LAIRS

Gnolls dwell primarily on dry savannas and windswept plains. Thanks to their sturdy constitutions and strong survival instincts, they have few qualms about setting up holdings out in the open. Many gnolls establish their encampments—typically made up of hide lean-tos and tents—atop sloping hills to better survey the region for potential prey. Gnolls rarely dwell in caverns or similar enclosures, knowing that it is all too easy to get cornered when there is only one exit.



Goblin Treasure

Although goblin warrens are generally filthy dumps, they sometimes contain actual treasures stolen from longshanks or other goblin tribes. Typical treasures include small pieces of jewelry, shiny items such as hand mirrors, and gold teeth. As they rarely trust each other, many goblins keep their most cherished baubles on their persons; these, might include useful weapons or minor magic items.

Goblin Locations

Goblins construct warrens in forests and coastal regions, usually near the settlements of other humanoids for ease of scavenging and raiding.

Goblin

These small humanoids have green or gray skin and large heads with wide ears. While some goblins are civilized and have worked hard to be considered upstanding members of humanoid communities, most are impetuous and vicious creatures who delight in wreaking havoc. These goblins think nothing of slaughtering livestock, stealing infants, or burning down a building purely for momentary delight. They revel in playing malicious tricks on taller humanoids, whom they call "longshanks."

Goblins are superstitious, with an intense awe of magic and a fascination with fire; goblins who master magic or fire earn great respect from their kin. Most other humanoids find it difficult to understand goblins' outlook: they hate canines but eagerly share their lairs with so-called "goblin dogs," they fearlessly attack larger creatures but are terrified of horses, and they despise vegetables yet consider pickles a delicacy. To a goblin, of course, these are all perfectly sensible life choices.

Goblin Warrior

The frontline fighters of goblin tribes prefer to fight in large groups—especially when they can outnumber their foes at least three to one.

Goblin Warrior — Creature -1

CE Small Goblin Humanoid

Perception +2; darkvision

Languages Goblin

Skills Acrobatics +5, Athletics +2, Nature +1, Stealth +5

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** –1, **Cha** +1

Items dogslicer, leather armor, shortbow (10 arrows)

AC 16; **Fort** +5, **Ref** +7, **Will** +3

HP 6

Goblin Scuttle ↷ **Trigger** A goblin ally ends a move action adjacent to the warrior. **Effect** The goblin warrior Steps.

Speed 25 feet

Melee ❖ dogslicer +8 (agile, backstabber, finesse), **Damage** 1d6 slashing

Ranged ❖ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Goblin Commando

The theoretical leaders of goblin raids are called goblin commandos. In practice, goblin commandos rarely continue to lead their comrades once a battle has begun. Most shirk their responsibilities in favor of wading into the fray and claiming more glory from their tribe-mates.

Goblin Commando — Creature 1

CE Small Goblin Humanoid

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6

Str +3, **Dex** +3, **Con** +2, **Int** –1, **Wis** +0, **Cha** +2

Items horsechopper, leather armor, shortbow (20 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 18

Goblin Scuttle ↷ As goblin warrior.

Speed 25 feet

Melee ❖ horsechopper +8 (reach 10 feet, trip, versatile P), **Damage** 1d8+3 slashing

Ranged ❖ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

GOBLIN PYRO

Some goblins take their people's admiration of fire fully into the realm of deadly obsession. These pyromaniacs can be a great boon to a band of goblin raiders eager to torch their enemies and wreak havoc. More often, however, their presence is a double-edged sword; in the heat of the moment, goblin pyros sometimes lose sight of their tribe's goals and simply set fire to anything that will burn—including their own allies.

GOBLIN PYRO CREATURE 1

CE SMALL GOBLIN HUMANOID

Perception +4; darkvision
Languages Common, Goblin
Skills Acrobatics +7, Fire Lore +7, Stealth +7
Str +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** –1, **Cha** +3
Items torch

AC 17; **Fort** +5, **Ref** +9, **Will** +4
HP 15
Goblin Scuttle ↷ As goblin warrior.

Speed 25 feet
Melee ❖ torch +7 (fire), **Damage** 1d4 bludgeoning plus 1 fire
Arcane Spontaneous Spells DC 16, attack +6; **1st** (3 slots) *burning hands*, *grease*; **Cantrips (1st)** *light*, *mage hand*, *produce flame*, *tanglefoot*

GOBLIN WAR CHANTER

While all goblins enjoy singing, goblin war chanters pride themselves on mastering the art of vocal performance. Their ballads and jingles are undeniably catchy, though whether they are actually enjoyable is entirely subjective.

GOBLIN WAR CHANTER CREATURE 1

CE SMALL GOBLIN HUMANOID

Perception +5; darkvision
Languages Common, Goblin
Skills Acrobatics +6, Deception +7, Occultism +4, Performance +7, Stealth +6
Str +2, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +4
Items dogslicer, leather armor, shortbow (10 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5
HP 16
Goblin Scuttle ↷ As goblin warrior.

Speed 25 feet
Melee ❖ dogslicer +8 (agile, backstabber, finesse), **Damage** 1d6+2 slashing
Ranged ❖ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing
Occult Spontaneous Spells DC 17, attack +7; **1st** (2 slots) *bless*, *soothe*; **Cantrips (1st)** *ghost sound*, *inspire courage*, *mage hand*, *message*, *telekinetic projectile*
Goblin Song ❖ The war chanter sings annoying goblin songs, distracting foes with silly and repetitive lyrics. The chanter attempts a Performance check against the Will DCs of up to two enemies within 30 feet. This has the usual traits and restrictions for a Performance check.
Critical Success The target takes a –1 status penalty to Perception checks and Will saves for 1 minute.
Success As critical success, but the target is affected for only 1 round.
Critical Failure The target is temporarily immune to Goblin Song for 1 hour.

THE GOBLIN SONG

The following ditty is perhaps the most infamous of goblin songs.

Goblins chew and goblins bite,
Goblins cut and goblins fight.
Stab the dog and cut the horse,
Goblins eat and take by force!

Goblins race and goblins jump.
Goblins slash and goblins bump.
Burn the skin and mash the head,
Goblins here and you be dead!

Chase the baby, catch the pup.
Bonk the head to shut it up.
Bones be cracked, flesh be stewed,
We be goblins! You be food!



Goblin Dog

Goblins' eponymous pets aren't true canines at all, but rather large, blunt-nosed rodents with thin bodies and long legs. As cowardly as they are ugly, goblin dogs prefer to lurk behind bushes or in deep shadows, pouncing upon lone or wounded prey. Goblin dogs frequently lair and roam in packs, but they are likely to flee from a fight if injured, even if it means abandoning their pack-mates.

Goblin dogs take their name from their long association with goblins, who breed the beasts as guard animals and mounts. Most goblins take issue with the name, as the average goblin is appalled at the suggestion that these, their favored mounts, have anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with their own, unique name for goblin dogs.

Even the most pampered goblin dogs have itchy mange and prolific dander that tenaciously affects those who come in contact with them. This "goblin pox" causes itchy hives and festering sores that are as unsightly as they are irritating and distracting. Goblin dog dander causes allergic reactions in nearly all other creatures that don't share the goblin dogs' terrible hygiene—with the notable exception, of course, of goblins, who remain entirely immune to the disease regardless of cleanliness.

Hunger can drive goblin dogs to bouts of uncharacteristic violence; many goblins purposefully starve their pets to make them more aggressive in battle. Goblin dogs subsist on whatever organic material they can scavenge, and they particularly enjoy fresh carrion. Although goblins are far from picky eaters, they value goblin dogs as pets because the noisome animals will consume food that even goblins won't dare to eat. "Will it eat?" is one of several games goblins enjoy playing with their goblin dog pets, where a wide range of mouth-sized morsels (not always edible or safe to consume) are dangled before a goblin dog's snout. "Will it die?" is often a game played after "Will it eat?" Goblin dogs who survive the second game earn renown for their digestive prowess and often become favored tribal pets treated better than most of the rank-and-file goblins.

Goblin Dog Stories

Goblins adore their goblin dog pets, and crafting stories about goblin dog antics is a time-honored pursuit among many goblin clans. Goblins often seek to outdo prior stories by increasing the audacity, ridiculousness, and surreality of their tales. Examples of popular goblin dog tales include goblin dogs holding fancy dinners in high society among unwitting humans, goblin dogs tainting dwarven ale in unmentionable ways, and goblins who transform into barghests as a result of a goblin dog bite. This last plot, in particular, has some truth to it, as many credible accounts point to the existence of goblin dog werecreatures in certain goblin tribes.

GOBLIN DOG **CREATURE 1**

N MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +6, Stealth +7

Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** –1

AC 17; **Fort** +8, **Ref** +8, **Will** +5

HP 17

Buck ↷ DC 17

Irritating Dander A creature that hits the goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

Juke ↷ **Requirement** A creature must be mounted on the goblin dog. **Trigger** The rider issues a command to the goblin dog. **Effect** The goblin dog Steps before following the command.

Speed 40 feet

Melee ❖ jaws +9, **Damage** 1d6+3 piercing plus goblin pox

Goblin Pox (disease); Goblins and goblin dogs are immune to goblin pox. **Saving Throw** DC 17 Fortitude; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 2 and can't reduce its sickened value below 1 (1 day).

Scratch ❖❖ (manipulate) The goblin dog vigorously scratches itself, exposing all adjacent creatures to goblin pox.



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Gogiteth

A gogiteth is a slavering nightmare of teeth, eyes, and hairy spiderlike legs, and its appearance is invariably seared into the minds of any who witness it. Hives of these skittering monsters haunt the lowest reaches of the Darklands, competing with cave worms and other subterranean horrors for food and resources. A gogiteth is rarely seen alone, as these oversized vermin learned long ago that the best means of survival is sticking close to others of their own kind. Even the haughty drow know to seek cover when a gogiteth is spotted, for where there is one, a swarm is sure to follow.

Gogiteths make a clacking sound as they move about. The joints in their many legs pop and crack with each movement, though they can suppress this sound voluntarily so that they can hunt without giving away their presence. The odd creatures can also make a high-pitched whistling sound that echoes throughout the caverns where they live. Some Darklands natives report that groups of gogiteths sometimes join together in eerie, discordant songs.

Gogiteths' alien anatomies have inspired no shortage of speculative origin stories. Some believe they are the result of a fleshwarping experiment gone horribly wrong. Others think they may be related in some way to the Dominion of the Black—possibly the distant cousins or some strange exile of that alien entity; according to this mythos, once they made their way to this planet, the gogiteths crawled into the depths of the earth, shying away from the blazing sun above.

Gogiteths are a menace to every other denizen of the Darklands. Drow and duergars in gogiteth-infested regions of Sekamina or Orv frequently organize hunting parties to eradicate the terrors, even calling for temporary truces with unlikely allies in times when a gogiteth presence must be addressed. Since even an average gogiteth hive can host up to two dozen of the horrors, missions to eradicate them when they become established are dangerous quests indeed.

GOGITETH — CREATURE 12

CE LARGE ABERRATION

Perception +21; darkvision
Languages Undercommon (can't speak)
Skills Acrobatics +19, Athletics +24, Stealth +21, Survival +17 (+24 to Track)
Str +6, **Dex** +3, **Con** +4, **Int** –2, **Wis** +1, **Cha** +0

AC 31; all-around vision; **Fort** +25, **Ref** +22, **Will** +20
HP 250; **Resistances** poison 10
Skittering Reposition ↻ (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach. **Effect** The gogiteth moves 10 feet. This does not trigger reactions.

Speed 40 feet; climb 30 feet
Melee ❖ jaws +26, **Damage** 3d10+12 piercing plus Improved Grab
Melee ❖ leg +26 (agile, reach 10 feet), **Damage** 3d6+12 piercing
Carry Off Prey The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.
Constrict ❖ 3d6+12 bludgeoning, DC 32
Skittering Assault ❖❖ The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If any of the Strikes result in a critical failure, Skittering Assault ends.

GREAT GOGITETHS

As deadly as gogiteths are, rumors persist of even more terrifying threats known as great gogiteths. Said to be nearly a hundred feet across and capable of spawning their own hordes of gogiteths in reaction to being attacked, great gogiteths are also reputed to be unusually intelligent. The rumors claim that great gogiteths are largely content to lurk in their deep, remote caverns and spend the ages dreaming of sadism and violence.





Flesh Golems

Few buyers want anything to do with the remains of a destroyed flesh golem. An adventurer's best bet for profiting off of a flesh golem body is to disassemble it piece by piece, extract the few contraptions of steel and copper meant to harness electricity, and sell the parts to tinkerers who ask few questions.

Golem

Crafted of base materials and then magically animated into a powerful guardian, the legendary golem is a living construct that mindlessly obeys its creator's commands—often continuing to do so for years or even centuries after its creator's death. There exist two known methods of animating a golem. The traditional method involves harvesting and implanting an elemental soul or essence within the newly crafted host statue, a procedure seen as vile and blasphemous to those who value the sanctity of the soul; evil or amoral golem crafters tend to prefer this method. The other, less disreputable technique involves siphoning pure positive energy into the statue to artificially imitate the creation of a soul. The result does not give the golem a true soul and is generally a more costly and time-consuming method of creation. Regardless of the method used, the resulting golem functions the same. A golem's unique animating force leaves it susceptible to certain forms of magic, but apart from these few weaknesses, it is impervious to magic and difficult to damage with weapons.

Golems work best in play as foes to vanquish rather than allies to accompany player characters on adventures. The process of creating a golem is time-consuming, expensive, and difficult, and only the most talented spellcasters or artisans can even hope to accomplish such an undertaking. While certain magical texts—so-called "golem manuals"—are said to aid golems crafters, for the most part the creation of a golem should be something left in the hands of the Game Master.

Golems have components that can be harvested as trophies or magical components; the value depends on the golem in question. Examples of components that can be harvested from golems are listed in the sidebars.



Golem Antimagic

A golem is immune to spells and magical abilities other than its own, but each type of golem is affected by a few types of magic in special ways. These exceptions are listed in shortened form in the golem's stat block, with the full rules appearing here. If an entry lists multiple types (such as "cold and water"), either type of spell can affect the golem.

- **Harmed By** Any magic of this type that targets the golem causes it to take the listed amount of damage (this damage has no type) instead of the usual effect. If the golem starts its turn in an area of magic of this type or is affected by a persistent effect of the appropriate type, it takes the damage listed in the parenthetical.
- **Healed By** Any magic of this type that targets the golem makes the golem lose the slowed condition and gain HP equal to half the damage the spell would have dealt. If the golem starts its turn in an area of this type of magic, it gains the HP listed in the parenthetical.
- **Slowed By** Any magic of this type that targets the golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in an area of this type of magic, it's slowed 1 for that round.
- **Vulnerable To** Each golem is vulnerable to one or more specific spells, with the effects described in its stat block.

Flesh Golem

Made of odd scraps of skin and muscle, a flesh golem is a grotesque parody of life. Though it has no mind, it can still go into a berserk rage when harmed, giving it a faint semblance of emotion. Flesh golems guard the laboratories and charnel houses of fleshwarpers and necromancers who feel no compunctions about desecrating corpses for their own ends. Though the first flesh golem is believed to have been a misguided

attempt to create from simple base elements, these monstrosities are far from human. In isolated cases, echoes of a personality might rise in a flesh golem if the brain used as part of its construction belonged to a particularly powerful personality, but such tragic instances are (thankfully) rare in the extreme.

FLESH GOLEM CREATURE 8

UNCOMMON | N | LARGE | CONSTRUCT | GOLEM | MINDLESS

Perception +12; darkvision

Skills Athletics +19

Str +5, **Dex** –1, **Con** +3, **Int** –5, **Wis** +0, **Cha** –5

AC 26; **Fort** +18, **Ref** +14, **Will** +15

HP 140; **Immunities** bleed, disease, death effects, electricity, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)

Berserk A severely damaged flesh golem has a chance of going berserk. If it has 40 or fewer HP at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Golem Antimagic harmed by fire (5d8, 3d4 from areas or persistent damage); healed by electricity (area 2d4 HP); slowed by cold

Vulnerable to Flesh to Stone Casting a *flesh to stone* spell on the flesh golem affects the golem normally.

Electric Reflexes ↻ **Trigger** The golem takes electricity damage and a creature is adjacent to it. **Effect** The golem lashes out and tries to grab a nearby creature. The golem attempts an Athletics check to Grapple an adjacent creature. The creature also takes 3d6 electricity damage on a success, or 6d6 electricity damage on a critical success.

Speed 25 feet

Melee ❖ fist +20 (magical, reach 10 feet), **Damage** 2d10+7 bludgeoning

Berserk Slam ❖ **Requirement** The flesh golem is berserk. **Effect** The flesh golem Strikes with its fist at a –1 circumstance penalty. If it hits, it deals 1d6 extra damage and knocks the target prone.

ALCHEMICAL GOLEM

This golem is a walking alchemical nightmare capable of inflicting all manner of painful wounds. Its ability to follow orders is granted by the otherwise mindless humanoid brain that floats in its dome-like head. In exceptionally rare cases, the brain used in its creation might retain fragments of memories or even actual intellect, resulting in an alchemical golem with a personality and agenda of its own.

ALCHEMICAL GOLEM CREATURE 9

UNCOMMON | N | LARGE | ALCHEMICAL | CONSTRUCT | GOLEM | MINDLESS

Perception +15; darkvision

Skills Athletics +22

Str +6, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –5

AC 27; **Fort** +20, **Ref** +19, **Will** +15

HP 150; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 12 (except adamantine or bludgeoning)

Alchemical Chambers An alchemical golem's body contains six alchemical chambers filled with different substances. When an alchemical golem ability calls upon a randomly determined alchemical effect, roll 1d6 and consult the following (if you roll the result of a chamber that was shattered, there is no alchemical effect):

1 acid damage; **2** cold damage; **3** electricity damage; **4** fire damage; **5** poison damage; **6** sickness: DC 26 Fortitude save or sickened 1 (sickened 2 on a critical failure)

ALCHEMICAL GOLEMS

When an alchemical golem is defeated or disabled, if any of its first four alchemical chambers (1–4) remain intact, the chamber can be salvaged and used as a lesser alchemical bomb of the corresponding type: acid flask, frost vial, bottled lightning, or alchemist's fire, respectively.







CLAY GOLEMS

The remains of clay golems are worth more to archaeologists and scholars than to merchants. The magnificent treasures often guarded by these ancient wardens, however, are another matter entirely.



Alchemical Rupture When an alchemical golem takes physical damage from a critical hit or is affected by a *shatter* spell, one glass chamber within its body shatters, spewing alchemical liquid in a 5-foot emanation. Roll on the alchemical chambers list (see above) to determine which one shatters—on a roll of 1–5, creatures in the area take 10d6 damage of the appropriate type (DC 28 basic Reflex). On a roll of 6, creatures must instead save against the sickness effect.

Golem Antimagic harmed by sonic (5d8, 2d6 from areas or persistent damage); healed by acid (area 2d4 HP); slowed by cold

Vulnerable to Shatter Casting a *shatter* spell on an alchemical golem affects the golem normally, but also causes an alchemical rupture (see above).

Speed 25 feet

Melee ❖ syringe +22 (magical, reach 10 feet), **Damage** 2d10+6 piercing plus alchemical injection

Ranged ❖ bomb +20 (magical, thrown 20 feet), **Damage** see Generate Bomb

Alchemical Injection When an alchemical golem hits a creature with a syringe Strike, roll 1d6 on the alchemical chambers list to determine the additional effect of the attack. The syringe deals an additional 2d6 damage of the appropriate type (or exposes the target to the sickness effect, as appropriate).

Generate Bomb ❖ (manipulate) The golem fills an empty vial from one of its alchemical chambers to create a bomb and then makes a bomb Strike. Determine the type of bomb created by rolling 1d6 on the alchemical chambers list above. On a roll of 1–4, it creates the corresponding greater alchemical bomb: an acid flask from chamber 1, a frost vial from chamber 2, bottled lightning from chamber 3, or alchemist's fire from chamber 4. On a roll of 5, it creates a poisonous bomb that deals 3d10 poison damage and 3 poison splash damage with no other effects. On a roll of 6, it creates a sickness bomb, which exposes the target and all creatures in the splash radius to the sickness effect; creatures hit by only the splash receive a +2 circumstance bonus to their Fortitude saves.

CLAY GOLEM

Traditionally, clay golems are crafted in the image of a deity and used as guardians of tombs or sacred crypts. Clay golems have the power to lay curses upon their victims as punishment for intrusion, leading many to believe that these oft-ancient constructs have a touch of the divine to them. While this idea has little basis in reality, superstitious folk still tread lightly around statues that resemble clay golems even in the slightest.

The animating force within a clay golem is unusually unstable, making the golem prone to entering a berserk frenzy when damaged. Entire treasuries have been totally ruined as a result of a rampaging clay golem, so crafters do well to make sure their golems are maintained and in good working order—or otherwise place them on the other side of the door from the treasures they wish to protect.

CLAY GOLEM — CREATURE 10

UNCOMMON | N | LARGE | CONSTRUCT | GOLEM | MINDLESS

Perception +16; darkvision

Skills Athletics +24

Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 29; **Fort** +23, **Ref** +16, **Will** +17

HP 175; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)

Berserk A severely damaged clay golem has a chance of going berserk. If it has 50 or fewer Hit Points at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Golem Antimagic harmed by cold and water (5d10, 2d6 from areas or persistent damage); healed by acid (area 2d6 HP); slowed by earth

Vulnerable to Disintegrate A *disintegrate* spell affects the golem but deals half the normal amount of damage and causes the golem to become slowed 2 for 1 round.

Quicken ◈ (divine, transmutation) **Frequency** Once per day. **Trigger** The clay golem's turn begins. It can't trigger this free action on the first turn of combat. **Effect** The clay golem becomes quickened for 1 minute.

Speed 20 feet

Melee ❖ fist +24 (magical, reach 10 feet), **Damage** 2d10+12 bludgeoning plus cursed wound

Berserk Slam ❖ **Requirement** The golem is berserk. **Effect** The clay golem Strikes with its fist at a –1 circumstance penalty. If its Strike hits, the clay golem deals an additional 1d8 damage and knocks the target prone.

Cursed Wound (divine, curse, necromancy) A creature hit by the clay golem's fist must succeed at a DC 29 Fortitude save or be cursed until healed to its maximum HP. The cursed creature can't regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 29 counteract check or the healing has no effect. The golem's counteract level is equal to its creature level.

STONE GOLEM

Stone golems are slow and steady constructs typically carved from marble or granite. They're often made to serve as works of art when at rest, so some golem crafters employ master sculptors to ensure the constructs make beautiful statues. Older stone golems might be weathered, with scuffed or cracked surfaces or missing noses and digits, but this weathering is largely cosmetic and doesn't adversely impact the golems' functionality.

Tales tell of particularly immense stone golems residing in certain ancient ruins. Survivors from time-lost civilizations bent on carrying out orders from long-gone masters, these immense stone golems are much more powerful than most stone golems. They are always level 15 or higher and never smaller than Huge in size—most are Gargantuan. Because their size is so great and the structures they dwell in so dilapidated, the awakening of such a stone golem can cause surrounding structures to collapse, ancient foundations to buckle, and ceilings to come crashing down on foes. In addition to the statistics here, these massive stone golems attack with wide, sweeping strikes capable of knocking down multiple targets at once.

STONE GOLEM CREATURE 11

UNCOMMON | N | LARGE | CONSTRUCT | GOLEM | MINDLESS

Perception +17; darkvision

Skills Athletics +26

Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 30; **Fort** +24, **Ref** +18, **Will** +19

HP 175; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)

Golem Antimagic harmed by cold and water (5d10, 2d8 from areas and persistent damage); healed by acid (area 2d8 HP); slowed by earth

Vulnerable to Stone to Flesh A *stone to flesh* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round. A *flesh to stone* spell reverses this effect immediately.

Speed 20 feet

Melee ❖ fist +24 (magical, reach 10 feet), **Damage** 2d10+13 bludgeoning

Impose Paralysis ↷ (incapacitation) **Trigger** The stone golem hits a slowed creature. **Effect** The creature must succeed at a DC 30 Fortitude save or become paralyzed for 1 round.

Inexorable March ❖ The stone golem Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop

STONE GOLEMS

Depending on the material from which it is made and the care that went into crafting it, a destroyed stone golem may be worth as much as an immaculately sculpted marble pillar or as little as a pile of rubble.



IRON GOLEMS

An iron golem can be melted down for scrap or traded to fire giants for repurposing into armor for a Large creature.

its movement. A creature can attempt to bar the way by succeeding at a DC 34 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise it is damaged as if hit by the golem's fist.

Slowing Pulse ❖ (arcane, concentrate, transmutation) Each creature in a 10-foot emanation must succeed at a DC 30 Fortitude save or be slowed 1 for 1 minute. The golem can't use Slowing Pulse again for 1d4 rounds.

IRON GOLEM

Traditionally crafted into the forms of giant suits of armor or powerful animals, iron golems are products of exquisite artistry and skill. Their articulated joints and sturdy armored bodies require great care and mathematical precision to craft, and regular cleaning and oiling ensure they don't rust over the ages. With proper care, iron golems can remain in good shape for thousands of years, being passed down for generations, as long as they aren't destroyed by meddlesome adventurers. In addition to their incredible strength, iron golems possess a potent toxic breath weapon that is often more than enough to dispatch entire groups of opponents.



IRON GOLEM — CREATURE 13

UNCOMMON | N | LARGE | CONSTRUCT | GOLEM | MINDLESS

Perception +21; darkvision

Skills Athletics +30

Str +8, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 34; **Fort** +26, **Ref** +21, **Will** +22

HP 190; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)

Golem Antimagic harmed by acid (6d10, 2d8 from areas and persistent damage); healed by fire (area 2d8 HP); slowed by electricity

Vulnerable to Neutralize Poison Casting *neutralize poison* on the golem deactivates its Breath Weapon for 1 minute.

Vulnerable to Rust Magical rusting effects, like a rust monster's antennae, affect the iron golem normally.

Speed 20 feet

Melee ❖ fist +28 (magical, reach 10 feet), **Damage** 3d10+12 bludgeoning

Breath Weapon ❖❖ (arcane, necromancy, poison) The iron golem exhales poisonous gas in a 10-foot radius centered on the corner of one of the iron golem's squares. The gas persists for 1 round. Any creature in the area (or that later enters the area) is exposed to the iron golem's poison. The golem can't use its Breath Weapon again for 1d4 rounds.

Inexorable March ❖ The iron golem Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can attempt to bar the way by succeeding at a DC 37 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise, it is damaged as if hit by the golem's fist.

Iron Golem Poison (poison); Any drained value from this poison is reduced by 1 every hour. **Saving Throw** DC 33 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison and drained 1 (1 round); **Stage 2** 4d6 poison and drained 2 (1 round); **Stage 3** 8d6 poison and drained 3 (1 round).

ADAMANTINE GOLEM

Crafted from a nigh-indestructible metal of great rarity, adamantine golems can't be destroyed except by the most powerful foes. Crafting an adamantine golem requires a quantity of adamantine so massive that collecting it usually requires mounting a mining expedition to a distant planet, the Plane of Earth, or an Outer Plane.

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ADAMANTINE GOLEM

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RARE | N | HUGE | CONSTRUCT | GOLEM | MINDLESS

Perception +26; darkvision

Skills Athletics +38

Str +9, **Dex** –1, **Con** +9, **Int** –5, **Wis** +0, **Cha** –5

AC 42; **Fort** +33, **Ref** +27, **Will** +29

HP 255, repair mode; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 20 (except *vorpal* adamantine)

Golem Antimagic harmed by acid (9d10, 2d10 from areas or persistent damage); healed by fire (area 2d10 HP); slowed by electricity

Repair Mode When the adamantine golem is at 0 HP, it isn't destroyed. Instead, it enters repair mode, during which it is slowed 1, can't take reactions, and can take only the Self-Repair action. Once it has more than 30 HP, it can use any type of action and can use reactions, though it remains slowed 1 and can't take any reactions until the start of its next turn. If a critical hit with an adamantine *vorpal* weapon reduces the golem to 0 HP, or if such a weapon hits it while it's already at 0 HP, then the golem is destroyed.

Vulnerable to Dispelling The golem can be targeted by *disjunction* and *dispel magic*. If targeted by such a spell of 9th level or higher, the golem has its resistance to physical damage lowered to 15 and is slowed 1 (or slowed 2 if in repair mode) for 1d4 rounds. During this time, if the golem is reduced to 0 HP while already in repair mode, it is destroyed.

Speed 30 feet

Melee ❖ fist +35 (deadly 3d12, magical, reach 15 feet), **Damage** 3d10+17 bludgeoning plus destructive strike

Destructive Strike On a critical hit, the adamantine golem's fist Strike breaks the target's armor, if any, in addition to dealing damage to the target. If the target has a shield raised, the golem breaks the shield instead.

Inexorable March ❖ The adamantine golem Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can try to bar the way by attempting a DC 45 Fortitude save.

- **Critical Success** The creature takes no damage and its armor takes no damage.
- **Success** The golem halts its movement and cannot enter the creature's square.
- **Failure** The resisting creature is damaged and its armor takes damage as if hit by the adamantine golem's fist.

Self-Repair ❖ (manipulate) The golem repairs itself, regaining 30 Hit Points.

Vent ❖ (fire) The golem vents a 30-foot cone of superheated steam from its internal forge. This deals 15d6 fire damage to all creatures in the cone (DC 40 basic Reflex). The golem can't use Vent again for 1d6 rounds.

ADAMANTINE GOLEMS

The incredible amount of adamantine necessary to create a single adamantine golem is worth more than many nations' treasuries. The powerful heart of an adamantine golem can be turned into a legendary forge for blacksmithing.





Infamous Graveknights

Several of Golarion's most notorious villains are graveknights. The following examples are among the world's most infamous graveknights at large, and may inspire or serve as villains in your own games.

Lictor Shokneir: Once the Hellknight leader of the notorious Order of the Crux, Lictor Shokneir was disgraced when he refused a royal order to disband his army of butchers. The other Hellknights surrounded him and razed his castle, Citadel Gheisteno, to the ground. However, Shokneir's determination sustains his now-undead form, and he and his undead legions have rebuilt the citadel in all its haunting glory.

The Black Prince: Although the graveknight known simply as the Black Prince was redeemed centuries ago as part of Iomedae's 11 Acts, it is said that the prince's armor remains intact—and that vile forces conspire to reclaim it. If the armor is donned by one of the Black Prince's descendants, the Inner Sea will be beset by a terrible villain indeed.

Graveknight

Graveknights are undead warriors granted unlife by a cursed suit of armor.

Creating Graveknights

You can turn an existing, living creature into a graveknight by completing the following steps. It's best to build a graveknight from scratch, but if you don't have the time, simply apply the template. A creature should be at least level 5 before being converted to a graveknight.

Increase the creature's level by 1 and change its statistics as follows.

- Increase its attack rolls, AC, saving throws, Perception, and skills by 1, its HP by 5, and its Strike damage by 1.

Graveknight Abilities

A graveknight gains the undead and graveknight traits, and its alignment is usually adjusted to evil. It loses any abilities that come from it being a living creature and any traits that represent its life, such as human and humanoid.

Darkvision

Negative Healing

Rejuvenation (divine, necromancy) When a graveknight is destroyed, its armor rebuilds its body over the course of 1d10 days—or more quickly if the armor is worn by a living host (see Graveknight Armor, below). If the body is destroyed before then, the process restarts. A graveknight can only be permanently destroyed by obliterating its armor (such as with *disintegrate*), transporting it to the Positive Energy Plane, or throwing it into the heart of a volcano.

Immunities death effects, disease, paralyzed, poison, precision, unconscious, plus one energy type (the same chosen for ruinous weapons below).

Sacrilegious Aura (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, the graveknight automatically attempts to counteract it, with the listed counteract modifier.

Devastating Blast ◆◆ (arcane, evocation) The graveknight unleashes a 30-foot cone of energy. Creatures in the area take 1d12 damage, plus an additional 1d12 damage for every two levels the graveknight has (basic Reflex save). The graveknight can use this ability once every 1d4 rounds. This energy damage is of the same type as that of its ruinous weapons (see below); Devastating Blast gains the associated energy trait.

Phantom Mount ◆◆◆ (arcane, conjuration, summon) The graveknight summons a supernatural mount as per *phantom steed,* heightened to a level equal to half the graveknight's level. Unlike *phantom steed*, the steed's AC and saving throw bonuses are all 4 lower than the graveknight's, and the steed has one-third the graveknight's Hit Points (rounded down). If the steed is destroyed, the graveknight must wait 1 hour before using this ability again.

Ruinous Weapons At the time of its creation, a graveknight chooses one of the following energy types that was relevant to its life or death: acid, cold, electricity, or fire. Any weapon the graveknight wields gains the effects of the *caustic*, *frost*, *shock*, or *flaming* weapon rune, respectively, in addition to a *+1 striking weapon* rune. If the graveknight is 14th level or higher, its weapons instead gain the effects of the greater versions of both of these runes.

Weapon Master The graveknight has access to the critical specialization effects of any weapons it wields.

Alternate Graveknight Abilities

Although the abilities listed above are standard for a graveknight, you can create a more unusual graveknight by substituting one of the aforementioned abilities (except for its rejuvenation ability) with one of the following.

Betrayed Revivification The graveknight died after being deeply betrayed. Instead of being immune to a type of energy damage, it is immune to mental damage, its weapons deal 1d6 additional mental damage, and its Devastating Blast deals mental damage with a Will saving throw instead of Reflex.

Create Grave Squire The graveknight can gift a piece of its armor to a willing ally, which becomes its grave squire. The graveknight can communicate telepathically with its squire at any distance, see through the squire's senses, and cast *suggestion* as a divine innate spell through the telepathic link at will; the squire treats its degree of success as one step worse. If the graveknight's main armor is destroyed, the squire's piece expands to cover the squire's body over 1d10 days, after which point it becomes the graveknight's new body. The graveknight can have only one squire at a time, and must recover the gifted piece of armor if it wishes to create a new squire.

Dark Deliverance The graveknight has positive resistance equal to its level.

GRAVEKNIGHT ARMOR

Wearing graveknight armor is very risky, for the graveknight's essence rapidly parasitizes the new wearer, accelerating the graveknight's rejuvenation. This agonizing transformation inevitably kills the host, transforming their flesh into the graveknight's new body. Removing the curse allows a character to remove the armor, but if it ever wears the armor again, the curse returns. If the wearer dies from another cause while wearing the armor, or if the graveknight's rejuvenation completes before the wearer dies from the curse, the wearer immediately progresses to stage 3.

Graveknight's Curse (arcane, curse, necromancy) This curse affects anyone who wears a graveknight's armor for at least 1 hour. **Saving Throw** Will save; **Onset** 1 hour; **Stage 1** doomed 1 and cannot remove the armor (1 day); **Stage 2** doomed 2, hampered 10, and cannot remove the armor (1 day); **Stage 3** dies and transforms into the armor's graveknight.

GRAVEKNIGHT LEVEL 10

LE MEDIUM UNDEAD

Perception +19; darkvision
Languages Common, Necril
Skills Athletics +23, Intimidation +22, Religion +19, Warfare Lore +20
Str +7, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5
Items composite longbow (20 arrows), *+1 resilient full plate*, greatsword

AC 31; **Fort** +21, **Ref** +19, **Will** +18
HP 175, negative healing, rejuvenation; **Immunities** cold, death, disease, paralyzed, poison, unconscious
Sacrilegious Aura 30 feet. +17
Attack of Opportunity ↻

Speed 25 feet
Melee ❖ *frost greatsword* +24 (cold, magical, versatile P), **Damage** 2d12+10 slashing plus 1d6 cold
Melee ❖ fist +23 (agile, cold), **Damage** 2d6+10 bludgeoning plus 1d6 cold
Ranged ❖ *frost composite longbow* +21 (cold, deadly 1d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 cold
Devastating Blast ❖❖ (arcane, cold, evocation) 6d12 cold, DC 29
Graveknight's Curse DC 33
Phantom Mount ❖❖❖ (arcane, conjuration) HP 58; AC 27, Fort +17, Ref +15, Will +14.
Weapon Master

Gremlin Bells

Superstitious societies sometimes hang tiny bells made of semiprecious metals in the belief that such bells will dissuade gremlins from destroying an affixed object or infesting a home. Strangely enough, most gremlins believe this superstition as well, and even when a gremlin bell hasn't been magically enhanced, a gremlin usually won't risk tinkering with objects that seem to be protected in such a manner.

Gremlin

Gremlins are cruel fey tricksters and saboteurs who have fully acclimated to life on the Material Plane, finding distinct niches for their inventive destructiveness. All gremlins delight in ruining or breaking things, whether it's something physical like a device or vehicle or something intangible such as an alliance or relationship. A gremlin's greatest joy is watching the collapse of complex creations, preferably after the lightest and slightest, carefully targeted push from the gremlin. Gremlins tend to denigrate, bully, or even slaughter their lesser kin, particularly mitflits, whom gremlins (and many others) derisively call "mites."

Mitflit

Mitflits, also known as mites, are self-loathing and pitiful cowards, easily bullied into servitude by other creatures or even slightly more powerful mitflit leaders. They tame insects, spiders, and other such creatures to serve as faithful allies. Mitflits have lost most of their ancestral gremlin magic, leaving these incomplete beings full of doubt and insecurity. Mitflits find companionship in the other base creatures of the world, and forge bonds of friendship with vermin, the only other beings that seem willing to accept them. A social structure, even one in which they are bullied, partially fills the hole within mitflits' personalities, and they rarely rebel or rail out unless their rage hits a breaking point.

Mitflit — Creature -1

LE | Small | Fey | Gremlin

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Undercommon

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

Str –1, **Dex** +3, **Con** +0, **Int** –1, **Wis** +1, **Cha** –1

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a –4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

Items dart (10), shortsword



AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ❖ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6–1 piercing

Ranged ❖ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4–1 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

Pugwampi

Mean, dog-faced, and craven, pugwampis take disproportionate enjoyment from the accidents and missteps of other creatures—something that happens often due to the supernatural aura of ill fortune these gremlins project. They enjoy preparing pranks involving spikes, excrement, pits full of spiders, and the like. Pugwampis are somewhat deaf and thus often yell loudly to each other when not hiding. Many pugwampis worship gnolls as gods and aspire to be more like gnolls, although gnolls hate pugwampis even more than most creatures do, due to their sycophantic fawning.

INTRODUCTION
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APPENDIX

PUGWAMPI CREATURE 0

NE TINY FEY GREMLIN

Perception +6 (–2 to hear things); darkvision
Languages Gnoll, Undercommon
Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5
Str –3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** –2
Items shortbow (60 arrows), shortsword

AC 16, **Fort** +5, **Ref** +8, **Will** +6
HP 17; **Weaknesses** cold iron 2
Unluck Aura (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 16 Will save; creature must roll this Will save twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it is within the aura.

Speed 25 feet
Melee ❖ shortsword +8 (agile, finesse, magical, versatile S), **Damage** 1d6–3 slashing
Ranged ❖ shortbow +8 (deadly 1d10, magical, range increment 60 feet, reload 0), **Damage** 1d6 piercing
Primal Innate Spells DC 16; **2nd** *speak with animals* (at will); **Cantrips (1st)** *prestidigitation*

JINKIN

Jinkins are sadistic tinkers who steal and sabotage items and take great pride in their power to curse precious objects. They hold grudges and create convoluted plans for revenge whenever they feel slighted, such as when a creature dares to remove one of their curses. Rarely content to wreak simple mayhem, jinkins also take immense pleasure in torture and murder, though they prefer to lead victims into traps designed to capture or incapacitate rather than kill outright. Deep pits are favorites, since victims who survive the fall face a slow death from starvation and thirst. Jinkins enjoy gathering at the edge of pits to mock, tease, and torment.



JINKIN CREATURE 1

CE TINY FEY GREMLIN

Perception +7; darkvision
Languages Undercommon
Skills Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7
Str –2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +2
Items shortsword

AC 17; **Fort** +6, **Ref** +10, **Will** +7
HP 19; **Weaknesses** cold iron 2

Speed 30 feet
Melee ❖ shortsword +9 (agile, finesse, magical, versatile S), **Damage** 1d6–2 piercing
Primal Innate Spells DC 17; **Cantrips (1st)** *prestidigitation*
Sneak Attack The jinkin deals 1d6 extra precision damage to flat-footed creatures.
Tinker (curse, primal, transmutation) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.

GREMLIN "TREASURE"

All gremlins are hoarders, and their nests are cluttered with objects both valuable and worthless. Sorting through a gremlin nest can reveal unexpected treasures like pieces of jewelry or minor magic items, but care must also be taken to avoid being cut on rusty shards of metal, picking up cursed items, or disturbing a hidden nest of venomous vermin.



THE FIRST GRIFFONS

The combination of two symbolic and recognizable predators of the land and air (the lion and the eagle) is the result of devout prayer among ancient cultures to an equally ancient deity—a now long-dead god named Curchanus, who once held domain over the beasts of the world. These first griffons were believed to be much more intelligent and guardians of the faith, but when Curchanus was slain by Lamashtu, the surviving griffons regressed to little more than beasts.

Griffon

Griffons are regal beasts revered as symbols of freedom and strength in many cultures. They are physically striking, with the hindquarters of a lion and the head, wings, and forelimbs of a great bird of prey—typically an eagle, but some instead bear the features of a hawk, falcon, or even osprey or vulture. In rare cases, the griffon's hindquarters may resemble those of a different great cat, such as a leopard or tiger. The variations seem to conform to the environment in which the griffon lives—for instance, the especially rare griffons of northern Avistan have the hindquarters of a Grungir lynx and the upper body of a snowy owl—though this is not always the case. Some griffons lack wings altogether. These wingless griffons, known as alces, result from a rare mutation. Among a clutch of other griffons, the alce is typically considered the runt, so few of these offshoots survive their fledgling stage. Those alces that do make it to adulthood tend to be tougher, more violent, and more aloof than most griffons.

Wild griffons rely on their powerful wings to hold them aloft and their keen eyesight to spy out prey. The speed with which they plunge toward the ground and grab up their victims is shocking. They may tear open victim's flesh with their razor-sharp beaks, but usually just take their prey to a high, secluded location where they can enjoy their feast without interruptions. On the ground, they take cover and leap out to ambush prey, then fly off with their prize. The exception to this is when a griffon is hunting to feed its offspring, in which case it will almost never purposefully bring a living creature back to its nest for fear of endangering its chicks.

Skilled animal trainers long ago learned how to raise griffons as mounts for military forces or powerful individuals. Such mounts are known for their strength, bravery, and unfailing loyalty. They are among the smartest of animals and possess a wisdom not normally afforded most animals; it is thought that a griffon chooses its rider as much as a rider chooses the griffon. The process of training a griffon to accept and carry a rider in flight is a long and expensive ordeal. Griffon trainers charge rich sums for their services, and a ruler who can boast of owning a stable of griffons is the subject of great respect and envy.



GRIFFON — CREATURE 4

N LARGE ANIMAL

Perception +11; darkvision, scent (imprecise) 60 feet
Skills Acrobatics +11, Athletics +12, Survival +9
Str +4, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** –1

AC 21; **Fort** +13, **Ref** +13, **Will** +7
HP 60

Speed 25 feet; fly 60 feet

Melee ❖ beak +14 (deadly 1d10), **Damage** 2d8+4 piercing

Melee ❖ talon +14 (agile), **Damage** 2d6+4 piercing

Melee ❖ wing +14 (reach 10 feet), **Damage** 2d6+4 bludgeoning

Flying Strafe ❖❖ The griffon Flies up to its fly Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.

Pounce ❖ The griffon Strides and makes a talon Strike at the end of that movement. If the griffon began this action hidden, it remains hidden until after the attack.

Grikkitog

Grikkitogs, also known as "hungry earth," are strange parasites from the Plane of Earth that infest and possess earth, rock, and stone in order to feed their endless hunger. A young grikkitog is a formless apparition until it corrupts an earth elemental host, forming the grikkitog's core. A grikkitog can then infest the earth and stone nearby with its voracious essence, forming maws and eyes all around it. These creatures are particularly dangerous to small creatures that lair within gaps and holes among rocks, as well as mountain climbers searching for the perfect handhold.

GRIKKITOG — CREATURE 14

NE HUGE ABERRATION EARTH

Perception +29; darkvision, manifold vision, tremorsense (imprecise) 30 feet

Languages Terran

Skills Athletics +28, Deception +27 (+31 to imitate stone), Survival +25

Str +8, **Dex** +4, **Con** +5, **Int** +2, **Wis** +5, **Cha** +5

Implant Core ❖❖❖ (manipulate) The grikkitog implants its core into an adjacent section of earth or stone, melding seamlessly and changing its visual appearance to match the surrounding rock. It's immobilized but automatically succeeds at its Deception check to Impersonate the stone around it; creatures actively searching for it can still attempt Perception checks against its Deception DC as normal. A grikkitog can release its implantation as a free action, which has the manipulate trait. A grikkitog's infestation aura and manifold vision are only active while implanted.

Manifold Vision While its core is implanted, the grikkitog can see through the eyes it creates throughout the area of its infestation aura, gaining the benefits of all-around vision.

AC 36; **Fort** +28, **Ref** +23, **Will** +24

HP 200, **Resistances** 10 (except adamantine)

Infestation Aura (aura, earth, occult) 120 feet. While its core is implanted, a grikkitog infests all earth and stone within 120 feet, as long as there is a contiguous physical connection between the earth, including stone objects touching on the ground. This effect spreads even if the grikkitog does not have line of effect, though it can affect earth or stone on the surface and exposed to the air only if at least part of its core is exposed as well. Within the aura, it can grow maws and eyes everywhere. It can make jaws attacks against any creature, originating from any earth or stone in the aura adjacent to that creature. Determine cover from the origin point of the attack, not from the grikkitog's core.

Speed 20 feet; burrow 20 feet

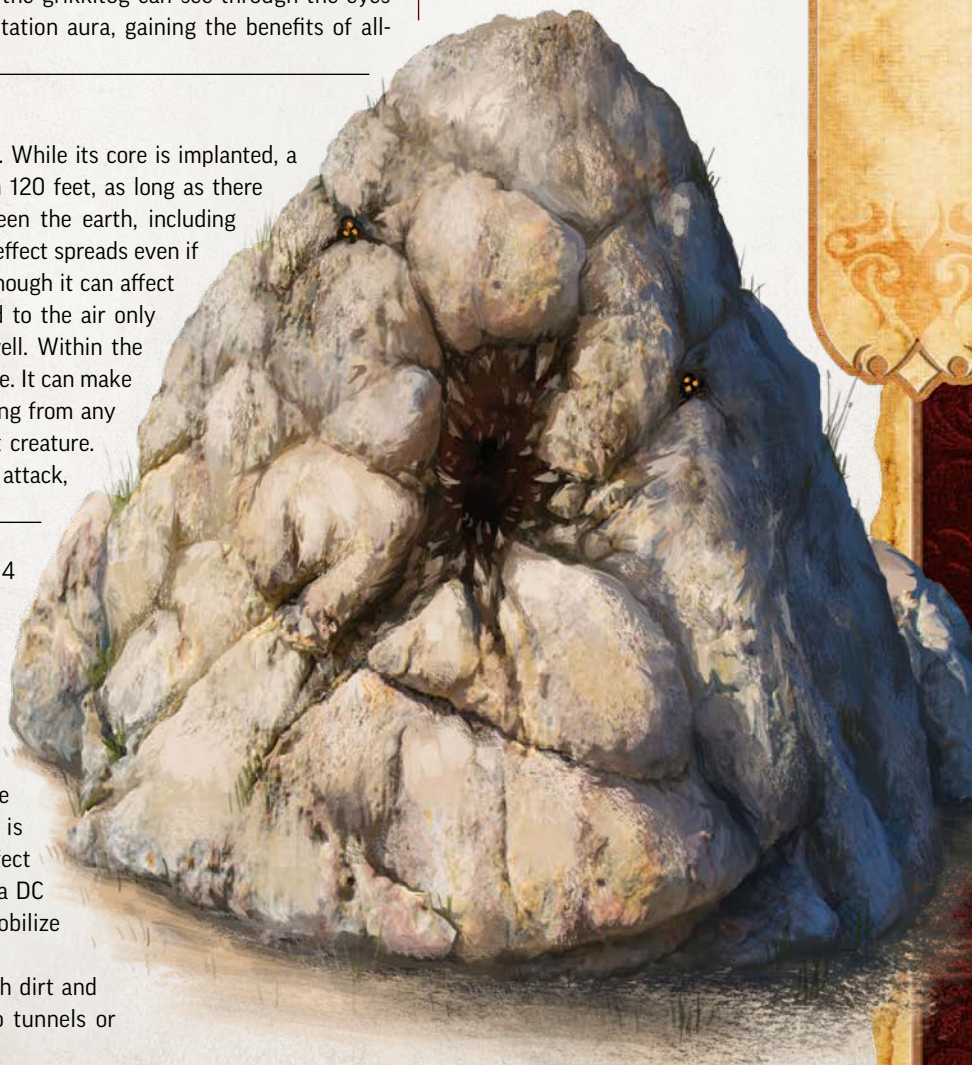
Melee ❖ jaws +29 (magical), **Damage** 3d12+14 piercing plus barbed maw

Barbed Maw Upon Striking a creature with its jaws, the grikkitog can extend its barbed teeth, immobilizing the target unless it succeeds at a DC 34 Reflex save. While immobilized, the victim takes 3d8 persistent bleed damage and the grikkitog feeds upon its flesh. The creature is immobilized until the grikkitog ends the effect as a free action or the target succeeds at a DC 38 check to Escape. The grikkitog can immobilize any number of creatures with these maws.

Earth Glide The grikkitog can Burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

GRIKKITOG ORIGINS

Grikkitogs are the subject of countless scary stories told among denizens of the Plane of Earth, many of which speculate upon their origin. Some who remember the wars between the elemental lords believe the first grikkitog was an experiment created to serve as a weapon for Ayrzul, the evil Fossilized King of the Elemental Plane of Earth, but its hunger and power was so great that it escaped containment, infested an earth elemental warden, and began to spread throughout the plane.





DEAD MAN'S HAND

Decks of cards are a traditional method used to tell a person's fortune, but legends hold that certain cards or combinations of unfortunate draws can attract the attention of the grim reaper. Specialized fortune-telling decks, such as the Harrow, might not feature the visage of the grim reaper directly, but to the paranoid, death could lurk in any unfortunate hand of cards.

Grim Reaper

The Grim Reaper is the unflinching personification of death. Silent as the grave and as inevitable as time itself, this legendary being hunts down and finishes creatures that have evaded death for far too long. Sometimes the Grim Reaper comes without warning, while at others it comes to finish the work that other creatures could not. The Grim Reaper serves no god, fiend, or aeon. It is both despised and feared by psychopomps and celestials, but few—if any—dare to stand in its way. Like some eternal plague, it kills those who try to cure the multiverse of its presence. It stands alone and holds only its own council, and the pleading and reasoning of mortals and immortals alike fall on deaf ears once the Grim Reaper closes on its quarry. Its own reasoning is silent to mortal ears and inscrutable to the mortal mind, but no matter the reason, the result is unyielding and final.

While some legends hold that the Grim Reaper appears before everyone as they die, the truth is quite a bit more disturbing. Such vigils in fact lie within the providence of the psychopomps, a race of immortals charged with the protection and guidance of mortal souls through the afterlife. The Grim Reaper has little interest in protecting souls or guiding them. It is instead compelled by sinister agendas arising within the nighted realm of Abaddon, where the Horsemen of the Apocalypse rule. Indeed there are many similarities in shape and form between the Grim Reaper and Charon, the Horseman of Death, but no recorded instance exists of these two powerful entities working together. Instead, the Grim Reaper serves as something of a manifestation of Abaddon itself, and in this regard is believed by some to be an incarnation of the mysterious First Horseman. When the Grim Reaper comes to a world, it does so not as an angel of mercy, but as a relentless harvester of life. Those who fall to the Grim Reaper were not destined to die as much as they were selected, hunted, and murdered.

Perhaps the most frightening legends surrounding the Grim Reaper concern its nature as a singular entity, for some believe that more than one grim reaper exists in the Great Beyond. These whispers tell of a cabal of at least nine of these creatures that stalk reality, culling the living as inexplicable servants of true entropy. According to the teaching of some death cults, the final goal of the Grim Reaper is to end the entire cycle of life and death and serve as a silent lord of an empty universe.

GRIM REAPER — CREATURE 21

UNIQUE | NE | MEDIUM | UNDEAD

Perception +41; darkvision, *see invisibility*, status sight, *true seeing*

Languages Common, Necril

Skills Acrobatics +43, Athletics +38, Deception +40, Intimidation +43, Religion +39, Society +36, Stealth +43

Str +8, **Dex** +10, **Con** +8, **Int** +5, **Wis** +7, **Cha** +8

Items scythe

Death's Grace The grim reaper can choose whether or not it counts as undead for effects that affect undead differently. Even if it does not count as undead, the grim reaper still never counts as a living creature.

Status Sight The grim reaper automatically knows the Hit Points, conditions, afflictions, and emotions of all creatures it can see.

AC 47; **Fort** +37, **Ref** +41, **Will** +38; +1 status to all saves vs. magic

HP 320, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** all damage 15

Aura of Misfortune (aura, divination, divine, misfortune) 20 feet. Living creatures in the aura must roll twice on all d20 rolls and use the lower result.

Negative Healing The grim reaper can choose whether or not it takes positive damage.

Lurking Death ↷ (teleportation); **Trigger** A creature within 100 feet makes a ranged attack or uses an action that has the concentrate, manipulate, or move trait. **Effect** The grim reaper teleports to a square adjacent to the triggering creature and makes a melee Strike against it. If the Strike hits, the grim reaper disrupts the triggering action.

Speed 50 feet, fly 75 feet

Melee ❖ *keen scythe* +40 (agile, deadly 3d10, magical, reach 10 feet, trip), **Damage** 4d10+23 slashing plus death strike and energy drain

Divine Innate Spells DC 47, attack +37; **10th** *finger of death* (×4); **7th** *plane shift*; **Constant (6th)** *true seeing*; **(3rd)** *haste*; **(2nd)** *see invisibility*

Death Strike (death) A creature critically hit by any of the grim reaper's attacks or that critically fails against any of its spells must succeed at a DC 47 Fortitude save or die.

Energy Drain When the grim reaper hits and deals damage with its scythe, it regains 20 Hit Points, and the target must succeed at a DC 43 Fortitude save or become doomed 1. If the target is already doomed, the doomed value increases by 1 (to a maximum of doomed 3).

Final Death A creature killed by the grim reaper can't be brought back to life by any means short of divine intervention.

Infuse Weapon (divine, evocation) Any scythe gains the agile trait, can't be disarmed, and becomes a *+3 major striking keen scythe* while the grim reaper wields it. If the grim reaper Strikes a creature with a weakness to any specific type of damage, the scythe's damage counts as that type of damage, in addition to slashing.

GRIM REAPER TREASURE

The grim reaper keeps no treasure, but sometimes lesser deaths hang on to strange keepsakes from those whom they have slain—especially in cases where a lesser death has set its unholy sight on an extended family or faction.

LESSER DEATH

No one is quite sure what lesser deaths are, though some claim that they are avatars of the grim reaper. Unlike that strange hunter, however, lesser deaths hunt in packs on rare occasions. More often than not, they manifest from cursed magic items. Other times, they are just the enactors of death, hunting in the same way the grim reaper does—silently, with neither remorse nor quarter. Rarely, multiple lesser deaths work together to cull a large population, their scythes cutting through crowds and leaving entire cities devoid of life, inspiring (hopefully) false rumors of multiple grim reapers.



LESSER DEATH CREATURE 16

RARE NE MEDIUM UNDEAD

Perception +32; darkvision, *see invisibility*, status sight, *true seeing*

Languages Common, Necril

Skills Acrobatics +33, Athletics +28, Deception +30, Intimidation +32, Religion +30, Society +26, Stealth +35

Str +6, **Dex** +9, **Con** +6, **Int** +4, **Wis** +6, **Cha** +6

Items scythe

Death's Grace As grim reaper.

Status Sight As grim reaper.

AC 39; **Fort** +30, **Ref** +33, **Will** +32, +1 status to all saves vs. magic

HP 255, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Aura of Misfortune (aura, divination, divine, misfortune) 20 feet. As grim reaper.

Negative Healing A lesser death can choose whether or not it takes positive damage.

Lurking Death ↷ (teleportation) As grim reaper, except the triggering creature must be within 60 feet.

Speed 50 feet, fly 40 feet

Melee ❖ *keen scythe* +32 (agile, deadly 2d10, magical, reach 10 feet, trip), **Damage** 3d10+14 slashing plus 1d12 negative

Divine Innate Spells DC 38; **Constant (6th)** *true seeing*; **(3rd)** *haste*; **(2nd)** *see invisibility*

Infuse Weapon (divine, evocation) Any scythe gains the agile trait, can't be disarmed, and becomes a *+2 greater striking keen scythe* while the lesser death wields it.

Eldritch Gods

Gugs don't traditionally make religion and faith a key part of their society, but gug cities always feature prominent temples to obscure gods whose faith has passed from view on most mortal worlds. Most gugs certainly know of entities such as Azathoth, Nyarlathotep, and Yog-Sothoth, but even among gugs, these Outer Gods are more feared and respected than prayed to.

Gug

A gug's most horrid feature is its barrel-shaped head, which splits vertically to reveal numerous rows of sharp, yellow teeth and an open throat. Its eyes on either side of its head-jaw are small but keen. Bony ridges protect its eyes from the frantic flailing of its prey, as it prefers meals of raw and writhing meat over fungi and molds. It grips said prey with powerful arms that split at the elbow into a pair of forearms, giving it four clawed paws. These monstrous brutes are covered with shaggy black fur, often crusted with blood and gore.

Although gugs may seem bestial, they have keen and wicked intellects. Gugs lair far underground, but they sometimes come to the surface to hunt during dark nights, either alone or in small groups. As they possess voracious appetites, most gugs consume the creatures they catch, but some instead kidnap their victims and retreat below the surface, leaving only a lingering stench and odd, clawed paw-prints. Victims are taken to rancid lairs marked with strange runes and sacrificed to the gugs' wicked gods of blood, darkness, and nightmares. Dire rumors tell of lightless gug cities made of titanic blocks of stone far underground, where powerful gug leaders preach their vile doctrines to mobs of howling gugs.

Gugs have a strange relationship with ghouls, which seems to date from their shared origin in a distant subterranean world. Gugs live in fear of ghouls, despite towering over them; however, this strange fear doesn't apply to ghasts, whom gugs consume as voraciously as they do other creatures.

Gugs stand 16 feet tall and weigh 2,000 pounds, although they have an eerie, graceful gait that belies their immense size. Their light step and ability to squeeze through very small crannies makes gugs common bogeymen in tales of strange disappearances or bloody massacres.

Some particularly bloodthirsty gugs gain awful powers as gifts from their eldritch patrons. These monsters are known as savants, are never less than 12th level in power, and gain several occult innate spells. Though each savant's precise mix of spells varies, normally, these spells grant invisibility, offer power to manipulate and change rock, or invoke awful and destructive energies upon living flesh.

Gug — Creature 10

CE Large Aberration

Perception +19; darkvision

Languages Undercommon

Skills Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17

Str +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0

AC 30; **Fort** +22, **Ref** +17, **Will** +19

HP 175

Attack of Opportunity ↻

Speed 40 feet, climb 20 feet

Melee ❖ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing

Melee ❖ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ❖❖ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ❖ claw

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Guthallath

A guthallath is an enormous construct created long ago by some unknown empire, probably as a war machine. Nearly 100 feet tall, this massive stone statue typically resembles a stalwart warrior wearing only a loincloth and skullcap. Few have seen the entire body of a guthallath, though; most of the time such a relic is buried up to its neck, covered in moss and stranded in some forgotten place. Yet, every so often, one of these harbingers of destruction reactivates in response to some unknown stimulus or rallying call, and when this happens, woe be unto any who stand in its way.

While the guthallath's ancient enemies are gone, it is an engine of pure destruction, designed to rampage for weeks or even months. While not intelligent enough to enjoy or regret its acts, the guthallath cannot be reasoned with—it is unaffected by most magic, and is unpredictable in how it selects its targets (and creatures it spares).

GUTHALLATH — CREATURE 19

RARE | N | GARGANTUAN | CONSTRUCT

Perception +30; darkvision, *true seeing*

Skills Acrobatics +25, Athletics +40

Str +10, **Dex** +2, **Con** +8, **Int** –4, **Wis** +0, **Cha** –1

AC 43; **Fort** +38, **Ref** +32, **Will** +30

HP 325; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)

Erosion Aura (aura, primal) 120 feet. The guthallath erodes away the physical integrity of all around it. Creatures and objects in the emanation other than the guthallath have their hardness and resistances reduced by 10. At the start of its turn, a creature in the erosion aura's area takes 6d6 bludgeoning damage (basic Fortitude DC 39).

Immunity to Magic The guthallath is immune to spells of lower than 7th level and the activated effects of magic items of lower than 14th level.

Speed 40 feet, burrow 50 feet

Melee ❖ fist +38 (deadly 3d12, magical, reach 20 feet), **Damage** 4d12+18 bludgeoning plus Improved Grab or Improved Push 20 feet

Melee ❖ foot +38 (deadly 3d12, magical, reach 20 feet), **Damage** 4d8+18 bludgeoning plus Improved Knockdown

Innate Primal Spells DC 37; **Constant (8th)** *true seeing*; **(3rd)** *haste*

Annihilation Beams ❖❖ A guthallath releases two beams of destruction from its eyes. Each beam is a 120-foot line. Everything in either line takes the effect of a hit from a 10th-level *disintegrate* spell (DC 41 Fortitude). There is no additional effect on creatures in any area where the beams overlap. The guthallath can't use this ability again for 1d4 rounds.

Deadly Throw ❖ **Requirements** The guthallath has a creature grabbed. **Effect** The guthallath throws the creature into the air, 100 feet high and 50 feet away. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage. The creature being landed on can attempt a DC 41 basic Reflex save.

Powerful Blows If a guthallath hits with an attack and rolls a natural 19 on the d20 roll, the attack is a critical hit. This has no effect if the 19 would be a failure.

Trample ❖❖❖ Huge or smaller, foot, DC 45

GUTHALLATH SLUMBER

Entire civilizations have been swept off the face of Golarion due to the devastating rampage of a guthallath. But there is a light at the end of the tunnel, for after some time the guthallath ends its massacre in a swift yet seemingly random way. The colossus then finds a remote location deep in the wilderness, where it buries itself, entering a deep slumber for years—if not centuries—before awakening and beginning the destructive cycle once more.



Haters of Humanity

Hags loathe all humanoid races, but not equally—the brunt of their wrath is leveled against humans. Hags prey on human society the most, adding human flesh to their cauldron and snatching newborn children before replacing the babes with their own progeny as changelings (page 62).

Hag

Malevolent crones who lurk at the edges of civilization, hags use their deceptive, magical abilities to prey upon humanoids, manipulating and corrupting them. Some say hags arose from fey that became twisted by their inner selfishness. Hags gather together in covens for greater power, craft unique magical items known as *hag eyes*, and are known to replace infant humanoids with their own offspring—these children are changelings (page 62) who have the potential to become hags themselves.

Sea Hag

Sea hags kill and eat fishers and sailors who come near their lairs, torment coastal dwellers with dark promises and vague threats, and enjoy the act of causing distress and discord in small towns. They generally avoid making their lairs too close to civilization, however, to avoid drawing enemies to their homes. Sea hags are known for tempting desperate victims into tragic and inescapable bargains, deals which the hag has already secretly stacked in her favor. Despite their voracious appetites, sea hags appear hideously emaciated, and unlike more powerful hags, they lack the ability to magically disguise their form.

Sea hags can join covens, but their aquatic nature often prevents them from joining mixed covens with other kinds of hags.



Sea Hag — Creature 3

CE | Medium | Amphibious | Hag | Humanoid

Perception +10; darkvision

Languages Aklo, Common, Jotun

Skills Acrobatics +8, Athletics +11, Deception +10, Occultism +8, Stealth +8

Str +4, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

Coven A sea hag adds *acid arrow*, *mariner's curse*, and *water walk* to her coven's spells.

Sea Hag's Bargain (necromancy, occult) The sea hag can make a bargain with a willing creature, who must be of sound mind. The creature gives away a special or cherished quality—such as its courage, its beauty, or its voice—in exchange for a boon or a promise from the sea hag. As long as the sea hag keeps her end of the bargain, the only way to restore the lost quality is to defeat the sea hag or make another bargain for its return.

AC 19; **Fort** +11, **Ref** +8, **Will** +10, +1 status to all saves vs. magic

HP 45; **Weaknesses** cold iron 3

Speed 25 feet, swim 35 feet

Melee ❖ claw +12 (agile, magical), **Damage** 1d10+4 slashing

Dread Gaze ❖❖ (curse, emotion, fear, mental, occult) The hag gazes upon a creature, afflicting it with intense distress and a gnawing sense of impending doom, with a result depending on its Will save (DC 20). The target does not need to be able to see the sea hag.

Critical Success No effect.

Success Frightened 1.

Failure Frightened 1 and slowed 1 for 1 round. If the target was dying, it remains unconscious for 1 day. At the end of the day, it must attempt a Fortitude save against the same DC; if it fails, it dies.

Critical Failure Frightened 2 and slowed 1 for 1 minute. If the target was dying, it remains unconscious for 1 day. At the end of the day, it must attempt a Fortitude save against the same DC; if it fails, it dies.

GREEN HAG

Green hags hate beauty and purity, so they use disguises and treachery to lure and murder innocents, corrupt the pure of heart, and shatter the minds and morals of their victims. Green hags create imaginative schemes to utterly ruin anyone who crosses them, as well as good or righteous folk whose very existence insults the hag's twisted sensibilities. The complicated scandals perpetuated by green hags involve impersonation, mistaken identity, the seduction and betrayal of loved ones, or all these things in combination.

GREEN HAG CREATURE 4

CE MEDIUM HAG HUMANOID

Perception +10; darkvision

Languages Aklo, Common, Jotun; *tongues*

Skills Acrobatics +9, Athletics +11, Deception +10, Nature +8, Occultism +8, Stealth +9

Str +5, **Dex** +3, **Con** +3, **Int** +2, **Wis** +2, **Cha** +4

Coven A green hag adds *entangle*, *outcast's curse*, and *wall of thorns* to her coven's spells.

AC 21; **Fort** +11, **Ref** +11, **Will** +12, +1 status to all saves vs. magic

HP 70; **Weaknesses** cold iron 5

Sound Imitation A green hag who succeeds at a Deception check to Lie can mimic the sounds of any animal found near her lair. She has a +4 circumstance bonus to this check.

Speed 25 feet, swim 25 feet

Melee ❖ claw +14 (agile, magical), **Damage** 1d10+5 slashing plus enfeebling humors

Occult Innate Spells DC 20, attack +14; **2nd** *invisibility* (at will), *tree shape* (at will); **Cantrips (2nd)** *acid splash, dancing lights, ghost sound, message*; **Constant (5th)** *tongues*; **(2nd)** *water breathing*; **(1st)** *pass without trace*

Betraying Touch ❖ The green hag touches a creature that doesn't realize the hag is an enemy. The betrayed creature is affected by the hag's enfeebling humors and takes a –4 circumstance penalty to their saving throw against that effect.

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The green hag can take on the appearance of any Medium humanoid woman. This doesn't change her Speed or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning).

Enfeebling Humors (necromancy, occult) A creature damaged by a hag's claw must succeed at a DC 20 Fortitude save or be enfeebled 1 for 1 day. On a critical failure, or if it gets hit again and fails its save a second time, it's enfeebled 2 for 1 day.

Exhale Miasma ❖❖ (necromancy, occult) The green hag exhales a miasma of green vapors. Each living creature in a 15-foot cone is affected by her enfeebling humors (attempting a save as normal). She can't use Exhale Miasma again for 1d4 rounds.

ANNIS HAG

Annis hags are brutal torturers and murderers, delighting in the musical screams and tasty flesh of young creatures and those who are pure of heart. Annis hags are the most direct of all hags, engaging in physical combat and using their change shape ability to hunt rather than to infiltrate and betray humanoids. But an Annis hag takes a grisly trophy from each kill and uses it to sow discord, sending the trophy to one of her victim's loved ones in a way that implicates another family member in the murder. Also known as iron hags, annis hags have iron-like yet flexible flesh that resists edged weapons, and their own touch is the same cold iron that burns the flesh of other hags. This allows them to bully their way to the leadership of hag covens.

HAG COVENS

Hags are dangerous enough on their own, but when they gather in threes to form covens, they grow much more powerful. Full rules for covens appear on page 342.



THE NATURE OF HAGS

Some believe that hags possess no true form or body of their own, but instead manifest from society's fear of aging. That no known male hags exist has also puzzled scholars, but perhaps this is but another way in which hags mock society—by presenting themselves as awful stereotypes of elderly women.



ANNIS HAG CREATURE 6

CE LARGE HAG HUMANOID

Perception +15; darkvision

Languages Aklo, Common, Jotun

Skills Acrobatics +10, Athletics +14 (+16 to Grapple), Deception +11, Diplomacy +9, Intimidation +11, Stealth +14

Str +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +4, **Cha** +3

Coven An annis hag adds *earthbind*, *passwall*, and *spellwrack* to her coven's spells.

AC 24; **Fort** +16, **Ref** +12, **Will** +14, +1 status to all saves vs. magic

HP 85; **Resistances** physical 5 (except bludgeoning)

Speed 40 feet

Melee ❖ claw +16 (agile, cold iron, magical, reach 10 feet), **Damage** 2d8+6 slashing plus Grab

Bonds of Iron ❖❖ (attack, conjuration, occult) Once per day, an annis hag can cause a cage built of cold iron fingernails to spring out of nothingness at a range of up to 30 feet, attempting an Athletics check to Grapple against the target's Fortitude DC; if the target has a weakness to cold iron, the annis hag gains a +2 circumstance bonus to this check. Unlike a normal Grapple, the annis hag doesn't need to be within reach and can move as she pleases, and a successful attempt lasts until the creature escapes (DC 24), causing the cage to crumble into rust. Any creature can attempt to destroy the cage by attacking it. It has an AC of 19, Hardness 10, and 40 Hit Points.

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The hag can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes but might change the damage type her Strikes deal (typically to bludgeoning).

Rend ❖ claw

NIGHT HAG

Night hags are thieves and merchants of mortal souls. These foul creatures collect souls in dark gems or crystalline jars to sell in fiendish markets, and are themselves empowered by potent magic jewels known as *heartstones*. They haunt the Ethereal Plane, where they prey upon mortals in their dreams, debilitating them with horrific nightmares as they rest. A night hag may find a particular target and haunt them continuously over the course of weeks, slowly and cruelly breaking down the victim's will and ability to resist, until their soul is forfeit.

A night hag is a canny mastermind and soul broker, willing to consider any deal as long as she is convinced she has the upper hand. Although a night hag finds it easy to travel the Ethereal Plane and prey upon helpless souls that can't fight back, these souls are also the least desirable to the evil outsiders the night hag bargains with, and so a night hag gathers allies and minions that allow her to prey on more potent souls without personally risking herself. Their favored minions are nightmares, with whom they share a special bond. Above all, night hags avoid fighting foes that can harry them on the Ethereal Plane, picking fights only when they are certain they can escape.

NIGHT HAG CREATURE 9

NE MEDIUM FIEND HAG HUMANOID

Perception +18; darkvision

Languages Abyssal, Aklo, Celestial, Common, Infernal

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Skills Arcana +18, Deception +18, Diplomacy +18, Intimidation +14, Occultism +20, Religion +20
Str +5, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +3
Items *heartstone*
Coven A night hag adds *dominate*, *nightmare*, *scrying,* and *spellwrack* to her coven's spells.
Nightmare Rider When a night hag rides a nightmare (page 244), the nightmare also gains the night hag's status bonus to saves against magic, and both the hag and rider benefit when the night hag uses her *heartstone's ethereal jaunt* innate spell.

AC 28; **Fort** +19, **Ref** +17, **Will** +18, +2 status to all saves vs. magic, –2 to all saves if the night hag does not have her *heartstone*
HP 170; **Immunities** sleep; **Weaknesses** cold iron 10; **Resistances** mental 10

Speed 25 feet
Melee ❖ jaws +20 (magical), **Damage** 2d8+8 piercing plus 1d6 evil and Abyssal plague
Melee ❖ claw +20 (agile, magical), **Damage** 2d10+8 slashing plus 1d6 evil
Occult Innate Spells DC 28; **9th** *bind soul* (at will; from *heartstone*), *ethereal jaunt* (at will; from *heartstone*); **8th** *dream council*; **5th** *nightmare*, *shadow blast* (×2, from *heartstone*); **3rd** *dream message* (at will), *magic missile* (at will); **2nd** *invisibility* (at will); **1st** *ray of enfeeblement* (at will), *sleep* (at will); **Constant (3rd)** *detect magic;* **(2nd)** *detect alignment* (all alignments simultaneously)
Abyssal Plague (disease); A creature can't recover from drained until abyssal plague is cured. **Saving Throw** DC 28 Fortitude; **Stage 1** Drained 1 (1 day); **Stage 2** Drained increases by 2 (1 day)
Change Shape ❖ (concentrate, occult, polymorph, transmutation) The night hag can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning).
Dream Haunting (enchantment, occult, mental) If a night hag is ethereal and hovering over a sleeping chaotic or evil creature, she can ride the victim's back until dawn. The creature endures tormenting dreams as the hag casts *nightmare* on it, and is exposed to abyssal plague. Any drained caused by dream haunting is cumulative. Only an ethereal being can confront the night hag and stop her dream haunting.
Spell Ambush A creature flat-footed to the night hag takes a –2 circumstance penalty to checks and DCs to defend against her spells.

HEARTSTONE ITEM 9

ABJURATION INVESTED OCCULT

Price 600 gp (200 gp when nonmagical)
Usage worn; **Bulk** –

This gemstone grants its wearer a +2 item bonus to saving throws.

Each *heartstone* is powered by the spirit of a specific night hag. If it's separated from her for 24 hours (or she's been dead for 24 hours), it becomes a nonmagical gemstone. A *heartstone* allows the hag to use additional occult innate spells: *ethereal jaunt* (9th level) and *bind soul* at will, and *shadow blast* twice per day.

Activate ❖ command; **Requirement** You must be touching the *heartstone*. **Effect** The *heartstone* attempts to counteract one disease affecting you (counteract level 5, counteract modifier +18).

Craft Requirements You must be a night hag.

OTHER HAGS

The four types of hags presented here are but the most notorious of their kind. Others—such as the blood hag, moon hag, storm hag, and winter hag—plague society in other regions of the world.





Harpy

Harpies are filthy amalgamations of human and bird, resembling feral humans with wings, talons, and mouths full of sharp teeth. They use captivating songs to lure creatures in, then murder them while they stand transfixed. They enjoy causing confusion and fear in their prey before they strike, believing it creates a savory flavor in the flesh. Harpies can eat most creatures but strongly prefer sapient prey—humans and elves are their favorite. Although harpies will eat goblins if sufficiently hungry, they dislike their flavor and avoid eating them if possible. This doesn't comfort goblins, of course, who have a particularly strong fear of harpies.

Because their aeries often reek with the gore of their kills and careless spatters of guano, harpies carry a distinctly vile scent that canny travelers associate with danger. Harpies who roost close to civilization make better efforts to keep clean, though these efforts have mixed results.

Harpies live in family groups or larger clans. They are lightweight despite their size, standing 5 feet tall and weighing only around 90 pounds. While most use relatively simple weapons, some harpies take pride in learning and mastering the use of more complex tools of war such as swords and slings. Those who master the use of the bow, in particular, are often regarded as heroes among their kind and terrors among their victims.

Harpy Exiles

Most harpies are cruel and sadistic, but now and then a harpy manages to escape from its family and becomes exposed to the wider world. Eyes opened, these harpy exiles are almost always more mild-mannered, cleanly, and open to non-combat interactions.

HARPY **CREATURE 5**

CE MEDIUM HUMANOID

Perception +12; darkvision

Languages Common

Skills Acrobatics +13, Deception +13, Intimidation +11, Performance +14 (+16 singing)

Str +1, **Dex** +4, **Con** +0, **Int** –1, **Wis** +1, **Cha** +4

Items club

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 68

Speed 20 feet, fly 60 feet

Melee ❖ club +12, **Damage** 1d6+4 bludgeoning

Melee ❖ talon +15 (agile, finesse), **Damage** 2d6+4 slashing

Ranged ❖ club +15 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

Captivating Song ❖ (auditory, concentrate, enchantment, incapacitation, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 21 Will save to avoid becoming captivated by the harpy's song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivation at the end of the harpy's turn.

Critical Failure As failure, but if attacked by the harpy, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the harpy's turn.

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Hell Hound

Hell hounds are fiendish, extraplanar canines hailing from the pit that can hunt down quarry and breathe supernatural gouts of flame. They are temperamental and quick to aggressive behavior.

HELL HOUND

A hell hound's appearance dismisses any doubts as to its infernal origins—flesh the color of burning pitch, teeth as sharp as any fiend's pitchfork, and a shroud of ever-burning hellfire are all trademark features.

HELL HOUND — CREATURE 3

LE | MEDIUM | BEAST | FIEND | FIRE

Perception +9; darkvision, scent (imprecise) 60 feet
Languages Infernal (can't speak any language)
Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)
Str +4, **Dex** +3, **Con** +2, **Int** –2, **Wis** +2, **Cha** –2

AC 19; **Fort** +9, **Ref** +10, **Will** +7
HP 40; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet
Melee ❖ jaws +13 (magical), **Damage** 1d8+4 piercing plus 1d6 evil and 1d6 fire
Breath Weapon ❖ (divine, evocation, fire) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

NESSIAN WARHOUND

Believed to be bred by the Prince of Darkness himself within vast kennels in the infernal realm of Nessus, Nessian warhounds are the favored guards and hunting hounds of powerful fiends and, rarely, those mortals who worship them and have earned their favor.

NESSIAN WARHOUND — CREATURE 9

LE | LARGE | BEAST | FIEND | FIRE

Perception +19; darkvision, scent (imprecise) 120 feet
Languages Infernal (can't speak any language)
Skills Acrobatics +18, Athletics +19, Stealth +18, Survival +20 (+22 to Track)
Str +6, **Dex** +5, **Con** +5, **Int** –2, **Wis** +4, **Cha** –2

AC 28; **Fort** +21, **Ref** +19, **Will** +16
HP 150; **Immunities** fire; **Weaknesses** cold 10
Hellish Revenge ↷ **Trigger** The Nessian warhound is critically hit by any Strike. **Effect** The Nessian warhound's Breath Weapon recharges. It can immediately use it as part of this reaction.

Speed 40 feet
Melee ❖ jaws +21 (magical), **Damage** 2d8+6 piercing plus 1d6 evil and 2d6 fire
Breath Weapon ❖ (divine, evocation, fire) The warhound breathes flames that deal 10d6 fire damage to all creatures in a 15-foot cone (DC 28 basic Reflex save.) The warhound can't use Breath Weapon again for 1d4 rounds. If the Nessian warhound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.



HELL HOUND MINIONS

On the Material Plane, these fiends are sometimes found in the service of fire-loving monsters such as fire giants or efreet, as well as mortals who seek to tame some of the raw power of Hell. In Cheliax, Hellknights occasionally call upon hell hounds to track down fugitives and traitors.

Hobgoblins and Magic

Hobgoblins generally distrust magic, especially arcane magic, which they derisively call "elf magic." In the absence of magic, they wholeheartedly embrace alchemy, combining it with their natural aptitude for engineering to great destructive effect. They grudgingly accept divine magic, due to a grudging respect for the power of healing magic in times of war.

Hobgoblin

Hobgoblins may appear to outsiders to be the most civilized of goblinkind, but their civilization is hardly one of kindness and equality—instead, they revel in all that is militaristic, tyrannical, cruel, and destructive. Hobgoblins are singularly devoted to war, and their entire culture is built upon fostering and maintaining conflict while simultaneously proving their superiority in battle. Hobgoblins are highly organized, and they work efficiently and effectively in groups, whether that group is a small raiding party, a roving war band, or a fully regimented army. Hobgoblin rulers require little provocation before declaring war, and more often than not, such wars are waged to gain slaves or territory. Physically, hobgoblins stand about as tall as humans and have gray, ashen skin.

Hobgoblin society is organized along military lines, and every hobgoblin is effectively a member of the army. Each hobgoblin in a community has a rank in the military hierarchy, and individuals are naturally ambitious and obsessed with advancement. Hobgoblins are constantly expected to prove that they're fearless, ruthless, cunning, and strong. Demonstrating such aptitudes is an individual hobgoblin's best hope for promotion through the ranks, but failure leads only to cruel exploitation at the hands of their superiors. Though brutal, hobgoblin society is a true meritocracy, and all hobgoblins, regardless of age, gender, or birth, wield authority and earn respect from their peers based on their skill in battle. Even those individuals who serve in non-combat roles in hobgoblin society—blacksmiths, builders, cooks, messengers, quartermasters, and the like—know that they perform vital jobs that support the larger hobgoblin army, though they rarely rise above the rank of common soldier. Everyone contributes to the larger whole, ensuring that hobgoblin society is the strongest and most efficient it can be, and anyone who fails to do so is culled from the army and this hobgoblin society as dead weight. Hobgoblins don't usually engage in trade with other races, or even with other hobgoblin tribes, preferring to take what they want by force.



Hobgoblin Soldier

Soldiers make up the bulk of hobgoblin society, whether that society is a village or a military unit.

Hobgoblin Soldier **Creature 1**

LE Medium Goblin Humanoid

Perception +7; darkvision

Languages Common, Goblin

Skills Athletics +6, Stealth +6

Str +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1

Items hide armor, longsword, shortbow (10 arrows), wooden shield (Hardness 3, HP 12, BT 6)

AC 18 (20 with shield raised); **Fort** +5, **Ref** +6, **Will** +5

HP 20

Attack of Opportunity ↷

Shield Block ↷

Formation When it's adjacent to at least two other allies, the hobgoblin soldier gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

Speed 25 feet

Melee ❖ longsword +8 (versatile P), **Damage** 1d8+3 slashing

Ranged ❖ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

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HOBGOBLIN ARCHER

Bands of hobgoblin soldiers typically have at least one archer among their ranks. In smaller groups, the hobgoblin archer also serves as that band's captain.

HOBGOBLIN ARCHER — CREATURE 4

LE MEDIUM GOBLIN HUMANOID

Perception +10; darkvision
Languages Common, Goblin
Skills Acrobatics +8, Athletics +8, Stealth +10
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
Items crossbow (20 bolts), scale mail, shortsword

AC 23; **Fort** +10, **Ref** +12, **Will** +8
HP 50
Formation As hobgoblin soldier.

Speed 25 feet
Melee ❖ shortsword +12 (agile, versatile S), **Damage** 1d6+4 piercing
Ranged ❖ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing plus crossbow precision
Crossbow Precision The first time the archer hits with a crossbow attack in a round, it deals 1d8 extra precision damage.
Perfect Aim The hobgoblin archer ignores the concealed condition. Their targets don't benefit from lesser cover, and they reduce the AC bonus from standard cover by 2 against the hobgoblin archer's attack.
Running Reload ❖ The archer Strides, Steps, or Sneaks, then Interacts to reload.

HOBGOBLIN GENERAL

Hobgoblin generals serve as leaders of entire armies and rulers of hobgoblin settlements. A general does not permit the luxuries of rule to soften them. They lead their forces on the field of battle and view this opportunity to excel in a fight at the head of an army as the true reward for a life spent honing one's skills in battle.

HOBGOBLIN GENERAL — CREATURE 6

LE MEDIUM GOBLIN HUMANOID

Perception +13; darkvision
Languages Common, Goblin
Skills Acrobatics +12, Athletics +15, Intimidation +14, Stealth +12
Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2
Items composite shortbow (20 arrows), *+1 glaive*, half plate
General's Cry When a hobgoblin general rolls initiative, as long as they can perceive at least one foe, they can yell a mighty battle cry. The hobgoblin general attempts an Intimidate check to Demoralize a single foe within 60 feet as a free action. If successful, any ally with the goblin trait can, as its first action on its first turn of the combat, Stride up to double its speed as a single action.

AC 25; **Fort** +12, **Ref** +15, **Will** +13
HP 90
Formation As hobgoblin soldier.

Speed 25 feet
Melee ❖ *glaive* +17 (deadly 1d8, forceful, reach), **Damage** 1d8+10 slashing
Ranged ❖ composite shortbow +15 (brutal, deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+8 piercing
Polearm Critical Specialization On a critical hit, the target of the critical hit is moved 5 feet in a direction of the hobgoblin general's choice.

LIVING WITH HOBGOBLINS

With few exceptions, the only non-goblinoids in a hobgoblin settlement or army are slaves (or at least regarded as such). Hobgoblins occasionally make use of bugbears as assassins or spies, and most hobgoblin tribes include a small group of goblins who eke out a meager existence on the fringes of hobgoblin society.



Soulbound Homunculi

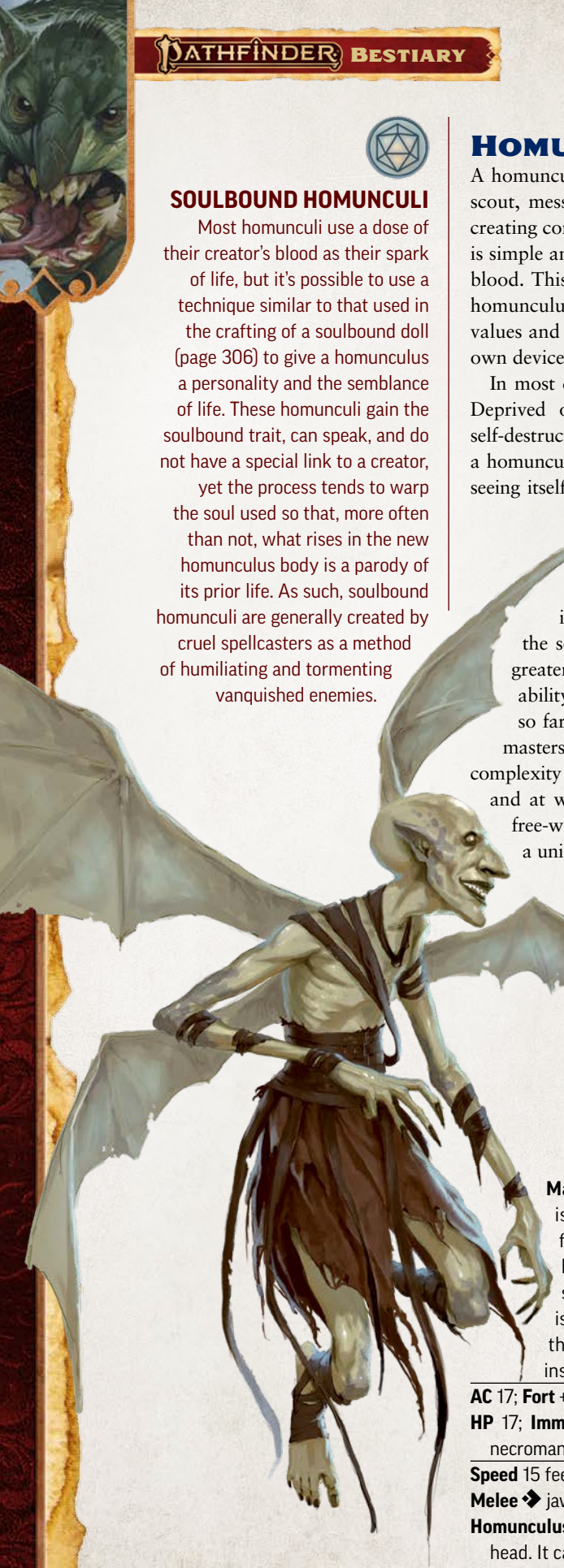
Most homunculi use a dose of their creator's blood as their spark of life, but it's possible to use a technique similar to that used in the crafting of a soulbound doll (page 306) to give a homunculus a personality and the semblance of life. These homunculi gain the soulbound trait, can speak, and do not have a special link to a creator, yet the process tends to warp the soul used so that, more often than not, what rises in the new homunculus body is a parody of its prior life. As such, soulbound homunculi are generally created by cruel spellcasters as a method of humiliating and tormenting vanquished enemies.

Homunculus

A homunculus is a tiny servitor construct created by a crafter to serve as a spy, scout, messenger, or assistant. When a crafter first begins to study the art of creating constructs, she often crafts a homunculus first, since the creation process is simple and inexpensive due to a magical shortcut: the use of the creator's own blood. This forges a link between the homunculus and its master, causing the homunculus to gain a spark of the creator's intellect, as well as the same moral values and some of the creator's basic personality traits. Homunculi left to their own devices never stray far from their masters.

In most cases, a homunculus doesn't survive the death of its master for long. Deprived of its creator, a homunculus loses focus and grows increasingly self-destructive, and some even end up battering themselves to destruction. Rarely, a homunculus with a slain master survives the trauma with its mind intact, often seeing itself as its deceased creator's child or successor and attempting to further its creator's legacy as best it can. In such cases, and if the homunculus was in close proximity to its master upon that creature's death, a portion of the dead master's soul "infects" the surviving homunculus as it passes on to the afterlife. This doesn't result in a truly soulbound homunculus (see sidebar), since only a fragment of the soul is left behind, but this is still enough to grant the homunculus a greater personality, free will of its own, and perhaps most importantly, the ability to speak. Over time, a few of these "awakened" homunculi even go so far as to become convinced that they are the reincarnation of their prior masters, although their actual personalities never quite reach the depth and complexity of a truly living creature. They are, at best, caricatures of the master, and at worst they become awful, bitter-minded parodies of life itself. Still, a free-willed homunculus might pursue studies in its creator's class, becoming a unique creature with the abilities of that class if time and fortune permit.

Homunculi are created from a mixture of clay, ash, mandrake root, spring water, and a pint of the creator's own blood. It is possible for a separate donor to provide the blood, but the process is more difficult.



Homunculus — Creature 0

N Tiny Construct

Perception +3; darkvision

Languages Common (can't speak any language); master link

Skills Acrobatics +5, Stealth +5

Str –1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** –2

Master Link (arcane, divination, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet. The homunculus adopts the same alignment as its creator and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

AC 17; **Fort** +2, **Ref** +7, **Will** +3

HP 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 15 feet, fly 40 feet

Melee ❖ jaws +7 (finesse, magical), **Damage** 1d4 piercing plus homunculus poison

Homunculus Poison (poison); A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action. **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round)

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Horse

Horses serve as mounts and beasts of burden in many societies. They are loyal and typically gentle creatures, and they are invaluable to those looking to travel long distances. Smaller folk, like gnomes and halflings, often utilize ponies as mounts, while horses are the favored steeds for humans and other Medium humanoids. Most horses that the average humanoid encounters are domesticated, though large herds of these powerful animals can be found in the wild.

Riding Pony — Creature 0

N MEDIUM ANIMAL

Perception +4; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +4, Athletics +7
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 14; **Fort** +7, **Ref** +4, **Will** +4
HP 16
Buck ↷ DC 15

Speed 35 feet
Melee ❖ hoof +5, **Damage** 1d4+3 bludgeoning
Gallop ❖❖ The riding pony Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

Riding Horse — Creature 1

N LARGE ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +7
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +9, **Ref** +6, **Will** +5
HP 22
Buck ↷ DC 16

Speed 40 feet
Melee ❖ hoof +7, **Damage** 1d6+4 bludgeoning
Gallop ❖❖ As riding pony.

War Pony — Creature 1

N MEDIUM ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7
Str +4, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 16; **Fort** +8, **Ref** +7, **Will** +5
HP 20
Buck ↷ DC 16

Speed 35 feet
Melee ❖ hoof +7, **Damage** 1d4+4 bludgeoning
Gallop ❖❖ As riding pony.

War Horse — Creature 2

N LARGE ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +11
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 17; **Fort** +8, **Ref** +7, **Will** +6
HP 36
Buck ↷ DC 17

Speed 40 feet
Melee ❖ hoof +9, **Damage** 1d6+5 bludgeoning
Gallop ❖❖ As riding pony.

Goblins and Horses

Goblins have many superstitions and quirks, but few of them are stronger than their fear and hatred of horses. This isn't a one-sided affair. Horses also fear and hate goblins, and some have been known to go out of their way to harm a goblin. A goblin trying to mount a horse is nearly always subject to a torrent of violent bucking, as the horse does everything in its power to fling the goblin to the ground and within reach of its hooves.



Variant Hydras

Scholars of bestial lore can describe several hydra variations. Though rare, hydras with more than five heads live in very isolated areas, sometimes guarding incredibly powerful artifacts. Explorers who have visited colder swamps and frozen glaciers tell tales of hydras with blue-tinged scales that are immune to the cold and can exhale clouds of icy death. Similar stories describe fiery hydras that breathe gouts of flame and swim in the molten lava of active volcanoes.

Hydra

Hydras are multiheaded, foul-tempered serpentine beasts with voracious appetites, widely feared for their regeneration abilities.

Hydra — Creature 6

N | Huge | Beast

Perception +17; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17, Stealth +12 (+15 in water)
Str +7, **Dex** +4, **Con** +5, **Int** –3, **Wis** +2, **Cha** –1

AC 23; all-around vision; **Fort** +15, **Ref** +12, **Will** +10
HP (body) 90, hydra regeneration
HP (head) 15, head regrowth; **Immunities** area damage; **Weaknesses** slashing 5

Attack of Opportunity ↻

Head Regrowth A hydra ordinarily has five heads. A creature can attempt to sever one of the hydra's heads by specifically targeting it and dealing damage equal to the head's Hit Points. A head that is not completely severed returns to full Hit Points at the end of any creature's turn.

A hydra can regrow a severed head using Hydra Regeneration. A creature can prevent this regrowth by dealing acid or fire damage to the stump, cauterizing it. Single-target acid or fire effects need to be targeted at a specific stump, but effects that deal splash damage or affect areas covering the hydra's whole space cauterize all stumps if they deal acid or fire damage. If the attack that severs a head deals any acid or fire damage, the stump is cauterized instantly. If all five heads are cauterized, the hydra dies.

Hydra Regeneration The hydra has regeneration equal to 3 × the number of heads it has. If a hydra's body is missing any heads and the remaining stumps have not been cauterized, the hydra attempts a DC 25 Fortitude save after it regains Hit Points from regeneration. On a success, one uncauterized stump regrows two heads; on a critical success, two uncauterized stumps regrow into two heads each. The hydra can never grow more than double the number of heads it ordinarily has. The hydra's regeneration only fully deactivates if all its heads are severed and all stumps are cauterized, at which point it dies.

Multiple Opportunities A hydra gains an extra reaction per round for each of its heads beyond the first, which it can use only to make Attacks of Opportunity. It can't use more than 1 reaction on the same triggering action, even if a creature leaves several squares within its reach, and the hydra must use a different head for each Attack of Opportunity it makes. Whenever one of the hydra's heads is severed, the hydra loses 1 of its extra reactions per round.

Speed 25 feet, swim 25 feet

Melee ❖ fangs +16 (reach 10 feet), **Damage** 2d6+7 piercing

Focused Assault ❖❖ The hydra attacks a single target with its heads, overwhelming its foe with multiple attacks and leaving almost nowhere to dodge. The hydra Strikes with its fangs. On a successful attack, the hydra deals damage from its fangs Strike to the target, plus an additional 1d6 damage for every head it has beyond the first. Even on a failed attack, the hydra deals the damage from one fangs Strike to the target creature, though it still misses completely on a critical failure. This counts toward the hydra's multiple attack penalty as a number of attacks equal to the number of heads the hydra has.

Storm of Jaws ❖❖ The hydra makes a number of Strikes up to its number of heads, each against a different target. These attacks count toward the hydra's multiple attack penalty, but the multiple attack penalty doesn't increase until after the hydra makes all its attacks.



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Hyena

Hyenas are pack-hunting scavengers known for their unnerving, laughter-like cries, and they aren't above supplementing their carrion diets with fresh prey.

HYENA

Hyenas are cunning, powerfully built carnivores that bear a heavy resemblance to dogs and other canines, though they are not themselves canines. Though all hyenas are often maligned as cowardly carrion eaters, their tactics depend on their specific breed: spotted hyenas are active pack hunters that kill most of their prey themselves, while striped and brown hyenas are more likely to be scavengers. Their jaws are exceptionally powerful, allowing hyenas to seize a victim and pull it to the rest of the pack.

HYENA CREATURE 1

N MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +7, Stealth +6
Str +3, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 16; **Fort** +7, **Ref** +8, **Will** +4
HP 20

Speed 40 feet
Melee ❖ jaws +8, **Damage** 1d8+3 piercing plus Knockdown
Drag ❖ The hyena makes a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyena Strides up to 10 feet, dragging the enemy along.
Pack Attack The hyena deals an extra 1d4 damage to any creature that's within reach of at least two of the hyena's allies.

HYAENODON

Hyaenodons are the ferocious primeval cousins of the smaller hyena. Looming, shaggy-furred creatures nearly the size of a horse, hyaenodons are truly formidable predators to be reckoned with, due both to their size and to their bone-crushing jaws. Gnoll clans find these creatures particularly useful as mounts and guardians.



HYAENODON CREATURE 3

N LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +12, Stealth +8
Str +5, **Dex** +3, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2

AC 19; **Fort** +10, **Ref** +8, **Will** +7
HP 45

Speed 40 feet
Melee ❖ jaws +12, **Damage** 1d10+5 piercing plus Knockdown and bonecrunching bite
Bonecrunching Bite A creature that is critically hit by a hyaenodon must succeed at a DC 20 Fortitude save or become wounded 1 as the creature's bones or cartilage are crushed by the beast's jaws.
Drag ❖ As hyena.
Pack Attack The hyaenodon deals an extra 1d6 damage to any creature within reach of at least two of the hyaenodon's allies.

HYENA LEGENDS

The hyena's intense cunning, combined with its unnerving laughter, has caused hyenas to become associated with all manner of evil—hyenas are claimed to rob graves, steal children, and wield sinister supernatural powers. Though normal hyenas are no more malicious than any other natural predator, their unearned reputation often causes witches, warlords, and ill-natured creatures to seek out hyenas as pets or guard animals. The fact that gnolls in particular have a special preference for hyenas, considering the animals to be close relatives, does little to improve the animal's already-poor reputation.

"We Are Dragons!"

Kobolds consider themselves scions of dragonkind, and they are extremely proud of this purported heritage, no matter how laughable other creatures might consider these claims. Despite such skepticism, kobolds share more than a superficial resemblance to true dragons, with scale colorations closely matching the colors seen among chromatic dragonkind. Some kobolds develop a strong propensity toward powerful draconic magic and manifest these chromatic traits with more intensity. These so-called dragon mages are highly respected by other kobolds, and often rise to leadership positions within the tribe.

Kobold

Kobolds are small, reptilian humanoids who carry physical similarities to true dragons. They lurk in dark spaces, usually tunnels and mines beneath the earth, in either warrens of their own design or complexes discovered and colonized after the original builders have moved on. Though kobolds are far more pragmatic than they are courageous, they use every inch of their cunning to even the playing field between themselves and other, stronger creatures. They attack from the darkness and at range, and kobold artificers and engineers master the art of simple but effective traps, which they use to protect their lairs. Kobolds are skilled at working together by necessity, and they often set up ambushes or hit-and-run assaults that allow them to do the most damage possible without being harmed in return.

Kobolds are diligent and hardworking creatures, though they often turn these virtues toward selfish ends. While some kobolds live in communal collectives that maintain neutral relations with the creatures around them, they can be easily swayed into serving malevolent powers or megalomaniac leaders. This is in part due to kobolds' innate pragmatism, as they would rather concede to servitude than risk being killed, but it is also in part due to a reverence for the power that kobolds generally lack. Dragons in particular are viewed with a deferential awe, and kobolds eagerly offer their services to such mighty and glorious creatures when they can. While kobolds may scheme against other leaders, especially those that control them via subjugation, dragons are usually viewed with adoration, no matter how brutal they might be to their kobold minions.

Kobold Warrior

The typical kobold trains with agile weaponry, favoring the light pick for its use in crafting new tunnels to expand their domains through underground reaches. Kobolds are capable of landing sneaky strikes against unsuspecting foes but are just as quick to scamper off to safety when they don't, as a group, outnumber their enemies at least two to one.



Kobold Warrior **Creature -1**

LE | Small | Humanoid | Kobold

Perception +3; darkvision

Languages Draconic

Skills Acrobatics +5, Craft +2 (+4 traps), Stealth +5

Str +1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** -1

Items leather armor, sling (20 bullets), spear

AC 16; **Fort** +4, **Ref** +7, **Will** +3

HP 8

Speed 25 feet

Melee ❖ spear +3, **Damage** 1d6+1 piercing

Ranged ❖ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

Ranged ❖ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

Hurried Retreat ❖ **Requirements** The kobold warrior is adjacent to at least one enemy. **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

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KOBOLD SCOUT

Most kobolds encountered outside of a well-defended warren or lair are kobold scouts, creatures trained for stalking and the hunt.

KOBOLD SCOUT — CREATURE 1

LE SMALL HUMANOID KOBOLD

Perception +8; darkvision
Languages Common, Draconic
Skills Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6
Str +0, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1
Items crossbow (20 bolts), leather armor, shortsword, snare kit

AC 18; **Fort** +5, **Ref** +9, **Will** +6
HP 16

Speed 25 feet
Melee ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing
Ranged ❖ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing
Hurried Retreat ❖ As kobold warrior.
Sneak Attack The kobold scout deals an extra 1d6 precision damage to flat-footed creatures.

KOBOLD DRAGON MAGE

Kobold dragon mages use magic to carry out their secret schemes. The presence of a dragon mage in a kobold warren is one of the greatest testaments to the kobolds' claim to draconic heritage.

KOBOLD DRAGON MAGE — CREATURE 2

LE SMALL HUMANOID KOBOLD

Perception +5; darkvision
Languages Common, Draconic
Skills Arcana +6, Dragon Lore +10, Deception +8, Diplomacy +8, Intimidation +8, Stealth +7
Str –1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4
Items staff

AC 17; **Fort** +4, **Ref** +7, **Will** +7
HP 25; **Resistances** poison 5 (see dragonscaled)
Dragonscaled A kobold dragon mage's resistance depends on the color of its scales: **Black** acid 5, **Blue** electricity 5, **Green** poison 5, **Red** fire 5, **White** cold 5.

Speed 25 feet
Melee ❖ claw +7 (agile, finesse), **Damage** 1d6–1 slashing
Melee ❖ staff +3 (two-hand d8), **Damage** 1d4–1 bludgeoning
Arcane Spontaneous Spells DC 20; **1st** (4 slots) *fear*, *illusory object*, *magic missile*; **Cantrips (1st)** *detect magic*, *electric arc*, *ghost sound*, *mage hand*, *tanglefoot*
Illusory Retreat ❖❖❖ (arcane, illusion, manipulate, move); **Frequency** once per hour; **Requirements** The kobold dragon mage is adjacent to at least one enemy. **Effect** The dragon mage creates an illusion of itself in its square and then becomes invisible (with the effects of a 2nd-level *invisibility* spell) for 1d4 rounds. The dragon mage can move up to half its Speed, but it must end its movement in a space that's not adjacent to any enemies. This is a 1st-level spell that requires a somatic component.
Sneak Attack The dragon mage deals an extra 1d6 precision damage to flat-footed creatures.

DIABOLIC KOBOLDS

Certain kobold tribes eschew any concept of draconic lineage entirely and instead place their faith in the archdevils of Hell. These diabolist kobolds view those of their kind who simper at the feet of dragons as pathetic wretches. That they perform the same fearful worship to their chosen devil does not strike these infernally minded kobolds as an irony at all.



KRAKEN TREASURE

A kraken's hoard includes the plunder of ships lost at sea and the wealth of sunken cities. Virtually anything could be found in a kraken lair, but they especially covet scrolls, spell books, and other tomes of ancient lore, as well as gemstones and rarefied raw materials found only in the ocean depths.

KRAKEN LOCATIONS

A kraken dwells in deep ocean trenches, sunken cities, or caves and reefs near hydrothermal vents. It seeks food near the surface, however, where it can prey on seagoing vessels.

Kraken

A kraken is an enormous, squid-like leviathan with a cruel intelligence. It hunts ships, whales, and heroes alike. The hatred and envy krakens hold for their rivals, the algholllthus, has led many krakens to make their lairs in sunken cities, where they can sift through ancient lore for long-lost arcane secrets.

KRAKEN — CREATURE 18

UNCOMMON | NE | GARGANTUAN | AQUATIC | BEAST

Perception +34; darkvision

Languages Aquan, Common

Skills Athletics +38, Intimidation +32, Nature +35, Stealth +33

Str +9, **Dex** +4, **Con** +9, **Int** +5, **Wis** +6, **Cha** +5

AC 42; **Fort** +35, **Ref** +28, **Will** +32

HP 360; **Immunities** controlled, emotion; **Resistances** cold 10, poison 20

Altered Weather (aura, evocation, primal) A kraken reshapes the weather within 2 miles of it, with the effect of the *control weather* ritual centered on the kraken and based on its emotional state, at the GM's discretion. If the kraken dies, the weather returns to normal immediately.

Speed 10 feet, swim 40 feet

Melee ❖ arm +37 (reach 40 feet, magical), **Damage** 4d10+17 bludgeoning plus Grab

Melee ❖ tentacle +37 (reach 60 feet, agile, magical), **Damage** 3d10+17 bludgeoning plus Grab

Melee ❖ beak +37 (reach 20 feet, magical), **Damage** 3d10+17 piercing

Primal Innate Spells DC 40; **10th** *dominate* (animals only); **8th** *punishing winds*; **7th** *resist energy*

Constrict ❖ 2d10+17 bludgeoning, DC 40. On a failed save, a creature that is holding its breath loses 1d4 rounds worth of air.

Double Attack ❖ The kraken makes two Strikes with two different arms or tentacles, each limb targeting a different creature. Double Attack counts as two attacks toward the kraken's multiple attack penalty for further actions, but the penalty doesn't increase until after both attacks are made. If the kraken subsequently uses the Grab action, it Grabs any number of creatures it hit with Double Attack.

Ink Cloud ❖ The kraken emits a cloud of black, venomous ink in an 80-foot emanation. This cloud has no effect outside water. Creatures inside the ink cloud are exposed to kraken ink poison and are undetected while inside the cloud. The kraken can't use Ink Cloud again for 2d6 rounds, and the cloud dissipates after 1 minute.

Jet ❖ (move) The kraken moves through the water up to 280 feet in a straight line without triggering reactions.

Kraken Ink (poison); Krakens are immune to this poison. **Saving Throw** DC 39 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 3d6 poison damage and sickened 1 (1 round); **Stage 2** 4d6 poison damage and sickened 2 (1 round).



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Krooth

Krooths, sometimes called crocodile eaters, are fast and vicious hunters of bogs and wetlands. While they are known to hunt and eat crocodiles, alligators, and virtually any creature with flesh, their favorite prey are lizardfolk, boggards, and dinosaurs.

Krooths are found alone or in packs. Male krooths are solitary and territorial creatures—fierce, bold, and bloodthirsty. Female krooths, on the other hand, are likely to shy away from potential predators but swiftly turn violent when their brood is threatened. Because their offspring are so vulnerable, female krooths gather in packs to raise their young, sending smaller groups to hunt for food while the rest of the pack watches the brood. Krooths mate only once every 4 or 5 years, and the mating process is a curiously gruesome spectacle. An entire pack of females will hunt as a group for a lone male krooth, claiming their prize in an orgiastic frenzy that can last for an entire day and night. After the mating has finished, the females slay their mate and devour his nutrient-rich flesh, and his organs in particular. These organs contain a unique chemical compound vital to gestation. Many naturalists will pay handsomely for the fresh remains of a male krooth so they can study the strange properties of the creature's blood and organs. In addition, krooths have poisonous, hollow teeth. When these creatures bite their prey, a tooth breaks off and causes the victim to bleed profusely as their blood pours through the hollow tooth.

Whether male or female, krooths seem to be repelled by goblinoid flesh, especially that of bugbears. This doesn't mean krooths won't kill goblinoids, especially those threatening their young, but they typically do so using only their claws and tails, and they take great care to clean themselves thoroughly after such a killing.

KROOTH

CREATURE 8

N | LARGE | AMPHIBIOUS | ANIMAL

Perception +16; low-light vision, scent (imprecise) 60 feet

Skills Athletics +18, Stealth +18 (+20 in water), Survival +17 (+20 to Track a bleeding creature)

Str +6, **Dex** +3, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

AC 26; **Fort** +20, **Ref** +17, **Will** +14, +4 status to all saves vs. fear

HP 150

Attack of Opportunity ↷ Tail only.

Pain Frenzy Whenever the krooth is damaged by a critical hit, it gains a +2 status bonus to attack and damage rolls until the end of its next turn. It can't use reactions while this frenzy lasts.

Speed 40 feet, swim 30 feet

Melee ❖ jaws +20 (deadly 1d10, poison, reach 10 feet), **Damage** 2d12+9 piercing plus Poison Tooth

Melee ❖ claw +20 (agile), **Damage** 2d8+9 slashing

Melee ❖ tail +20 (reach 15 feet), **Damage** 2d8+9 piercing

Aquatic Ambush ❖

Poison Tooth ❖ (poison); **Requirements** The krooth damaged a creature with its jaws on its most recent action this turn. **Effect** The krooth snaps off one of its teeth in the creature it hit. The creature takes 1d6 persistent bleed damage and is drained 1. Neither can be healed while the tooth remains. Removing the tooth safely requires a successful DC 26 check to Administer First Aid. Instead of ending bleeding or stabilizing, this removes the drained condition, but it doesn't automatically end the bleed damage.

KROOTH GUTS

While krooth lairs can contain valuables in the form of gear and magic items found on dead adventurers, the strange enzymes and other chemicals found in the internal organs of male krooths, particularly the liver, pancreas, and kidneys, are of great value to alchemists who seek to concoct elixirs and potions with transmutation effects. A single male krooth's organs, properly harvested and preserved, can be sold to an interested alchemist.



Lamia Treasure

Lamias salvage gold, jewels, and magic items from the abandoned temples and ruined cities where they make their lairs. They sometimes arm themselves with enchanted daggers.

Lamia Locations

Lamias dwell on the edge of civilization in crumbling keeps, abandoned cities, and the fallen temples of forgotten gods.

Lamia

Lamias are bloodthirsty victims of an ancient curse for which they blame the gods. Most lamias are humanoid from the waist up but have the lower bodies of beasts and monsters. Sinister magic comes naturally to a lamia, and they prefer the use of illusions and enchantments to deceive prey for later consumption, or simply to torture.

Lamia

Just as they were cursed long ago, lamias can curse those they touch, clouding the mind and regressing conscious thought to purely animalistic instincts. Creatures affected by this curse grow reckless, becoming unaware of the consequences of their own actions and unable to think clearly. This makes the hapless victim all the more susceptible to the lamia's cunning illusions and insidious charms. The lamia's animalistic nature and the effect of their cursed touch has led some scholars to theorize that the original lamias must have, millennia ago, turned away from their own reason and intellect and embraced the life of simple beasts. Whether this change was rewarded as a monstrous gift from Lamashtu or inflicted as a curse for abandoning their responsibilities by Pharasma remains the subject of debate to this day.

Whatever the source of this ancient transformation, lamias themselves have grown to enjoy the strengths it has granted them. Regardless, they continue to cling to a hatred of the gods, seeing them as the cause of their monstrous forms and, thus, their eternal exile from the societies they watch with jealous eyes from their lairs amid the ruins of lost civilizations. Because lamias blame divine powers for their curse, they take special delight in the downfall of temples, the suffering and death of champions and clerics, and the spread of dissension within organized religions.

While they can briefly assume humanoid form with magic, lamias are usually forced to hide from civilization, making their homes in the barren wilderness. There, they attract cults of their own, gathering up chaotic and evil humanoids. With the help of these cultists, lamias strive to bring down popular faiths, introduce schisms into flourishing churches, and humiliate or defame high-profile religious leaders. Most lamias themselves have no true religious faith in anything, hearing instead a mystical calling that manifests as sighs on the desert wind or murmurs from the dark places between the stars.

Lamias are traditionally matriarchal, revering the eldest female among them as leader, mother, and shaman.



LAMIA **CREATURE 6**

CE LARGE BEAST

Perception +13; darkvision

Languages Abyssal, Common

Skills Cult Lore +11, Deception +15, Diplomacy +11, Intimidation +13, Stealth +15, Survival +11

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +3

Items javelin (2), *+1 spear*

AC 24; **Fort** +12, **Ref** +15, **Will** +15

HP 95

Speed 40 feet

Melee ❖ *spear* +17, **Damage** 1d6+8 piercing

Melee ❖ claw +17 (agile), **Damage** 1d6+8 slashing plus Grab

Ranged ❖ *spear* +14 (thrown 20 feet, versatile S), **Damage** 1d4+8 piercing

Ranged ❖ javelin +15 (thrown 30 feet), **Damage** 1d6+8 piercing

Occult Innate Spells DC 25; **4th** *charm* (×3), *suggestion*; **3rd** *sleep*; **2nd** *humanoid*

form (at will), *mirror image*; **1st** *illusory disguise* (at will), *illusory object* (at will), *ventriloquism* (at will)

Lamia's Caress ❖❖ (curse, enchantment, mental, occult) The lamia touches a creature, who must succeed at a DC 23 Will save or become stupefied 1. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

LAMIA MATRIARCH

The brilliant and powerful lamia matriarchs possess boundless ambition, always seeking to bring more people and territory into the clutches of their kind. Consequently, the become rulers of other lamia. For all their cruelty toward other creatures, they're fierce protectors of other lamia, and consequently they quickly come to rule cults or warbands. Regardless of the lamia's gender, these ascended lamias are always known as matriarchs. Rather than leonine limbs, a lamia matriarch's lower body is formed in the winding coils of a giant snake. They're also set apart by the occult power they pursue, and some have even have grand designs to break the animalistic curse that transformed them. However, every attempt so far has led to the matriarch's fall.

LAMIA MATRIARCH CREATURE 8

CE LARGE BEAST

Perception +15; darkvision

Languages Abyssal, Common, Draconic

Skills Athletics +18, Cult Lore +15, Deception +20, Diplomacy +20, Intimidation +18, Occultism +17, Stealth +16, Survival +13

Str +6, **Dex** +4, **Con** +3, **Int** +3, **Wis** +3, **Cha** +6

Items *+1 striking scimitar*

AC 27; **Fort** +13, **Ref** +18, **Will** +17; +1 status to all saves vs. magic

HP 135; **Immunities** controlled; **Resistances** mental 10

Speed 30 feet, climb 30 feet, swim 30 feet

Melee ❖ *scimitar* +19 (forceful +2, sweep), **Damage** 2d6+10 slashing

Occult Spontaneous Spells DC 28; **3rd** (4 slots) *dispel magic*, *enthrall*, *haste*, *mind reading*; **2nd** (4 slots) *blur*, *death knell*, *illusory creature*, *invisibility*; **1st** (4 slots) *bless*, *magic missile*, *phantom pain*, *soothe*; **Cantrips (3rd)** *daze*, *detect magic*, *mage hand*, *prestidigitation*, *read aura*

Occult Innate Spells DC 28; **4th** *charm* (×3), *suggestion* (×3), **3rd** *sleep*; **2nd** *illusory disguise* (at will), *illusory object* (at will), *mirror image*; **1st** *ventriloquism* (at will)

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The lamia matriarch can take on the appearance of a Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it does prevent them from using their cursed touch. Each lamia matriarch has a fixed humanoid form—they cannot adopt a different appearance each time they use this ability, and the appearance resembles that of their upper torso when in their true form.

Dervish Strike ❖❖❖ The lamia matriarch makes a scimitar attack against each enemy within reach. Each attack counts toward their multiple attack penalty, but the penalty does not increase until after all the attacks. The first enemy she damages is subject to matriarch's caress.

Matriarch's Caress ❖❖ (curse, enchantment, mental, occult) As Lamia's Caress, but DC 28, and the creature is stupefied 2 (or has its existing stupefied increased by 2) if it critically fails.

OTHER LAMIAS

Adventurers report encounters with other varieties of lamia, including immense versions with the upper torsos of giants, monstrosities driven by insatiable hunger, or flying buzzard-like beasts with hardly any humanoid features, yet all of these variants bow to the wisdom and influence of the lamia matriarchs.





Associated Monsters

Because of their relative frailty, leaf leshys frequently act as liaisons and call upon more powerful forest guardians when their domains are threatened. Nymphs, sprites, and other goodly fey may respond to the call of a leaf leshy, as do arboreals and other plant creatures.

Leshy

Leshys are intelligent plant creatures that guard areas of primeval wilderness or earthly power. Originally created by powerful fey, they manifest when a skilled practitioner of primal magic—typically a druid—combines a nature spirit with a body carefully grown from local vegetation. The rites and materials required to create a leshy vary depending on the type of leshy. They are typically given life in an area of great natural significance, such as an arboreal's grove, a druidic circle, a fairy ring, or a great natural wonder.

Leaf Leshy

Leaf leshys are diminutive protectors of forests clad in pine cone armor and hats of fruit, flowers, or leaves. They enjoy mock battles but act cautiously in real ones.

Leaf Leshy **Creature 0**

N | Small | Leshy | Plant

Perception +4; low-light vision

Languages Common, Druidic, Sylvan; *speak with plants* (trees only)

Skills Acrobatics +4, Nature +4, Stealth +4

Str −1, **Dex** +2, **Con** +2, **Int** −2, **Wis** +2, **Cha** +1

Items longspear

AC 18; **Fort** +6, **Ref** +6, **Will** +4

HP 15, **Weaknesses** fire 2

Verdant Burst (healing) When a leaf leshy dies, a burst of primal energy explodes from its body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area is filled with tree saplings, becoming difficult terrain. If the terrain is not a viable environment for these trees, they wither after 24 hours.

Speed 25 feet; glide

Melee ❖ longspear +3 (reach 10 feet), **Damage** 1d8−1 piercing

Ranged ❖ seedpod +6 (range increment 30 feet), **Damage** 1d6 bludgeoning plus deafening blow

Primal Innate Spells DC 14; **4th** *speak with plants*

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The leaf leshy transforms into a Small tree. This ability otherwise uses the effects of *tree shape*.

Deafening Blow When a leaf leshy hits with its seedpod Strike, the target must attempt a DC 16 Fortitude save.

Critical Success The target is unaffected and temporarily immune for 24 hours.

Success The target is unaffected.

Failure The target is deafened for 1 round.

Critical Failure The target is deafened for 1 minute.

Glide ❖ (move) The leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

Gourd Leshy

Gourd leshys are guardians of fields, gardens, and farms. Many villages benefit from the protection of a gourd leshy, even if they are unaware of it.

Gourd Leshy **Creature 1**

N | Small | Leshy | Plant

Perception +5; low-light vision

Languages Common, Druidic, Sylvan; *speak with plants* (gourds only)
Skills Nature +5, Stealth +7
Str +2, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** +0
Keepsake (abjuration, primal) The leshy can store an item of light Bulk or less in its head, concealing it as *nondetection*. If stored for 24 hours, the item benefits from *mending*.
AC 17; **Fort** +5, **Ref** +9, **Will** +7
HP 20
Verdant Burst (healing) As leaf leshy, except plants regain 1d8 Hit Points and the area sprouts gourds instead of tree saplings.
Speed 25 feet
Melee ❖ fist +7 (agile, finesse), **Damage** 1d4+2 bludgeoning plus ensnare
Ranged ❖ seed +9 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus ensnare
Primal Innate Spells DC 15; **4th** *speak with plants*
Change Shape ❖ (concentrate, polymorph, primal, transmutation) As leaf leshy, except the gourd leshy transforms into a gourd-bearing plant.
Ensnare When the gourd leshy damages a creature with a fist or seed Strike, vines lash out from the leshy (or seed) and wrap around the target's limbs. The target must attempt a DC 17 Reflex save. On a failure, the target takes a –10-foot status penalty to its Speed for 1 round; on a critical failure, the target is immobilized for 1 round and the penalty to Speed lasts for 1 minute.



DEAD LESHYS

When a leshy dies, its body explodes in a wave of vegetation as its spirit returns to the natural world. Though leshy spirits that are called into new bodies after death typically keep only vague recollections of their pasts, they retain many of the values and habits of their former life.

FUNGUS LESHY

Fungus leshys guard caves, bogs, and damp, dark places. Their fungus gardens are bizarre by most standards, but fungus leshys are extremely proud of their works.

FUNGUS LESHY — CREATURE 2

N | SMALL | FUNGUS | LESHY

Perception +6; darkvision
Languages Common, Druidic, Sylvan; *speak with plants* (fungi only)
Skills Athletics +6, Nature +6, Stealth +8
Str +2, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** +0
AC 19; **Fort** +8, **Ref** +10, **Will** +6
HP 30
Verdant Burst (healing) As leaf leshy, except only fungi are healed, they regain 2d8 Hit Points, and the area sprouts fungi.
Speed 25 feet
Melee ❖ fist +10 (agile, finesse), **Damage** 1d6+2 bludgeoning
Ranged ❖ spore pod +10 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus spores
Primal Innate Spells DC 16; **4th** *speak with plants*
Change Shape ❖ (concentrate, polymorph, primal, transmutation) As leaf leshy, except the fungus leshy transforms into a giant mushroom or patch of fungi.
Spore Cloud ❖❖ (poison) A fungus leshy can unleash a cloud of spores that irritates the eyes and throats of non-fungi creatures in a 15-foot emanation. Each creature must succeed at a DC 16 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (or 10 feet, on a critical failure).
Spores A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.





Lich Crafting

Liches spend a good deal of their downtime crafting magic items. In particular, a lich will create items that help it defeat and overcome known problems. This fact can prove especially dangerous if the PCs encounter a lich but fail to destroy its phylactery, for the next time they encounter the lich, it will likely have just the right tools to overcome their defenses.

Lich

To gain more time to complete their goals, some desperate spellcasters pursue immortality by embracing undeath. After long years of research and the creation of a special container called a phylactery, a spellcaster takes the final step by imbibing a deadly concoction or casting dreadful incantations that transform them into a lich. While most undertake this drastic plan to continue their work or fulfill some long-term plan, others become liches because they fear death or to fulfill some malevolent purpose, such as long-sworn revenge. Regardless, the result is permanent and carries with it the potential to alter history—both that of those who transform themselves and of the countless mortals that will inevitably suffer as a result of a lich's new power.

After its metamorphosis, a lich often finds some quiet place to dwell, typically protected by a variety of guardians and traps, for two primary purposes. First, a lich requires solitude in order to plan its elaborate schemes, and second, few mortals (if any) deign to interact with these legendarily corrupt necromancers. One reason begets the other, as the self-imposed isolation of a lich often drives the lich insane, further solidifying its separation from civilization. The longer a lich lives, the more meticulous a planner it becomes, secreting itself within a labyrinth of deadly puzzles, misdirection, and monsters. A lich's servants and guardians are absolutely loyal, either due to their nature (such as constructs or other undead) or as a result of compulsion using powerful magic. Many liches go mad, in time, and the nature of a lich's lair is a good indicator of the undead's current mental state.

For all the protections it arrays around itself, a lich will go to greater lengths to guard its phylactery, as it knows that the destruction of this magical container spells doom for the lich. A lich is notoriously difficult to bargain with, though the threat of damaging its phylactery is a sure way to gain the upper hand in such a negotiation.

Creating a Lich

A lich can be any type of spellcaster, as long as it has the ability to perform a ritual of undeath as the primary caster (which can usually be performed only by a spellcaster capable of casting 6th-level spells). To create a lich, follow these steps.

Increase the spellcaster's level by 1 and change its statistics as follows.

- Increase spell DCs and spell attack roll by 2.

Lich Abilities

A lich gains the undead trait and becomes evil. Liches lose all abilities that come from being a living creature.

A lich gains the following abilities.

Darkvision

Saving Throws +1 status bonus to all saves vs. positive

Negative Healing

Rejuvenation (arcane, necromancy) When a lich is destroyed, its soul immediately transfers to its phylactery. A lich can be permanently destroyed only if its phylactery is found and destroyed.

Immunities death effects, disease, paralyzed, poison, unconscious

Resistances cold 20, physical 15 (except magic bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 30

Hand of the Lich All liches have a hand unarmed attack that deals 1d8 negative damage for every 3 levels and inflicts a paralyzing touch. This attack has the finesse trait.

Drain Phylactery ◆ **Frequency** once per day; **Effect** The lich taps into its phylactery's power to cast any arcane spell up to the highest level the lich can cast, even if the spell being cast is not one of the lich's prepared spells. The lich's phylactery doesn't need to be present for the lich to use this ability.

Paralyzing Touch (arcane, curse, incapacitation, necromancy) A creature damaged by the lich's hand Strike must succeed at a Fortitude save against the lich's spell DC – 4. The creature becomes paralyzed for 1 round on a failure. On a critical failure, the creature is paralyzed permanently, falls prone, and seems dead. A DC 25 Medicine check reveals the victim is alive.

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Alternate Lich Abilities

Although the abilities on page 220 are standard for a lich, you can create a more unusual lich by substituting any one of the following abilities for frightful presence, hand of the lich, Drain Phylactery, or paralyzing touch.

Blasphemous Utterances (arcane, aura, enchantment, mental) 10 feet. The lich is accompanied by a constant echo of blasphemous murmurs and tainted whispers. A creature in the aura takes a –2 circumstance penalty to saves against mental effects and can't take actions that have the concentrate trait unless they succeed at a DC 10 flat check. Failing this check wastes the action.

Cold Beyond Cold The lich's hand Strike deals cold damage instead of negative, and instead of being paralyzed, the target is slowed 2. A successful Fortitude save reduces this to slowed 1 (or negates it on a critical success).

Dark Deliverance The lich has resistance to positive equal to its level.

Siphon Life ↷ Trigger The lich deals damage with its hand Strike. **Effect** The lich regains Hit Points equal to half the damage dealt.

Void Shroud (aura, death, necromancy) 30 feet. The lich is surrounded by an aura of death, drawing forth souls to be consumed by the lich's constant hunger. Living creatures in the emanation take a –2 status penalty to saves against fear and death effects. In addition, any creature that starts its turn in the area gains the doomed 1 condition unless it succeeds at a Will save against the lich's spell DC – 4.

Lich

A wizard whose insatiable desire for arcane power eclipsed their mortal life, the lich is a truly devious and versatile spellcaster.

Lich — Creature 12

RARE NE MEDIUM UNDEAD

Perception +20; darkvision

Languages Abyssal, Aklo, Common, Draconic, Elf, Infernal, Necril, Undercommon

Skills Arcana +28, Crafting +24 (can craft magic items), Deception +17, Diplomacy +19, Religion +22, Stealth +20

Str +0, **Dex** +4, **Con** +0, **Int** +6, **Wis** +4, **Cha** +3

Items *potion of invisibility, scroll of teleport, greater staff of fire*

AC 31; **Fort** +17, **Ref** +21, **Will** +23; +1 status to all saves vs. positive

HP 190, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, physical 10 (except magic bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 29

Counterspell ↷ Trigger A creature casts a spell the lich has prepared. **Effect** The lich expends a prepared spell to counter the triggering creature's casting of that same spell. The lich loses its spell slot as if it had cast the triggering spell. The lich then attempts to counteract the triggering spell.

Speed 25 feet

Melee ❖ hand +24 (finesse, magical), **Damage** 4d8 negative plus paralyzing touch

Arcane Prepared Spells DC 36, attack +26; **6th** *chain lightning*, *dominate*, *vampiric exsanguination*; **5th** *cloudkill*, *cone of cold* (×2), *wall of ice*; **4th** *dimension door*, *dispel magic*, *fire shield*, *fly*; **3rd** *blindness*, *locate*, *magic missile*, *vampiric touch*; **2nd** *false life*, *mirror image*, *resist energy*, *see invisibility*; **1st** *fleet step*, *ray of enfeeblement* (×2), *true strike*; **Cantrips (6th)** *detect magic*, *mage hand*, *message*, *ray of frost*, *shield*

Drain Phylactery ❖ 6th level

Paralyzing Touch (arcane, curse, incapacitation, necromancy) DC 32

Steady Spellcasting If a reaction would disrupt the lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

Lich Treasure

The lair of a lich is usually filled with several magical treasures, particularly items that the undead can use based on its spellcasting abilities. Scrolls, wands, and staves are quite common, as are books of lore and tomes containing entirely new spells.





UNIQUE LICHDOM

The exact ritual, ingredients for deadly concoctions, and magical conditions required to become a lich are unique and different for every living creature. Understanding a spellcaster's path to lichdom can help, but is no guarantee of success for others.

LICH PHYLACTERY ITEM 12

RARE ARCANE NECROMANCY NEGATIVE

Price 1,600 gp

Usage held in 1 hand; **Bulk** –

This item is crafted by a spellcaster who wishes to become a lich. When a lich is destroyed, its soul flees to the phylactery. The phylactery then rebuilds the lich's undead body over the course of 1d10 days. Afterward, the lich manifests next to the phylactery, fully healed and in a new body (therefore, it lacks any equipment it had on its old body). A lich's phylactery must be destroyed to prevent a lich from returning.

The standard phylactery is a sealed metal box containing strips of parchment inscribed with magical phrases. This box has Hardness 9 and 36 HP, but some liches devise more durable or difficult-to-obtain phylacteries. A phylactery might also come in the form of a ring, an amulet, or a similar item; the specifics are up to the creator.

DEMILICH

Demiliches are formed when a lich, through carelessness or by accident, loses its phylactery. As years pass, the lich's body crumbles to dust, leaving only the skull as the seat of its necromantic power. The lich enters a sort of torpor, its mind left wandering the planes in search of ever greater mysteries. The lich gradually loses the ability to cast spells and its magic items slowly subsume into its new form. Negative energy concentrates around the skull, causing some of its bones and teeth to petrify with power and turn into blight crystals. The resulting lich skull, embedded with arcane gemstones and suffused with palpably powerful magic, forms a creature called a demilich.

Despite its near-constant state of inactivity, a demilich grows restless from time to time, especially when living creatures draw near. Only then does the demilich's hunger for life stir once more, causing it to lash out with terrifying bursts of power in attempts to consume vital energy. Unlike an ordinary lich, should the demilich's skull be destroyed, its bond to the world is permanently severed, although some theorize that even then it is not truly slain. Rather, some think that once the demilich is destroyed, its foul and tormented mind is finally free to wander the planes and find new ways to enact its will. For the short-lived common folk of the Material Plane, this is good enough, though eons later a demilich may reappear in the region it once inhabited with a new—and even more insidious—agenda.

DEMILICH CREATURE 15

RARE NE TINY UNDEAD

Perception +19; darkvision, *true seeing*

Languages Abyssal, Aklo, Common, Draconic, Elf, Infernal, Necril, Undercommon

Skills Acrobatics +25, Arcana +32, Deception +26, Occultism +30, Religion +21, Stealth +25

Str –3, **Dex** +4, **Con** +0, **Int** +7, **Wis** –2, **Cha** +5

Items *demilich eye gem* (2)

Torpor Typically, a demilich is inert when encountered and doesn't take actions until its *contingency* reaction has been triggered (see below).

AC 38; **Fort** +23, **Ref** +27, **Will** +23; +1 status to all saves vs. positive

HP 220, negative healing; **Immunities** disease, paralyzed, poison, polymorph, unconscious; **Resistances** cold 5, electricity 5, fire 5, physical 5 (except bludgeoning)

Telekinetic Whirlwind (arcane, aura, evocation) 20 feet. Telekinetic whirlwind activates when the demilich ends torpor. Loose debris in the area whip up into a whirling storm. This obscures vision, making any creature in the area concealed, and causes creatures in its area (except the demilich) to treat all creatures as concealed. Any creature other than the demilich that enters or begins its turn in the aura takes 2d12 bludgeoning damage.

Contingency ↻ A demilich has one permanent 8th-level *contingency* spell in effect with one of its arcane innate spells of 5th level or lower as the companion spell—typically *dimension door*. **Trigger** While the lich is in torpor, a creature disturbs

the demilich's remains, touches its treasure, or casts a spell that would affect the demilich. **Effect** The demilich ends torpor, rolls initiative, and gains the effect of its *contingency*'s companion spell. The *contingency* resets after 24 hours.

Countermeasures ◆ **Trigger** The demilich's turn begins. **Effect** The demilich casts *blink, fly, spell turning,* or *true seeing* on itself. It usually chooses *spell turning* unless it already has that spell in effect.

Speed fly 30 feet

Melee ◆ jaws +27 (reach 0 feet, finesse, magical), **Damage** 1d4–3 piercing plus 6d6 negative

Arcane Innate Spells DC 40, attack +30; **9th** *wail of the banshee*; **7th** *spell turning* (at will); **4th** *blink* (at will), *dimension door* (at will), *telekinetic maneuver* (at will); **Cantrips (8th)** *mage hand, telekinetic projectile*; **Constant (6th)** *true seeing*

Demilich Eye Gems (arcane) A demilich has gemstone eyes that glow when the demilich is active. Each eye contains an 8th-level spell that targets one creature (usually one eye has *maze* and the other *polar ray*). The demilich can Activate an eye. This uses the number of spellcasting actions the spell requires, and also requires command and envision components. When the demilich casts a spell from a gemstone eye, that eye stops glowing for 1d4 rounds, during which time that eye's spell can't be used. Occasionally, one or both of the two *demilich eye gems* can be harvested from a destroyed demilich as magic items (see below).

Devour Soul ◆ (arcane, necromancy, negative) **Requirements** A soul has been trapped in one of the demilich's blight quartz gems (see Trap Soul) for 24 hours. **Effect** The demilich consumes the soul. The soul is utterly destroyed, and the demilich regains HP equal to double the creature's level.

Mental Magic A demilich can replace all material and somatic components for casting spells with verbal components, and can replace all Interact components for activating magic items with envision components.

Staff Gems A demilich long ago absorbed the spells from a staff into gemstone nodules embedded in its skull, with larger nodules representing higher-level spells. It can cast any of the spells as though it were Activating the staff, and regains 1 charge per 4 hours spent in torpor, to a maximum of 8 charges. A typical demilich has the spells from a *greater staff of necromancy*, but it could have spells from another staff of 8th level or lower instead.

Trap Soul ◆ command **Frequency** once per day per gem; **Effect** Ten blight quartz gemstones on the demilich's skull can trap the souls of the living. The Activated gem casts *bind soul*. This *bind soul* can target and affect a dying creature instead of a corpse. The dying creature can attempt a DC 38 Fortitude save; if it succeeds, it doesn't die and its soul is not trapped but it's enervated 2 (or is unaffected entirely on a critical success). When the soul of a creature gets trapped, the creature's body swiftly turns to dust.

The gemstones work like the black sapphires used in *bind soul*, except that they can hold creatures of up to 17th level and have a value of 200 gp apiece. The demilich can Devour a Soul it has trapped.



DEMILICH EYE GEM ITEM 15

RARE ARCANE

Price 3,000 gp (can't be crafted)

Usage held in 1 hand; **Bulk** –

This glowing gem is harvested from a demilich and has an 8th-level spell magically bonded to it. This item has the traits of the spell it contains.

Activate command, Interact **Frequency** once per day; **Effect** The gem casts the 8th-level spell it contains. This activation uses the same number of actions as Casting the Spell. Once the spell is cast, the gem's glow fades, but returns 24 hours later, when the spell can be used once again.

Craft Requirements *Demilich eye gems* can't be crafted.



ASSOCIATED MONSTERS

Undead minions are very common companions for a lich or demilich. Liches prefer mindless undead, that do what they're told and don't interrupt the lich's studies with useless conversation. Liches with a knack for crafting are also fond of surrounding themselves with construct servitors and guardians, such as golems.

Linnorm Kings

In the storied Lands of the Linnorm Kings, the slaying of a linnorm is traditionally required for those who would claim a nation's crown. Recently, though, the Linnorm King White Estrid claimed her crown not by slaying a linnorm but by beating it into submission, gaining a powerful and dangerous ally to help secure her rule.

Linnorm

Immense, primeval dragons of the northern reaches of the world, linnorms hate those they deem to be lesser creatures and seek to inflict as much suffering as possible upon their unfortunate victims. While these serpentine monstrosities might not be the powerful winged dragons most imagine, they nonetheless possess incredible strength and deadly powers that often rival authentic dragon brutality.

Crag Linnorm

Despite being among the weakest linnorms, the crag linnorm is a devastating predator, capable of quickly cooking its foes with its magma breath.

Crag Linnorm — Creature 14

UNCOMMON | CE | GARGANTUAN | DRAGON | FIRE

Perception +26; darkvision, scent (imprecise) 60 feet, *true seeing*
Languages Aklo, Draconic, Sylvan
Skills Acrobatics +22, Athletics +28
Str +8, **Dex** +4, **Con** +6, **Int** –3, **Wis** +4, **Cha** +5

AC 37; **Fort** +28, **Ref** +24, **Will** +22; +1 status to all saves vs. magic
HP 270, regeneration 10 (deactivated by cold iron); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 10
Curse of Fire (curse, fire, primal) When a creature slays a crag linnorm, it must succeed at a DC 35 Will save or permanently gain weakness to fire 15.
Attack of Opportunity ↻ Tail only.

Speed 35 feet, fly 100 feet, swim 60 feet; *freedom of movement*
Melee ❖ jaws +30 (reach 20 feet, magical), **Damage** 3d12+14 piercing plus crag linnorm venom
Melee ❖ claw +30 (reach 20 feet, magical), **Damage** 3d8+14 slashing
Melee ❖ tail +30 (reach 20 feet, magical), **Damage** 3d6+14 bludgeoning plus Improved Grab
Primal Innate Spells DC 33; **Constant (6th)** *freedom of movement*; **(5th)** *true seeing*
Breath Weapon ❖❖ (evocation, fire, primal) The crag linnorm breathes out a stream of magma in a 120-foot line that deals 12d6 fire damage to creatures within the area (DC 34 basic Reflex save). Any creature that fails its save also takes 4d6 persistent fire damage. The crag linnorm can't use Breath Weapon again for 1d4 rounds. The magma remains until the start of the linnorm's next turn. If the linnorm was on the ground, the magma remains as a burning line on the ground directly under the line of the Breath Weapon, and if the linnorm was airborne, the magma rains downward in a sheet 60 feet high. Any creature that moves across or through the magma takes 6d6 fire damage (DC 34 basic Reflex save). At the start of the linnorm's next turn, the magma cools to a thin layer of brittle stone on the ground, or the magma rain finishes falling and turns to harmless pebbles. The cooled magma quickly degrades to powder and sand over the course of several hours.
Constrict ❖ 2d6+14 bludgeoning, DC 34
Crag Linnorm Venom (fire, injury, poison) **Saving Throw** DC 34 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 fire damage and drained 1; **Stage 2** 6d6 fire damage and drained 2.



ICE LINNORM

The ice linnorm dwells amid glacial crevasses, atop wind-blasted mountain peaks, or within glittering caverns carved from the hearts of the mightiest of icebergs.

ICE LINNORM CREATURE 17

UNCOMMON | CE | GARGANTUAN | COLD | DRAGON

Perception +29; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan

Skills Acrobatics +28, Athletics +32

Str +9, **Dex** +5, **Con** +7, **Int** –3, **Wis** +6, **Cha** +7

AC 41; **Fort** +32, **Ref** +28, **Will** +27; +1 status to all saves vs. magic

HP 330, regeneration 10 (deactivated by cold iron); **Immunities** cold, curse, paralyzed, sleep; **Weaknesses** cold iron 15, fire 10

Curse of Frost (cold, curse, primal) When a creature slays an ice linnorm, it must succeed at a DC 40 Will save or permanently gain weakness to cold 15.

Attack of Opportunity ↷ Tail only.

Speed 35 feet, fly 100 feet, swim 40 feet; *freedom of movement*

Melee ❖ jaws +34 (reach 25 feet, magical), **Damage** 3d12+17 piercing plus ice linnorm venom

Melee ❖ claw +34 (reach 20 feet, agile, magical), **Damage** 3d8+17 slashing

Melee ❖ tail +34 (reach 25 feet, agile, magical), **Damage** 3d6+17 bludgeoning plus Improved Grab

Primal Innate Spells DC 38; **Constant (8th)** *freedom of movement*; **(7th)** *true seeing*

Breath Weapon ❖❖ (cold, evocation, primal) The ice linnorm spews out a blast of freezing, viscous ooze in a 60-foot cone that deals 15d6 cold damage to creatures within the area (DC 38 basic Reflex save). The freezing ooze clings to those struck and hardens into thick sheets of ice. A creature that fails the saving throw is immobilized by the ice until it succeeds at a check to Escape or it or an ally Forces Open the ice (DC 34 for either case). At the start of its turn, a creature still immobilized by the ice takes 4d6 cold damage. Another creature can free a frozen target by dealing a total of 20 fire damage to the frozen target. Left unattended, the ice crumbles away in 1 minute on its own. Creatures with the fire trait can't be frozen in place by this breath weapon. Flying creatures fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. An ice linnorm can't use Breath Weapon again for 1d4 rounds.

Constrict ❖ 2d6+18 bludgeoning, DC 38

Ice Linnorm Venom (cold, injury, poison) **Saving Throw** DC 38 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 5d6 cold damage and drained 1; **Stage 2** 7d6 cold damage and drained 2.

DEATH CURSES

The death curses of the linnorms are often the subjects of tragic sagas, and those who would think themselves vanquishing heroes for slaying a linnorm often meet their dooms soon thereafter, succumbing to these curses well after the death of the linnorm responsible for bestowing it.



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OTHER LINNORMS

Linnorms exist in a variety of forms beyond the four detailed here. The gaunt cairn linnorm, the spiny taiga linnorm, and the aquatic fjord linnorm each terrorize their own specific regions of the Material Plane.

TARN LINNORM

Although more powerful linnorms exist, the multi-headed tarn linnorm can wreak an awe-inspiring amount of devastation.

TARN LINNORM CREATURE 20

UNCOMMON | CE | GARGANTUAN | ACID | AMPHIBIOUS | DRAGON

Perception +35; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan

Skills Acrobatics +32, Athletics +38, Stealth +34

Str +10, **Dex** +6, **Con** +8, **Int** –1, **Wis** +7, **Cha** +8

AC 46; all-around vision; **Fort** +36, **Ref** +32, **Will** +31; +1 status to all saves vs. magic

HP 400, regeneration 15 (deactivated by cold iron); **Immunities** acid, curse, paralyzed, sleep; **Weaknesses** cold iron 15

Curse of Death (curse, death, primal) When a creature slays a tarn linnorm, it must succeed at a DC 46 Will save or it can no longer recover Hit Points via any means, such as healing spells, the Medicine skill, or natural healing from rest.

Attack of Opportunity ↻ Tail only.

Speed 35 feet, fly 100 feet, swim 80 feet; *freedom of movement*

Melee ❖ jaws +38 (reach 30 feet, magical), **Damage** 4d12+18 piercing plus tarn linnorm venom

Melee ❖ claw +38 (reach 30 feet, agile, magical), **Damage** 4d8+18 slashing

Melee ❖ tail +38 (reach 30 feet, agile, magical), **Damage** 4d6+18 bludgeoning plus Improved Grab

Primal Innate Spells DC 42; **Constant (9th)** *freedom of movement*; **(8th)** *true seeing*

Breath Weapon ❖❖ (acid, evocation, poison, primal) The tarn linnorm can expel either a 120-foot line or a 60-foot cone of acid dealing 20d6 acid damage to creatures within the area (DC 44 basic Reflex save). The acid creates toxic fumes. At the beginning of the linnorm's next turn, those who failed the breath weapon's Reflex save must succeed at a DC 42 Fortitude save or gain sickened 4 from the poisonous fumes. A tarn linnorm can't use Breath Weapon or Overwhelming Breath again for 1d4 rounds.

Constrict ❖ 3d6+18 bludgeoning, DC 44

Double Bite ❖ The tarn linnorm Strides and then makes a jaws Strike with each of its heads, each against a different target. These attacks count toward the tarn linnorm's multiple attack penalty, and the multiple attack penalty doesn't increase until after the tarn linnorm makes all of these attacks.

Overwhelming Breath ❖❖❖ A tarn linnorm uses its Breath Weapon twice. A creature attempts only one save and can take damage only once. The tarn linnorm can't use Breath Weapon or Overwhelming Breath again for 2d4 rounds.

Tarn Linnorm Venom (acid, injury, poison) **Saving Throw** DC 44 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 7d6 acid damage and drained 1; **Stage 2** 11d6 acid damage and drained 2.

TOR LINNORM

Tor linnorms dwell in the tallest volcanic mountains, either within natural formed caverns or within molten craters. A tor linnorm's temper can be as hot and destructive as the magma the creature resembles.

TOR LINNORM — CREATURE 21

UNCOMMON | CE | GARGANTUAN | DRAGON | FIRE

Perception +37; darkvision, scent (imprecise) 60 feet, *true seeing*
Languages Aklo, Draconic, Sylvan
Skills Acrobatics +35, Athletics +40, Stealth +37
Str +11, **Dex** +8, **Con** +9, **Int** –1, **Wis** +8, **Cha** +9

AC 47; **Fort** +38, **Ref** +35, **Will** +33; +1 status to all saves vs. magic
HP 440, regeneration 20 (deactivated by cold iron); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 15

Curse of Boiling Blood (curse, fire, primal) When a creature slays a tor linnorm, it must succeed at a DC 48 Will save or permanently gain weakness to fire 20 and slowed 1 from the agonizing pain it now endures at all times. As long as a character continues to suffer this curse, its slowed condition can never be reduced below slowed 1.

Lava Affinity A tor linnorm can breathe and swim freely while submerged in lava and magma.

Attack of Opportunity ↷ Tail only.

Speed 35 feet, climb 35 feet, fly 100 feet, swim 60 feet; *freedom of movement*

Melee ❖ jaws +40 (reach 30 feet, magical), **Damage** 4d12+19 piercing plus tor linnorm venom

Melee ❖ claw +40 (reach 30 feet, agile, magical), **Damage** 4d8+19 slashing

Melee ❖ tail +40 (reach 30 feet, agile, magical), **Damage** 4d6+19 bludgeoning plus Improved Grab

Primal Innate Spells DC 44; **Constant (9th)** *freedom of movement*; **(8th)** *true seeing*

Breath Weapon ❖❖ (evocation, fire, primal) The tor linnorm expels a 60-foot cone of flame and ash dealing 20d6 fire damage to creatures within the area (DC 46 basic Reflex save). At the start of the tor linnorm's next turn, the area affected by the breath weapon is covered in thick, scorching smoke that burns both the lungs and eyes, dealing an additional 10d6 fire damage to all creatures in the area (DC 46 basic Reflex save). A creature that spends an entire round in the smoke with open eyes must succeed at a DC 44 Fortitude save or is blinded for 1 minute. The smoke dissipates after 1 minute; in strong winds, the smoke dissipates in 5 rounds, and in more powerful winds, it may clear even more quickly. The tor linnorm can't use Breath Weapon again for 1d4 rounds.

Constrict ❖ 3d6+21 bludgeoning, DC 46

Slashing Claws ❖ A tor linnorm makes four Strikes with its claws, each against a different target. These attacks count toward the tor linnorm's multiple attack penalty, but the multiple attack penalty doesn't increase until after the tor linnorm makes all its attacks.

Tor Linnorm Venom (fire, injury, poison) **Saving Throw** DC 44 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 8d6 fire damage and drained 1; **Stage 2** 12d6 fire damage and drained 2.



LINNORM TREASURE

As with true dragons, linnorms tend to amass immense piles of treasure in their lairs. These hoards consist of the weapons, gear, and belongings of would-be vanquishers more often than minted coins or works of art.

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Lizards and Lizardfolk

Giant lizards are often used as mounts or guardians or kept as pets, but never so often or as traditionally as they are by lizardfolk. The kinship these people share with giant lizards is unmistakable, valuing their companionship to an extent that equals or even exceeds that which other societies have for popular animal companions like dogs and horses.

Lizard

Lizards have a wide range of appearances and abilities, but most share a basic reptilian shape—long tails, wide toothy mouths, and four legs. While a few species are capable of movement on two legs for short periods of time, most are strictly quadrupedal. The three species presented here represent the most common and well-known of the larger species.

Giant Gecko

These roughly human-sized reptiles have amazing feet capable of clinging tenaciously to any surface. Giant geckos are typically docile and shy but can be aggressive when cornered or defending their territory. These large-eyed lizards are found in a wide variety of habitats, from rainforests and deserts to mountain slopes or even underground caverns. They spend most of their time climbing around in large trees or on rocky cliffs, whether hunting for small animals or hiding from predators. A giant gecko's scales are often quite brightly colored or decorated in intricate patterns. Giant geckos span nearly 8 feet in length from head to tail, and they weigh about 120 pounds.

Giant geckos are sometimes used by smaller humanoids as guardians or mounts, as their docile nature makes them relatively easy to tame and train. Their superior climbing skills make giant geckos particularly popular within societies that dwell underground or near cliffs, such as goblins and kobolds. Their bright coloration also makes them favorite exotic pets in high society.

Giant Gecko **Creature 1**

N Medium Animal

Perception +7; low-light vision

Skills Acrobatics +8, Athletics +5 (+9 to Climb), Stealth +6

Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** –2

Uncanny Climber A giant gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. If a giant gecko attempts an Athletics check to climb and critically fails, it gets a failure instead.

AC 16; **Fort** +6, **Ref** +10, **Will** +5

HP 20

Speed 30 feet, climb 30 feet

Melee ❖ jaws +8, **Damage** 1d8+2 piercing

Giant Monitor Lizard

Large and seemingly ponderous, a monitor lizard is a deceptively swift and ruthless predator. It ambushes its prey by rushing out from cover and biting the target with its powerful jaws. A giant monitor lizard's saliva is venomous, allowing it to bring down prey larger than it can easily haul away in its jaws. Giant monitor lizards grow up to 14 feet long, including their long tails, and they weigh about 350 pounds. Their bodies are normally dark brown with patches of yellow or green.

When nesting, a giant monitor lizard digs a deep burrow to hide in. The burrow serves as both a safe haven and a location from which the lizard can ambush larger prey such as deer, boars, or even humanoids. A giant monitor lizard can consume nearly its own body weight in a single meal, and its loosely articulated jaws allow it to swallow surprisingly large prey.

GIANT MONITOR LIZARD CREATURE 2

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +9, Stealth +6
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +9, **Ref** +8, **Will** +5
HP 30

Gnashing Grip ↷ **Trigger** A creature grabbed by the giant monitor lizard's jaws fails a check to Escape. **Effect** The giant monitor lizard's jaws deal 1d6 piercing damage and the triggering creature is exposed to monitor lizard venom.

Speed 30 feet, swim 30 feet
Melee ❖ jaws +11, **Damage** 1d10+3 piercing plus Grab and monitor lizard venom
Lurching Charge ❖❖ The giant monitor lizard Strides twice and then makes a jaws Strike. If the lizard moved at least 20 feet away from its starting position, it gains a +2 circumstance bonus to this attack roll.
Monitor Lizard Venom (poison); **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

GIANT FRILLED LIZARD

Found in warm and tropical forests and savannas, these immense lizards are a deadly threat to the unsuspecting traveler. When they aren't sleeping or stalking prey, giant frilled lizards bask in the sunlight for hours at a time. Explorers sometimes mistakenly think them related to dragons due to their large size, elaborate neck frills (which, when displayed in a show of aggression and dominance, can be mistaken for wings), and ferocious hissing vocalizations used to frighten away creatures too large to eat.

A giant frilled lizard's primary food sources are oversized arthropods and other invertebrates, but it won't hesitate to augment its diet with vertebrates, including other lizards, monkeys, and just about anything it can fit into its mouth—even humanoids. Although capable of short bursts of speed, a giant frilled lizard normally lies perfectly still while hunting, hoping to ambush its prey.

GIANT FRILLED LIZARD CREATURE 5

N LARGE ANIMAL

Perception +11; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +10, Athletics +14, Stealth +10
Str +5, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 22; **Fort** +13, **Ref** +12, **Will** +9
HP 75

Speed 30 feet, climb 30 feet
Melee ❖ jaws +16 (reach 10 feet), **Damage** 2d8+7 piercing
Melee ❖ tail +16 (agile, reach 10 feet), **Damage** 2d6+7 bludgeoning
Intimidating Display ❖❖ (auditory, emotion, fear, mental, visual) The giant frilled lizard Strides. If it ends that Stride adjacent to at least one other creature, it suddenly displays its colorful neck frills and issues a frightening hiss. Each adjacent creature must succeed at a DC 21 Will save or become frightened 2 (or frightened 3 on a critical failure). The creature is then temporarily immune to Intimidating Display for 1 minute.

OTHER GIANT LIZARDS

The three species of giant lizard presented here are but the most common of their kind encountered in the wilds. Stories of much larger lizards persist, including the immense, 20-foot-long monster known as a megalania, a truly enormous version of the giant monitor lizard capable of swallowing creatures whole. Less dangerous is the giant chameleon, although its ability to blend into its environs makes it a much more insidious and stealthy threat than the lumbering, mighty megalania.





Lizardfolk

When human scholars speak of ancient civilizations, they usually turn their focus to themselves, researching and lecturing on the first human empires. When they drift to others, they invariably look to cultures that had conflicts or alliances with ancient humanity. That the culture of the people called lizardfolk often gets ignored or forgotten even by well-meaning researchers is thus no surprise, but to the lizardfolk themselves it is no matter. They know their history and value its integrity and privacy—if younger ancestries like humanity aren't interested in learning from lizardfolk empires dating back to before the first human knocked two rocks together to make their first campfire, that's fine with them.

The word "lizardfolk" is an excellent example of humanity's narrow-sighted view of this culture. The name of their people is "iruxi," but these reptilian humanoids have patiently and good-naturedly accepted the name "lizardfolk" as a variant, and they generally resist urges to call humans and other mammalians similarly derivative names in return.

Iruxis dwell and thrive in all tropical and temperate biomes, but they are most at home in swamplands, coastal regions, and riverlands, for they are talented swimmers, and fish and aquatic plants make up a large part of their preferred diets.

Lizardfolk Relations

Though most are neutral in alignment, the typical iruxi's pride in their traditions, suspicion of others, and need to protect their kin can make them seem standoffish or even aggressive when encountered. However, most are eager to learn from visitors, trade stories and equipment, and forge alliances.

Lizardfolk Defender

The lizardfolk defender serves as a protector of the young, guardian of the settlement, and when no other options are available, soldier in time of war. They eagerly rise to the defense of their kin but do not revel in battle. An iruxi defender would rather turn back intruders and allow them to flee with the knowledge they were beaten, in hopes that such word prevents further invasions, but they are not naive. The iruxi understand the need for revenge, and when they allow a foe to escape, they do not forget.

Lizardfolk Defender **Creature 1**

N Medium Humanoid Lizardfolk

Perception +7

Languages Draconic, Iruxi

Skills Acrobatics +5, Athletics +6, Survival +5

Str +3, **Dex** +2, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0

Items flail, javelin (3), wooden shield (Hardness 3, HP 12, BT 6)

AC 16 (18 with shield raised); **Fort** +8, **Ref** +7, **Will** +5

HP 21

Attack of Opportunity ↻

Shield Block ↻

Speed 25 feet, swim 15 feet

Melee ❖ flail +8 (disarm, sweep, trip), **Damage** 1d6+3 bludgeoning

Melee ❖ jaws +8, **Damage** 1d6+3 piercing

Melee ❖ tail +8 (agile), **Damage** 1d4+3 bludgeoning

Ranged ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+3 piercing

Deep Breath A lizardfolk defender can hold their breath for 175 rounds (17-1/2 minutes).

Terrain Advantage Non-lizardfolk creatures in difficult terrain and non-lizardfolk creatures that are in water and lack a swim Speed are flat-footed to the lizardfolk defender.

LIZARDFOLK SCOUT

Iruxi scouts are the lizardfolk most often encountered by adventurers, for these explorers and hunters spend most of their lives on the move, constantly patrolling the territories held by their enclave. If intruders are driven off, it is the responsibility of the iruxi scouts to track them, observe them, and learn their ways and weaknesses so as to report back to the community and aid in the defense against potential reprisals.

LIZARDFOLK SCOUT — CREATURE 1

N MEDIUM HUMANOID LIZARDFOLK

Perception +8
Languages Common, Draconic, Iruxi
Skills Acrobatics +6, Athletics +5, Diplomacy +4, Nature +6, Stealth +6, Survival +8
Str +2, **Dex** +3, **Con** +1, **Int** –1, **Wis** +3, **Cha** +1
Items blowgun (10 darts, 1 of which is coated with giant centipede venom)

AC 17; **Fort** +6, **Ref** +8, **Will** +6
HP 17

Speed 25 feet, swim 20 feet
Melee ❖ jaws +7, **Damage** 1d6+2 piercing
Melee ❖ tail +8 (agile, finesse), **Damage** 1d4+2 bludgeoning
Ranged ❖ blowgun +8 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing plus giant centipede venom
Deep Breath As lizardfolk defender, but 150 rounds (15 minutes).
Hidden Movement If the lizardfolk scout starts its turn undetected by a creature or hidden from it, that creature is flat-footed against the scout's attacks until the end of the scout's turn.
Giant Centipede Venom (poison); **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round); **Stage 3** 1d12 poison damage, clumsy 1, and flat-footed (1 round)
Sneak Attack The lizardfolk scout deals an extra 1d6 precision damage to flat-footed creatures.
Terrain Advantage As lizardfolk defender.

LIZARDFOLK STARGAZER

The tradition of astrology and looking to the stars for both navigation and prognostication is well-established in iruxi society, and their wise and observant stargazers are among the people's most respected members. Even the lowliest stargazer, as presented here, has a number of useful primal spells to aid their kin; in larger iruxi settlements, stargazers wield even greater powers.

LIZARDFOLK STARGAZER — CREATURE 2

N MEDIUM HUMANOID LIZARDFOLK

Perception +8
Languages Draconic, Iruxi
Skills Diplomacy +4, Iruxi Lore +6, Nature +8, Stealth +6, Survival +8
Str +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +0
Items staff

AC 17; **Fort** +7, **Ref** +6, **Will** +10
HP 30

Speed 25 feet, swim 20 feet
Melee ❖ staff +8 (two-hand d8), **Damage** 1d6+2 bludgeoning
Melee ❖ jaws +8, **Damage** 1d6+2 piercing
Melee ❖ tail +8 (agile, finesse), **Damage** 1d4+2 bludgeoning
Primal Prepared Spells DC 20, attack +10; **1st** *charm*, *heal*, *magic fang*, *shillelagh*, *summon animal*; **Cantrips (1st)** *guidance*, *know direction*, *produce flame*, *stabilize*
Deep Breath As lizardfolk defender, but 200 rounds (20 minutes).

LIZARDFOLK SOCIETY

Iruxis are, as a general rule, quite religious. Those who venerate deities typically look to Gozreh, but some of them find the teachings of Desna to be compelling. Most iruxis, though, instead follow druidic traditions, ancestor worship, and astrological philosophies in particular.



Manticore Treasure

A manticore enjoys taking plunder from the corpses of its prey as trophies that flatter its vanity and testify to its strength. It has little interest in money, but sometimes accepts gold and jewels as tribute.

Manticore Locations

Manticores prefer lonely places in the wilderness far from humanoids, but they adapt easily to nearly any terrain. Manticores have been spotted in jungles, forests, deserts, and mountains.

Manticore

The manticore is a monstrous amalgamation of lion, dragon, and human with a penchant for feasting on human flesh. Its distinctive tail is festooned with large quills like those of a porcupine, which the manticore flings at prey by whipping its tail like a sling. These deadly spikes give the manticore the power to slaughter even well-armed warriors from the safety of the sky.

Although the anthropomorphic face of the manticore suggests a keen intellect, most creatures of its kind are simple-minded killers. They can be clever liars, however, and their voices have a strangely musical sound that has lured many unwitting travelers into an ambush. A manticore discovered by uneducated humanoids (especially those who are both lawful and evil) can sometimes become the center of adoration and even worship; a manticore in this situation swiftly gives in to its laziness and allows its acolytes to bring it tribute in the form of food and treasure, feasting upon its own followers when offerings become scarce. Stronger humanoids who encounter a manticore can cow it through intimidation and violence, sometimes even forcing it into service as a mount. As long as the manticore is well fed with human flesh and its master leads it to victory, a manticore mount can prove surprisingly loyal.



Manticore — Creature 6

LE | Large | Beast

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common

Skills Acrobatics +10, Athletics +15, Intimidation +11, Survival +12

Str +5, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** –1

AC 23; **Fort** +16, **Ref** +12, **Will** +12

HP 90

Speed 25 feet, fly 40 feet

Melee ❖ jaws +17, **Damage** 2d8+8 piercing

Melee ❖ claw +17 (agile), **Damage** 2d6+8 slashing

Ranged ❖ spike +14 (range increment 40 feet), **Damage** 1d10+5 piercing

Spike Volley ❖ The manticore flings up to two spikes from its tail, targeting either two different creatures or a single creature. If the manticore targets two different creatures, these creatures must be within 20 feet of one another, and the manticore makes a separate Strike against each; this counts as only one Strike for the manticore's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the manticore fires both spikes at the same creature, it makes a single Strike. If the attack hits, it deals the damage of a single spike, but the target is pinned in place, rendering it immobilized. A creature that succeeds at a DC 23 Athletics check (attempted as a single action) can pull the spike free.

A manticore can hurl no more than 12 spikes in 24 hours.

Mantis, Giant

These monstrously oversized insects are silent predators with lightning-quick forelegs and a bone-breaking bite.

Giant Mantis

These massive cousins of normal praying mantises stand taller than an average human. They stalk through dense forests, striking at meals from the trees.

Giant Mantis — Creature 3

N LARGE ANIMAL

Perception +9; darkvision
Skills Acrobatics +8, Athletics +12, Stealth +12
Str +5, **Dex** +3, **Con** +3, **Int** –5, **Wis** +2, **Cha** +0

AC 20; **Fort** +10, **Ref** +12, **Will** +7
HP 40

Speed 25 feet, climb 25 feet, fly 20 feet
Melee ◆ leg +12 (agile, reach 10 feet), **Damage** 1d10+5 piercing plus Grab
Melee ◆ mandibles + 12, **Damage** 1d12+5 piercing
Deadly Mandibles ↷ **Trigger** The giant mantis Grabs a creature with its leg. **Effect** The mantis pulls the creature adjacent to it, then makes a mandibles Strike against the creature.
Lunging Strike ◆◆ The giant mantis lunges forward, making a leg Strike with an extended reach of 20 feet.
Sudden Strike On the first round of combat, creatures that haven't acted are flat-footed to the giant mantis.

Deadly Mantis

These gigantic mantids make their homes within deep jungles and prehistoric forests where they hunt and devour equally massive prey.

Deadly Mantis — Creature 11

N GARGANTUAN ANIMAL

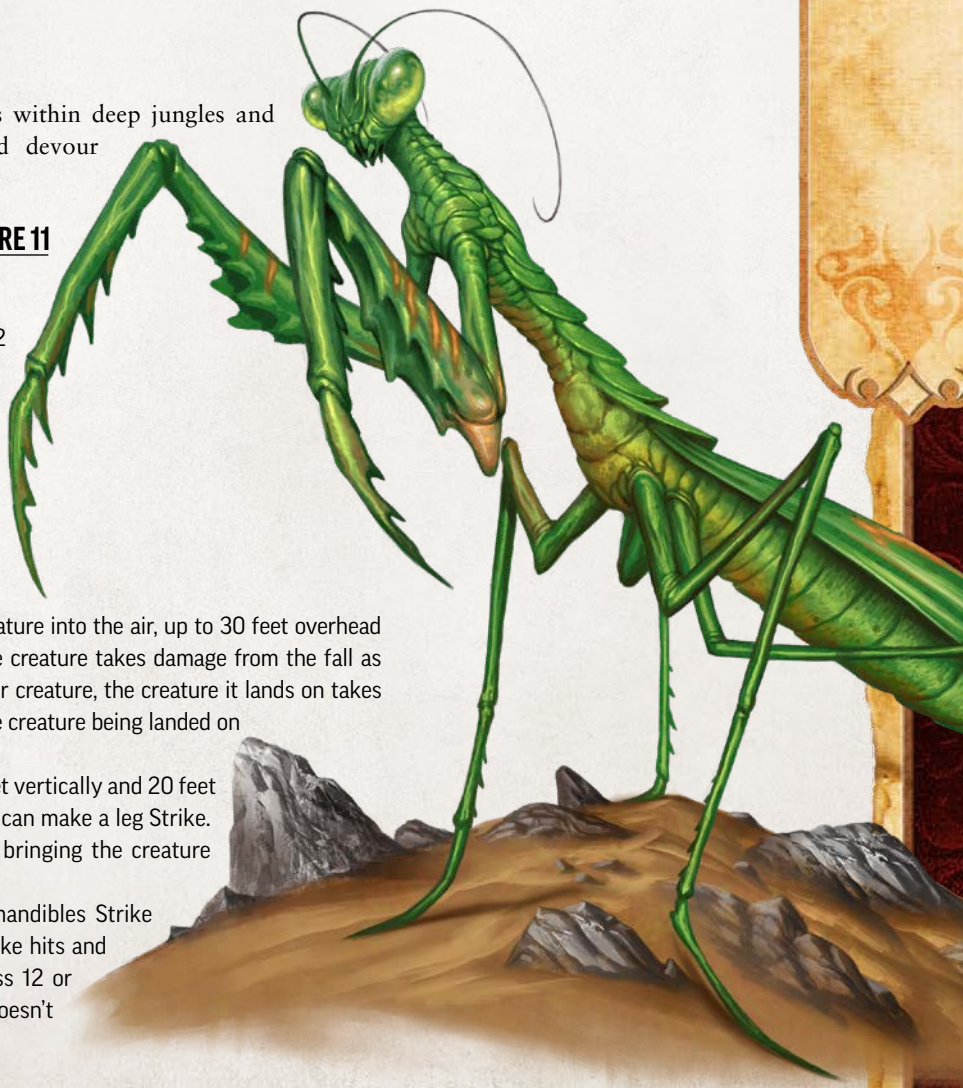
Perception +20; darkvision
Skills Acrobatics +18, Athletics +25, Stealth +22
Str +8, **Dex** +3, **Con** +5, **Int** –5, **Wis** +3, **Cha** –2

AC 31; **Fort** +24, **Ref** +20, **Will** +18
HP 220

Speed 50 feet, climb 50 feet
Melee ◆ mandibles +25 (reach 10 feet), **Damage** 2d12+14 piercing
Melee ◆ leg +24 (agile, reach 20 feet), **Damage** 2d10+14 piercing plus Grab
Fling ◆ The deadly mantis flings a grabbed creature into the air, up to 30 feet overhead and up to 30 feet away from the mantis (the creature takes damage from the fall as normal). If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage. The creature being landed on can attempt a DC 31 basic Reflex save.
Leaping Grab ◆◆ The mantis Leaps up to 40 feet vertically and 20 feet horizontally. At any point during the jump, it can make a leg Strike. If it hits, it automatically Grabs the target, bringing the creature along until the end of the jump.
Rending Mandibles ◆ The mantis makes a mandibles Strike against a creature it has grabbed. If that Strike hits and the creature is wearing armor with Hardness 12 or lower, the armor is broken. This Strike doesn't further damage armor that's already broken.
Sudden Strike As giant mantis.

Sacred Insects

Deadly mantises are sacrosanct to followers of Achaekek, the Mantis God. His adherents, including the infamous Red Mantis assassins, invite or lure deadly mantises close to their settlements, seeing the towering creatures as a sign of their god's favor. Achaekek's followers offer sacrifices of livestock or captured enemies to keep the massive insects well fed. Clerics of Achaekek defend a deadly mantis's territory as if it were their own, believing it to be holy ground.



MEDUSA INFILTRATORS

Rumors persist of disguised medusas acting as prominent members of criminal organizations such as the Sczarni in Riddleport and the Aspis Consortium in Port Peril, and their kind is known to thrive in metropolises including Absalom and Katapesh. Because they are so widespread, medusas resembling humans of every major ethnicity can be found in Avistan and Garund.

Medusa

Monstrous humanoids that resemble humans with snakes instead of hair, medusas are best known for their petrifying gazes that—if lingered upon—can permanently transform mortals to stone. Medusas are shrewd and manipulative adversaries who collect and covet secrets, and who use threats and guile to exploit the fears of weaker creatures. A medusa may seek out powerful magic items, use divination magic to discover secret knowledge and unlock forbidden power, or infiltrate a society to beguile influential politicians. Their ability to worm their way into powerful organizations makes them natural leaders of criminal outfits and thieves' guilds, and their interest in magical phenomena leads some to pursue careers as oracles who offer to help adventurers find what they seek—for a price. Of course, if wit and deception proves insufficient, a medusa can always simply turn rivals into ornate stone decorations with little more than a glare.

Exceptionally agile and surprisingly hardy, a medusa rarely backs down from a conflict even when cornered. Many adventurers who thought themselves readied to resist the effects of a medusa's gaze have nevertheless fallen to a medusa, as these creatures are also often deadly archers able to riddle their foes with venom-coated arrows from a distance. Still, a medusa may barter for their life if no alternatives remain, and the secrets carried by these powerful villains often make it more than worth sparing the monster's life.



MEDUSA CREATURE 7

LE MEDIUM HUMANOID

Perception +16; darkvision

Languages Common

Skills Deception +16, Diplomacy +14, Stealth +16

Str +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +1, **Cha** +2

Items *+1 composite shortbow* (60 arrows), shortsword

AC 25, all-around vision; **Fort** +15, **Ref** +16, **Will** +14

HP 105

Petrifying Gaze (arcane, aura, transmutation, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 25 Fortitude save. If the creature fails, it becomes slowed 1 for 1 minute. The medusa can deactivate or activate this aura by using a single action, which has the concentrate trait.

Biting Snakes ↷ **Trigger** A creature ends its turn adjacent to the medusa. **Effect** The medusa makes a snake fangs Strike against the creature.

Speed 25 feet

Melee ❖ shortsword +18 (agile, finesse, versatile S), **Damage** 1d6+8 piercing plus serpent venom

Melee ❖ snake fangs +16 (agile, finesse), **Damage** 1d4+8 piercing plus serpent venom

Ranged ❖ *composite shortbow* +19 (deadly 1d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing plus serpent venom

Focus Gaze ❖ (arcane, concentrate, incapacitation, transmutation, visual) The medusa fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Fortitude save against the medusa's petrifying gaze. If the creature was already slowed by petrifying gaze before attempting its save, a failed save causes it to be petrified permanently. After attempting its save, the creature is then temporarily immune until the start of the medusa's next turn.

Serpent Venom (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 (1 round)

Merfolk

Elegant, mysterious, and graceful; all this and more can be said of the merfolk. These enigmatic people resemble humanoids with delicate features from the waist up but with the fins and tail of a massive fish from the waist down. Found in nearly all of Golarion's oceans, merfolk are as varied in appearance as humans, their skin ranging from pale to umber and all shades in between, while their gleaming scales shimmer with the majesty of the sea.

Merfolk Warrior

Merfolk warriors form the bulk of the militias of their vast underwater realms and meet potential aggressors head-on with uncompromising force.

Merfolk Warrior — Creature 1

N | Medium | Aquatic | Humanoid | Merfolk

Perception +6; low-light vision
Languages Aquan, Common
Skills Athletics +5 (+7 to Swim), Medicine +4
Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +1
Items trident (2)

AC 18; **Fort** +6, **Ref** +9, **Will** +4
HP 19

Speed 5 feet, swim 30 feet
Melee ❖ trident +7, **Damage** 1d8+2 piercing
Ranged ❖ trident +9 (thrown 20 feet), **Damage** 1d8+2 piercing
Aquatic Dash ❖❖ The merfolk warrior swims and attacks in one of two patterns. They either Swim twice and Strike one opponent at the end of their movement, or Swim once and Strike at any point during their movement.

Merfolk Wavecaller

Merfolk wavecallers use their primal power to call forth allies and defend their people with deadly magic.

Merfolk Wavecaller — Creature 2

N | Medium | Aquatic | Humanoid | Merfolk

Perception +8; low-light vision
Languages Aquan, Common
Skills Athletics +7 (+9 to Swim), Deception +6, Nature +8, Religion +8
Str +3, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2
Items dagger

AC 17; **Fort** +7, **Ref** +6, **Will** +10
HP 30

Speed 5 feet, swim 30 feet
Melee ❖ dagger +9 (agile, versatile S), **Damage** 1d4+3 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Primal Prepared Spells DC 18, attack +10; **1st** *charm*, *heal*, *hydraulic push*; **Cantrips (1st)** *dancing lights*, *detect magic*, *electric arc*, *ray of frost*, *stabilize*
Hydraulic Asphyxiation ❖ (divine, evocation, water); **Requirement** The target is fully submerged in water, within 30 feet of the merfolk wavecaller, and holding its breath. **Effect** The merfolk wavecaller commands the tides to crush their foe's throat, rooting the target in place and forcing it to choke up precious air. The target must succeed at a DC 18 Fortitude save or become immobilized for 1 round and immediately lose 1d4 actions' worth of air (or twice that on a critical failure).

Merfolk's Secret

Some sailors claim that merfolk face a grave threat—a dark and sinister power capable of rendering even the most beautiful merfolk into a degenerate and mutated wretch. Such stories often end with claims that the merfolk, proud and noble as they seem, are unwitting puppets to some unknown entity lurking in the deepest depths of the seas. Merfolk themselves are characteristically tight-lipped about such claims.



Creative Mimics

The older the mimic, the more creative its guise, but within practical limits. For example, a mimic can appear as a neatly organized bookshelf with a single book out of place, a dried-up cistern with something glittering at its center, or an inconspicuous wooden door with a conveniently placed peephole.

Mimic

Thought to be the result of a failed experiment meant to animate objects or a sinister alghollthu creation, mimics are clever monsters that can take the form of common manufactured objects. Mimics are ambush predators and voracious eaters, surprising their prey through their uncanny ability to mimic the form of common furniture and miscellany. They remain disguised until unsuspecting adventurers happen by, then they lash out in ambush.

Mimics possess complex alien minds, and while often cruel and self-serving, they also enjoy conversation with their prey from time to time. For unknown reasons, they are especially interested in humanoids. Mimics have a strong dislike for others of their kind and tend to live alone. A mimic can remain in its alternate form for an extremely long period of time, sometimes remaining disguised in a dungeon chamber for decades. Regardless of how long it waits, the mimic remains vigilant and alert, ready to strike at any moment.



Mimic — Creature 4

N Medium Aberration

Perception +9; darkvision

Languages Common

Skills Athletics +12, Deception +8, Dwelling Lore +10 (applies only to the dungeon it lives in)

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

AC 20; **Fort** +11, **Ref** +9, **Will** +9

HP 75

Adhesive The mimic is coated in an adhesive slime. Any creature that hits the mimic, is hit by the mimic, or otherwise touches the mimic must succeed at a DC 23 Reflex save or become grabbed (Escape DC 23). A weapon that hits the mimic is stuck to the mimic and can be removed with a successful DC 23 Athletics check (made as a single action). A mimic can have any number of objects or creatures stuck to it at a time. The mimic can release a stuck creature or object by using a single action, and the adhesive dissolves 1 minute after the mimic dies, releasing all stuck objects and creatures.

Object Lesson ↷ **Trigger** A creature touches or physically interacts with the mimic while the mimic is transformed using Mimic Object. **Effect** The triggering creature is automatically stuck by the mimic's adhesive (it receives no save). The mimic then makes a pseudopod Strike against any creature adjacent to the mimic. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

Speed 10 feet

Melee ❖ pseudopod +14, **Damage** 2d8+4 bludgeoning plus adhesive

Mimic Object ❖ (concentrate, polymorph) The mimic assumes the shape of any Medium object. This doesn't change the mimic's texture or overall size but can alter its coloration and visual appearance. It has an automatic result of 28 on Deception checks and DCs to pass as the object that it's mimicking.

Minotaur

Minotaurs are master hunters that dwell in cunning labyrinths or tangles of underground caverns meant to disorient and demoralize prey. These monstrous tormentors delight in the hunt, in the terror caused by closing in on prey, and in the very moment when the hunted realizes that they have lost the game. Only then will the minotaur charge in for the kill, cutting foes down with powerful strikes or impaling them on its sharp horns.

Minotaurs are known to dwell in mazes, but they can also be found hiding in old ruins and other forgotten corners of the world. In any case, they are solitary creatures, only rarely sharing territory with others of their kind or even more powerful beings that have cowed them into service. Everyone else is little more than prey to be hunted.

MINOTAUR — CREATURE 4

CE LARGE HUMANOID

Perception +12; darkvision
Languages Jotun
Skills Athletics +14, Intimidation +9, Survival +12 (natural cunning)
Str +6, **Dex** +0, **Con** +3, **Int** –2, **Wis** +2, **Cha** –1



Items greataxe
Natural Cunning A minotaur automatically critically succeeds at Survival checks to avoid becoming lost or to find its way, including those from the *maze* spell.

AC 20; **Fort** +13, **Ref** +8, **Will** +10
HP 70

Speed 25 feet
Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing
Melee ❖ horn +14, **Damage** 1d8+8 piercing
Axe Swipe ❖❖ The minotaur swings its axe in a wide arc, making greataxe Strikes against any two foes who are adjacent to each other and within the minotaur's reach. The multiple attack penalty does not increase until after both attacks are resolved.
Hunted Fear ❖ The minotaur snorts and clomps as it hunts its prey, inspiring terror. The minotaur makes an Intimidation check to Demoralize all living creatures within 60 feet that can hear the minotaur but not see it. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult-to-navigate structure, the minotaur gains a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a –2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. This use of Demoralize doesn't have the visual trait. Each target is temporarily immune for 1 minute.
Powerful Charge ❖❖ The minotaur Strides twice, then makes a horn Strike. If it moved at least 20 feet from its starting position, the Strike's damage is increased to 2d8+10.

VARIANT MINOTAURS

Most minotaurs are a simple blend of muscular humanoid and raging bull, but unusual variants and unique minotaurs may have different physical features and abilities. Great-horned minotaurs can impale foes if they critically succeed on a charge, but they do not have the Hunted Fear ability. Shaggy minotaurs are covered in thick hair form head to toe, allowing them to live in freezing environments with ease and giving them resistance to cold damage, but their hooves are broad and heavy, making it impossible for them to charge.

Underground Moons

Mu spores dwell in vast caverns, their pallid underbellies glowing softly to give the eerie impression of a strangely shaped "moon" adrift near the darkened ceiling so far above. Caverns can be faintly lit by this illumination—an unnerving sight for any traveler not expecting light in such a lightless realm.

Mu Spore

A mu spore is a thankfully rare fungoid monstrosity of vast power and strange intellect. Even the smallest mu spores are never less than a hundred feet long from tentacle tip to tentacle tip, yet despite this vast bulk, they are capable of flying with an uncommon grace, venting jets of foul-smelling spores to guide their flight.

Many societies tell tales of vast mu spores appearing over cities at the dawn of apocalyptic events, but they're more than just ravenous eaters of nations. Mu spores often possess rare or esoteric knowledge, and if peaceful contact can be made, this lore can be quite valuable. Their spores can also be used to craft certain foul drugs or deadly alchemical poisons, but harvesting these ingredients is dangerous, as the spores are not viable for long once they've been shed, forcing alchemists seeking to harvest them to operate in perilously close proximity to the abominations.

MU SPORE — CREATURE 21

CN GARGANTUAN FUNGUS

Perception +36; low-light vision, windsense 240 feet

Languages Aklo, Common, Terran, Undercommon

Skills Acrobatics +26, Athletics +41, Nature +38, Occultism +36

Str +10, **Dex** +3, **Con** +9, **Int** +4, **Wis** +9, **Cha** +9

Windsense The mu spore senses vibrations in the air through its aerial spores.

AC 45; **Fort** +38, **Ref** +32, **Will** +38

HP 350, regeneration 50 (deactivated by sonic); **Resistances** acid 20, all (except sonic) 10

Enormous A mu spore is a massive creature and takes up a space of 10 squares by 10 squares (50 feet by 50 feet).

Spores (aura) 60 feet. A living creature that enters the area or ends its turn within it is corrupted by spores. It must succeed at a DC 42 Fortitude save or be clumsy 1, enfeebled 1, and slowed 1 for 1 round. Fungi and plants are immune.

Grasping Tendrils ◆ **Trigger** A creature within 10 feet of the mu spore moves or attacks the mu spore. **Effect** The spore uses Grab on the triggering creature. There is no limit to how many creatures it can grab with the sticky tendrils that cover its body.



Speed 40 feet, fly 50 feet

Melee ◆ jaws +40 (deadly 3d12, reach 30 feet), **Damage** 4d12+18 piercing plus Improved Grab

Melee ◆ tentacle +40 (agile, reach 100 feet), **Damage** 4d10+18 bludgeoning plus Improved Grab

Cough Spores ◆◆ The mu spore releases a cloud of burrowing spores in a 400-foot cone. The spores deal 22d6 piercing damage to all creatures, objects, and wooden structures in the area, but not to plants or fungi (DC 46 basic Reflex save). The mu spore can't use this ability again for 1d4 rounds.

Enormous Inhalation ◆◆ The mu spore pulls all creatures and objects in a 400-foot cone 400 feet toward its mouth. A successful DC 43 Fortitude save halves the distance, or avoids the pull on a critical success. The mu spore automatically attempts to Swallow Whole each creature adjacent to it at the end of the inhalation.

Fast Swallow ↷ **Trigger** The mu spore Grabs a creature with its jaws. **Effect** The spore uses Swallow Whole.

Greater Constrict ◆ 15 bludgeoning, DC 45

Overpowering Jaws The mu spore still deals 18 piercing damage if its jaws Strike is a failure (but not on a critical failure).

Swallow Whole ◆ (attack) Gargantuan, 20d6+9 acid, Rupture 37

Mukradi

Fearsome centipede-like creatures, mukradis are three-headed predators with a devastating array of breath weapons. A Darklands version of the mukradi is rumored to exist. It's said these variant mukradis have black scales, and all of their heads spew a black, acidic goo that animates before being reabsorbed by the mukradis.

MUKRADI — CREATURE 15

N GARGANTUAN BEAST

Perception +24; darkvision, tremorsense (imprecise) 60 feet
Skills Athletics +32
Str +9, **Dex** +0, **Con** +7, **Int** –3, **Wis** +3, **Cha** +0

AC 37, all-around vision; **Fort** +32, **Ref** +23, **Will** +26
HP 300; **Resistances** acid 20, electricity 20, fire 20

Partitioned Anatomy ◈ **Trigger** The mukradi would be confused, paralyzed, slowed, or stunned. **Effect** The mukradi confines the debilitating effect to a certain portion of its nervous system, ignoring the effect but causing a maw of its choice to go dormant for the effect's duration. That maw can't be used for a Strike or Breath Weapon during that time. This ability can't be used if all the mukradi's heads are dormant.

Spitting Rage ↷ **Trigger** A creature scores a critical hit on the mukradi. **Effect** The mukradi's Breath Weapon recharges. It can use its Breath Weapon immediately as part of this reaction. It can't use this reaction again until it recharges its Breath Weapon naturally.

Speed 60 feet, burrow 60 feet, climb 60 feet

Melee ❖ acid maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 acid

Melee ❖ flame maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 fire

Melee ❖ shock maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 electricity

Melee ❖ leg +32 (agile, magical, reach 15 feet), **Damage** 2d10+17 piercing

Melee ❖ tail lash +32 (magical, reach 30 feet), **Damage** 3d10+17 slashing plus Knockdown

Breath Weapon ❖❖ (evocation, primal) The mukradi breathes a blast of energy from one of its three heads; each creature in the area must attempt a DC 36 basic Reflex save. The mukradi can't use Breath Weapon again for 1d4 rounds.

- **Acid Maw** (acid) 10-foot-wide, 60-foot line of acid dealing 16d6 acid damage.
- **Flame Maw** (fire) 60-foot cone of fire dealing 16d6 fire damage.
- **Shock Maw** (electricity) 120-foot line of electricity dealing 16d6 electricity damage.

Pull Apart ❖❖ The mukradi makes two Strikes with different maws against the same target. If both hit, the target takes an extra 2d12+13 slashing damage, with a DC 36 basic Fortitude save. On a critical failure, the creature is torn to pieces and dies. The mukradi's multiple attack penalty increases only after all the attacks are made.

Thrash ❖❖ The mukradi Strikes once against each creature in its reach. It can Strike up to once with each maw, once with its tail lash, and any number of times with its legs. Each attack takes a –2 circumstance penalty and counts toward the mukradi's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks are made.

Trample ❖❖❖ Huge or smaller, leg, DC 36

FROM A GOD'S NIGHTMARES

The first mukradis are rumored to have spawned in the fevered nightmares of a sleeping demigod from a dimension beyond dreams, who perished as the first mukradis hollowed out its unconscious mind and used its flesh to transition into the mortal realm. This legend is likely nothing more than fancy, but it certainly speaks to the deadly nature of these immense monsters.





Associated Monsters

A mummy guardian might serve alongside a mummy pharaoh or with zombies, skeletons, animated objects, or any other undead or constructs that might be found in their tomb lairs.

Mummy

While many cultures practice mummification of the dead for benign reasons, undead mummies are created through foul rituals, typically to provide eternally vigilant guardians.

Mummy Guardian

The majority of mummies were created by cruel and selfish masters to serve as guardians to protect their tombs from intruders. The traditional method of creating a mummy guardian is a laborious and sadistic process that begins well before the poor soul to be transformed is dead, during which the victim is ritualistically starved of nourishing food and instead fed strange spices, preservative agents, and toxins intended to quicken the desiccation of the flesh. The victim remains immobile but painfully aware during the final stages, where its now-useless entrails are extracted before it's shrouded in funerary wrappings and entombed within a necromantically ensorcelled sarcophagus to await intrusions in the potentially distant future. While it's certainly possible to use other methods to create a mummy guardian from an already-deceased body, those who seek to create these foul undead as their guardians in the afterlife often feel that such methods result in inferior undead—the pain and agony of death by mummification being an essential step in the process.

Regardless of the method of their creation, mummy guardians are more than just physical shells of flesh and bone—they retain fragmented, distorted versions of their minds, with only enough memories of their living personality remaining to fuel their undead anger and jealousy of those who yet live. This burning rage only intensifies over the centuries of waiting within a crypt for the chance to actually act, and thus when most mummy guardians are awoken by tomb robbers or adventurers, they stop at nothing in pursuit of glorious slaughter.

Mummy Guardian — Creature 6

LE | Medium | Mummy | Undead

Perception +16; darkvision

Languages Necril, plus any one ancient language

Skills Athletics +15, Stealth +11

Str +4, **Dex** +0, **Con** +2, **Int** –2, **Wis** +4, **Cha** +2

AC 23; **Fort** +14, **Ref** +10, **Will** +16

HP 110, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5

Despair (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in a mummy guardian's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 22 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is then temporarily immune for 24 hours.

Speed 20 feet

Melee ❖ fist +16, **Damage** 2d6+7 bludgeoning plus mummy rot

Mummy Rot (curse, disease, divine, necromancy, negative) This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic. **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 4d6 negative damage and stupefied 1 (1 day)

Mummy Pharaoh

While mummy guardians are undead crafted from the corpses of sacrificed—usually unwilling victims—and retain only fragments of their

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memories, a mummy pharaoh is the result of a deliberate embrace of undeath by a sadistic and cruel ruler. The transformation from life to undeath is no less awful and painful, but as the transition is an intentional bid to escape death by a powerful personality who fully embraces the blasphemous repercussions of the choice, the mummy pharaoh retains its memories and personality intact. Although in most cases a mummy pharaoh is formed from a particularly depraved ruler instructing their priests to perform complex rituals that grant the ruler eternal unlife, a ruler who was filled with incredible anger in life might spontaneously arise from death as a mummy pharaoh without undergoing this ritual. Depending on the nature of the ruler, a mummy pharaoh might have spellcasting or other class features instead of its Attack of Opportunity and disruptive abilities—the exact nature of the abilities the ruler had in life can significantly change or strengthen the mummy pharaoh presented here (which represents the least powerful variety of this deadly undead foe).

ASSOCIATED MONSTERS

A mummy pharaoh often commands lesser undead, typically mummy guardians and whatever other nearby creatures of its old kingdom it can bully into subservience.

MUMMY PHARAOH CREATURE 9

RARE | LE | MEDIUM | MUMMY | UNDEAD

Perception +20; darkvision

Languages Necril, plus any two ancient languages

Skills Deception +18, Intimidation +20, Occultism +15, Religion +20, Stealth +13

Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +5, **Cha** +5

Items *+1 striking longspear*

AC 27; **Fort** +19, **Ref** +15, **Will** +20; +1 status to all saves vs. positive

HP 165, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10

Great Despair (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. As the mummy guardian's despair, except the DC is 26 and the paralysis lasts 1d4 rounds.

Rejuvenation (divine, necromancy) When a mummy pharaoh is destroyed, necromantic energies rebuild its body in its tomb over 1d10 days. If the re-forming body is destroyed during that time, the process starts anew. A slain mummy pharaoh can be destroyed for good with a *consecrate* ritual.

Undead Mastery (aura, divine, necromancy) 100 feet. Commanded or allied undead in the aura that have a lower level than the mummy pharaoh gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Attack of Opportunity ↻ The mummy pharaoh can use Attack of Opportunity when a creature within its reach uses a concentrate action, in addition to its normal trigger. It can disrupt triggering concentrate actions, and it disrupts actions on any hit, not just a critical hit.

Speed 20 feet

Melee ❖ fist +20 (agile), **Damage** 1d10+11 bludgeoning plus insidious mummy rot

Melee ❖ *longspear* +21 (magical, reach 10 feet), **Damage** 2d8+11 piercing plus insidious mummy rot

Channel Rot (divine, necromancy) The mummy pharaoh can deliver insidious mummy rot through melee weapons it wields.

Insidious Mummy Rot (curse, disease, divine, necromancy); This disease and any damage from it can't be healed until this curse is removed. A creature killed by insidious mummy rot turns to sand and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic. **Saving Throw** DC 26 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 8d6 negative damage and stupefied 2 (1 day)

Sandstorm Wrath ❖❖ (concentrate, divine, evocation, fire) The mummy pharaoh exhales a 60-foot cone of superheated sand that deals 5d6 fire and 5d6 slashing damage (DC 28 basic Reflex save). The mummy pharaoh can't use Sandstorm Wrath again for 1d4 rounds.





NAGAS AND OTHERS

Dark nagas might rule over goblins (page 180), orcs (page 256), xulgaths (page 336), or decadent folk, especially corrupt aristocrats. Guardian nagas might be found with other goodly creatures of any sort, from fey in natural sites to constructs in ancient vaults.

Naga

Nagas are serpentine beings with magical powers and keen, nearly inscrutable intellects. Physically, they resemble massive snakes with eerie visages that resemble those of humans. Nagas use their innate magic and poisonous fangs to keep all but the most stalwart foes at bay. Beyond the natural weapons they use to ward away foes, little is understood of the naga's unsettling physiology.

Nagas are intelligent creatures with powerful needs to pursue, be they the accumulation of knowledge, the collection of rare art, or the rule of an entire nation. On Golarion, the nation of Nagajor is one such society—an entire empire ruled by nagas and populated by reptilian humanoids who serve their naga rulers with a patriotic pride that borders on worship.

Still, most adventurers interact with nagas on a much smaller scale, encountering them as dangerous guardians in remote locations or not-so-abandoned ruins. In many cases, these nagas have heard of distant Nagajor, but they are usually unwilling to abandon their own pursuits to seek out a land where they might be worshipped as gods.

DARK NAGA

Dark nagas are wicked, jealous creatures that crave power and wealth. Indeed, the dark naga sees such ideals as spiritual expressions of an essential truth: if one can take something, that something is theirs to have. The dark naga sees other creatures as lessers worthy only of subjugation or as rivals who must be eliminated.

Dark nagas dwell in remote places other creatures have forsaken, searching abandoned ruins for wealth and potent magic items. Those unlucky trespassers into a dark naga's lair typically find themselves as the naga's slaves or playthings, put to sleep with the monster's poison or incinerated by its deadly magic. Some dark nagas are more disposed toward socializing than others; in these cases, they may become wicked despots who rule over enclaves of captive or unsuspecting subjects. Subtler dark nagas, especially those who crave finer luxuries, dwell in or under the wealthy settlements and use their wiles to garner a decadent following, forming something akin to a cult with the naga as the jewelry-bedecked object of worship.



DARK NAGA **CREATURE 7**

UNCOMMON LE LARGE ABERRATION

Perception +15; *mind reading* 30 feet, darkvision

Languages Aklo, Common

Skills Acrobatics +17, Arcana +16, Athletics +13, Deception +16, Intimidation +16, Stealth +19

Str +2, **Dex** +6, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

AC 27; **Fort** +15, **Ref** +17, **Will** +15; guarded thoughts

HP 115

Guarded Thoughts (abjuration, occult) Dark nagas are immune to any form of mind reading.

Speed 30 feet

Melee ❖ fangs +19 (agile, finesse), **Damage** 2d8+5 piercing plus dark naga venom

Arcane Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *blink*, *wall of fire*; **3rd** (4 slots) *dispel magic*, *haste*, *lightning bolt*; **2nd** (4 slots) *illusory creature*, *invisibility*, *magic missile*; **1st** (4 slots) *feather fall*, *illusory object*, *longstrider*; **Cantrips (4th)** *daze*, *detect magic*, *mage hand*, *read aura*, *shield*

Occult Innate Spells DC 25; **Constant (3rd)** *mind reading*

Dark Naga Venom (incapacitation, poison) **Saving Throw**

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DC 25 Fortitude; **Maximum Duration** 5 minutes; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 round); **Stage 3** unconscious with no Perception check to wake up (1d4+1 minutes)

GUARDIAN NAGA

The opposite of dark nagas in many ways, guardian nagas are benevolent and wise protectors of places of great natural or supernatural significance: ancient oak groves, forgotten holy temples, and vaults of sacred power are just a few examples of locations that these nagas protect. Guardian nagas believe that the beautiful elements of the cosmos are worthy of protection and that devotion to such a grand effort is its own reward. A guardian naga may join a group with similar values, such as a sect of priests or monks, to aid it in its holy endeavors and to exchange knowledge of the heavens.

Guardian nagas usually encourage their young, upon reaching adulthood, to depart the nest and seek out their own natural wonders or ancient ruins to protect. Sometimes generations of guardian nagas might guard the same place, passing the honor of such care from parent to child. In such cases, the parent nagas aim to have at least one of their children elect to stay behind and become the guardian of their ancestral ward, giving the parents the peace of mind that the site they protect will continue to be guarded by their descendants.

It is difficult for many societies that vilify serpents or see them as symbols of evil to accept the fact that guardian nagas are benevolent and kindly. Fortunately for these people, guardian nagas are also patient and understanding, and see encounters with such societies as opportunities to educate and expand worldviews.

GUARDIAN NAGA CREATURE 10

UNCOMMON | LG | LARGE | ABERRATION

Perception +22; darkvision

Languages Celestial, Common

Skills Acrobatics +22, Deception +18, Diplomacy +21, Heaven Lore +21, Stealth +20

Str +5, **Dex** +6, **Con** +5, **Int** +3, **Wis** +5, **Cha** +4

AC 31; **Fort** +20, **Ref** +21, **Will** +22

HP 175

Speed 25 feet

Melee ❖ fangs +22 (agile, finesse), **Damage** 2d8+8 piercing plus guardian naga venom

Ranged ❖ spit +22 (agile, poison, range increment 30 feet), **Effect** guardian naga venom

Divine Spontaneous Spells DC 29, attack +21; **5th** (4 slots) *breath of life*, *death ward*, *flame strike*, *heal*; **4th** (4 slots) *air walk*, *freedom of movement*, *remove curse*, *restoration*; **3rd** (4 slots) *dispel magic*, *neutralize poison*, *remove disease*, *searing light*; **2nd** (4 slots) *calm emotions*, *restoration*, *see invisibility*, *sound burst*; **1st** (4 slots) *bless*, *heal*, *protection*, *spirit link*; **Cantrips (5th)** *daze*, *detect magic*, *light*, *mage hand*, *ray of frost*, *read aura*, *stabilize*

Guardian Naga Venom (poison); **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison (1 round); **Stage 2** 3d6 poison and drained 1 (1 round)



OTHER NAGAS

Beyond the sinister dark naga and the benevolent guardian naga, many other types of nagas exist, including the mesmerizing spirit naga, the multiheaded royal naga, and the introspective and mysterious lunar naga.

Nightmare Steeds

Nightmares allow only the evilest of creatures to ride them and are willing partners in destruction those creatures inflict. Night hags are particularly well known to associate with nightmares.

Nightmare

Nightmares are flaming equine harbingers of death.

Nightmare — Creature 6

NE LARGE BEAST FIEND

Perception +14; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +13, Athletics +16, Intimidation +14, Survival +12

Str +6, **Dex** +3, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2

Smoke (aura) 15 feet. The nightmare continually exhales black smoke that creates concealment in an aura around it. Nightmares and their riders can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 23 Fortitude negates) and is then temporarily immune sickness from the smoke for 1 minute. The nightmare, its rider, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

AC 24; **Fort** +15, **Ref** +15, **Will** +12

HP 100; **Resistances** fire 10

Speed 40 feet, fly 90 feet

Melee ❖ jaws +16 (evil, magical), **Damage** 2d10+6 piercing plus 1d6 evil

Melee ❖ hoof +16 (agile, evil, fire, magical), **Damage** 1d8+6 bludgeoning plus 1d6 evil and 1d8 fire

Divine Innate Spells DC 24; **7th** *plane shift* (self and rider only)

Flaming Gallop ❖❖ (fire) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 3d6 fire damage (DC 24 basic Reflex save) once to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop.



Greater Nightmare

The enormous greater nightmare is a more dangerous variety of nightmare, particularly valued for its ability to invade other realities with its rider.

Greater Nightmare — Creature 11

NE HUGE BEAST FIEND

Perception +22; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +23, Athletics +24, Intimidation +22, Survival +20

Str +7, **Dex** +4, **Con** +5, **Int** +2, **Wis** +5, **Cha** +3

Smoke (aura) 20 feet. As nightmare, but DC 28.

AC 31; **Fort** +25, **Ref** +24, **Will** +21

HP 200; **Resistances** fire 15

Speed 60 feet, fly 120 feet

Melee ❖ jaws +24 (evil, magical), **Damage** 2d10+11 piercing plus 1d6 evil

Melee ❖ hoof +24 (agile, evil, fire, magical), **Damage** 1d8+11 bludgeoning plus 1d6 evil and 2d8 fire

Divine Innate Spells DC 30; **7th** *ethereal jaunt* (self and rider only), *plane shift* (self and rider only)

Flaming Gallop ❖❖ (fire) As nightmare, but 6d6 fire damage and DC 30.

Trample ❖❖❖ Large or smaller, hoof, DC 30

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Nilith

The sleek, dark niliths resemble hairless, emaciated tree sloths. These creatures are intensely dangerous and fearsome, with red glowing eyes, wicked claws, and mouths full of needlelike teeth. Niliths feed off the emotions, fears, and flesh of the living, and folktales posit that those who have nightmares of these creatures are fated to one day be eaten by them. Niliths draw intense joy from tormenting sapient creatures, often focusing their predations on the pious and the just, from whom they draw forth their most basic fears and worst thoughts and revel in their victims' subsequent terror. More often than not, these despicable manipulators wish to drive their victims into madness and even to suicide. Most niliths lack the patience to spend too much time fully tearing down an individual, and when a nilith tires of its current plaything and becomes bored with its particular thoughts and fears, it murders the quarry before feeding on its flesh and moving onto the next victim.

Niliths are actually extensions of much deadlier creatures that dwell in a distant dimension beyond dreams—in a way, niliths are little more than remote feeding machines for the unknown alien entities to which they are connected. Scholars and dimensional travelers have attempted to uncover the exact mechanisms of this mysterious connection, but they have yet to decipher the truth. Indeed, many who investigate the nature of the nilith's bond are driven to madness before getting anywhere close. The odd connection to otherworldly beings might help explain the longevity of these creatures, as it is believed that niliths can live for thousands of years.

Thankfully for others, niliths are solitary creatures that hate the company of their own kind, likely because these harbingers of nightmares have no wish to taste the horrors they bring to others.

FROM THE DREAMLANDS

The nilith's association with the remote and little-understood Dreamlands, also known as the Dimension of Dreams, is unusual. They draw power from a latent dreaming connection to that realm, but they are native to the Material Plane.



NILITH — CREATURE 10

NE MEDIUM ABERRATION

Perception +19; darkvision
Languages Aklo, Common; telepathy 30 feet
Skills Acrobatics +21, Athletics +17, Intimidation +23, Occultism +19, Stealth +21, Survival +17
Str +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +3, **Cha** +5

AC 32; **Fort** +17, **Ref** +20, **Will** +20
HP 150; **Resistances** mental 10, physical 5 (except silver)

Speed 25 feet, climb 30 feet
Melee ❖ claw +23 (agile, finesse, magical), **Damage** 2d10+9 slashing plus Grab
Melee ❖ fangs +23 (finesse, magical), **Damage** 2d12+9 piercing
Occult Innate Spells DC 29; **5th** *hallucination*, *mind probe*; **4th** *blink*, *confusion*, *crushing despair*, *dream message*, *invisibility* (at will, self only), *nightmare*; **3rd** *mind reading* (at will); **Cantrips (5th)** *mage hand*, *message*, *read aura*, *shield*
Mind Crush ❖ (enchantment, mental, occult); **Requirements** The nilith has a creature grabbed. **Effect** The nilith reaches into the mind of the grabbed creature and implants disjointed images of the victim's worst fears and nightmares. The grabbed creature takes 6d6 mental damage (DC 31 basic Will save). On a critical failure, the target is also affected as though by *feeblemind*, and it must attempt a second Will save against that effect.

Inspirations for Art

Nymphs are living manifestations of beauty and grace, and as such they are often the subjects of art—sculpture and paintings in particular. Promising a nymph to immortalize them in a work of art can be an excellent way to secure that nymph's favor, but one should take care to ensure that the nymph admires and is proud of the artistic effort's final result, lest the nymph be insulted and lash out with her powerful magic.

Nymph

Nymphs are a family of fey that take the form of beautiful humanoids with elven features and have a deep association with the natural world. The most common of their kind are the dryads, which are spirits that embody great trees, but many other kinds of nymphs exist, including naiads, who watch over bodies of water. All nymphs are guardians of some element of nature, typically a specific tree or pond, or even—in the case of nymph queens—whole forests or massive bodies of water.

Naiad

Naiads protect streams, ponds, springs, and other natural bodies of fresh water. While most naiads lead solitary lives close to their chosen ward, sometimes these nymphs congregate in coven-like groups where river tributaries meet, performing great magic and blessing the waters of the land. Because naiads' bonds to their bodies of water permit more flexibility, they are the nymphs most likely to interact with humanoids and even visit their settlements on occasion. Unlike other nymphs, naiads occasionally become adventurers, especially when dark forces seek to despoil nature or otherwise threaten the land, joining forces with others to prevent the corruption of nature.

Naiad — Creature 1

CG | Medium | Amphibious | Fey | Nymph | Water

Perception +6; low-light vision

Languages Common, Elven, Sylvan; *speak with animals*

Skills Acrobatics +6, Athletics +3, Diplomacy +7, Nature +6, Stealth +6, Survival +4

Str +0, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +4

Wild Empathy The naiad can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 16; **Fort** +3, **Ref** +6, **Will** +8

HP 20; **Weaknesses** cold iron 3; **Resistances** fire 3

Water Dependent A naiad bonds to a spring, pool, pond, or similar-sized water feature. While within 300 feet of her bonded body of water, she can use her innate *tidal surge* at will. She doesn't recover Hit Points or reduce the drained condition when resting beyond that range. Unlike most other nymphs, she doesn't suffer penalties from being apart from her bonded body of water. A naiad can perform a 24-hour ritual to bond herself to a new body of water.

Speed 25 feet, swim 25 feet

Melee ❖ aqueous fist +8 (agile, finesse, magical, water), **Damage** 1d6 bludgeoning

Primal Innate Spells DC 17; **1st** *charm*, *create water*, *tidal surge* (*Core Rulebook* 397); **Constant (2nd)** *speak with animals*

Water Healing ❖❖ (concentrate, healing, necromancy, primal) While within her bonded body of water (see water dependent above), the naiad heals 1 Hit Point every 10 minutes.

Dryad

Dryads are fey guardians of the trees and creatures who dwell in wooded areas. They prefer using indirect methods to dissuade those who would harm their sacred groves and beloved forests, but they are not above using enchantments to enlist the aid of allies when evil threats cannot be dissuaded with words alone. In times of peace, dryads happily live secluded lives inside their trees, and a community at harmony with nature might not even realize a dryad lives nearby.

Though they watch over all the woods around them, dryads are inextricably tied to a specific tree, usually an oak. Dryads who are bonded to another type of tree are fundamentally the same, but they may differ in temperament and appearance to match their ward. For instance, kraneiai, or cherry-tree dryads, have beautiful pink coloration and concern themselves with the fragile beauty of life.

Dryad — Creature 3

CG | Medium | Fey | Nymph | Plant

Perception +10; low-light vision

Languages Common, Elven, Sylvan; *speak with plants*
Skills Acrobatics +9, Athletics +5, Crafting +7 (+9 woodworking), Diplomacy +9, Nature +13, Stealth +9, Survival +12
Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +3, **Cha** +4
Nature Empathy The dryad can use Diplomacy to Make an Impression on and make very simple Requests of animals and plants.

AC 19; **Fort** +6, **Ref** +11, **Will** +10
HP 55; **Weaknesses** cold iron 5, fire 5
Tree Dependent A dryad is mystically bonded to a single great tree and must remain within 300 feet of it. If she moves beyond that range, she becomes sickened 1 and is unable to recover. She must attempt a DC 18 Fortitude save every hour or increase the sickened value by 1 (to a maximum of sickened 4). After 24 hours, she becomes drained 1, with this value increasing by 1 every additional 24 hours. A dryad can perform a 24-hour ritual to bond herself to a new tree.

Speed 25 feet
Melee ❖ branch +12 (finesse, magical), **Damage** 1d12+2 bludgeoning
Primal Innate Spells DC 21, attack +11; **5th** *tree stride* (×2); **4th** *charm* (×3), *suggestion*; **3rd** *sleep*; **2nd** *entangle* (at will), *tree shape* (at will); **Cantrips (2nd)** *tanglefoot*; **Constant (4th)** *speak with plants*
Tree Meld ❖❖ (primal, transmutation) The dryad touches a tree of enough volume to contain her and merges into it for as long as she wishes. She can Cast a Spell while inside as long as the spell doesn't require a line of effect outside the tree. She can hear, but not see, what's going on outside the tree. She can Dismiss this effect.

Significant physical damage dealt to the tree expels the dryad from the tree and deals 3d6 damage to her. *Passwall* expels the dryad without dealing damage.

If a dryad uses this ability on her bonded tree, she instead enters an extradimensional living space within the tree; Tree Meld gains the extradimensional trait. A dryad can bring up to two other creatures with her when entering her home within her bonded tree. The dryad can still be expelled from this space as above.

NYMPH QUEENS

Nymph queens are powerful nymphs that rule over entire regions of untouched wilderness, not just single trees or ponds. Every variety of nymph can have a queen. Naiad queens are among the most prominent, and more often interact with nearby mortals. Thus, some scholars refer to naiad queens as simply "nymphs."

NYMPH QUEEN ABILITIES

A nymph queen is 6 to 10 levels higher than an ordinary nymph of the same type, with enhanced numerical statistics and improved Strikes to match. A nymph queen's ward is a significant region, and she strengthens and vivifies this territory with her presence. Nymph queens are not dependent on their wards and lose the corresponding ability (such as a dryad's tree dependent ability); instead, they gain the tied to the land ability, as described below. A nymph queen also gains the nymph's beauty aura and the Focus Beauty action, which have varying effects based on the queen's original type. She gains the Inspiration ability, allowing her to bestow a gift of inspiration on those who catch her fancy, and the Change Shape ability to change her form. Finally, she gains primal prepared spells as a druid of her level.

Change Shape ❖ (polymorph, primal, transmutation) Nymph queens can transform between their original form, which looks much like a typical nymph of their kind, and any Small or Medium humanoid form, typically choosing a more humanoid-looking version of their natural form.

NYMPH LOCATIONS

Nymphs tend to be closely associated with specific areas of natural splendor and beauty—woodlands for dryads, rivers for naiads. Areas where nymphs dwell always look more pristine, breathtaking, and scenic than they would otherwise.





OTHER NYMPHS

Naiads and dryads are the most well-known nymphs, but others exist as well. Hesperides, for example, are wards of the sunset and golden light and can be encountered dwelling on coastal cliffsides or remote islands. Lampads, on the other hand, are dark, moody nymphs found in wondrous, crystal-lined caverns deep underground.

Focus Beauty ❖ (emotion, enchantment, mental, primal, visual) The nymph queen focuses her beauty upon a target within her aura. The creature must attempt a Will save. On a failure, it is affected as if by the nymph queen's nymph's beauty aura; if it was already affected by the aura, it suffers a greater effect described in the nymph queen's entry. A nymph queen can Focus Beauty on a given creature only once per turn.

Inspiration ❖❖❖ (emotion, enchantment, mental, primal) A nymph queen can inspire a single intelligent creature by giving that creature a token of her favor, typically a lock of her hair. As long as the creature carries her token and remains in good standing with the nymph queen, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves.

If a nymph queen grants her Inspiration to a bard and the nymph queen is that bard's muse, the bard gains an additional benefit depending on their muse theme: for lore muse, the bard also gains a +1 status bonus to all Lore checks; for maestro muse, the status bonus to Performance checks increases to +2 for the purpose of determining the effects of compositions; for polymath muse, the bard gains a +4 status bonus to untrained skill checks; and for all other muses, the Will save bonus increases to +2 against fey.

Nymph's Beauty (aura, emotion, enchantment, mental, primal, visual) 30 feet. Creatures that start their turn in the aura must succeed at a Will save or suffer an effect described in the nymph queen's entry.

Tied to the Land A nymph queen is intrinsically tied to a specific region, such as a forest for a dryad queen. As long as the queen is healthy, the environment is exceptionally resilient, allowing the nymph queen to automatically attempt to counteract spells and rituals such as *blight* that would harm the environment, using her Spell DC with a counteract level equal to the highest-level druid spell she can cast. When the nymph queen becomes physically or psychologically unhealthy, however, her warded region eventually becomes twisted or unhealthy as well. In that case, restoring the nymph queen swiftly heals the entire region.

NAIAD QUEEN

Naiad queens rule over pristine wildernesses centered on untouched lakes or other bodies of fresh water. Bards' songs and artists' paintings of nymphs tend to depict naiad queens in their slightly more humanoid forms, which they don when they make the rare journey into civilized lands to garner allies or gauge threats.

Most naiad queens treat those who respect their domains with kindness, but they are fierce and quick in eliminating foes. Their blinding beauty and breadth of offensive spells make naiad queens fierce opponents if forced into a fight.

NAIAD QUEEN — CREATURE 7

UNCOMMON | CG | MEDIUM | AMPHIBIOUS | FEY | NYMPH | WATER

Perception +18; low-light vision, *speak with animals*

Languages Common, Elven, Sylvan

Skills Acrobatics +16, Athletics +9 (+13 to Swim), Diplomacy +20, Medicine +15, Nature +15, Performance +20, Stealth +14, Survival +15

Str +0, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +7

Tied to the Land

Wild Empathy As naiad

AC 26; **Fort** +15, **Ref** +18, **Will** +17

HP 100; **Weaknesses** cold iron 10; **Resistances** fire 10

Nymph's Beauty (aura, emotion, enchantment, mental, primal, visual) 30 feet. DC 23. On a failed save, the target is stunned 1 for this turn and whenever it begins its turn within 30 feet of the naiad queen for the next 24 hours, even if it can't see her on subsequent turns.

Speed 25 feet, swim 25 feet

Melee ❖ aqueous fist +17 (agile, finesse, magical, water), **Damage** 2d6+6 bludgeoning

Primal Prepared Spells DC 28, attack +18; **4th** *heal, summon animal*; **3rd** *earth bind, haste, heal*; **2nd** *animal messenger, faerie fire, tree shape*; **1st** *fleet step, gust of wind, negate aroma*; **Cantrips (4th)** *detect magic, guidance, light, ray of frost, stabilize*

Primal Innate Spells DC 28; **4th** *tidal surge* (at will; *Core Rulebook* 397); **1st** *charm*, *create water*
Change Shape ❖ (polymorph, primal, transmutation)
Focus Beauty ❖ (emotion, enchantment, incapacitation, mental, primal, visual) On a failed save, if the target was already affected by the naiad queen's beauty, the image of the queen sears into the creature's mind, allowing no further sight and effectively blinding the creature until restored via *restore senses* or a similar effect, or until the naiad queen chooses to remove the effect using a single action, which has the concentrate trait.
Inspiration ❖❖❖ (emotion, enchantment, mental, primal)
Water Healing ❖❖ (concentrate, healing, necromancy, primal) As naiad, but the naiad queen can heal in any body of water in her domain and regains 28 HP.

DRYAD QUEEN (HAMADRYAD)

Hamadryads rule over an entire forest, or a portion of an incredibly large forest, leading and protecting all dryads within. Hamadryads often have strange relationships with powerful and deadly fey, working together in a dualistic way despite their differences, with the hamadryad representing nature's wonders and the other fey representing nature's wrath.

DRYAD QUEEN CREATURE 13

UNCOMMON | CG | MEDIUM | FEY | NYMPH | PLANT

Perception +25; low-light vision
Languages Common, Elven, Sylvan; *speak with plants*
Skills Acrobatics +25, Athletics +19, Crafting +23 (+25 woodworking), Deception +30, Diplomacy +30, Intimidation +27, Nature +24, Performance +28, Stealth +25, Survival +24
Str +2, **Dex** +6, **Con** +6, **Int** +4, **Wis** +4, **Cha** +8
Nature Empathy As dryad.
Tied to the Land

AC 35; **Fort** +24, **Ref** +26, **Will** +24
HP 220; **Weaknesses** cold iron 10, fire 10
Nymph's Beauty (aura, emotion, enchantment, incapacitation, mental, primal, visual) DC 30. On a failed save, the target is immobilized in awe for 1 minute.

Speed 30 feet
Melee ❖ branch +27 (finesse, magical), **Damage** 3d12+8 bludgeoning
Ranged ❖ leaves +27 (conjuration, plant, primal, range increment 60 feet), **Damage** 3d8+6 slashing
Primal Prepared Spells DC 35, attack +25; **7th** *regenerate*, *summon plant or fungus*; **6th** *baleful polymorph*, *chain lightning*, *tangling creepers*; **5th** *cone of cold*, *death ward*, *heal*; **4th** *fly*, *resist energy, stoneskin*; **3rd** *earthbind, haste*, *wall of thorns*; **2nd** *animal messenger, faerie fire, remove fear*; **1st** *fleet step, gust of wind, negate aroma*; **Cantrips (7th)** *detect magic, guidance, light, ray of frost, stabilize*
Primal Innate Spells DC 35, attack +25; **8th** *impaling briars* (*Core Rulebook* 400), **5th** *tree stride* (×3); **4th** *charm* (at will), *suggestion* (at will); **3rd** *entangle* (at will), *sleep* (at will); **2nd** *shape wood* (at will), *tree shape* (at will); **Cantrips (5th)** *tanglefoot*; **Constant (4th)** *speak with plants*
Change Shape ❖ (polymorph, primal, transmutation)
Focus Beauty ❖ (emotion, enchantment, incapacitation, mental, primal, visual) On a failed save, if the target was already affected by the dryad queen's beauty, the target suffers the effects of a failed save against *charm*.
Inspiration ❖❖❖ (emotion, enchantment, mental, primal)
Tree Meld ❖❖ (primal, transmutation) As dryad, except the hamadryad can enter and exit her extradimensional domain from any tree in her domain and she can bring up to eight other creatures with her when she does so.



NYMPH TREASURES

Nymphs sometimes carry magical trinkets or wear enchanted clothing or jewelry, but the greatest treasure a nymph queen can share is often her inspiration to those seeking a muse.

Giant Octopus Lairs

Giant octopuses favor shipwrecks, coral reefs, or underwater caverns as lairs, where they can take advantage of narrow confines for protection. Giant octopuses, like their smaller kin, are fond of adorning and decorating their lairs with found objects—many of which, in the giant octopus's case, are also magical weapons, shields, or works of art salvaged from sunken ships or fallen adventurers.

Octopus, Giant

Giant octopuses are found in the heart of deep, dark oceans.

Giant Octopus — Creature 8

N | Huge | Animal | Aquatic

Perception +15; low-light vision

Skills Acrobatics +17, Athletics +20, Stealth +17

Str +6, **Dex** +3, **Con** +4, **Int** –3, **Wis** +3, **Cha** –2

AC 27; **Fort** +16, **Ref** +17, **Will** +15

HP 135; **Resistances** cold 10

Speed 15 feet, swim 40 feet; compression

Melee ❖ arm +20 (agile, reach 15 feet), **Damage** 2d8+9 bludgeoning plus Grab

Melee ❖ beak +20, **Damage** 2d8+9 piercing plus giant octopus venom

Compression A giant octopus can move through a gap at least 2 feet wide without Squeezing, and can Squeeze through a gap at least 1 foot wide.

Constrict ❖ 1d8+9 bludgeoning

Giant Octopus Venom (poison); **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and flat-footed (1 round); **Stage 2** 2d6 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and flat-footed (1 round)

Ink Cloud ❖ The octopus emits a cloud of black ink in a 30-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are undetected and can't use their sense of smell. The cloud dissipates after 1 minute. The octopus can't use Ink Cloud again for 2d6 rounds.

Jet ❖❖ (move) The octopus moves up to 200 feet in a straight line through the water without triggering reactions.

Writhing Arms ❖❖ The giant octopus makes up to four Strikes with different arms, each against a different target. Each attack counts separately for the octopus's multiple attack penalty, but the penalty doesn't increase the penalty until the octopus has made all the attacks. If the octopus subsequently uses the Grab action, it can Grab any number of creatures it hit with Writhing Arms.



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APPENDIX

Ofalth

Found in castle dung heaps, city dumps, and sewers, ofalths are thought to be cousins of shamblers. But whereas shamblers are living heaps of soggy vegetation, ofalths are living heaps of matter from an altogether more unpleasant source: these monsters look like 9-foot-tall amalgamations of wet detritus, sewage, and rubbish with long tentacular arms and stout legs. It can be difficult to tell where an ofalth's body ends and the foul contents of the cesspit they wallow within begins. They move through refuse heaps in search of organic material in their endless quest to sate their hunger.

Though ofalths have a limited intellect, they still exhibit a vile curiosity. They are no strangers to dissecting their prey after it has succumbed to their wasting disease—a terrible and aptly named affliction that causes the victim's blood to seep from its pores. When an ofalth manages to secure a victim alive, it may even torture its food by consuming it bit by bit while it shrieks for mercy.

Ofalths' domains typically overlap with those of otyughs, who fear ofalths, though otyughs have also been known to band together in order to take down an ofalth for its rubbery flesh, which the otyughs consider an intoxicating delicacy. On the other hand, ofalths seem to particularly enjoy taking otyughs apart one piece at a time. They have been known to keep a captured otyugh alive for days or even weeks, forcing the otyugh to endure the cloying scent of its own body decaying before the ofalth feeds.

Ofalth — Creature 10

CE LARGE ABERRATION

Perception +18; darkvision
Languages Common (can't speak any language)
Skills Athletics +23, Stealth +19 (+23 in trash and rubbish)
Str +7, **Dex** +3, **Con** +6, **Int** –2, **Wis** +2, **Cha** –2

Refuse Pile When it's not in danger, an ofalth can spend 1 minute settling into a 10-foot pile that looks like a heap of garbage. While doing so, the ofalth gains a +2 circumstance bonus to AC but can't use attack, manipulate, or move actions. A creature that enters the area of the garbage heap or interacts with it must attempt a save against the ofalth's putrid stench and wretched weeps disease. An ofalth can leave this form using a single action.

AC 31; **Fort** +22, **Ref** +17, **Will** +18
HP 170, filth wallow; **Immunities** disease, poison

Putrid Stench (aura) 30 feet. A creature entering the aura must succeed at a DC 28 Fortitude save or become sickened 1 until the end of its turn (plus slowed 1 for as long as it is sickened on a critical failure). While within the aura, an affected creature takes a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Filth Wallow A ofalth gains fast healing 2 when in an area with a high concentration of debris, junk, or excrement, such as a refuse heap or sewer.

Speed 30 feet

Melee ❖ fist +23 (reach 10 feet), **Damage** 2d12+13 bludgeoning plus wretched weeps

Ranged ❖ fling offal +19 (range increment 30 feet), **Damage** 2d10+7 bludgeoning plus wretched weeps

Wretched Weeps (disease); **Saving Throw** DC 26 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d8 persistent bleed damage every hour and enfeebled 1 (1 day); **Stage 3** 2d8 persistent bleed damage every hour and enfeebled 2 (1 day)

Filth Flingers

Ofalths prefer to remain in their middens and sewers, for in such environs they have a constantly renewing source of not only food, but refuse to fling at foes. An ofalth encountered outside of such wretched environs cannot fling rubbish as a ranged attack unless it rips filth from its own body. Each time it does so, it takes 2d6 damage.



Ogre Treasure

Ogre warrens are hideous abattoirs strewn with severed limbs, offal, and dubious stews. Ogres sometimes keep shiny baubles, like jewelry, and they appreciate intimidating weapons and armor, especially those that are large enough for them to use.

Ogre

Ogres embody brutish, amoral violence and cruelty. Standing 10 feet tall and densely muscled, ogres are as strong as they are cruel. Ogres are sadists that enjoy remorseless murder, torture, degradation, and mutilation in all of its forms. Although they prefer to vent their violent urges on smaller humanoids—the smaller and more beautiful, the better—ogres promise a horrifying fate for anyone unlucky enough to fall within their meaty grasp. But for all their creativity in developing methods of violence, ogres often remain too dim-witted to realize that their playthings lack an ogre's robust fortitude and high pain tolerance, so most captives die far sooner than the ogres might prefer. Such a fate is perhaps preferable however, as those who survive too long as ogres' playthings suffer lasting mental scars from the horrifying abuse. A captive able to keep their wits can sometimes trick the brutes by promising treasure, meatier captives, or other crude amusements, taking advantage of an ogre's limited intellect to engineer opportunities to escape.

Ogres are social creatures only in the most debased sense. They gather together in groups called families, though members are not always related by blood. Ogres practice incest regularly, believing that it makes for stronger familial bonds, and most ogres are misshapen or mutated from generations of inbreeding. The most powerful ogre in any family is the "boss"—usually the family's patriarch or matriarch—while other ogres in the family learn to obey or risk being brutalized by the boss's loyal kin. Ogres lair in caves, crumbling ruins, or dilapidated shacks close enough to humanoid settlements or animal trails to make raiding easy. These lairs are filthy and frequently contain all-too-recognizable evidence of their depravity.



Ogre Warrior

The simplest of ogres are slabs of muscle with hatefully beady eyes, misshapen visages, and malformed bodies. Always eager for mayhem and murder, ogre warriors are quick to turn on their kin when there's a shortage of smaller folk to torment, so those who lead ogres do their best to keep them constantly distracted with new opportunities for raids and ruin.

Ogre Warrior **Creature 3**

CE | Large | Giant | Humanoid

Perception +5; darkvision

Languages Jotun

Skills Athletics +12, Intimidate +9

Str +5, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2

Items hide armor, javelins (6), ogre hook

AC 17; **Fort** +11, **Ref** +6, **Will** +5

HP 50

Speed 25 feet

Melee ❖ ogre hook +12 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+7 piercing

Ranged ❖ javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing

Ogre Glutton

Ogre gluttons take the act of feeding to a horrific extreme, capable of extending their already cavernous mouths wide enough to gulp down a halfling. Stories of ogre gluttons being tricked into eating razor-edged shields or barrels filled with poisoned meat are common, but such tales are of little consolation to those who have been gobbled down whole by these ravenous giants. In addition to their sadistic table

manners, ogre gluttons have a disturbing knack for coming up with violent "games" that are little more than drawn-out torments, yet those who somehow manage to beat a glutton at the rules of its own game can often enrage and frustrate the ogre enough that the resulting tantrum is more than enough distraction to afford a last-ditch escape from doom.

OGRE GLUTTON CREATURE 4

CE LARGE GIANT HUMANOID

Perception +6; darkvision
Languages Jotun
Skills Athletics +12, Intimidate +10, Survival +6
Str +6, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2
Items leather armor, greataxe

AC 18; **Fort** +14, **Ref** +7, **Will** +6
HP 70

Speed 30 feet
Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing
Melee ❖ jaws +14, **Damage** 1d8+8 piercing plus Grab and glutton's feast
Glutton's Feast If the ogre glutton damages a living creature with their jaws Strike, they gain 1d4 temporary Hit Points for 1 minute.
Glutton's Rush ❖❖ The ogre glutton Strides twice and makes a jaws Strike. If they damage a living creature with this Strike, the temporary Hit Points they receive from glutton's feast is increased to 2d4.
Swallow Whole ❖ (attack) Small, 2d4+4 bludgeoning, Rupture 14

OGRE BOSS

In ogre society, might makes more than right—it makes the rules. The strongest or most violent ogre in a family (in most cases, this is the same ogre) is invariably that family's boss. Quick to hook fallen foes on their weapons, even other ogres fear the repercussions of displeasing an ogre boss. When an ogre boss barks out commands, the other members of the family move quickly to obey.

OGRE BOSS CREATURE 7

CE LARGE GIANT HUMANOID

Perception +12; darkvision
Languages Common, Jotun
Skills Athletics +16, Intimidate +16, Stealth +11
Str +7, **Dex** +0, **Con** +4, **Int** +0, **Wis** +1, **Cha** +1
Items breastplate, javelin (6), *+1 ogre hook*

AC 25; **Fort** +17, **Ref** +12, **Will** +15
HP 130
Attack of Opportunity ↻

Speed 25 feet
Melee ❖ *ogre hook* +19 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+11 piercing
Ranged ❖ javelin +12 (thrown 30 feet), **Damage** 1d6+11 piercing
Bellowing Command ❖ (auditory, fear, linguistic) The ogre boss issues a command to hasten their fellows. Each ogre ally who hears and understands this command becomes quickened until the end of that ally's next turn, but can use the extra action only to Step or Stride.
Sweeping Hook ↻ **Trigger** The ogre boss successfully Trips a creature using an ogre hook. **Effect** The ogre boss makes an ogre hook Strike against the creature they tripped.

OGRE HOOKS

Ogres are known for using immense, curved picks called ogre hooks. These uncommon weapons cost 1 gp, deal 1d10 piercing damage, have 2 Bulk, and require two hands to use. Ogre hooks are in the pick weapon group. Ogre hooks have the deadly 1d10 and trip weapon traits.



Oozing Acid

Many oozes have acidic attacks that can quickly degrade flesh, wood, and even stronger materials. Some believe that oozes are the result of alchemical or magical experimentation run amok, while others postulate that they simply emerged from the natural processes of evolution.

Oozes

Slimes, molds, and other oozes can be found in dank dungeons and shadowed forests. While not necessarily evil, some grow to enormous sizes and have insatiable appetites.

Sewer Ooze

These amorphous masses of sewage and other detritus make their way through filthy culverts beneath cities large and small.

Sewer Ooze — Creature 1

N | Medium | Mindless | Ooze

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+4 in sewers)

Str +2, **Dex** –5, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense A sewer ooze can sense nearby motion through vibration and air movement.

AC 8; **Fort** +9, **Ref** +1, **Will** +3

HP 40; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Speed 10 feet

Melee ❖ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 acid

Filth Wave ❖ **Frequency** once per minute; **Effect** The sewer ooze unleashes a wave of filth, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and take a –10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

Gelatinous Cube

Found underground or in dungeons, these quivering cubes of slime continuously scour their domain for food. The acid in their bodies is weak enough that many gelatinous cubes still contain the gear of their victims, as they're unable to break them down.



Gelatinous Cube — Creature 3

N | Large | Mindless | Ooze

Perception +5; motion sense 60 feet, no vision

Skills Athletics +11 (+13 to Shove)

Str +4, **Dex** –5, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense As sewer ooze.

Transparent A gelatinous cube is so clear that it's difficult to spot. A successful DC 23 Perception check is required to notice a stationary cube, and a creature must be Searching to attempt this check. A creature that walks into the cube is automatically Engulfed (this usually causes the GM to call for initiative).

AC 10 **Fort** +12, **Ref** +0, **Will** +5

HP 90; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Resistances** electricity 5

Speed 15 feet

Melee ❖ cube face +11, **Damage** 1d6 acid plus paralysis

Engulf ❖❖ DC 19, 2d6 acid, Escape DC 19, Rupture 7. A creature Engulfed by the gelatinous cube must also attempt a saving throw against paralysis.

Paralysis (incapacitation) A creature Engulfed by the cube or hit by its attack is paralyzed unless it succeeds at a DC 20 Fortitude save. A victim can attempt a new save to recover at the end of each of its turns.

Weak Acid A gelatinous cube's acid damages only organic material—not metal, stone, or other inorganic substances.

Ochre Jelly

Ochre jellies are animate masses of protoplasm with a sickly combination of yellow, orange, and brown hues. Their acidic bodies dissolve flesh but leave other materials, including a victim's gear and bones, intact. Some

ancient cultures would entomb bodies in stone sarcophaguses with ochre jellies to allow the ooze to break down the flesh and clean and polish the bones.

OCHRE JELLY — CREATURE 5

N | LARGE | MINDLESS | OOZE

Perception +7; motion sense 60 feet, no vision
Skills Athletics +13
Str +4, **Dex** –5, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As sewer ooze.

AC 12; **Fort** +15, **Ref** +4, **Will** +7
HP 150; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual
Split Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies with half the original's HP. One jelly is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 15 feet, climb 10 feet
Melee ❖ pseudopod +15, **Damage** 1d8+7 bludgeoning plus 2d4 acid and Grab
Constrict ❖ 1d8+3 bludgeoning plus 1d4 acid, DC 23
Ochre Acid An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.

BLACK PUDDING

Most often found below ground, these oozes scour caves for objects to dissolve with their corrosive secretions. This caustic acid is particularly dangerous to creatures that attack a pudding, as it can quickly damage and destroy gear.

BLACK PUDDING — CREATURE 7

N | HUGE | MINDLESS | OOZE

Perception +9; motion sense 60 feet, no vision
Skills Athletics +18
Str +7, **Dex** –5, **Con** +7, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As sewer ooze.

AC 14; **Fort** +18, **Ref** +6, **Will** +11
HP 165; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual
Corrosive Mass A creature that hits the pudding with a metal or wooden weapon must succeed at a DC 22 Reflex save or the weapon takes 2d6 acid damage (after dealing damage to the black pudding as normal). Thrown weapons and ammunition take this damage automatically with no save.
Split When the black pudding is hit by an attack that would deal slashing or piercing damage and has 10 or more HP, it splits into two identical puddings, each with half the original's HP. One pudding is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 20 feet, climb 20 feet; suction
Melee ❖ pseudopod +18 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus 2d6 acid, corrosive touch, and Grab
Constrict ❖ 1d8+7 bludgeoning plus 1d6 acid, DC 26
Corrosive Touch When the pudding hits a creature with its pseudopod, any acid damage is dealt to the creature's armor or clothing as well as the creature.
Suction The pudding can climb on ceilings and other inverted surfaces, though such surfaces are difficult terrain for it.

OTHER OOZES

Many varieties of these nearly mindless predators exist in the world. Some are mere variants, with different colored puddings, jellies, and oozes with little to differentiate them from those presented here other than their habitat. Others are more specialized, or even dangerously intelligent. The shoggoth (page 297) is one such example, but another variety of deadly and powerful ooze is the thankfully rare blight, a creature composed of protoplasm and eyes that curses entire regions with its presence.





Megafauna Mounts

Orcs are known for riding strange and fearsome beasts, particularly megafauna like dire wolves (page 334) and smilodons (page 53). Given the opportunity, orcs also enlist drakes, manticores, and anything else big and frightening enough to suit their needs.

Orc

Orcs are violent, monstrous humanoids that live by the rule that might makes right. They amass in brutal warbands both large and small, decimating and robbing those unlucky enough to cross their path. Countless small settlements, outposts, and forts have fallen at the hands of orc raiders, whose fecundity and sheer destructiveness leave an indelible mark on the lands they conquer. Survivors of orc invasions are as likely to be fed to the orcs' war beasts as they are to be taken as slaves. Unspeakable atrocities await any outsiders brought back to orc encampments, and to many, death is a far more preferable outcome compared to capture by orcs.

Physically, orcs tower over most humanoids and look practically custom-made for violence with their rough flesh, sturdy bone, and iron-hard muscle. For all their tough looks, however, orcs are far from invincible. They lack the discipline to conduct large-scale campaigns, for one thing, and they typically lose their heads in the heat of battle. Even their skin scars easily—though this is a source of pride to the orc people, since scars signify strength and experience in battle. To orcs, the crisscross of old wounds are a much a badge of pride and honor as any beheaded foe or claimed trophy.



Orcs are a people of violent passions in all that they do, not just war. Bonds of blood are especially strong among orcs, and lineage is important. The strongest orc bands are typically made up of brothers and sisters in more than arms; orcs fight harder when they are protecting their own kinsfolk, and orc warriors will fight tirelessly to avenge fallen family members. This emphasis on bloodlines is not an altruistic one, however, and is in fact a double-edged sword. Orcs whose families have been killed find themselves at the bottom of the clan's totem pole, and even a famous chieftain can become powerless overnight if their brethren aren't there to back them up.

The chaotic and fractious nature of orc culture results in a great variety of beliefs, superstitions, and legacies among different clans. This cultural divergence causes substantial infighting among orc bands, in many cases preventing the rise of larger orc nations. It can also frustrate many attempts at diplomacy, as the taboos of one band may be commonplace and thoroughly accepted practices among others. Navigating a specific band's culture can often mean the difference between life and death to those who deal with orcs off the field of war. Although orcs, as a rule, rarely deal with outsiders, they recognize the benefits of trade and willingly swap resources with other violent peoples like hobgoblins, drow, and many humans.

Orc Brute

If orc armies are rarely well organized, this shortcoming can likely be traced to the furious and undisciplined rank-and-file brutes who make up the bulk of an orc warband.

Orc Brute **Creature 0**

CE | Medium | Humanoid | Orc

Perception +5; darkvision

Languages Orc

Skills Athletics +5, Intimidation +2

Str +3, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0

Items shoddy breastplate, javelin (3), orc knuckle dagger (2)

AC 15; **Fort** +6, **Ref** +4, **Will** +2
HP 15
Ferocity ↻

Speed 25 feet
Melee ❖ orc knuckle dagger +7 (agile, disarm), **Damage** 1d6+3 piercing
Melee ❖ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning
Ranged ❖ javelin +4 (thrown 30 feet), **Damage** 1d6+3 piercing

ORC WARRIOR

The typical orc warrior is a violent combatant familiar to many adventurers. Orc warriors fight for their clan, for riches, and—perhaps most of all—for personal glory.

ORC WARRIOR CREATURE 1

CE MEDIUM HUMANOID ORC

Perception +6; darkvision
Languages Orc
Skills Athletics +7, Intimidation +4, Survival +4
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
Items breastplate, javelin (4), orc necksplitter, shortsword (2)

AC 18; **Fort** +8, **Ref** +7, **Will** +4
HP 23
Attack of Opportunity ↻
Ferocity ↻

Speed 25 feet
Melee ❖ orc necksplitter +7 (forceful, sweep), **Damage** 1d8+4 slashing
Melee ❖ shortsword +7 (agile, versatile P), **Damage** 1d6+4 slashing
Melee ❖ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

ORC WARCHIEF

When orcs raid, the strongest is chosen as the leader, backed up by brothers, sisters, and other immediate family.

ORC WARCHIEF CREATURE 2

CE MEDIUM HUMANOID ORC

Perception +11; darkvision
Languages Common, Orc
Skills Athletics +8, Intimidation +6, Survival +5
Str +4, **Dex** +2, **Con** +1, **Int** –1, **Wis** +1, **Cha** +2
Items greatclub, hide armor, javelin (6)

AC 19; **Fort** +7, **Ref** +6, **Will** +7
HP 32
Attack of Opportunity ↻
Ferocity ↻

Speed 25 feet
Melee ❖ greatclub +10 (backswing, shove), **Damage** 1d10+4 bludgeoning
Melee ❖ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Battle Cry ❖ (auditory, concentrate, emotion, mental) Bellowing mightily, the warchief gives themself and all orc allies within 60 feet a +1 status bonus to attack and damage rolls until the start of the orc warchief's next turn.

GODS OF WAR

Orcs worship violent deities that support their murderous instincts, chiefly Rovagug, but also Lamashtu and Gorum and sometimes demon lords like Nurgal and Shax.





OTYUGH "PETS"

Otyughs happily wallow in and consume the garbage of other creatures, making them an efficient (and ecological) disposal system for those bold enough to try such a tack. The problem, though, as such otyugh keepers soon realize, is supplying enough refuse to keep the nigh-insatiable otyugh from wandering off from its miasmic kennel.

Otyugh

Lords of sewers, ditches, and landfills, otyughs are filthy monstrosities that stomp about on three massive legs in search of tasty garbage and refuse. Using two barbed tentacles to grasp and tear, guided by a third with a proliferation of eyes at the end, the otyugh has perfectly adapted to life in its cramped, disgusting environment, where it uses its appendages to see into tight spaces and grasp hidden prey.

Most assume that otyughs originally evolved in swamps and moved into sewers as civilization encroached on their natural habitats. True or not, they are now one of the larger predators in those dank environs. Otyughs are territorial, but they have been known to form loose collectives, even giving each other important-sounding titles like "king of offal" and "duchess of slime" to indicate their rank and station in their sludgy underworld beneath the streets.

Those who run across an otyugh might be surprised to hear it speak, shouting at intruders to leave its putrid home or demanding tribute in the form of trash or other prizes of dubious nature.

OTYUGH — CREATURE 4

N LARGE ABERRATION

Perception +10; darkvision, scent (imprecise) 30 feet
Languages Common
Skills Acrobatics +8, Athletics +14, Stealth +8 (+11 in lair)
Str +6, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** –2

AC 20; **Fort** +12, **Ref** +8, **Will** +10
HP 70; **Immunities** disease

Stench (aura, olfactory) 40 feet. A creature entering the aura must succeed at a DC 20 Fortitude save or be sickened 1 (plus slowed 1 for the same duration on a critical failure). On a success, the creature is temporarily immune to the sickened and slowed effects of this stench for 1 hour. Regardless of the save, while within the aura, creatures take a –2 circumstance penalty to saves against diseases. An otyugh's stench is due to the offal and refuse that it wallows in, so cleaning the creature thoroughly (with *create water* and sufficient scrubbing, for example) deactivates the aura, while a sufficiently plugged nose allows an individual to avoid exposure to the stench.

Speed 20 feet
Melee ❖ jaws +14, **Damage** 2d6+6 piercing plus filth fever
Melee ❖ tentacle +14 (agile, reach 10 feet), **Damage** 1d6+6 bludgeoning plus Grab
Constrict ❖ 1d6+6 bludgeoning, DC 22
Reposition ❖ The otyugh attempts to move all creatures that it has grabbed into other spaces within the reach of its tentacles, rolling a single Athletics check and comparing the result against each creature's Fortitude DC. On a failure, the creature remains in place, and on a critical failure, the creature is no longer grabbed.
Filth Fever (disease); The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as it remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

Owlbear

With the body of a powerful brown bear and the keen senses of an owl, the owlbear is a dangerous territorial predator, fearlessly attacking any creature that strays into its domain. Those who run afoul of an owlbear hear its terrifying screech only seconds before the massive creature is upon them, ripping them apart with deadly talons and a powerful beak.

Although their origin is lost to time, owlbears are assumed to be the result of a magical experiment to make a more cunning predator. According to the legend, the wizard was too successful and ended up being the first victim of the beast. Today, owlbears can be found around the world, with a variety of features. While the most common subspecies looks like a brown bear with the features of a great horned owl, owlbears from the frozen north might resemble polar bears mixed with snowy owls, and in temperate rain forests they might resemble black bears with the heads of barn owls.

Most owlbears live solitary lives, gathering only to mate and raise cubs, which are hatched from eggs. An owlbear's territory usually extends to around 5 miles from its lair, with clear signs of its habitat appearing with 1 mile (clawed up trees, gigantic feathers, and shredded carcasses). The lair of an owlbear rarely holds anything of value, but some adventurers have found trinkets, coins, and even jewelry in the massive pellets of undigested bones these monsters leave behind.

Owlbear — Creature 4

N LARGE ANIMAL

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +14, Intimidation +10
Str +6, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0

AC 21; **Fort** +13, **Ref** +7, **Will** +11
HP 70

Speed 25 feet
Melee ❖ talon +14 (agile), **Damage** 1d10+6 piercing plus Grab
Melee ❖ beak +14, **Damage** 1d12+6 piercing
Bloodcurdling Screech ❖ (auditory, emotion, fear, mental) The owlbear unleashes a loud screech that terrifies its prey. Each creature in an 80-foot emanation must attempt a DC 20 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is fleeing for 1 round and frightened 3.
Gnaw ❖ **Requirements** The owlbear has a creature grabbed with its talons. **Effect** The owlbear attempts to disembowel the creature with a beak Strike. If the Strike hits, the target must attempt a DC 22 Will save.
Critical Success The target is unaffected.
Success The target is sickened 1.
Failure The target is sickened 1 and slowed 1 as long as it remains sickened.
Screeching Advance ❖❖ (auditory, emotion, fear, mental) The owlbear makes a Bloodcurdling Screech and Strides twice. All creatures within 80 feet of the owlbear at any point during this movement are subjected to the effects of Bloodcurdling Screech.

Variant Owlbears

Snowy owlbears trade their terrifying screech for amazing stealth and the learned ability to erupt from the snow to take prey by surprise. Although incredibly rare, some owlbears have retained a limited form of flight, allowing them to glide almost 20 feet for every foot of height descended. Terrifyingly, these gliding owlbears are entirely silent while descending on their prey.



Corrupted Pegasi

When a foul influence from the fiendish planes, a necromantic blight, or any other sinister influence spreads through a wilderness, pegasi can become corrupted. These neutral evil pegasi have the same statistics as those presented here, but are much more violent.

Pegasus

The pegasus is a winged horse prized for its capacity to serve as an aerial mount. Unfortunately for those who desire a saddle-trained pegasus, pegasi are wild creatures and do not readily accept even well-intentioned riders. Pegasi actively resist being mounted or controlled by evil creatures, attempting to buck an unwanted rider at every opportunity. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

Pegasi are highly intelligent beasts and have a strong sense of pride and honor. The best way to entreat a pegasus is by speaking to it with grace and offering gifts appropriate to a creature of such majesty. Prospective riders who seek the mount for a worthy cause or virtuous quest have a much easier time coaxing a pegasus into granting its favor. Regardless, a pegasus never accepts a bit or saddle, for reasons both practical (a standard horse saddle interferes with its wings) and purely egotistical.

In the wild, pegasi live in small herds and establish territories on remote mountains where they are relatively safe from hunters and slavers. They mature at the same rate as horses and can even breed with other equines, though the outcome of such unions is typically a foal with the traits of its least magical parent. On rare occasions, the interbreeding of a pegasus and a unicorn may result in a winged unicorn with characteristics of both parents and an unrivaled sense of righteousness.

Some pegasi carry in them the blood of a mighty and heroic ancestor. These champions of pegasus-kind dedicate their long lives to the pursuit of justice. They possess powerful supernatural abilities to aid them in this fight, such as resistance to fire and poison, immunity to petrification, and holy hoof attacks.

Pegasus — Creature 3

NG | Large | Beast

Perception +12; darkvision, scent (imprecise) 30 feet
Languages Common (can't speak any language)
Skills Acrobatics +11, Athletics +10
Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

AC 19; **Fort** +9, **Ref** +11, **Will** +7
HP 55
Buck ↷ DC 19

Speed 40 feet, fly 80 feet
Melee ❖ hoof +10, **Damage** 1d8+5 bludgeoning
Melee ❖ wing +10 (agile), **Damage** 1d6+5 bludgeoning
Assisted Mount ❖ **Requirement** The pegasus is Flying without a rider. **Effect** The pegasus Flies. At any point during the movement, it can allow a willing adjacent creature to Mount it. That creature must use a reaction to do so.
Gallop ❖❖ The pegasus uses 2 move actions, each of which can be either Stride or Fly. It gains a +20-foot circumstance bonus to its Speeds during a Gallop.

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Phoenix

The phoenix is a primordial bird made of heat and flame that dwells in the most inhospitable regions of the desert. Though highly intelligent and brimming with compassion, the phoenix is best-known for its iconic ability to resurrect itself when slain, emerging reborn from the ashes of its own corpse. Phoenixes are often sought out for their knowledge or healing abilities, as they cannot abide the sight of suffering and deny their succor only to the most foul and irredeemable of creatures.

Phoenixes enjoy the company of metallic dragons, and when the two dwell in close proximity, they can forge lifelong friendships, sharing their resources and words of wisdom while keeping each other updated on regional news.

While most phoenixes are benevolent, they are not infallible. When a phoenix loses its way or falls under the influence of evil, it still retains its strong appetite for knowledge. Evil phoenixes are known to assault universities and libraries in their pursuit for power—not only to gain new information, but also to set fire to the texts and thus hoard that knowledge for themselves.

Phoenix — Creature 15

RARE | NG | GARGANTUAN | BEAST | FIRE

Perception +27; darkvision, *detect magic*, *see invisibility*

Languages Auran, Celestial, Common, Ignan

Skills Acrobatics +30, Athletics +27, Diplomacy +31, Intimidation +27, Nature +25

Str +6, **Dex** +7, **Con** +5, **Int** +7, **Wis** +6, **Cha** +6

AC 36; **Fort** +27, **Ref** +31, **Will** +28; +1 status to all saves vs. magic

HP 300, regeneration 20 (deactivated by cold or evil), self-resurrection; **Immunities** fire; **Weaknesses** cold 10, evil 10

Self-Resurrection (healing, necromancy, primal) When a phoenix dies, it collapses into a pile of smoldering ashes before returning to life fully healed 1d4 rounds later, as if subject to a 7th-level *resurrect* ritual. Self-resurrection happens only if there are some remains to resurrect; for instance, a phoenix killed by a *disintegrate* spell can't use this ability. A phoenix whose remains rest within an area devoted to an evil deity by *consecrate* can't self-resurrect until its remains are no longer in that area. A phoenix can self-resurrect only once per year.

Shroud of Flame (aura, evocation, fire, primal) 20 feet. 4d6 fire, DC 37 basic Reflex save. While this aura is active, any adjacent creature that hits the phoenix with a melee attack or otherwise touches it takes 2d6 fire damage. The phoenix can activate or deactivate the aura with a single action, which has the concentrate trait.

Speed 25 feet, fly 70 feet

Melee ❖ beak +30 (finesse, fire, magical, reach 20 feet), **Damage** 1d12+9 piercing plus 3d8 fire and 2d10 persistent fire

Melee ❖ talon +30 (agile, finesse, fire, magical, reach 20 feet), **Damage** 1d6+6 piercing plus 3d8 fire and 2d10 persistent fire

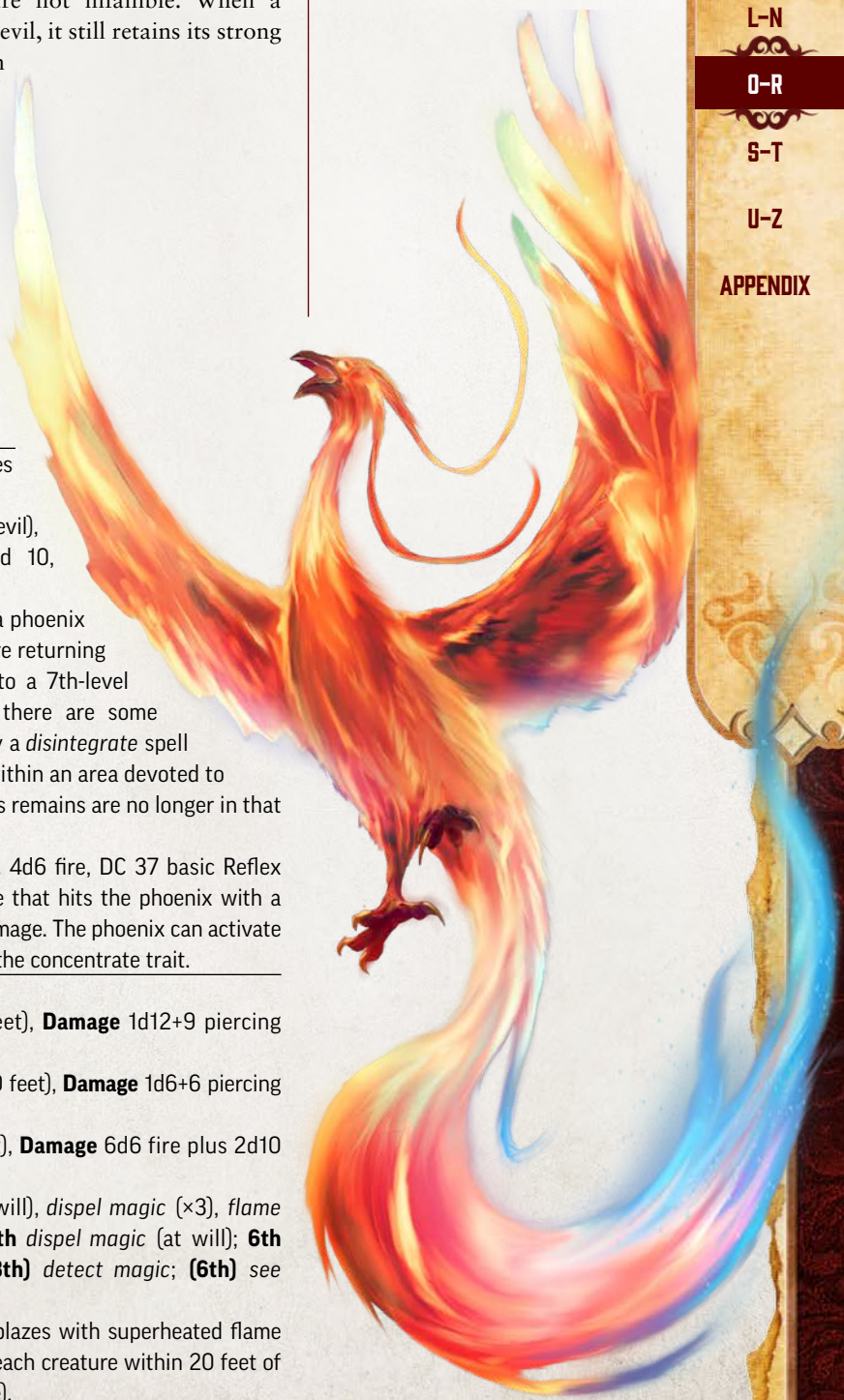
Ranged ❖ flame jet +30 (fire, range increment 40 feet), **Damage** 6d6 fire plus 2d10 persistent fire

Primal Innate Spells DC 39; **8th** *continual flame* (at will), *dispel magic* (×3), *flame strike*, *heal* (×3), *remove curse*, *wall of fire* (×3); **7th** *dispel magic* (at will); **6th** *restoration* (×3); **Cantrips (8th)** *light*; **Constant (8th)** *detect magic*; **(6th)** *see invisibility*

Flaming Strafe ❖ (evocation, fire, primal) The phoenix blazes with superheated flame and Flies up to its Speed. It deals 6d6 fire damage to each creature within 20 feet of each square it moves through (DC 37 basic Reflex save).

Servants of Sarenrae

While phoenixes are not denizens of the Outer Planes, they have long been associated with the goddess Sarenrae. Indeed, many phoenixes view the Dawnflower as their patron and subscribe to her mission of redeeming those who have fallen to evil.



Other Planar Scions

As many types of planar scions exist as planes of existence, and even then there are significant differences between scions depending on the exact nature of their extraplanar forebears. Angelic scions are known as aasimars, fiendish scions are called tieflings, and monitor scions are urobians.

Planar Scion

Many immortals dwell upon the other planes of the Great Beyond. Some are benevolent and kindly, like angels. Others are cruel and destructive, like demons. And some fit roles outside of morality, like psychopomps. It's far from unheard of that mortals and immortals alike become entangled romantically, and the children of such engagements carry a supernatural element in their bloodlines for generations to follow. After the first generation, this otherworldly influence usually lies dormant, but now and then, the influence can manifest strongly in descendants many years later. These inheritors of extraplanar legacies are known collectively as planar scions.

Tiefling

Tieflings are planar scions with fiendish blood. One of the most common types is pitborn, who bear a demonic corruption infesting their mortal bloodline. Some strive to live above their forebear's fiendish reputation, but many, such as this tiefling adept, simply accept their label and delve fully into evil.



Tiefling Adept — Creature 3

CE | Medium | Human | Humanoid | Tiefling

Perception +6; darkvision

Languages Abyssal, Common

Skills Abyss Lore +9, Acrobatics +7, Arcana +9, Deception +9, Intimidation +7, Occultism +9, Religion +6, Society +9, Stealth +7

Str +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** + 2

Items dagger, explorer's clothing, spellbook, staff

AC 17; **Fort** +5, **Ref** +7, **Will** +8

HP 29

Speed 25 feet

Melee ❖ staff +6 (two-handed 1d8), **Damage** 1d6 bludgeoning

Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4 piercing

Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Arcane Prepared Spells DC 21, attack +11; **2nd** *flaming sphere, invisibility*; **1st** *charm, magic missile, ray of enfeeblement*; **Cantrips (2nd)** *chill touch, detect magic, mage hand, shield, tanglefoot*

Divine Innate Spells DC 17; **2nd** *darkness*

Drain Bonded Item ❖ **Frequency** Once per day; **Requirements** The adept hasn't acted yet on this turn. **Effect** The adept expends the power stored in its staff. This gives the adept the ability to cast one prepared spell it had already previously cast today (choosing a different spell level each time), without spending a spell slot. The adept must still Cast the Spell and meet the spell's other requirements.

Duskwalker

Duskwalkers are infused with the same energies as psychopomps. These ashen scions are reborn on the Material Plane to serve as guardians of the cycle of life and death.

Duskwalker Ghost Hunter — Creature 4

N | Medium | Duskwalker | Human | Humanoid

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +10, Athletics +8, Deception +6, Intimidation +6, Nature +8, Stealth +12, Survival +8

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items composite longbow (20 arrows), hatchet (2), leather armor

AC 21 (22 against prey; see Hunt Prey); **Fort** +9, **Ref** +12, **Will** +10; +1 status to all saves vs. death effects

HP 56; **Immunities** effects that would transform their body or soul to an undead; **Resistances** negative energy 2

Speed 25 feet

Melee ❖ hatchet +12 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ❖ composite longbow +14 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+4 piercing

Ranged ❖ hatchet +14 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Ghost Hunter The duskwalker's weapons have the benefits of the *ghost touch* property rune on attacks against incorporeal undead.

Hunt Prey ❖ The duskwalker designates as its prey a single creature that it can see and hear or that it is Tracking. It gains a +2 circumstance bonus to Perception checks when it Seeks its prey and a +2 circumstance bonus to Survival checks when it Tracks its prey. It also ignores the penalty for making ranged attacks within its second range increment against its prey.

Lastly, it gains a +2 circumstance bonus to Deception checks, Intimidation checks, and Stealth checks against its prey and to any check to Recall Knowledge about its prey, as well as a +1 circumstance bonus to AC against its prey's attacks. The duskwalker can have only one prey designated at a time.

Hunted Shot ❖ **Frequency** Once per round; **Effect** The duskwalker makes two longbow Strikes against its hunted prey. If both Strikes hit, combine their damage for the purpose of resistances and weaknesses.

AASIMAR

Mortals whose ancestry has been influenced by celestials are known as aasimars, and angelkin, who have blood of angels coursing through their veins, are among the most common type of them. Many angelkin seek adventure as a means of doing good in the world.

AASIMAR REDEEMER CREATURE 5

NG MEDIUM AASIMAR HUMAN HUMANOID

Perception +11; darkvision

Languages Celestial, Common

Skills Athletics +11, Diplomacy +12, Medicine +9, Religion +11, Society +7

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

Items crossbow (10 bolts), half plate, steel shield (Hardness 5, 20 HP, BT 10), longsword

AC 23 (25 with shield raised); **Fort** +12, **Ref** +8, **Will** +11: +1 status to all saves vs. disease (against diseases, critical failures become failures)

HP 73

Divine Grace ↷ **Trigger** The angelkin is targeted by a spell that allows a saving throw. **Effect** The scion gains a +2 circumstance bonus to the saving throw.

Glimpse of Redemption ↷ **Trigger** An enemy damages one of the angelkin's allies. Both the enemy and ally must be within 15 feet of the angelkin. **Effect** The angelkin causes its foe to hesitate under the weight of its sins as visions of possible redemption play out in its mind's eye. The foe chooses one of two options:

- The ally is completely unharmed by the triggering damage.
- The ally gains resistance 7 to all damage against the triggering damage. After the damaging effect resolves, the enemy becomes enfeebled 2 until the end of its next turn.

Shield Block ↷

Speed 20 feet

Melee ❖ longsword +15 (versatile P), **Damage** 1d8+7 slashing

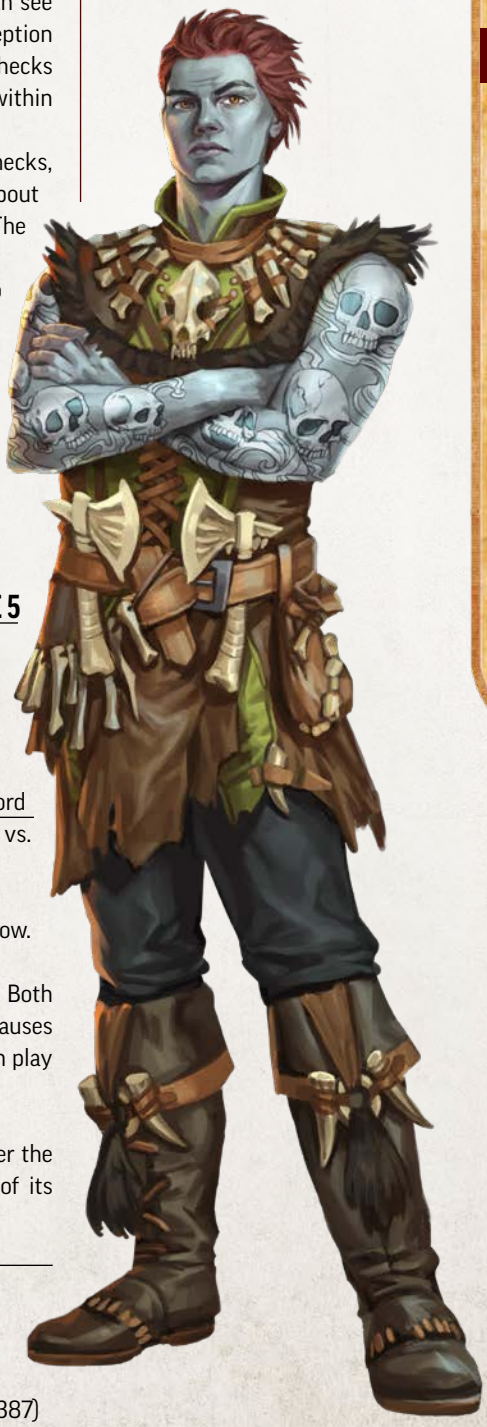
Ranged ❖ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Divine Innate Spells DC 20; **Cantrips (3rd)** *light*

Champion Devotion Spells DC 20; **3rd** (1 Focus Point) *lay on hands* (*Core Rulebook* 387)

PLANAR ORIGINS

Most planar scions are the distant descendants of some immortal progenitor far back in the family's bloodline. Others, however, may be the result of powerful planar energies, magical curses, or even the intervention of a deity or demigod.



Poltergeist Treasure

A poltergeist needs items to hurl as weapons, and over the centuries of use, only durable objects survive its rampages. Silver dinnerware, hatchets, and books might all be found in a poltergeist's collection.

Disturbed Rest

One of the most common ways for a poltergeist to form is when its burial site is desecrated by the construction of a dwelling. This is usually an accident, but some evil creatures seek out such burial sites, intentionally creating poltergeists to serve as guardians.

Poltergeist

When a creature dies, and for whatever reason its spirit is unable or unwilling to leave the site of its death, that spirit may manifest as a poltergeist: a restless invisible spirit that is still able to manipulate physical objects. Many poltergeists perished in a way that resulted from or has led to extreme emotional trauma.

POLTERGEIST **CREATURE 5**

LE MEDIUM INCORPOREAL SPIRIT UNDEAD

Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Intimidation +15, Stealth +14

Str –5, **Dex** +5, **Con** +0, **Int** –1, **Wis** +2, **Cha** +4

Site Bound A poltergeist is tied to a location and can't travel more than 120 feet from the place where it was created or formed. Some poltergeists are instead bound to a specific room, building, or similar area.

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 55, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses Frighten.

Rejuvenation (necromancy, occult) When a poltergeist is destroyed, it re-forms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Telekinetic Defense ↻ **Trigger** A creature approaches within 10 feet of the poltergeist. **Effect** The poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged ❖ telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 23, attack +13; **3rd** *telekinetic maneuver* (at will); **Cantrips (3rd)** *mage hand*

Frighten ❖ (concentrate, emotion, fear, incapacitation, mental); **Requirement** The poltergeist must be invisible. **Effect** The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

Telekinetic Storm ❖❖ (concentrate, evocation, occult); The poltergeist telekinetically throws numerous small objects, such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

- When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a –2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.
- When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

Poracha

Porachas are feline beasts native to the mystical Forest of Spirits in Tian Xia. In their natural form, these graceful eight-legged creatures sport a gray tabby coat of fur streaked with lines of olive green, but they are rarely seen this way. Even the youngest porachas are capable of hiding within objects, making them incredibly elusive and rarely seen except on their own terms. Because porachas can so effortlessly blend in with the forest and emerge from its dark corners in an instant, superstitious locals believe these beasts are related to kami—nature spirits who embody individual trees, stones, or other elements of nature in the Forest of Spirits. The truth is that while porachas frequently associate with kami, they are their own breed of mysterious monster with powers over time and space that set them apart from nature spirits.

The poracha's most iconic feature is its ability to bend reality to teleport, or jaunt, short distances. But a poracha can also rest within objects, allowing it to safely sleep inside. Given that a poracha experiences time very slowly while hiding within objects, it can sleep inside of one for an extended period. Once it wakes, a poracha departs to play in the living world. Porachas especially enjoy resting inside roadside milestones, to maximize their chances of coming across travelers.

Porachas rarely tread humanoid-occupied lands, preferring the company of the kami and their natural habitat in the Forest of Spirits. Though they enjoy occasional conversation, they're extremely sensitive to sound; they speak softly and request the same from those they speak with. Their territories span vast swaths of the wood, making them ideal allies for hunters or treasure seekers who would otherwise become lost in the dense trees. But porachas are nothing if not fickle, and typically demand inscrutable favors in return for their aid, such as the planting of a rare sapling in a particular grotto or the clearing of an invasive monster species around a treasured spring. Any attempt to coerce or trick a poracha into service is ill advised, for these sacred beasts have many friends among the kami as well as others of their kind. Though they generally don't travel in groups, porachas know where to find more of their kind in times of need, and an organized pack of porachas is a disorienting threat.

PORACHA — CREATURE 4

UNCOMMON | N | MEDIUM | BEAST

Perception +10; tremorsense (imprecise) 10 feet, darkvision
Languages Common, Sylvan
Skills Acrobatics +13, Athletics +9, Deception +11, Diplomacy +11, Stealth +13, Survival +10
Str +3, **Dex** +5, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

AC 23; **Fort** +9, **Ref** +13, **Will** +10
HP 50; **Weaknesses** sonic 5

Speed 40 feet
Melee ❖ jaws +13 (finesse, magical), **Damage** 2d6+7 piercing
Melee ❖ claw +13 (agile, finesse, magical), **Damage** 2d4+7 slashing
Jaunt ❖ (conjuration, move, primal, teleportation) The poracha teleports up to 40 feet. It must have line of sight to the space it teleports to. It can't use Jaunt again for 1d4 rounds.
Object Meld ❖❖ (primal, transmutation) The poracha touches an adjacent object of enough volume to contain it. It merges into the object indefinitely, and while it's inside, time moves exceptionally slowly for it and it has only limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. The poracha can use only mental actions or Jaunt; if it Jaunts, it leaves the object and appears where it chooses. If a creature Strikes the object, the poracha is expelled unharmed.



WHAT IS A KAMI?

The spirit creatures known collectively as kami were originally protectors of the natural world, especially those things unable to protect themselves. Over time, though, their remit has grown, and now kami protectors extend their services to include artificial structures and items. In theory, any animal, plant, object, or location could be served by its own kami, but not everything has yet been blessed with such protection. The classification of which objects warrant kami protection—and those that don't—is confusing and complicated to all save the kami, who find the organizational system perfectly logical.

Protean

Guardians of disorder and natives of the primal plane of chaos known as the Maelstrom, proteans consider it their calling to spread bedlam and hasten entropic ends. The most powerful proteans are demigods known collectively as the protean lords, although they are mysterious entities whose cults on the Material Plane tend to be obscure and secretive.

Proteans divide themselves into a loose caste system and possess a dizzying variety of powers. Most proteans have a serpentine body with the head of a primeval beast. Scholars have long been intrigued by this fact—that scions of dissolution and disorder would share so many features—pointing out that even in the purest chaos there is some semblance of order. Others note that the serpentine form is one of the most primeval shapes, perhaps suggesting that in a reality at the dawn of time, such shapes were all that could exist. The proteans themselves have little to say on the matter, which, perhaps ironically, only adds to the confusion and lack of consensus surrounding their kind. After all, if even chaos cannot be trusted to be chaotic, would that not be the purest form of entropy?

Warpwaves

Many proteans can subject their foes to disorienting alterations perceived in time and space by creating ripples of unstable reality in the environment called warpwaves. When a creature fails its saving throw and is affected by a warpwave, roll 1d8 and consult the table below for the specific effect on that creature. Unless indicated otherwise, a warpwave effect lasts for 1d4 rounds, and a new warpwave effect negates any previous warpwave effect already affecting a creature.

D8	Warpwave Effect
1	Clumsy 2 (3 on a critical failure)
2	Confused and gains 4d6 temporary Hit Points
3	Dazzled (permanent on a critical failure)
4	Enfeebled 2 (3 on a critical failure)
5	Immobilized by filaments of energy
6	Quickened (Stride, Strike, or Step only)
7	Slowed 1
8	Stupefied 2 (3 on a critical failure)

Voidworm

Other proteans don't consider the flying, iridescent beings known as voidworms to be part of a protean caste at all, but instead merely a shameful side effect of the Maelstrom's constantly churning energy. To call a voidworm a protean in the presence of a more powerful protean is as sure a way to instigate combat as any.

Voidworms themselves have little interest in whether anyone sees them as proteans. They maintain a thriving ecology in the Maelstrom, frolicking in schools of up to 20 and playing in the chaos of constantly shifting realities. Elsewhere (such as on the Material Plane), voidworms are mesmerized by the principle of object permanence; many latch onto specific features of a region (such as a hillside or pond) and flit through the air around it for months or even years as they wait for the object of their curiosity to change. Minor changes—such as a tree's change of color in the fall, a corpse's slow decay, or periodic venting of steam from a geyser—all fascinate voidworms. A voidworm is about 2 feet long and weighs 2 pounds.

Voidworm — Creature 1

CN | Tiny | Monitor | Protean

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Protean Divinities

The most powerful of all proteans are a group of demigods known collectively as protean lords. Yet even their vast might pales in comparison to that of the mysterious Speakers of the Depths. The Speakers are the most enigmatic of the Maelstrom's gods—even their exact nature is unknown, and scholars disagree as to whether they are even divinities or just aspects of the Maelstrom itself.

Protean Names

Individual proteans have two names: a traditional name in their hissing, confusing language; and an honorary title. The latter is easily translated to other languages, but a protean's traditional name can only rarely be uttered in any tongue other than Protean. As such, most proteans tend to go by their titles when dealing with outsiders, referring to themselves as, for example, "Song of Gentle Poison" or "Sibilant Cry of the Storm."

Other Proteans

Many other proteans beyond those presented here dwell in the Maelstrom, including the spectral pelagastrs, the nearly humanoid shapechanging ourdivars, and the incredibly powerful izfiitars.

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Languages Abyssal, Protean
Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7
Str –1, **Dex** +4, **Con** +0, **Int** –1, **Wis** –1, **Cha** +1
Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 17; **Fort** +5, **Ref** +9, **Will** +6
HP 16, fast healing 1; **Resistances** precision 3, protean anatomy 5
Protean Anatomy (divine, transmutation) A voidworm's vital organs shift and change shape and position constantly. Immediately after the voidworm takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The voidworm is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*
Melee ❖ jaws +9 (chaotic, finesse, magical), **Damage** 1d8–1 piercing plus 1d4 chaotic
Melee ❖ tail +9 (chaotic, finesse, magical), **Damage** 1d4–1 slashing plus 1d4 chaotic and confounding lash
Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*
Change Shape ❖ (concentration, divine, polymorph, transmutation) The voidworm takes on the appearance of a Tiny animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.
Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

NAUNET

Pugnacious and powerfully muscled, naunets serve as scouts and rank-and-file troops of protean armies. Resembling a thick salamander with a wide head, a powerful tail, and tentacles tipped with snapping jaws in place of rear legs, naunets are the most bestial of the proteans and occupy one of their lowest castes. Naunets are 12 feet long and weigh 900 pounds.

All proteans are prone to unpredictable fits and unexpected action, but compared to most others, naunets are much more bestial. Always ready for a fight, naunets pride themselves in acting swiftly and striking before unpleasant distractions like diplomacy can blunt a combat's beginning.

NAUNET CREATURE 7

CN LARGE MONITOR PROTEAN

Perception +14; entropy sense (imprecise) 30 feet, darkvision
Languages Abyssal, Celestial, Protean
Skills Acrobatics +14, Athletics +16, Intimidation +16, Stealth +14, Survival +12
Str +5, **Dex** +3, **Con** +5, **Int** +0, **Wis** +3, **Cha** +3
Entropy Sense (divination, divine, prediction) As voidworm.

AC 24; **Fort** +18, **Ref** +14, **Will** +12; +1 status to all saves vs. magic

BORN FROM CHAOS

The Maelstrom, home of all proteans, is the whirling mass of turbulent primal energy, planar waves, and soul-stuff that surrounds the Outer Planes. Planar scholars theorize that all of reality was originally formed from the Maelstrom in the early days of the cosmos—a theory proteans don't necessarily dispute.



Ancient Immortals

Among the numerous types of immortals that dwell in the Great Beyond, the proteans are surely some of the oldest. They've waged war against the inevitable aeons from the advent of their first creation, and speak longingly of that time before the gods themselves imposed order upon reality.

HP 120, fast healing 2; **Weaknesses** lawful 5; **Resistances** precision 5, protean anatomy 10

Protean Anatomy (divine, transmutation) As voidworm.

Speed 25 feet, fly 30 feet, swim 25 feet; *freedom of movement*

Melee ❖ jaws +18 (chaotic, magical, reach 10 feet), **Damage** 2d10+8 piercing plus 1d6 chaotic

Melee ❖ tail +18 (chaotic, magical, reach 15 feet), **Damage** 2d8+8 bludgeoning plus 1d6 chaotic and Grab

Melee ❖ tentacle +18 (agile, chaotic, magical, reach 10 feet), **Damage** 2d8+6 piercing plus 1d6 chaotic and confounding slam

Divine Innate Spells DC 26, attack +16; **5th** *dimension door*; **4th** *acid arrow*, *solid fog*; **3rd** *shatter*(at will); **2nd** *obscuring mist* (at will); **1st** *detect alignment* (at will; lawful only); **Constant (4th)** *freedom of movement*

Adaptive Strike ❖ (divine, polymorph, transmutation) The naunet chooses adamantine, cold iron, or silver; its melee Strikes count as that type for 1 minute or until it uses Adaptive Strike again.

Change Shape ❖ (concentration, divine, polymorph, transmutation) The naunet can take the appearance of any Small, Medium, or Large animal, beast, or humanoid. This doesn't change its Speed or its attack and damage bonuses with its Strikes but might change the damage type its Strikes deal.

Confounding Slam (divine, emotion, enchantment, mental) A creature hit by the naunet's tentacle Strike is stupefied 2 for 1d4 rounds (DC 24 Will negates). If the creature was already stupefied in this way, the duration extends by 1 round instead. A chaotic creature is only stupefied 1 instead.

Constrict ❖ 1d8+8 bludgeoning, DC 26

Keketar

The ruling caste of the proteans, keketars orchestrate attacks against the bastions of law and adjudicate protean disputes confidently and capriciously. A keketar resembles a shimmering, serpentine creature with spines, claws, and a dragon-like head. A keketar's actual appearance is in constant flux, but they generally stay about 18 feet long with a weight of around 1,500 pounds. While their physical forms can vary, two things remain constant: First, a keketar's eyes are always a piercing shade of amber or violet. Second, the keketar's mark of office—a crown of shifting symbols that hovers above its head—never changes. A keketar cannot remove its crown but can suppress it, although most are loath to do so and consider such an act one of cowardice or shame.



Keketars fill a role in protean society of a sort of priesthood, operating as intermediaries between the other proteans and the Speakers of the Depths. All other proteans defer to keketars, treating them in a way similar to how citizens of a mortal city would treat respected nobles; even more powerful proteans defer to the will of the keketars. As with many religions, dogma and theology are prone to interpretation and change, and among the proteans the situation is perhaps even more pronounced. Whatever the nature of and desires held by the mysterious Speakers of the Depths, individual keketars may come to dramatically different conclusions as to their will and intent. To the proteans, though, this inherent dissonance is a strength rather than a weakness.

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KEKETAR

CREATURE 17

CN LARGE MONITOR PROTEAN

Perception +30; entropy sense (imprecise) 60 feet, darkvision

Languages Abyssal, Celestial, Protean; telepathy 100 feet, *tongues*

Skills Acrobatics +26, Athletics +30, Deception +33, Diplomacy +35, Intimidation +35, Religion +30, Stealth +28

Str +9, **Dex** +5, **Con** +7, **Int** +5, **Wis** +7, **Cha** +7

Entropy Sense (divination, divine, prediction) As voidworm.

AC 40; **Fort** +30, **Ref** +28, **Will** +34; +1 status to all saves vs. magic

HP 290, fast healing 10; **Weaknesses** lawful 15; **Resistances** precision 10, protean anatomy 25

Protean Anatomy (divine, transmutation) As voidworm.

Spatial Riptide (aura, divine, transmutation) 30 feet. A creature using a teleportation ability within the aura or arriving in it via teleportation must succeed at a DC 38 Fortitude save or wink out of existence for 1d4 rounds before completing the teleport. The creature can't act, sense anything, or be targeted. On a successful save, the creature completes the teleport normally but is stunned 1. Keketars are immune to this effect.

Attack of Opportunity ↻

Speed 40 feet, fly 50 feet, swim 40 feet; *freedom of movement*

Melee ❖ jaws +33 (chaotic, magical, reach 10 feet), **Damage** 3d10+15 piercing plus 1d6 chaotic and warpwave strike

Melee ❖ claw +33 (agile, chaotic, magical, reach 10 feet), **Damage** 2d10+15 slashing plus 1d6 chaotic and warpwave strike

Melee ❖ tail +33 (reach 15 feet), **Damage** 2d10+15 bludgeoning plus Grab

Divine Innate Spells DC 42, attack +32; **9th** *divine wrath* (chaotic only), *prismatic sphere*; **8th** *baleful polymorph, confusion*; **7th** *disintegrate*, *dispel magic* (at will), *shatter* (at will), *warp mind* (×3); **6th** *teleport* (at will; self only); **5th** *creation* (at will), *dimension door*, *hallucinatory terrain* (×2; see reshape reality); **4th** *confusion* (at will), *dimension door* (at will); **2nd** *detect alignment* (at will; lawful only); **Constant (5th)** *tongues*; **(4th)** *freedom of movement*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The keketar can take the appearance of any Huge or smaller creature. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ❖ 1d10+15 bludgeoning, DC 42

Reshape Reality (concentrate, divine, polymorph, transmutation) When the keketar casts *hallucinatory terrain*, it infuses the illusion with quasi-real substance. Creatures that do not disbelieve the illusion treat structures and terrain created through the spell as though they were real, ascending illusory stairs, becoming trapped by illusory quicksand, and so on.

Warpwave Strike (divine, polymorph, transmutation) A creature struck by a keketar's jaws or claw Strike must succeed at a DC 36 Fortitude save or be subject to a warpwave (page 266).

DEFENDING CHAOS

Where proteans go, chaos follows. To proteans, there is no purer form of existence than entropy, and they constantly seek to oppose the establishment of order in the Great Beyond. However, proteans don't see life as being incompatible with chaos; rather, they simply believe beings—immortal or not—deserve complete freedom on their own terms.



PSYCHOPOMP DIVINITIES

The most powerful of the psychopomps are unique demigods known collectively as "ushers," each of whom has its own cult. These psychopomp divinities include Atropos, the Last Sister; Barzahk, the Passage; Ceyanan, the Shepherd; Dammar, the Denied; Imot, the Symbol of Doom; Mother Vulture, the Flesheater; Mrtyu, Death's Consort; Narakas, the Cleansing Sentence; the Pale Horse; Phlegyas, Consoler of Atheists; Saloc, Minder of Immortals; Teshallas, the Primordial Poison; and Vale, the Court of the Ancestors.



PSYCHOPOMP

Psychopomps are guardians and shepherds of the dead native to the Boneyard, the vast plane of graves where mortal souls are judged and sent on to their eternal rewards or damnations. Psychopomps ensure that the dead come to terms with their transition from mortality and are properly sorted into the appropriate afterlife. They also protect souls from being preyed upon by supernatural predators. Nearly all psychopomps wear masks, especially when they're likely to be interacting with mortals, although the types of masks they wear are as varied as the psychopomps themselves. The courts of the Boneyard preside in Requian, a somber yet melodic language spoken slowly with various tonal shifts.

NOSOI

A nosoi resembles a whippoorwill, sparrow, or other small bird wearing a heavy leather plague doctor's mask. They are the clerks, messengers, and scribes of the Boneyard, witnessing judgments, directing souls, and generally performing the administrative grunt work that keeps the Boneyard functioning. Most nosois are particularly chatty and eager to discuss how important they consider their individual assignments to be.

NOSOI **CREATURE 1**

N TINY MONITOR PSYCHOPOMP

Perception +6; darkvision, lifesense 60 feet

Languages Abyssal, Celestial, Infernal, Requian

Skills Acrobatics +6, Boneyard Lore +8, Library Lore +8, Performance +6, Religion +6, Society +2, Stealth +6

Str –1, **Dex** +3, **Con** +1, **Int** +1, **Wis** +1, **Cha** +3

Lifesense (divination, divine) A psychopomp senses the vital essence of living and undead creatures within the listed range.

AC 16; **Fort** +4, **Ref** +8, **Will** +6

HP 18; **Immunities** death effects, disease; **Resistances** negative 3, poison 3

Speed 15 feet, fly 40 feet

Melee ❖ beak +6 (finesse, magical), **Damage** 1d4–1 piercing plus spirit touch

Divine Innate Spells DC 16; **4th** *read omens*, *talking corpse*; **2nd** *invisibility* (at will; self only), *sound burst*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The nosoi takes the appearance of a raven or songbird. This doesn't change its Speed or its attack and damage modifiers with its Strikes.

Haunting Melody ❖ (auditory, concentrate, divine, enchantment, incapacitation, mental) The nosoi croons an entrancing song. Each living or undead creature within a 60-foot emanation must attempt a DC 18 Will save. The effect lasts for 1 round, but a nosoi can use this ability again on subsequent rounds to extend the duration by 1 round for all affected creatures. A creature that succeeds at any save is temporarily immune for 24 hours. Despite being a mental effect, this ability affects mindless undead. Psychopomps are immune to this ability.

Failure The creature is fascinated.

Critical Failure As failure, and the creature must spend each of its actions on its turn to move closer to the nosoi as expediently as possible while avoiding obvious dangers. If a fascinated creature is adjacent to the nosoi, it stays still and doesn't act. If the creature is attacked, the fascination ends.

Spirit Touch A nosoi's Strikes affect incorporeal creatures as though etched with a *ghost touch* property rune and deal 1d6 negative damage to living creatures or 1d6 positive damage to undead.

MORRIGNA

Bounty hunters and investigators, morrignas seek out creatures that thwart death or interfere with the natural flow of souls. Morrignas dress in flowing spider silk and

wear masks reminiscent of webs, as they consider patient and watchful spiders to be their spiritual kin.

MORRIGNA

CREATURE 15

N MEDIUM MONITOR PSYCHOPOMP

Perception +28; darkvision, lifesense 60 feet

Languages Abyssal, Celestial, Infernal, Necril, Requian; *speak with animals*, *tongues*

Skills Athletics +27, Boneyard Lore +28, Diplomacy +27, Intimidation +29, Religion +29, Society +24, Stealth +27

Str +8, **Dex** +4, **Con** +4, **Int** +3, **Wis** +6, **Cha** +4

Lifesense (divination, divine) As nosoi.

Items *+2 striking bo staff*

AC 38; **Fort** +25, **Ref** +27, **Will** +29; +1 status to all saves vs. magic

HP 240, regeneration 20 (deactivated by acid or fire); **Immunities** death effects, disease; **Resistances** negative 15, poison 15

Wrappings Lash ↷ **Trigger** A creature within reach of the morrigna's web wrappings uses an action to Strike or attempt a skill check. **Effect** The morrigna makes a web wrappings Strike against the triggering creature. If the strike is a critical hit, the triggering action is disrupted.

Speed 30 feet, climb 30 feet (*spider climb*)

Melee ❖ *bo staff* +31 (magical, parry, reach 10 feet, trip), **Damage** 2d8+14 bludgeoning plus spirit touch

Melee ❖ web wrappings +29 (magical, reach 10 feet), **Damage** 3d12+14 bludgeoning plus Grab and spirit touch

Divine Spontaneous Spells DC 35, attack +30; **6th** (4 slots) *field of life*, *heal*, *spirit blast*; **5th** (4 slots) *death ward*, *dispel magic*, *sending*; **4th** (4 slots) *freedom of movement*, *read omens*, *spell immunity*; **3rd** (4 slots) *blindness*, *crisis of faith*, *dream message*; **2nd** (4 slots) *calm emotions*, *see invisibility*, *silence*; **1st** (4 slots) *bane*, *bless*, *ray of enfeeblement*; **Cantrips (8th)** *chill touch*, *detect magic*, *disrupt undead*, *read aura*, *stabilize*

Divine Innate Spells DC 37; **4th** *talking corpse*; **Constant (5th)** tongues, **(2nd)** *speak with animals*, *spider climb*

Divine Rituals DC 37; *call spirit*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) A morrigna can take the appearance of any Small or Medium animal or humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal. Unless they choose to manifest their web wrappings in their new form, they cannot make web wrappings Strikes.

Spider Minions ❖❖❖ (conjuration, divine) The morrigna summons a giant tarantula (page 307) or spider swarm (page 306). These spiders have the summoned trait and remain for 10 minutes or until reduced to 0 Hit Points, whichever comes first. The morrigna does not need to Sustain the Spell to direct these summoned creatures, and the morrigna can have any number of summoned spiders in existence at once. The morrigna can see through the eyes of any of their summoned spiders at any time.

Spirit Touch As nosoi, but 4d6.

OTHER PSYCHOPOMPS

Nosois and morrignas are far from the only of their kind. Many others, like the skeletal vanths or the draconic yamarajes, also aid in the stewardship of the dead.



On Primeval Wings

Although not true dinosaurs, pterosaurs are often found in the same regions as dinosaurs and other megafauna, wheeling in the skies above and adding to the general primeval ambiance of these lost worlds.

Pterosaur

Pterosaurs are primitive flying creatures. While many are smaller than a human, the two presented below are quite a bit larger. Each of these creatures could pose a serious threat to a person.

These flying reptiles can be found in a wide selection of regions, but they tend to soar above warm or temperate climates.

Pteranodon

Pteranodons are quick and agile reptiles with 20-foot wingspans that enable them to hover on wind currents for hours. These creatures have long beaks and equally long crests that protrude from the backs of their heads.

Pteranodon — Creature 2

N | Large | Animal

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10, Athletics +7

Str +3, **Dex** +4, **Con** +1, **Int** –4, **Wis** +2, **Cha** –1

AC 18; **Fort** +7, **Ref** +10, **Will** +6

HP 35

Speed 10 feet, fly 40 feet

Melee ❖ beak +10, **Damage** 1d10+3 piercing

Swoop ❖❖ The pteranodon Flies up to its Speed and makes one beak Strike at any point during that movement.

Quetzalcoatlus

Quetzalcoatlus are the largest flying members of the pterosaur family and are often mistaken for dragons due to their immense size and 40-foot wingspans.

Quetzalcoatlus are carnivorous, feeding on a variety of reptiles, mammals, large fish, amphibians, and other invertebrates. They are not inherently aggressive creatures and are happy to scavenge for food, but when presented with live prey they readily attack almost any creature smaller than themselves.

Quetzalcoatlus — Creature 7

N | Huge | Animal

Perception +15; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +14, Athletics +17

Str +6, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 25; **Fort** +16, **Ref** +17, **Will** +12

HP 110

Speed 15 feet, fly 50 feet

Melee ❖ beak +17 (deadly 1d10, reach 10 feet), **Damage** 2d10+10 piercing plus 1d8 persistent bleed

Melee ❖ talon +17, **Damage** 2d8+10 piercing plus Grab

Snatch A quetzalcoatlus can move at half Speed while it has a single creature grabbed or restrained. Both its talons are occupied while it does this.

Swoop ❖❖ The quetzacoaltus Flies up to its Speed and makes one beak or talon Strike at any point during that movement.

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Quelaunt

This three-armed, three-legged monster has no discernible eyes, nose, ears, or mouth or no visible means of ingesting food. Its limbs are distributed so evenly across its body that it is all but impossible to tell which way the creature is oriented at any given time. Few who witness the quelaunt linger on its alien looks for long though, as the most pressing concern quickly becomes the invasion of their minds, as the quelaunt sows doubt, sorrow, and rage. This monstrosity not only delights in the negative emotions of its prey, but feeds on them, gaining strength and sustenance from their dismay. For the quelaunt, no act is too terrible or cruel to inflict on its victims, since the more a creature suffers, the more the quelaunt feasts.

Quelaunts are known to associate with other aberrant horrors, including brain collectors and other creatures associated with the Dominion of the Black. However, the more prevalent theory paints them as more alien—perhaps invasive beings from another dimension of pure thought and feeling—and claims that in their natural state they have no physical bodies at all. Few dare speculate further; the only known autopsy of a quelaunt resulted in the researcher's suicide just days afterward and all the notes were mysteriously destroyed. Whatever secrets there are to be unlocked in the anatomy of these bizarre monsters are apparently important enough to warrant great protection from quelaunts, even after death.

Quelaunt — Creature 15

CE Large Aberration

Perception +29; tremorsense (imprecise) 60 feet

Languages Aklo (can't speak any language); telepathy 100 feet

Skills Deception +30, Intimidation +30, Occultism +27

Str +6, **Dex** +5, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8

AC 36; **Fort** +27, **Ref** +26, **Will** +31 (+33 vs. emotion)

HP 305; **Resistances** mental 15

Speed 40 feet; *air walk*

Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing

Emotional Focus The quelaunt can cast the following cleric domain spells as 8th-level occult innate spells at will without spending Focus Points: *blind ambition* (*Core Rulebook* 389), *captivating adoration* (*Core Rulebook* 389), and *delusional pride* (*Core Rulebook* 391).

Emotional Frenzy ❖❖❖ The quelaunt casts up to three spells chosen from its at-will innate spells and its emotional focus spells.

Feed on Emotion ❖ (attack, emotion, incapacitation, mental); **Frequency** once per round; **Effect** The quelaunt feeds on the emotional unrest of a single creature within 30 feet that's under a harmful emotion effect. The target must succeed at a DC 37 Will save or take 4d10 mental damage and be stunned for 1 round. If the target fails its saving throw, the quelaunt regains the same number of Hit Points and Feed on Emotion does not cost the quelaunt an action, allowing it to use another action this turn.

Occult Innate Spells DC 39; **7th** *crushing despair* (×3); **3rd** *fear* (at will); **2nd** *hideous laughter*; **Constant (4th)** *air walk*

Rapid Strikes ❖❖ (attack) The quelaunt makes three melee Strikes, each against a different target within reach. The multiple attack penalty applies to each attack, but increases only after all the attacks have been made.

Spiral of Despair ❖ (emotion, mental); **Trigger** A creature fails a saving throw to resist one of the quelaunt's innate spells or emotional focus spells. **Effect** As the quelaunt invades the triggering creature's mind and plants the seeds of negative emotions, it also strips away the target's feelings of hope or positivity. The quelaunt can immediately end a single emotion effect from which the triggering creature is benefiting.

Other Quelaunts

Perhaps the most frightening tales of quelaunts attribute them with abilities beyond those detailed here, suggesting that quelaunts might be an entire category of alien menace that has only recently turned its awful attention to humanity.



Rakshasa

Rakshasas are evil spirits that cloak themselves in the guises of humanoid creatures, that they might walk unseen among their prey. They embody what is taboo among most societies, and in the shape of those they seek to defile, rakshasas gorge themselves on these hideous acts. A wide range of rakshasas exist; presented below are the diminutive, sinister dandasuka rakshasa and the infamous raja rakshasa, who are the most widespread and commonly encountered of these fiends.

Rakshasa Immortals

Above all rakshasas rule the rakshasa immortals, powerful unique entities who deem themselves deities. These beings include Aksha of the Second Breath, Bundha the Singing Butcher, Dradjit the Godslayer, Kunkarna the Dream Warrior, Mursha the Beastmaster, Otikaya the Spirit Archer, Surpa the Avenger, Zabha the Desecrator, and untold others.

Dandasuka

Known as "biters" among the more powerful rakshasa castes, dandasukas serve as spies and assassins for rakshasa clans or powerful spellcasters who have found methods to bind one of these fiends to their will. Born to manipulate and murder, these half-sized terrors revel in their work and delight in the sight of blood. They often dress in extravagant clothes dyed with ostentatious colors and wear numerous elaborate accessories, whether in their true form or in disguise as human children, halfling merchants, or anything else that helps them blend into their targeted society.

A dandasuka rakshasa is constantly haunted by a monstrous hunger that gnaws at its hyperactive body, forcing it to feed often. In combat, a dandasuka might pause to lick a bloody blade or lap at a pool of spilled blood on the floor. These creatures settle for other meat when they must, but much prefer the taste of mortal humanoid flesh. Regular offers of such victuals can keep a dandasuka loyal to anyone willing to provide frequent meals, but care must be taken in keeping a dandasuka, for many stories tell of them being overly eager to serve an adored benefactor, taking off-hand remarks too literally, and performing services of violence that were never intended.



Dandasuka **Creature 5**

LE | Small | Fiend | Rakshasa

Perception +12; darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +13, Deception +14, Stealth +13, Thievery +13

Str +1, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +3

AC 23; **Fort** +12, **Ref** +13, **Will** +10; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 60; **Weaknesses** good 5; **Resistances** physical 5 (except piercing)

Speed 25 feet, climb 20 feet

Melee ❖ fangs +15 (finesse, magical), **Damage** 2d6+4 piercing plus 1d6 persistent bleed

Melee ❖ claw +15 (agile, finesse, magical), **Damage** 2d4+4 slashing

Occult Spontaneous Spells DC 22, attack +15; **1st** (4 slots) *charm*, *ventriloquism*; **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 19; **4th** *clairvoyance*; **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Sneak Attack The dandasuka deals an extra 1d6 precision damage to flat-footed creatures.

RAJA RAKSHASA

When not disguised as a humanoid, the raja rakshasa has the head of an animal. The hands of a raja rakshasa are more subtly unsettling, for the fingers of these fiends bend outward, away from the palms.

More than any other types of rakshasa, rajas scoff at religion. They understand the power of the divine, yet they view themselves as the only things worthy of worship from mortal creatures; not even their own immortals are deemed deserving of such glorification. Raja rakshasas often form close-knit families that work together to bring down mortal cities or to rule them from the shadows within. Such families of rakshasas often incorporate other breeds of the fiend, often using dandasukas as favored servants or stealthy spies. Even though a raja family works together to achieve a shared goal, infighting and treachery among their own is a constant threat.

RAJA RAKSHASA — CREATURE 10

LE MEDIUM FIEND RAKSHASA

Perception +19; darkvision

Languages Common, Infernal, Undercommon

Skills Deception +23, Diplomacy +21, Intimidation +21, Performance +19, Occultism +18, Stealth +20

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5

Items *+1 striking kukri*

AC 30; **Fort** +19, **Ref** +21, **Will** +18; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 155; **Weaknesses** good 10, **Resistances** physical 10 (except piercing)

Scoff at the Divine ↷ **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability. **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*. **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 35 feet

Melee ❖ *kukri* +23 (agile, finesse, magical, trip), **Damage** 2d6+10 slashing

Melee ❖ fangs +20 (agile, magical), **Damage** 2d12+10 piercing

Melee ❖ claw +22 (agile, finesse, magical), **Damage** 2d8+10 slashing

Occult Spontaneous Spells DC 31; **5th** (3 slots) *dispel magic*, *hallucination*, *shadow blast*; **4th** (4 slots) *clairvoyance*, *dispel magic*, *fly*, *suggestion*; **3rd** (4 slots) *clairaudience*, *dispel magic*, *nondetection*, *vampiric touch*; **2nd** (4 slots) *blur*, *hideous laughter*, *invisibility*; **1st** (4 slots) *charm*, *illusory object*, *item facade*; **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *read aura*, *sigil*

Occult Innate Spells DC 31; **3th** *mind reading* (at will)

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Disturbing Vision ❖ (concentrate, enchantment, mental, occult) The raja rakshasa's eyes flash green as it projects a telepathic wave in a 30-foot emanation. All creatures in the area are assailed by a vision of evil decadence from one of the rakshasa's past lives. Each non-evil creature in the area must succeed at a DC 29 Will save or become sickened 1 (and stunned 1 on a critical failure). The visions last 1d4 rounds, and while they do, the raja rakshasa and all evil creatures in the area gain a +1 status bonus to all checks. The raja rakshasa can use this ability again only once the previous visions end.

RAJA HEADS

Raja's heads often resemble those of cats or snakes, but they can also be similar to apes, jackals, vultures, elephants, mantises, lizards, rhinos, boars, and more are possible. In most cases, the type of head a raja rakshasa possesses symbolizes its personality—a tiger-headed one is stealthy and ravenous, while a boar-headed one might be gluttonous and crude.



Rats and Disease

Rats have a reputation of being vicious, aggressive animals that attack food stores in great numbers and spread disease. While rats are immune to the most severe effects of their own filth fever, the disease makes them unpredictable and aggressive. Some populations of rats carry even more deadly diseases, such as bubonic plague.

Rat

Rats are a ubiquitous menace, scurrying through the sewers and on the streets of nearly every settlement the world over. Though a regular rat darting underfoot might startle or even frighten the average passerby, giant rats and rat swarms are far more dangerous.

Giant Rat

Giant rats are enormous versions of the common vermin. They are typically found in abundant numbers, but since they cannot fit in the nooks where mundane rats typically hide, they are much easier to locate and exterminate. They mostly live in sewers where they can scavenge from the streets above, but some families of giant rats live in more remote locations, such as dank caves or forests and hills. Rats are incredibly adept survivors and can be found nearly anywhere in the world, though they tend to favor temperate or warm climates as opposed to cold regions.

Although its bite alone is not lethal except to the very young or very old, the giant rat carries the filth fever common to rodents around the world—a pestilence more than capable of ravaging rural communities.

Giant Rat — Creature -1

N Small Animal

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5
Str +1, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** –3

AC 15; **Fort** +6, **Ref** +7, **Will** +3
HP 8

Speed 30 feet, climb 10 feet
Melee ❖ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus filth fever
Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

Rat Swarm

A swarm of rats can cause total chaos within a household or business. Contracting filth fever is all the easier when dozens of these agitated or hungry vermin gather to bite victims en masse, making rat-hunting a viable career in many parts of the world as desperate townspeople seek relief from the disease's spread.



Rat Swarm — Creature 1

N Large Animal Swarm

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +4 (+6 to Climb or Swim), Stealth +6
Str –2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** –3

AC 14; **Fort** +2, **Ref** +7, **Will** +4
HP 14; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** physical 6 (except bludgeoning)

Speed 30 feet, climb 10 feet
Swarming Bites ❖ Each enemy in the swarm's space takes 1d6 piercing damage and must attempt a DC 17 basic Reflex save. A creature that fails its save is exposed to filth fever.
Filth Fever (disease) As giant rat.

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Ratfolk

True to their name, ratfolk are rodent-like humanoids well suited to living on the outskirts of mainstream society. Despite common misconceptions that they are dirty or diseased, ysoki, as they call themselves, keep impeccably clean. Ratfolk are also sometimes mistaken for wererats and initially treated with fear until they can correct the mistaken identification—if they get the chance to do so.

In general, ratfolk have a keen understanding of pathological and alchemical sciences, which they employ in trade and self-defense. They make accomplished alchemists and tinkerers, and they often protect their lairs with traps, bombs, and other creations. Ratfolk merchants regularly dispatch large trade caravans that travel widely for a year or more before returning to their home community. During this time they make an effort to learn new things from the people they encounter and collect new, interesting materials and goods that they can bring back to their warrens.

In their warrens, on the road, and in cities, ratfolk are extremely communal, thriving on proximity to and contact with one another even in relatively tight spaces. In addition, ratfolk are excellent at fighting in cramped spaces alongside their kin. Threatening one ratfolk or their allies is a surefire way to rally the whole community.

Ratfolk Locations

On Golarion, ysoki are most numerous in the Darklands below the continent of Tian Xia, where they rule a vast empire, but they can be found in the Inner Sea region as well—particularly in the badlands and hills of Numeria, where they eagerly scavenge and collect strange technological wonders and weapons.

Ratfolk Grenadier

Ratfolk grenadiers use alchemy and stealth to defend their communities.

Ratfolk Grenadier **Creature 4**

LN SMALL HUMANOID RATFOLK

Perception +10; darkvision
Languages Common
Skills Acrobatics +9, Crafting +12, Deception +7, Society +10, Stealth +12, Thievery +9
Str +0, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +1
Items alchemist's tools, hand crossbow (20 bolts), studded leather armor
Infused Items A ratfolk grenadier carries 2 infused moderate acid flasks, 2 infused moderate alchemist's fires, and 2 infused moderate frost vials. These items last for 24 hours, or until the next time they make their daily preparations.

AC 21; **Fort** +11, **Ref** +13, **Will** +9
HP 60

Speed 25 feet
Melee ❖ fangs +12 (agile, finesse), **Damage** 1d4 piercing
Ranged ❖ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6 piercing
Ranged ❖ alchemical bomb +13 (range increment 20 feet, splash), **Damage** varies by bomb
Cheek Pouches A ratfolk grenadier has stretchy cheek pouches that can store up to 1 cubic foot of objects (though no more than 4 light items). The ratfolk can remove or store an item using the Interact action. As long as the ratfolk has at least one object in its cheek pouches, its speech is noticeably difficult to understand.
Quick Bomber ❖ The ratfolk grenadier draws an alchemical bomb with an Interact action and throws it as a ranged Strike.
Quick Stow ◇ **Frequency** once per round. **Effect** The ratfolk grenadier stores one held item of light or negligible Bulk in its cheek pouches.
Swarming A ratfolk grenadier can end its movement in the same square as an ally that also has this ability. Only two such creatures can share the same space.



REDCAP TREASURE

A redcap's boots and cap are of little value to other creatures, but it carries a scythe and various valuable trophies from its kills.

REDCAP LOCATIONS

Unlike some fey, redcaps don't embody a particular natural feature or environment, so they can be found almost anywhere. They tend to prefer areas that allow them to hide or at least get behind cover with their quick movement, such as forests, mountains, and underground tunnels and caverns.



REDCAP

Redcaps are sadistic and capricious fey who thrill in bloodletting and murder. While they are most famous for appearing as wizened, bearded men, redcap women are no less fearsome or cruel. Redcaps are ultimately craven bullies, cowed by anything more powerful than themselves, a trait that leads them to fear and despise the symbols of good deities. Many fairy tales explain how the redcaps draw power from dipping the hats for which they are named in fresh blood. Just as iconic to these cruel little fey are their iron-clad boots, and the clanging sound of their metal soles clanking on stone floors is both discordant and disconcerting—especially to those who recognize the sound for what it is. Redcaps typically stand only 3 feet tall, with hunched frames, pointed ears, crooked teeth, and long, white, tangled hair.

REDCAP — CREATURE 5

CE SMALL FEY

Perception +12; low-light vision

Languages Common, Sylvan

Skills Acrobatics +13, Athletics +15, Deception +11, Intimidation +13, Nature +10, Stealth +13

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +2

Items iron boots, red cap, scythe

Red Cap (necromancy, primal) A redcap's woolen hat is dyed with the blood of its victims. If the redcap loses its cap, it no longer benefits from fast healing and takes a –4 status penalty to its damage rolls. It can create a new cap in 10 minutes, but that cap doesn't grant its powers until the redcap has turned it red with Blood Soak. A cap has no benefit for creatures other than the redcap who made it.

AC 21; **Fort** +11, **Ref** +15, **Will** +10

HP 60, fast healing 10; **Weaknesses** cold iron 5, divine revulsion

Divine Revulsion (emotion, fear, mental) If a redcap sees a creature brandish a religious symbol of a good deity (which requires an interact action by that creature) or use one to cast a divine spell, the redcap must attempt a DC 19 Will save. It then becomes temporarily immune to all brandished religious symbols for 10 minutes.

Critical Success The redcap is unaffected.

Success The redcap is frightened 2.

Failure The redcap gains the fleeing condition for 1 round and is frightened 4.

Speed 50 feet

Melee ❖ scythe +15 (deadly 1d10, trip), **Damage** 1d10+10 slashing

Melee ❖ boot +13 (agile, versatile B), **Damage** 1d6+8 piercing

Blood Soak ❖ (manipulate) The redcap dips its cap in the blood of a slain foe. The foe must have died in the last minute, and the redcap must have helped kill it. The redcap gains a +4 status bonus to damage rolls for 1 minute.

Deadly Cleave ↷ **Trigger** The redcap reduces a creature to 0 Hit Points with a scythe Strike. **Effect** The redcap makes another scythe Strike against a different creature, using the same multiple attack penalty as the scythe Strike that triggered this reaction. This counts toward its multiple attack penalty.

Stomp ❖ The redcap Strides up to half its Speed and makes a boot Strike at any point during that movement. If the boot Strike hits a prone creature, it deals an extra 2d6 persistent bleed damage.

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Reefclaw

Reefclaws are aquatic monsters that resemble huge shrimp or lobsters. As one might expect from its name, a reefclaw's oversized claws are powerful weapons with their vicelike grip and the ability to inject potent venom into unfortunate prey.

While reefclaws can't speak, they are intelligent enough to understand the local language of humanoids near their hunting grounds. The creatures sometimes listen to conversations, either to gain intelligence on the best place to ambush aquatic or land-dwelling prey, or merely for entertainment value—reefclaws are particularly fond of listening to people with high-pitched voices. Reefclaws are usually solitary hunters, but small swarms of female reefclaws have been known to gather around a single male for mating purposes or together for the communal raising of their broods. In the latter case, the females will perform widespread hunts in order to bring back a large enough bounty to feed their young. Such hunting parties are extremely dangerous—they've been known to tip over small fishing boats and attack those who fall overboard.

Once a reefclaw has decided upon a course of action, it follows through even if doing so spells its own end. More than one reefclaw survivor has said that the creature released its bone-crushing grasp only after its brains were leaking from its broken skull, and even then the reefclaw was able to perform a terrible last slash as part of its dying breath. During mating season, female reefclaws are often a little more pragmatic and release their prey before endangering themselves and their offspring.

Despite their intelligence and the accompanying moral quandaries, reefclaws frequently find their way onto the dinner plates of land-dwelling hunters such as humans and hobgoblins. According to those who have a taste for reefclaw flesh, the meat is either delectably sweet (for reefclaws raised in colder waters) or slightly tangy (in the case of warm-water reefclaws). Most civilized people who know of reefclaws' intellect find the act of eating them distasteful, but this does not dissuade unscrupulous nobles in coastal regions, for whom reefclaw meat is a delicacy well worth the expense. Likewise, fisherfolk whose focus is on the bottom line of their ledgers are more than willing to hunt the dangerous creatures—or, even better, hire out the task to naive adventurers.

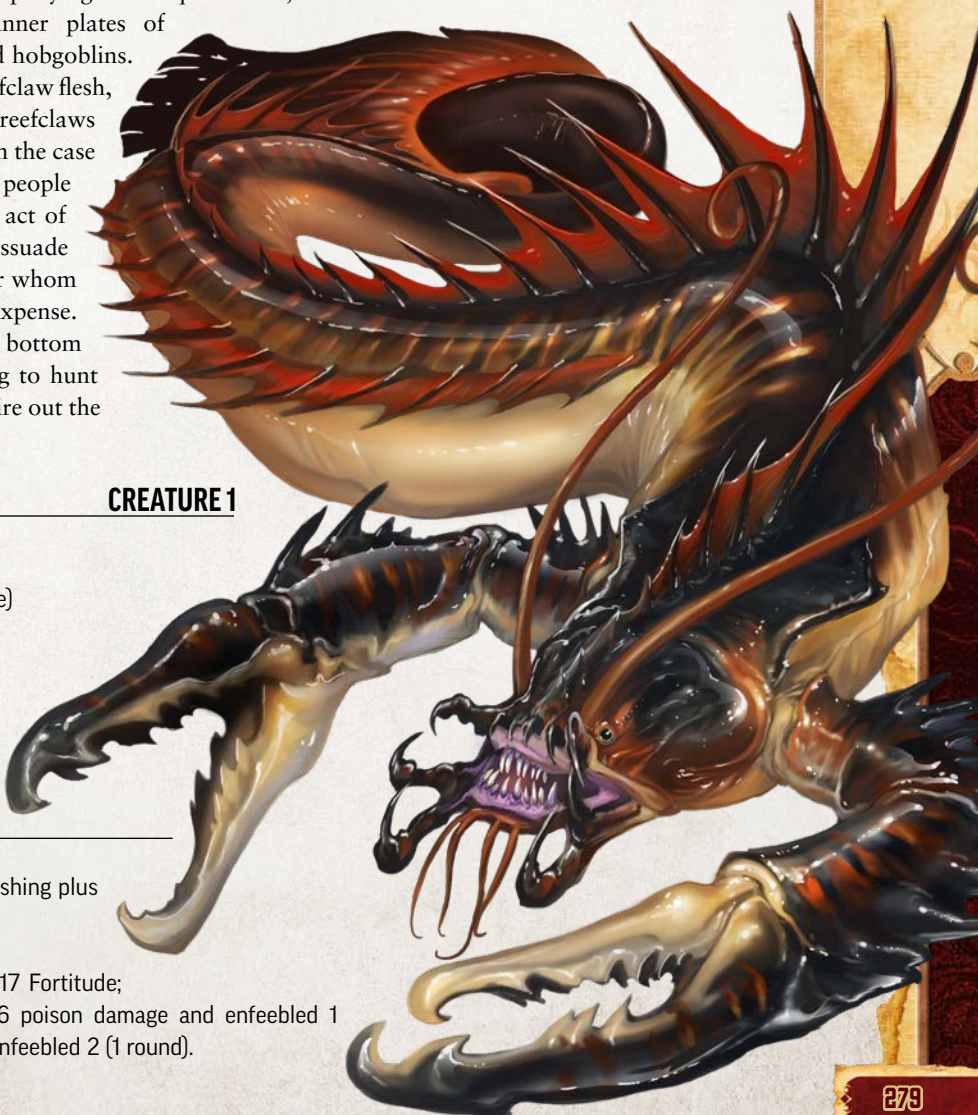
Eating Reefclaws

Reefclaws amass no treasure, but their meat—if kept fresh—can be sold in the right markets. However, in an increasing number of places, the practice of eating reefclaws has fallen out of favor—which means, of course, that the reefclaw market has simply shifted to black-market butchers, where all manner of meat gathered from dubious sources is available for purchase, and the value has increased accordingly.

Reefclaw — Creature 1

CN SMALL ABERRATION AQUATIC

Perception +8; darkvision
Languages Common (can't speak any language)
Skills Acrobatics +7, Athletics +4 (+8 to Swim)
Str +1, **Dex** +4, **Con** +2, **Int** –3, **Wis** +1, **Cha** +1
AC 20; **Fort** +7, **Ref** +9, **Will** +4
HP 17
Death Frenzy ↻ **Trigger** The reefclaw is reduced to 0 Hit Points. **Effect** The reefclaw makes a claw Strike before dying.
Speed 5 feet, swim 30 feet
Melee ❖ claw +9 (finesse), **Damage** 1d6+1 slashing plus reefclaw venom and Grab
Constrict ❖ 1d6 bludgeoning, DC 17
Reefclaw Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round).





Ancient Remorhazes

A remorhaz has an unusual life cycle. A remorhaz that survives long enough (typically a century) without succumbing to violence melts a deep hole in the ice and hibernates for several hundred years, growing slowly as its internal heat sources transform it into something new—a creature known as a frost worm.

Remorhaz

A remorhaz is an enormous arctic predator that resembles a multilegged insect with draconic features. This monster has chitinous plates and more than a score segmented legs, a multipartite maw, and winglike growths flanking its head. The most unusual aspect of the creature, however, is its internal heat, which burns with such intensity that it causes the armored plates on the creature's back to become superheated whenever the beast is agitated.

Remorhazes are carnivores. Their diet includes arctic animals such as elk, but a hungry remorhaz readily devours anything it can catch and kill. It commonly lurks beneath ice or snow and ambushes prey with a sudden upward strike. Many victims die before even knowing what attacked them.

Those who survive the worm's initial onslaught must face not only its deadly jaws, but also its hideously hot body. This heat can melt weapons, scorch armor, and burn flesh—all tactics the remorhaz uses to disable and defeat its foes. A remorhaz's internal fire allows it to burrow through ice and snow with ease. It leaves smooth tunnels in its wake as melted ice refreezes to leave the telltale signs of its passage.

Most people underestimate a remorhaz's intelligence, assuming it to be a mere animal. However, remorhazes are capable of learning languages. Frost giants in particular use this trait to form alliances with them. The giants provide food, protection, and shelter for the worm, and in return the remorhaz acts as a guard beast and helps the giants build fortresses and forge metal weapons. The giants also employ the worms as war beasts, using them to undermine enemy positions.

Remorhaz — Creature 7

Uncommon | N | Huge | Beast

Perception +14; darkvision, tremorsense (imprecise) 60 feet

Languages Jotun (can't speak any language)

Skills Athletics +18, Stealth +13

Str +7, **Dex** +2, **Con** +5, **Int** –3, **Wis** +1, **Cha** –2

AC 25; **Fort** +18, **Ref** +15, **Will** +10

HP 120; **Immunities** cold, fire

Heat (aura, evocation, fire, primal) 5 feet. A creature that starts its turn in the aura takes 1d6 fire damage. Whenever the remorhaz takes damage from an enemy, this damage increases to 2d6 until the start of its next turn. Any creature that hits a remorhaz with an unarmed Strike takes 2d6 fire damage, and a weapon that hits a remorhaz takes 2d6 fire damage.

Speed 35 feet, burrow 30 feet

Melee ❖ jaws +18 (reach 15 feet), **Damage** 2d10+9 piercing plus Grab

Melee ❖ tail +18 (fire, reach 15 feet), **Damage** 1d10+3 bludgeoning plus 2d6 fire

Breath Weapon ❖❖ (evocation, fire, primal) The remorhaz unleashes a gout of flame that deals 8d6 fire damage in a 30-foot cone (DC 26 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Ice Tunneler A remorhaz can leave a tunnel when it burrows through ice or snow, and it usually does.

Swallow Whole ❖ Large, 2d8+5 bludgeoning plus 2d6 fire, Rupture 12

Thrash ❖❖ The remorhaz Strikes once with its jaws and once with its tail, each targeting a different creature. Each attack counts toward the remorhaz's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks have been made.

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Roc

Legendarily massive raptors capable of carrying off elephants as prey, rocs are typically about 30 feet long from beak to tail and have a wingspan of 80 feet or more. While their beaks are hooked to rip flesh from bone, their hunting strategy involves grabbing their prey in their powerful talons and then dropping it from great heights before feeding. This method creates a massive amount of carrion, which guarantees that rocs are followed by flocks of opportunistic scavengers, such as ravens and buzzards, who find it easy to steal bits of the larger birds' meals. Rocs, for the most part, don't mind these creatures, which sometimes get gobbled up along with the rest of the roc's food.

Rocs usually nest among mountaintops and cliffs inaccessible to all but the bravest of terrestrial dwellers. They are long-range predators that hunt both land and sea in search for massive prey to sustain them and their young.

Rocs are antisocial and lone hunters who compete with each other in fierce aerial battles to protect territory. But about once a decade, a mating couple pairs up to raise their chicks. Once the chicks are old enough to hunt on their own, the parents separate to once again engage in lone hunting.

Particularly skilled druids or rangers might capture and train a roc to serve as a flying mount or hunting companion, though examples of such an incredible feat of domestication are few and far between. The easiest way to rear a roc is to do so from the moment it hatches, since the chick imprints on the first creature it sees. Acquiring a roc egg is by no means an easy feat, though, and is often a death sentence for the would-be egg-snatcher.

ROC RESOURCES

While most treasure a roc may possess is incidental—the remains of prey haphazardly scattered in or around the nest—roc feathers, especially white or gold ones, are highly prized in certain markets. Even more valuable are roc eggs, especially to some giants who enjoy their unique flavor.

ROC — CREATURE 9

N GARGANTUAN ANIMAL

Perception +18; low-light vision
Skills Acrobatics +15, Athletics +21
Str +8, **Dex** +2, **Con** +5, **Int** –4, **Wis** +1, **Cha** +0

AC 27; **Fort** +20, **Ref** +17, **Will** +16
HP 180

Wing Rebuff ↷ **Trigger** A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing. **Effect** The roc makes a wing Strike against the triggering creature. If the roc Pushes the creature, it disrupts the triggering move action.



Speed 20 feet, fly 60 feet
Melee ❖ beak +21 (reach 15 feet), **Damage** 2d10+12 piercing
Melee ❖ talon +21 (agile, reach 15 feet), **Damage** 2d8+12 slashing plus Improved Grab
Melee ❖ wing +21 (agile, reach 30 feet), **Damage** 2d6+10 bludgeoning plus Improved Push 10 feet
Flying Strafe ❖❖ The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. Each attack takes the normal multiple attack penalty.
Snack A roc gains a +2 circumstance bonus to hit with its beak Strike if the target is grabbed or restrained in its talon.
Snatch A roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.

Roper

To all but the most sharp-eyed underground explorers, a roper appears to be nothing more than a large stalactite, stalagmite, or pillar of ice. Cunning and patient ambush predators, ropers use this to their advantage.

Ropers do not form large societies (although they can often be found living alongside other deep-dwelling denizens), but they often congregate in small clusters and sometimes hunt in groups. Particularly interested in the philosophy of life and death and the finer points of the more cruel and sinister religions of the world, a roper can talk or argue for hours with those it initially sought merely to eat. Quick-thinking spelunkers can sometimes stave off a roper's appetite by entertaining it with stories or discussions of philosophy, but ropers do not willingly allow such intriguing prey to escape alive. Stories speak of particularly skilled debaters and philosophers who have been kept for days or even years as pets or conversational companions by roper clusters, but in the end, if such pets don't eventually escape, the ropers' appetites win out over their intellectual curiosity—especially in cases where the pets constantly outmaneuver their keepers' wits and patience. A roper is 9 feet tall and weighs 2,200 pounds.

Roper Treasure

A roper keeps treasure from its past victims, often enjoying the items as mementos of prior conversations or delicious flavors. In addition, roper gizzards often collect small trinkets and gems from those who have been gobbled whole. Experienced Darklands adventurers have all sorts of tall tales of the strange and unexpected findings discovered in a roper gizzard.



ROPER **CREATURE 10**

UNCOMMON | CE | LARGE | ABERRATION

Perception +21; darkvision

Languages Aklo, Undercommon

Skills Athletics +22, Nature +17 (+21 about caves), Religion +19, Stealth +17 (+25 in stony or icy areas)

Str +6, **Dex** +1, **Con** +6, **Int** +1, **Wis** +3, **Cha** +1

AC 29; **Fort** +20, **Ref** +15, **Will** +21; +2 status to all saves vs. magic

HP 215; **Weaknesses** fire 10; **Resistances** electricity 10

Reactive Lash ↷ **Trigger** A creature within reach of the roper's strand leaves a square during a move action it's using. **Effect** The roper makes a strand Strike against the triggering creature.

Speed 10 feet, climb 10 feet

Melee ❖ jaws +21, **Damage** 2d12+12 piercing

Melee ❖ strand +23 (reach 50 feet), **Effect** sticky strand

Extend Strands ❖ The roper extends or retracts six thin, sticky tendrils from its body. While the strands are extended, the roper takes a –4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.

Flurry of Strands ❖ The roper makes a strand Strike with each of its strands (except those that are immobilizing creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

Pull the Strands ❖❖ The roper pulls every creature grabbed by its strands toward itself. The roper rolls a single Athletics check and compares the result to each immobilized creature's Fortitude DC. The roper pulls each creature it succeeds against up to 25 feet closer and each creature it critically succeeds against up to 50 feet closer.

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and grabbed. Each additional hit from a strand increases the enfeebled condition value by 1 (to a maximum of enfeebled 4). This enfeebled value decreases by 1 every 8 hours. The roper can move while it has a creature grabbed with a strand, but it automatically releases the creature if it moves beyond the strand's reach. The roper can release an grabbed creature as a free action. A creature can sever a strand with a target attack that hits AC 27 and deals at least 18 slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

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APPENDIX

Rust Monster

Found in lost dungeons, deep caves, and abandoned mines, rust monsters are a bane to any adventurers who rely on armor, weapons, or other metal items. These strange-looking creatures grow to about 5 feet long, with four insectile legs and a long tail ending in a four-pronged appendage resembling a tiny windmill. However, it is the rust monster's feathery antennae that strike fear in the hearts of battle-hardened warriors, for a single touch from even just one antenna can reduce an adventurer's most valuable tools to a useless pile of rust.

Rust monsters aren't inherently aggressive creatures, but they're voracious oxidivores, meaning they consume the rust created by their antennae. The creatures savagely attack anything that gets between them and a possible meal, and they relentlessly pursue any source of metal. A rust monster can be distracted by a single metal-rich item, but they are often encountered in groups of three or more, sharply raising the cost of escape.

Rust monsters are a terrible scourge in mining communities. If a group of rust monsters discovers rich veins of ore, they can multiply quickly. By weakening tunnels, attacking workers, and consuming the source of the miners' livelihood, these aberrations have created many mountainside ghost towns.

RUST MONSTER — CREATURE 3

N MEDIUM ABERRATION

Perception +8; darkvision, metal scent 30 feet
Skills Athletics +7 (+13 to Disarm a metal item)
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0
Metal Scent A rust monster can smell metal as a precise sense.

AC 19; **Fort** +8, **Ref** +10, **Will** +6
HP 40

Tail Trip ↷ **Trigger** A creature carrying a metal item attempts to move out of a square within reach of the rust monster's tail. **Effect** The rust monster makes a tail Strike against the triggering creature.

Speed 35 feet, climb 10 feet
Melee ❖ antenna +10 (finesse), **Effect** rust
Melee ❖ mandibles +8 (finesse), **Damage** 1d10+4 piercing
Melee ❖ tail +8 (finesse), **Damage** 1d4+2 bludgeoning plus Improved Knockdown
Antenna Disarm ❖ The rust monster attempts to Disarm a metal item a creature is holding using its antenna (with the same modifier as an antenna Strike). On a success, the item is subject to the rust monster's rust ability (see below) in addition to the effects of the Disarm, and if the check to Disarm is a critical success, the rust monster drops the item on the ground in its own space.
Rust A rust monster's antenna causes metal to rapidly rust and corrode. If it succeeds at an antenna Strike or Disarm attempt with its antenna, the rust monster deals 2d6 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If the rust monster hits an unattended metal item, the item takes this damage automatically. If a creature uses the Shield Block reaction with a metal shield against an antenna attack, the shield is automatically broken, but no other item is rusted on that attack.

FEARED AND LOATHED

Very few monsters are as hated by seasoned adventurers as rust monsters, for these creatures are not content to merely kill those who intrude upon their lairs—they eat their hard-won weapons and armor! Many innovative dungeon-dwelling creatures have seized upon this fact, and those that can't arrange for a rust monster guardian to scare adventurers away leave rusted bits of armor with curious markings strewn about, hoping that the mere sight of potential rust monster activity is enough to turn back would-be troublemakers.





SATYR MUSIC

A satyr's gear is valuable, particularly his fine panpipes. Satyrs often stow caches of alcohol, rich food, and pieces of fine art (especially erotic art) in hollows and glades they frequent. Depending on the type of music they prefer to play, satyrs may be able to cast different 4th-level enchantment spells, such as *paranoia* or *hideous laughter*.



Satyr

To a satyr, life is a party and everyone is invited. Notorious for their hedonism, these fey believe there's no greater beauty than can be found in song, drink, indulgent meals, and carnal pleasures. Satyrs use their enchanting songs and natural charm to encourage all manner of people to follow their true desires and free themselves from society's rules. This usually involves enticing mortals to join raucous parties or engage in trysts in moonlit glades. If a potential companion rejects a satyr's advances, however, the satyr has little interest in continuing a conversation and goes off to find more amenable revelers.

The lifestyle of a satyr leaves no room for ongoing affairs or long-term friends. Once his party is over or his lust is satiated, the satyr disappears back into the forest. The offspring satyrs leave behind are satyrs themselves, and usually end up being taken from their cradles by other fey rather than being left in mortals' care. Satyrs are always male.

The untouched beauty of the forest is sacred and precious to a satyr. Brutish intruders who clear-cut trees or massacre animals without eating them risk drawing a satyr's ire. A satyr so provoked uses his spells to undermine foes and attempts to dispatch them either with brutal ambushes or by leading a rush of forest animals to attack.

Other fey, particularly good fey, look upon satyrs as loutish, embarrassing cousins. They're rarely hostile toward satyrs, but most find them insufferable and advise any mortals they like to steer clear of satyrs' glades.

SATYR — CREATURE 4

CN MEDIUM FEY

Perception +10; low-light vision

Languages Common, Sylvan

Skills Athletics +8, Deception +13, Diplomacy +13, Intimidation +11, Nature +9, Performance +13, Stealth +11, Survival +8

Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +5

Items dagger, panpipes, shortbow (20 arrows), wineskin

Sylvan Wine (enchantment, mental, primal) A satyr's wineskin magically enchants any alcohol inside. With an Interact action, a living creature can imbibe the alcohol and gain a +1 item bonus to Will saves and a +3 item bonus to Will saves against fear effects for the following hour. When the wineskin is removed from a satyr's person, the magic remains only until the wine spoils. The wineskin holds up to eight drafts of wine.

AC 19; **Fort** +9, **Ref** +11, **Will** +12

HP 80; **Weaknesses** cold iron 5

Speed 35 feet

Melee ❖ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Ranged ❖ shortbow +14 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 +3 piercing

Ranged ❖ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Primal Innate Spells DC 21; **4th** *charm*, *fear*, *sleep*, *suggestion*; **Cantrips (2nd)** *dancing lights*, *ghost sound*, *inspire competence* (*Core Rulebook* 386), *inspire courage* (*Core Rulebook* 386), *triple time* (*Core Rulebook* 387)

Fleet Performer When the satyr Plays the Pipes to cast a spell, he can Step or Stride as part of the activity.

Play the Pipes ❖❖❖ (auditory, primal); **Requirements** The satyr is holding a musical instrument. **Effect** The satyr plays a melody on his instrument to cast *charm*, *fear*, *sleep*, or *suggestion* without expending the spell slot and using his music in place of providing the spell's component actions. The spell gains the auditory trait and targets all creatures in a 60-foot emanation instead of its usual targets. A creature that succeeds at its Will save against any spell is then temporarily immune from spells played from that satyr's pipes for 1 minute. Satyrs are immune to this music.

Scorpion

Chitinous scourges of deserts, forests, savannas, and badlands, scorpions are deadly arachnids with powerful pincers and a painful sting. Scorpions can be found in nearly every climate, where they hunt their prey with a mixture of patient stealth and raw strength. Most scorpions live in underground burrows, either as lone hunters or part of a larger colony. These arachnids are so feared and dangerous that in many cultures, they are treated as deities or dualistic symbols of both death and protection from said death.

Giant Scorpion

These massive, terrifying arachnids are typically 8 feet long from head to the base of the tail. Giant scorpions are the favored pack animals and war beasts of various desert-dwelling monsters, particularly gnolls. They are most commonly encountered in the wild, however. There they lair in mountainside caves or burrow beneath shallow layers of sand where they lie in wait for prey to wander near. Sleek, pallid subterranean scorpions also exist, as do still larger species.

Giant Scorpion — Creature 3

N | Large | Animal

Perception +9; darkvision, tremorsense (imprecise) 60 feet
Skills Athletics +11, Stealth +7
Str +4, **Dex** +2, **Con** +3, **Int** –5, **Wis** +2, **Cha** –4

AC 19; **Fort** +12, **Ref** +9, **Will** +7
HP 45
Attack of Opportunity ↷ Stinger only.

Speed 40 feet
Melee ❖ pincer +11 (agile, reach 10 feet); **Damage** 1d8+6 slashing plus Grab
Melee ❖ stinger +11 (reach 10 feet); **Damage** 1d6+6 piercing plus giant scorpion venom
Constrict ❖ 1d6+4 bludgeoning, DC 20
Giant Scorpion Venom (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

Scorpion Swarm

While a single scorpion is itself a menace, swarms of these vermin can be outright devastating. These skittering droves of death swiftly bring down their prey before devouring everything short of the victim's bones.

Scorpion Swarm — Creature 4

N | Large | Animal | Swarm

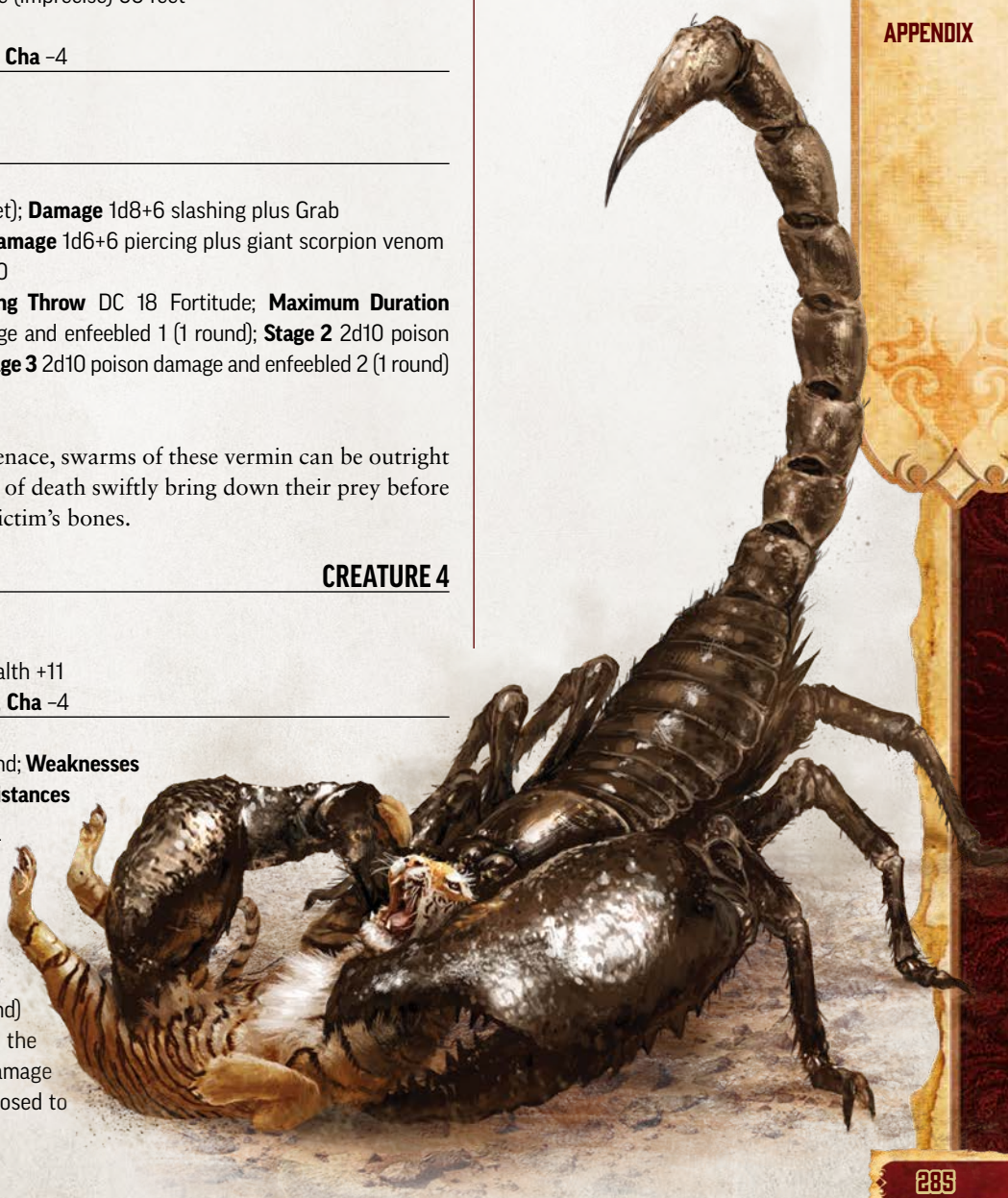
Perception +11; darkvision
Skills Acrobatics +11, Athletics +6, Stealth +11
Str +0, **Dex** +5, **Con** +2, **Int** –5, **Wis** +0, **Cha** –4

AC 21; **Fort** +10, **Ref** +13, **Will** +8
HP 55; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 3, piercing 7, slashing 7

Speed 25 feet
Scorpion Venom (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)
Swarming Stings ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) and is exposed to scorpion venom.

Scorpion Venom

While scorpions are often symbols of death or evil, their venom can be extracted and used for a wide variety of medical applications. A character can milk an incapacitated giant scorpion to extract raw scorpion venom, which can be used as raw materials to craft giant scorpion venom or lesser antiplague. To determine the value of ingredients you gain each day and the DC of the appropriate Medicine or Lore check, use the level 3 task entry in Table 4–2: Income Earned (*Core Rulebook* 237).



SEA DEVIL "DIPLOMACY"

Sea devils dwell in most of the world's oceans, and they view all others as enemies. When alliances occur, they usually take place with singularly powerful allies, such as aquatic dragons, krakens, or powerful humanoid villains. Diplomacy, to a sea devil, typically consists of violence and warfare.



Sea Devil

Sea devils are horrid, amphibious humanoids who lurk in Golarion's oceans and crawl ashore to steal away victims beneath the veil of darkness. When an entire fishing village disappears overnight, sea devils are the first suspects.

Far from mindless monstrosities, sea devils are terribly intelligent, with a cunning limited only by their strict adherence to hierarchy. They call themselves "sahuagin" but have wholly embraced their enemies' name for their kind as their own. Their cultural militancy enables sea devils to act in concert to perform grand acts of sabotage, marauding, and pillaging, and only the strongest (and most conniving) members of the tribe make it to the top of the social ladder. For all their discipline, however, sea devils are widely known to snap into murderous frenzies at the scent of blood. Even the best-laid plans can fall apart when a sea devil breaks ranks to revel in the spilled blood of their victims, an indulgence that can quickly cause a chain reaction of bloodthirsty ecstasy throughout an entire raiding party. For this reason, sea devils typically capture landborne quarry using nets and ropes, dragging them to the depths of the sea before making even a single incision.

Among sea devil society, individuals are rewarded based on their performance during hunts and shore excursions, with rebels and outliers quickly culled from the ranks. Every pup is given a fair chance, however, and even the lowest-born sea devil can strive for the rank of commander, general, or perhaps even king or queen. Sea devils in positions of leadership tend to be among the largest, most violent, and most calculating of their kind, and fully realized sea devils are skilled warriors capable of capturing entire villages on their own. The most powerful sea devils are mighty kings and queens who coordinate the activity of lesser sea devils across territories spanning leagues, foiling attempts at their positions via manufactured blood feuds and wars against their numerous enemies ashore and underwater.

SEA DEVIL SCOUT

Scouts, among the lowliest (and most disposable) of sea devils, ply the inky waters of the ocean in search of aquatic prey, tread ashore to gauge landborne threats, or charge into battle with the advance forces of a greater sea devil war party.

SEA DEVIL SCOUT **CREATURE 2**

LE | MEDIUM | AMPHIBIOUS | HUMANOID | SEA DEVIL

Perception +9; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +9 (+11 to Swim), Intimidation +5, Stealth +8, Survival +7

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** –1

Items longspear, spear

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like "come," "guard," or "attack."

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Speed 25 feet, swim 35 feet

Melee ❖ longspear +11 (reach 10 feet), **Damage** 1d8+3 piercing

Melee ❖ claw +11 (agile), **Damage** 1d6+3 slashing

Melee ❖ jaws +11, **Damage** 1d8+3 piercing

Ranged ❖ spear +12 (thrown 20 feet), **Damage** 1d6+3 piercing

Blood Frenzy ❖ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack

rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a –2 status penalty to AC. The sea devil can't voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

SEA DEVIL BRUTE

Physically imposing sea devils are equipped with some of the best weaponry the community can find, though most are happy to rend their foes using tooth and nail.

SEA DEVIL BRUTE — CREATURE 4

LE | MEDIUM | AMPHIBIOUS | HUMANOID | SEA DEVIL

Perception +7; darkvision, wavesense 30 feet
Languages Aquan; shark commune 150 feet
Skills Athletics +12 (+15 to Swim), Intimidation +9, Survival +9
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0
Items trident
Shark Commune (mental, telepathy) As sea devil scout.

AC 21; **Fort** +13, **Ref** +11, **Will** +9
HP 60

Speed 25 feet, swim 35 feet
Melee ❖ trident +14, **Damage** 1d8+8 piercing
Melee ❖ claw +14 (agile), **Damage** 1d6+6 slashing
Melee ❖ jaws +14, **Damage** 1d8+6 piercing
Ranged ❖ trident +11 (thrown 20 feet), **Damage** 1d8+8 piercing
Blood Frenzy ◆ (rage) As sea devil scout, 11 temporary HP.
Bloodletting As sea devil scout.
Unimpeded Throw A sea devil brute can use thrown ranged weapons underwater with no penalty due to range increment.

SEA DEVIL BARON

Unlike in many cultures, the highest-ranking sea devils are expected not just to wade into battle alongside their brethren, but to actively lead the campaign.

SEA DEVIL BARON — CREATURE 6

LE | MEDIUM | AMPHIBIOUS | HUMANOID | MUTANT | SEA DEVIL

Perception +13; darkvision, wavesense 30 feet
Languages Aquan; shark commune 150 feet
Skills Athletics +15 (+18 to Swim), Intimidation +12, Stealth +12, Survival +11
Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2
Items longspear, spear (2)
Shark Commune (mental, telepathy) As sea devil scout.

AC 24; **Fort** +16, **Ref** +14, **Will** +13
HP 95

Speed 25 feet, swim 35 feet
Melee ❖ longspear +17 (reach 10 feet), **Damage** 1d8+11 piercing
Melee ❖ claw +17 (agile), **Damage** 1d6+8 slashing
Melee ❖ jaws +17, **Damage** 1d6+8 piercing
Ranged ❖ spear +17 (thrown 20 feet), **Damage** 1d8+11 piercing
Blood Frenzy ◆ (rage) As sea devil scout, 15 temporary HP.
Bloodletting As sea devil scout.
Hateful Tide ❖❖ (rage); **Requirement** The sea devil baron is in a blood frenzy. **Effect** The sea devil baron unleashes a whirlwind of attacks against its foes, making a single melee Strike with its claws or jaws against each opponent within reach.

MUTANT DEVILS

Sea devils are prone to mutations, the most common of which is the manifestation of two additional arms. These mutated sea devils almost always rise to power as barons. Other mutations occur as well, but few are as strange as those that result in sea devils who look almost like aquatic elves—save for a row of sharp teeth in their mouths.



Sea Serpent Lairs

While an underwater cave will do, sea serpents prefer to "build" lairs by sinking ships. A sea serpent might even create a massive underwater graveyard by crashing several ships in the same location and letting the debris stack up on the ocean floor.

Sea Serpent

These fabled beasts resemble massive snakes with long rows of finned spines down their back. Temperamental and territorial, sea serpents can capsize a boat with ease, and most won't hesitate to do so when hungry or threatened. Stories abound of aggrieved captains who spend their entire lives hunting down the elusive monster that sunk their ships and took their livelihoods. These hunts rely on rumors and glimpses of the beasts, as few survive the catastrophes wrought by sea serpents.

While many fishermen's tales paint sea serpents as divinely appointed guardians of the ocean or, alternately, as evil and demonic agents, the truth is that most sea serpents are simply very large beasts with a knack for avoiding magical detection.

SEA SERPENT — CREATURE 12

UNCOMMON | N | GARGANTUAN | ANIMAL

Perception +22; darkvision

Skills Acrobatics +18, Athletics +26 (+28 to Swim), Stealth +28

Str +8, **Dex** +4, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

Undetectable (abjuration, primal) A sea serpent automatically tries to counteract any detection, revelation, or scrying divination attempted against it, using its Stealth modifier for its counteract modifier.

AC 35; **Fort** +25, **Ref** +21, **Will** +21

HP 210

Speed 20 feet, swim 60 feet

Melee ❖ jaws +27 (reach 20 feet), **Damage** 3d10+14 piercing plus Grab

Melee ❖ tail +27 (agile, reach 30 feet), **Damage** 2d10+14 bludgeoning plus Grab

Ranged ❖ water spout +25 (brutal, range increment 100 feet, water), **Damage** 2d6+12 bludgeoning plus sea serpent algae

Capsize ❖ (attack) The sea serpent attempts to capsize an aquatic vessel of its size or smaller that it's adjacent to. It must succeed at an Athletics check with a DC of 35 or the pilot's Sailing Lore DC, whichever is higher.

Constrict ❖ 1d10+14 bludgeoning

Sea Serpent Algae (incapacitation, poison) The water in the ballast organs around the sea serpent's neck is full of psychotropic algae. **Saving Throw** DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** confused and, if flying, spends its first action each turn to descend 20 feet (1 round); **Stage 2** confused and, if flying, descends until reaching the ground or water below (1 round).

Spine Rake ❖❖ (attack, move) The sea serpent extends the spines along its back and Swims or Strides. Each creature the serpent is adjacent to at any point during its movement takes 4d6+8 slashing damage (DC 32 basic Reflex save).

Swallow Whole ❖ (attack) Huge, 2d10+6 bludgeoning, Rupture 20

Shadow

The mysterious undead known as shadows lurk in dark places and feed on those who stray too far from the light. Those who parley with shadows, typically by keeping them at bay with a glowing weapon, may learn great secrets, for they are ideal spies.

SHADOW CREATURE 4

CE MEDIUM INCORPOREAL UNDEAD

Perception +10; darkvision
Languages Necril
Skills Acrobatics +10, Stealth +14
Str –5, **Dex** +4, **Con** +0, **Int** –2, **Wis** +2, **Cha** +3

AC 20; **Fort** +8, **Ref** +14, **Will** +12
HP 40; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance against non-magical)
Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow.

Speed fly 30 feet
Melee ❖ shadow hand +15 (finesse, magical), **Damage** 2d6+3 negative
Shadow Spawn When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have Steal Shadow and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.
Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.
Steal Shadow (divine, necromancy) ❖ **Requirement** The shadow hit a living creature with a shadow hand Strike on its previous action. **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from Steal Shadow decreases by 1 every hour.

SHADOW LOCATIONS

Shadows might lurk in any dimly lit area—a corner in a crumbling ruin, a room lit by flickering candles, or a shaded forest at dusk. They travel to and from the Shadow Plane, though it is unclear if they do so via their own magic or by aligning themselves with a more powerful being capable of such planar shifting.



GREATER SHADOW

Shadows that spend long amounts of time on the Shadow Plane and absorb its magic become greater shadows.

GREATER SHADOW CREATURE 7

CE MEDIUM INCORPOREAL UNDEAD

Perception +14; darkvision
Languages Necril
Skills Acrobatics +16, Stealth +20
Str –5, **Dex** +5, **Con** +0, **Int** +0, **Wis** +2, **Cha** +4

AC 24; **Fort** +11, **Ref** +18, **Will** +15
HP 75; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance against non-magical)
Light Vulnerability As shadow.

Speed fly 30 feet
Melee ❖ shadow hand +18 (finesse, magical), **Damage** 2d10+6 negative
Divine Innate Spells DC 25; **2nd** *darkness* (at will)
Shadow Spawn As shadow, but the spawn isn't clumsy.
Slink in Shadows As shadow.
Steal Shadow ❖ (divine, necromancy) As shadow, but causes enfeebled 2 (or enfeebled 3 on a critical hit).

Shambler Treasure

Shamblers collect trinkets from their previous victims and store them in small hollows within their bodies. They particularly prize gems, but also like alchemical or magical items that produce electrical effects such as bottled lightning and *shock* runes.

Shambler

Shamblers are cunning carnivorous plants that resemble heaps of wet, rotting vegetation. Even when standing erect on their stumpy legs, shamblers don't have much in the way of identifiable anatomy; they are tangles of parasitic vines that lash out at prey with their longest creepers, entwined together to deliver powerful blows. Sometimes called "shambling mounds," these ambush predators have a particular fondness for flesh, and are most well known for their ability to hunker down and hide in plain sight. A shambler can draw nutrients from plant matter or soil, but won't do so if it suspects meat might soon wander near, and indeed may lie in wait for days in anticipation of such a meal.

Shamblers are usually solitary creatures. Fierce thunderstorms are among the few events that bring numerous shamblers together. During such gatherings, the plants gather around strange but seemingly sacred earthen mounds in remote jungles and swamps and cavort and caper excitedly, stretching their tendrils toward the sky to hope for—or perhaps to summon—intense lightning strikes. Not only are these strange plants unharmed by even the most powerful electrical strikes, but they seem to become supernaturally empowered by such bursts of raw energy. Shamblers consider being struck by lightning a sign of divine favor, and those shamblers frequently blasted by bolts of electricity become respected (and powerful) elders among their kind. Shambler elders are few and far between and may possess a wide array of abilities; some can cast primal spells, others can empathically call upon the aid of other shamblers in the area, and still others wield awesome powers over electricity.

Other types of shamblers exist, including those composed not of plant matter but fungal growth. These creatures, known as "spore mounds," discharge clouds of toxic spores from their bodies when struck in combat. In semiarid deserts, shambler-like plants called tanglethorns dwell amid sagebrush and rock formations; they resemble bunches of tumbleweeds and cacti and inflict deep, bloody lacerations with their attacks.



Shambler — Creature 6

N | Large | Plant

Perception +12; darkvision

Languages Common, Elven, Sylvan (can't speak any language)

Skills Athletics +16, Stealth +12 (+18 in forests or swamps)

Str +6, **Dex** +1, **Con** +5, **Int** –2, **Wis** +2, **Cha** –1

Mound When it's not in danger, the shambler spends 1 minute settling into a pile that looks like a lump of loose vegetation. While it is in this form, creatures must actively Seek and succeed at a DC 22 Perception check (DC 28 in forests or swamps) to detect the shambler's true nature.

AC 22; **Fort** +17, **Ref** +11, **Will** +14

HP 120; **Immunities** electricity; **Resistances** fire 5

Electric Surge Whenever the shambler would take electricity damage or is targeted with an electricity effect, it gains 12 temporary HP and is quickened until the end of its next turn. It can use its extra action to Stride, Strike, or Swim.

Shamble ↷ **Requirements** The shambler is in mound form. **Trigger** A creature unaware of the shambler's true nature comes within 10 feet. **Effect** The shambler makes a vine Strike against the creature. Then roll initiative.

Speed 20 feet, swim 20 feet

Melee ❖ vine +17 (reach 10 feet), **Damage** 2d8+8 bludgeoning plus Grab

Vine Lash ❖❖ The shambler makes a vine Strike against each creature within reach. Its multiple attack penalty increases only after all the attacks.

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Shark

Sharks of all shapes and sizes have stalked the oceans, largely unchanged, since primordial times. They are efficient, ruthless predators with multiple rows of razor-sharp teeth capable of rending prey in an instant. Their uncanny ability to smell blood in the water means sharks might show up at any scene of aquatic carnage.

Great White Shark

An apex predator among the coastal surface waters where it hunts, the great white shark is one of the largest shark species. These silent killers glide gracefully through the ocean, always in search of their next meal.

Great White Shark — Creature 4

N | Huge | Animal | Aquatic

Perception +11; blood scent, scent (imprecise) 100 feet
Skills Athletics +14, Stealth +12, Survival +9
Str +6, **Dex** +2, **Con** +4, **Int** –4, **Wis** +1, **Cha** –4
Blood Scent The shark can smell blood in the water from up to 1 mile away.

AC 21; **Fort** +12, **Ref** +10, **Will** +9
HP 60

Speed swim 40 feet
Melee ❖ jaws +14, **Damage** 1d12+8 piercing
Breach ❖❖ The shark Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the shark splashes back down into the water.
Savage ❖ **Requirement** The shark hit with a jaws Strike on its most recent action this turn. **Effect** The creature the shark hit takes 1d12 slashing damage.
Strafing Chomp ❖ The shark Swims up to half its swim Speed, makes a jaws Strike, and then Swims up to half its Speed further. The Strike deals half damage.

Megalodon

Prehistoric sharks of incredible size, strength, and ferocity, megalodons scour waters deep and shallow to sate their considerable hunger. The presence of a megalodon undeniably affects the local aquatic ecosystem.

Megalodon — Creature 9

Uncommon | N | Gargantuan | Animal | Aquatic

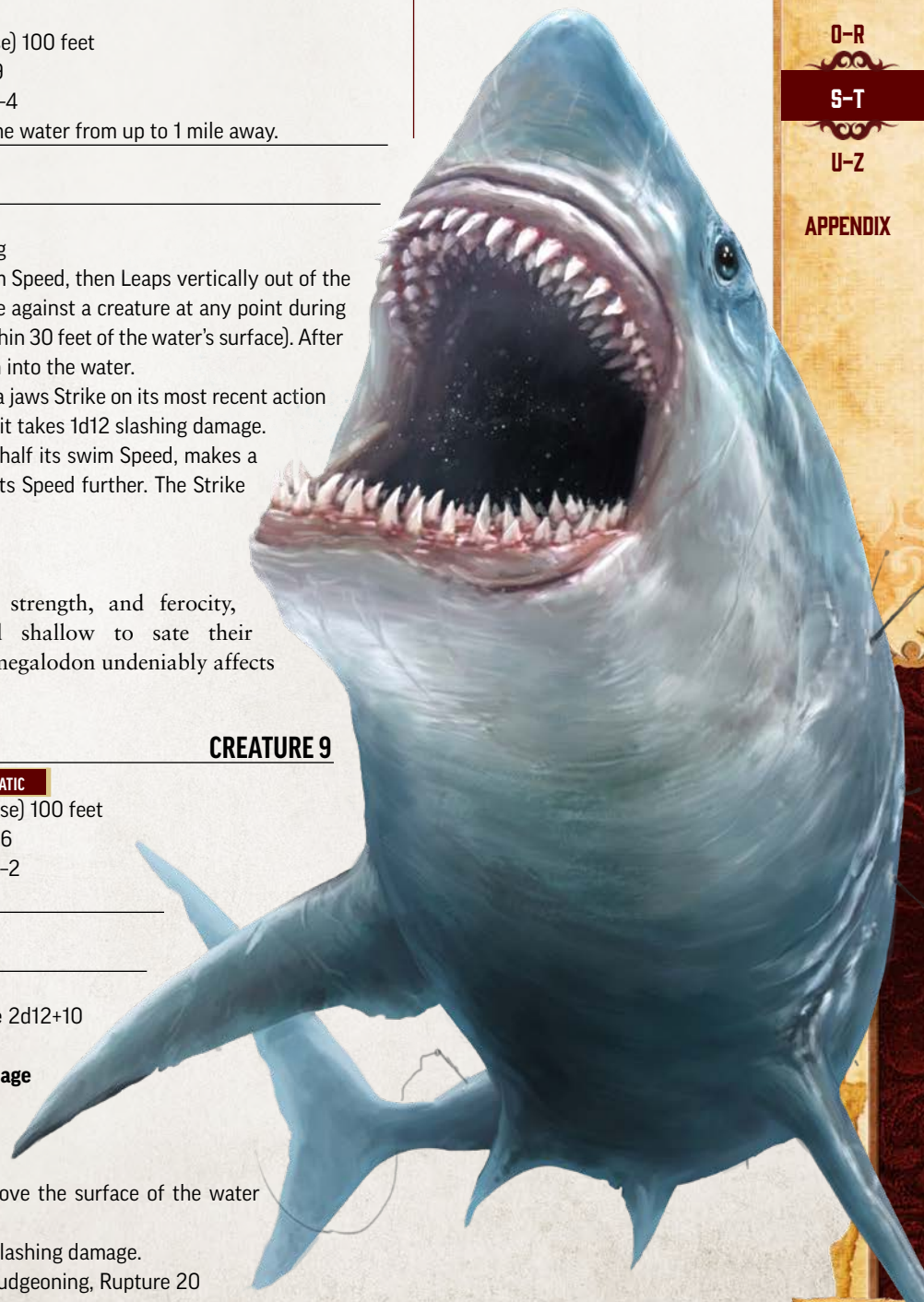
Perception +20; blood scent, scent (imprecise) 100 feet
Skills Athletics +21, Stealth +19, Survival +16
Str +8, **Dex** +2, **Con** +5, **Int** –4, **Wis** +3, **Cha** –2
Blood Scent As great white shark.

AC 27; **Fort** +21, **Ref** +16, **Will** +17
HP 180

Speed swim 80 feet
Melee ❖ jaws +22 (reach 10 feet), **Damage** 2d12+10 piercing plus Improved Grab
Melee ❖ tail +22 (agile, reach 15 feet), **Damage** 2d8+10 piercing plus Push 15 feet
Breach ❖ (attack, move) As great white shark, but the megalodon's reach allows it to attack a creature up to 35 feet above the surface of the water (or 40 feet with its tail).
Savage ❖ As great white shark, but 2d12 slashing damage.
Swallow Whole ❖ (attack) Huge, 2d8+5 bludgeoning, Rupture 20

Becoming Maneaters

Contrary to popular belief, sharks are not particularly fond of humanoids as meals. Only under the right conditions—such as when food is scarce or the shark mistakes its victim for a seal—will a shark attack a swimmer or small boat. Such occasions are traumatic enough for survivors to perpetuate the myth of shark as maneater.



Ancient Guardians

The practice of conjuring and binding shining children to serve as guardians of important locations was a popular one in Thassilon. Even today, thousands of years after this empire's fall, adventurers can still encounter shining children in ancient ruins, guarding treasures and forgotten lore from the distant past.



Shining Child

Shining children are wicked, enigmatic monsters that roam remote planes and untraveled corners of the universe in search of esoteric lore. With their abnormally gaunt frames, long white hair, and unnerving, four-fingered hands, shining children are both strangely familiar and otherworldly in appearance, though they are barely visible within the shroud of blinding light they continually emit. Their faces are truly horrible, however, as their overlarge eyes and distended, gaping mouths reveal their heads to be voids filled with unnatural light. Shining children use this light as a weapon, weaving illusions and focusing beams of fiery brilliance.

Because of their reputation as scholars of the alien and the eldritch, shining children are sometimes summoned by powerful wizards or occultists in search of rare knowledge. The creatures never give away their lore without some price, though, and typically demand in return the performance of contemptible deeds that further their inscrutable, far-ranging plans.

These mysterious beings are natives of the Astral Plane. In that vast plane, accretions of metaphysical matter gradually accumulate and eventually coalesce into demiplanes. During this tumultuous process, sparks of living light sometimes shear off the newly formed planes, and these sparks of raw planar energy somehow transform into shining children. Every newly formed demiplane leaves a different mental imprint on its shining "offspring," making it easy for shining children to telepathically recognize their brothers and sisters. Forever trapped in apparently adolescent bodies, shining children dedicate themselves to scholarship and violence with equal measure in a futile effort to understand their roles in the multiverse and the burning injustice of their births.

Shining children confuse most other creatures with their refusal to use individual names in favor of alternating between referring to each other singularly and collectively.

Shining Child — Creature 12

CE | Medium | Astral

Perception +23; darkvision

Languages Aklo; telepathy 120 feet

Skills Arcana +18, Deception +23, Diplomacy +21, Intimidation +21, Occultism +18

Str +2, **Dex** +5, **Con** +6, **Int** +2, **Wis** +5, **Cha** +7

Radiance Dependence The shining child is flat-footed while in areas of darkness.

AC 33; **Fort** +22, **Ref** +19, **Will** +19

HP 215; **Immunities** blinded, dazzled, fire

Blinding Aura (arcane, aura, incapacitation, light) 60 feet. The shining child sheds bright light. Any creature that starts its turn in the aura must succeed at a Fortitude DC 29 save. If it fails, it is blinded for 1 minute, and if it critically fails, it's permanently blinded. A creature that succeeds at its save is temporarily immune to this effect for 24 hours.

Overwhelming Light ↻ (light) **Trigger** The shining child enters an area of magical darkness or begins its turn in an area of magical darkness. **Effect** The shining child attempts to counteract the magical darkness (as a 7th-level spell).

Speed 30 feet, fly 50 feet

Melee ❖ fist +25 (agile, finesse, magical), **Damage** 3d4+5 bludgeoning plus 4d6 fire and 2d4 persistent fire

Melee ❖ fire ray +25 (arcane, evocation, magical, range 100 feet), **Damage** 3d10+3 fire, plus 2d10 positive damage if the target is undead

Occult Innate Spells DC 33; **7th** *spell turning*, *sunburst*; **6th** *dispel magic*, *vibrant pattern*, *wall of force*; **5th** *dimension door*, *false vision*, *hallucinatory terrain*; **4th** *dimension door* (at will; self only); **2nd** *illusory object* (at will); **Cantrips (6th)** *light*

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Shoggoth

Although even raving fanatics and doom-saying prophets desperately claim the monstrous shoggoth is nothing more than a drug-induced vision or a thankfully unreal nightmare, the truth is altogether more dire. Shoggoths exist, yet they tend keep to the deepest of ocean trenches or the most remote of caverns and ruins, emerging to spread chaos and destruction in their slimy wakes.

The first shoggoths were created by an alien species to serve as mindless beasts of burden. Their vast bulk, incredible strength, and amorphous nature made them useful slave labor, and their ability to spontaneously form whatever new eyes, mouths, limbs, and other organs they might need made them incredibly versatile. Eventually, the shoggoths developed enough intelligence to rebel against their masters, and now they lurk, patient but potent, in the lightless deeps.

A shoggoth has goals and methods unknowable to humanoid beings. They remember their eons of servitude and, compared to their mysterious masters, humans, elves, dwarves and other intelligent beings are mere specks which crawl upon the surface of the world, indistinguishable from animals. When a shoggoth rolls its immense, hideous body over a band of explorers, engulfing them in a gelatinous press of flesh and gnawing teeth, it is not so much evil as uncaring.

Shoggoths can become the object of worship for humanoid cults dedicated to chaos and entropy. The shoggoth does not respond to this worship, but it can be counted on to consume any hapless victim the cult can capture and sacrifice to it. Rumors of shoggoths that have developed even greater intellects are, one would hope, just that, for the damage a shoggoth capable of reasoning could wreak upon a world is unsettling to say the least.

Tekeli-li

While a shoggoth's cacophony is a bewildering and eldritch mix of sound and dangerous secrets, the phrase "tekeli-li" is the most oft repeated cry, and these mysterious words are always discernible among their wild vocalizations. Sometimes, wild birds that dwell in places haunted by shoggoths seem to cry out this strange phrase, while at others it can be heard on blasts of frozen winds. Attempts to translate the phrase, even via magic, have only ever met with failure, as if the words themselves actively resist revealing their secrets to the world.

SHOGGOTH CREATURE 18

RARE | CN | HUGE | ABERRATION | AMPHIBIOUS

Perception +34; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Aklo

Skills Athletics +36, Intimidation +29

Str +10, **Dex** +6, **Con** +9, **Int** –3, **Wis** +6, **Cha** +1

AC 39, all-around vision; **Fort** +33, **Ref** +30, **Will** +30; +1 status to all saves vs. magic

HP 275, fast healing 20; **Immunities** blinded, controlled, critical hits, deafened, precision, sleep; **Resistances** acid 20, cold 20, sonic 20

Maddening Cacophony (auditory, aura, incapacitation, mental) 60 feet. A shoggoth constantly voices syllables and mutterings that mortals were not meant to hear. A creature entering the aura or starting its turn in the aura must succeed at a DC 38 Will save or become confused for 1 round (2d4 rounds on a critical failure). A creature that successfully saves is temporarily immune for 24 hours.

Speed 40 feet, climb 25 feet, swim 50 feet

Melee ❖ pseudopod +35 (magical, reach 30 feet), **Damage** 4d10+18 bludgeoning plus Grab

Constrict ❖ 2d10+15 bludgeoning

Eat Away A creature that begins its turn inside the shoggoth takes 9d6 acid damage.

Engulf ❖❖ DC 40, 6d6 acid, Escape DC 40, Rupture 40



Shuln Resources

Adventurers who fear encounters with cave worms might seek out a shuln and attempt to lure it along or magically compel it to aid in the fight to come, but the shuln's stubborn personality makes such efforts difficult and unreliable. More often, acquiring the shuln's saliva is an easier tactic, although the poison must be alchemically preserved if it is to be used as an injury poison, for this foul-smelling liquid breaks down quickly once it drools from the shuln's toothy maw.

Shuln

Scourges of the upper Darklands, these enormous, mole-like monstrosities slice and burrow through solid stone with massive forearms and adamantine-strong claws. Shulns grow to about 20 feet long and have four tiny, nearly imperceptible eyes; a long, pale snout; four thick-muscled legs that end in long, serrated claws; and a stubby pink tail. As a young shuln matures, its unique metabolism produces adamantine that becomes infused throughout its skeletal system. In addition to making their claws and fangs nearly unbreakable, this unique physiological trait makes shulns unparalleled burrowers and highly sought by monster hunters who hope to harvest the precious material from their corpses.

Shulns have a ravenous appetite and eat nearly anything they can catch, but their preferred diet consists almost entirely of large invertebrates, especially cave worms. They rely on tiny sensory whiskers that cover their snout and allow them to detect subtle movements in the air and ground without the use of vision. When it detects suitable prey, a shuln bites the target at the first opportunity, injecting it with a potent paralytic toxin present in its saliva. So strong is this poison that it is capable of subduing even the near-unstoppable purple worm, making the shuln a valuable (if dangerous) companion to have for anyone making excursions into worm-infested regions of the Darklands. Shulns' notoriously ill-tempered dispositions and their knack for digging into areas of an underground settlement where digging ought not occur makes them frustrating creatures to keep around, but when the alternative is an unpredictable but deadly visit from an enormous, hungry cave worm, the annoyances are well worth the trouble.

Encounters with much larger shuln-like entities on the Plane of Earth suggest that these creatures may have originated from that place. The larger shulns still retain their elemental qualities, are quite a bit smarter, and have their own suite of earth-themed innate primal spells—but for all that, they still love the taste of cave worm.



Shuln — Creature 12

RARE | N | HUGE | BEAST

Perception +20; scent 30 feet, tremorsense (imprecise) 60 feet

Skills Athletics +25, Survival +22

Str +7, **Dex** +4, **Con** +6, **Int** –3, **Wis** +4, **Cha** +1

AC 33; **Fort** +25, **Ref** +19, **Will** +21

HP 195; **Resistances** physical 10 (except adamantine or bludgeoning), poison 15

Speed 40 feet, burrow 20 feet; unstoppable burrow

Melee ❖ adamantine claw +25 (agile, reach 15 feet), **Damage** 3d8+10 slashing

Melee ❖ adamantine fangs +25 (reach 15 feet), **Damage** 3d10+10 piercing plus shuln saliva

Armor-Rending Any time the shuln scores a critical hit with a melee Strike, it also deals the same amount of damage to the target's armor, bypassing any Hardness lower than 10, like adamantine.

Shuln Saliva (incapacitation, poison); **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and slowed 1 (1 round); **Stage 2** 3d6 poison damage, and slowed 1 (1 round); **Stage 3** 4d6 poison damage and paralyzed for 2d6 hours. Shuln saliva overcomes the inexorable ability.

Unstoppable Burrow Shulns can burrow into solid rock and any metal with a hardness less than that of adamantine like it is soil or loose rubble, leaving a tunnel 10 feet in diameter.

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Simurgh

Desert-dwelling people consider the sight of a simurgh a herald to a lifetime's worth of luck, and those who are unfamiliar with the majestic beast might mistake it for the avatar of a deity. Beautiful, graceful, and truly gargantuan, the simurgh resembles nothing so much as a massive multicolored bird with the head of an equally enormous and regal lupine. Simurghs act as intermediaries in world-threatening conflicts, serving as agents of good deities or vigilantes who spread their own brand of justice, typically by obliterating or banishing evil extraplanar beings.

Simurghs can live for thousands of years, and because these ancient beings are so rare many doubt their existence. But they are very real, as those who have been aided by a simurgh can enthusiastically attest. A simurgh does not show itself often, but when it does, it is typically in response to a truly grave threat, such as the incursion of an undead army or the rampage of some truly epic monster. Simurghs are nothing if not paragons of righteousness, and goodly heroes can hardly find a better ally in their quest to vanquish evil than a simurgh.

SIMURGH CR 18

RARE NG GARGANTUAN BEAST

Perception +32; darkvision

Languages Celestial, Common, Draconic; *tongues*

Skills Acrobatics +27, Arcana +28, Athletics +32, Diplomacy +34, Medicine +35, Perform +28, Religion +35, Survival +32

Str +8, **Dex** +3, **Con** +6, **Int** +3, **Wis** +6, **Cha** +5

AC 41; **Fort** +30, **Ref** +29, **Will** +32; +1 status bonus to all saves vs. magic

HP 350; **Immunities** disease, fire, negative energy, sleep

Aura of Peace (divine, emotion, enchantment, incapacitation, mental) 50 feet. A creature that starts its turn in the aura must attempt a DC 37 Will save or be affected by *calm emotions*. Creatures that successfully save are unaffected, but must attempt another save each turn they start in the aura.

Attack of Opportunity ↻

Speed 40 feet, fly 90 feet

Melee ❖ jaws +34 (magical, reach 20 feet), **Damage** 4d12+12 piercing

Melee ❖ claw +34 (agile, magical, reach 15 feet), **Damage** 4d8+12 slashing

Melee ❖ tail +34 (magical, reach 20 feet), **Damage** 4d8+10 slashing plus banishing swipe

Ranged ❖ glaring ray +34 (magical, range 100 feet), **Damage** 10d6 fire

Divine Innate Spells DC 42; **9th** *flame strike*, *heal*; **3rd** *zone of truth* (at will); **2nd** *detect alignment* (evil only; at will); **1st** *dazzling flash* (*Core Rulebook* 391); **Cantrips (9th)** *detect magic*, *light*; **Constant** *tongues*

Banishing Swipe If a creature hit by the simurgh's tail Strike is not currently on its home plane, it must succeed at a DC 42 Will save or be affected by *banishment*, except that if the creature critically succeeds its save the simurgh is not stunned.

Radiant Feathers ❖❖ (attack); **Frequency** Once per day. **Effect** The simurgh fans out its glimmering tail feathers and blasts its foes with a 100-foot cone of radiant light. Aside from the size of the cone, this effect is identical to *prismatic spray* (DC 42).

SERVANTS OF SHELYN

While simurghs can be found in the service of most good-aligned faiths, it is the teachings of Shelyn, goddess of art, to which these creatures are most often drawn. A temple of Shelyn that has managed to attract the attention and friendship of a simurgh typically honors the creature's privacy and does not boast of the alliance, yet won't hesitate to call for its aid in times of need.





Born of Sin

Unable to procreate themselves, sinspawn retreated from the world for many centuries following the collapse of the runelords' empire, but in recent years they have emerged from ancient dungeons, strange magical pools, and other forgotten ruins. In certain cases, incredibly powerful artifacts crafted by the runelords known as runewells can siphon off fragments of sinful memories and emotions related to the runewells' associated sins from the souls of people dying nearby, fueling the spontaneous creation of new sinspawn. When enough sinful energies have been gathered within a runewell, it vomits forth a fully grown sinspawn with no prior loyalty to a long-lost runelord. All sinspawn inherently understand the runewells' role in the propagation of their kind, and they often establish small villages near awakened runewells, hunting down sentient beings they can use to propagate their communities.

Sinspawn

Sinspawn were created by one of seven ancient wizards known collectively as runelords—each of whom embraced and embodied one of seven sins. The first sinspawn was created by the Runelord of Wrath, utilizing techniques that have since gone on to influence fleshwarping practices (see fleshwarp on page 158). It wasn't long before the technique used to create sinspawn fell into the hands of the other runelords, and while each tried their own hand at crafting variants of their own design, today sinspawn of wrath remain the most numerous and notorious of their kind.

Bearing only a vague resemblance to the humanoids from whose flesh they were formed, sinspawn generally appear horrifically emaciated and have unnaturally long arms and digitigrade legs, each with a trio of stubby, taloned digits. Veins bulge across sinspawn's bodies in sanguine patterns that suspiciously resemble twisted runes, and their flesh is pale and hairless. Their heads are elongated, bearing only slits for a nose, red eyes, and disturbing lower jaws that split in half at the chin, revealing pedipalps that end in tiny, three-fingered hands and framing a long, lolling tongue.

Sinspawn stand 6-1/2 feet tall and typically weigh as much as an emaciated human of their size. They behave in a manner consistent with their associated sin and have physical characteristics that hint at these qualities. For example, greedspawn's veins appear to run with gold while envyspawn appear even more wasted than the rest of their kin.

Sinspawn Sins

When a sinspawn is created, it becomes associated with one of the seven sins: envoy, gluttony, greed, lust, pride, sloth, or wrath. A sinspawn's sin is determined by the *runewell* that spawned it or by its creator's preferred sin, and cannot be changed. Each sin grants sinspawn associated with it additional benefits and abilities beyond those described by the sinspawn stat block, as detailed below.

Envyspawn

An envyspawn has Deception +7 and typically carries a halberd. They tend to be shorter and thinner than other sinspawn.

Melee ❖ halberd +10 (reach 10 feet, versatile S), **Damage** 1d10+4 piercing

Sinful Bite Creatures that critically fail their saves against an envyspawn's sinful bite are enfeebled 2 for 1 minute.

Gluttonyspawn

A gluttonyspawn has Survival +10 and usually carries a scythe. They are obese, but hardy and strong.

Melee ❖ scythe +10 (deadly d10, trip), **Damage** 1d10+4 slashing

Sinful Bite Creatures that critically fail their saves against a gluttonyspawn's sinful bite are drained 1.

Greedspawn

A greedspawn has Thievery +9 and typically wields a glaive. They are the tallest of sinspawn, often 7 feet in height, and with gold-tinged veins.

Melee ❖ glaive +10 (deadly d8, forceful, reach 10 feet), **Damage** 1d8+4 slashing

Sinful Bite Creatures that critically fail their saves against a greedspawn's sinful bite are clumsy 2 for 1 minute.

Lustspawn

A lustspawn has Diplomacy +7 and usually carries a guisarme. They have attractive bodies, but hideous faces.

Melee ❖ guisarme +10 (reach 10 feet, trip), **Damage** 1d10+4 slashing

Sinful Bite Creatures that critically fail their saves against a lustspawn's sinful bite are stupefied 2 for 1 minute.

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Pridespawn

A pridespawn has Intimidation +7 and often wields a maul. They are nearly skeletal in their gauntness, and often seek out fine clothes or jewelry to wear, taking strange pleasure in appearing elegant and regal.

Melee ❖ maul +10 (shove), **Damage** 1d12+4 bludgeoning

Sinful Bite Creatures that critically fail their saves against a pridespawn's sinful bite are clumsy 1 and enfeebled 1 for 1 minute.

Slothspawn

A slothspawn has Society +6 and usually carries a longspear. Thick rolls of excess skin drape the slothspawn's hunched frame.

Melee ❖ longspear +10 (reach 10 feet), **Damage** 1d8+4 piercing

Sinful Bite Creatures that critically fail their saves against a slothspawn's sinful bite take a –10-foot status penalty to their Speeds for 1 minute.

Wrathspawn

The most commonly encountered of the sinspawn, a wrathspawn has Athletics +12 and typically wields a ranseur. These sinspawn are the bulkiest looking of their kind.

Melee ❖ ranseur +10 (disarm, reach 10 feet), **Damage** 1d10+4 piercing

Sinful Bite Creatures that critically fail their saves against a wrathspawn's sinful bite are drained 1 as well as enfeebled 1 for 1 minute.

SINSPAWN CREATURE 2

NE MEDIUM ABERRATION

Perception +10, darkvision, sin scent (imprecise) 30 feet

Languages Aklo

Skills Acrobatics +9, Athletics +8, Stealth +9, Survival +6

Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** +1

Items one weapon determined by its sin

Sin Scent A sinspawn can smell creatures that reflect its sin, as the scent ability. The GM determines which creatures are appropriately sinful.

AC 18; **Fort** +10, **Ref** +9, **Will** +6, +1 status to saves vs. magic, +4 status to saves vs. mental

HP 30; **Immunities** controlled; **Resistances** mental 5

Attack of Opportunity ↷

Speed 30 feet

Melee ❖ jaws +10 (agile), **Damage** 1d8+4 piercing plus sinful bite

Melee ❖ claw +10, **Damage** 1d6+4 slashing

Sinful Bite (arcane, emotion, mental) A creature hit by the jaws of a sinspawn must attempt a DC 18 Will save as it is assailed by sinful thoughts.

Success Sickened 1.

Critical Success Unaffected.

Failure Sickened 2.

Critical Failure Sickened 2 plus an additional penalty, determined by the sinspawn's sin, while it remains sickened.

Sin A sinspawn gains an additional skill based on its sin, as well as a weapon that reflects the preferences of its kinds' ancient creators. The seven sins and the benefits they confer upon a sinspawn are noted in the Sinspawn Sins section.

SINSPAWN LOCATIONS

Sinspawn are found in regions where sources for their creation remain buried in ancient ruins—in Golarion, this currently limits them to the frontier lands of Varisia. But as they spread, so to does the potential knowledge of crafting more of them, and fleshwarpers around the world are hoping to someday soon craft new sinspawn of their own.



Creating Skeletons

Start with a skeleton of the appropriate size. (Gargantuan skeletons can use skeletal hulk with the elite template, Gargantuan size, and 5 feet more reach.) Add Strikes, Speeds, or other abilities it would gain from its shape. For instance, a chimera skeleton might have a horn attack with its goat head and jaw attacks with its dragon and lion heads, but not a fist attack.



Skeleton

Made from bones held together by foul necromancy, skeletons are among the most common types of undead, found haunting old dungeons and forgotten cemeteries.

Skeleton Abilities

Most skeletons have one of these abilities. If you give a skeleton more, you might want to increase its level and adjust its statistics.

Bloody The skeleton is covered in dripping blood and gains fast healing equal to its level.

Collapse ↷ **Trigger** The skeleton is critically hit. **Effect** The skeleton collapses into a pile of bones and the attack deals only normal damage. The skeleton can reform in a standing position as an action, but until it does, it is immobilized and flat-footed.

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing damage per 2 levels (minimum 1d6) with a basic Reflex save.

Screaming Skull ❖❖ (auditory, emotion, fear, mental) The skeleton removes its skull and throws it, making a jaws attack with a range of 20 feet. It then attempts to Demoralize each foe within 10 feet of the target. The head bounces, rolls, or even flies back, returning to the skeleton at the start of its next turn. The skeleton is blind until then.

Skeleton Guard

The most common skeletal minions are mere guardians.

Skeleton Guard — Creature −1

NE | Medium | Mindless | Skeleton | Undead

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

Str +2, **Dex** +4, **Con** +0, **Int** −5, **Wis** +0, **Cha** +0

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ❖ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ❖ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ❖ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Skeletal Champion

These skeletons retain the cunning they possessed in life.

Skeletal Champion — Creature 2

NE | Medium | Skeleton | Undead

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +8, Intimidation +7

Str +4, **Dex** +4, **Con** +1, **Int** −1, **Wis** +2, **Cha** +1

Items chain mail, steel shield (Hardness 5, HP 20, BT 10), lance, longsword

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

HP 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ↷

Shield Block ↷

Speed 25 feet

Melee ❖ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing

Melee ❖ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

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SKELETAL HORSE

Skeletal horses are sometimes used as mounts by other undead or monsters.

SKELETAL HORSE — CREATURE 2

NE LARGE MINDLESS SKELETON UNDEAD

Perception +8; darkvision
Skills Acrobatics +7, Athletics +9
Str +5, **Dex** +3, **Con** +2, **Int** –5, **Wis** +2, **Cha** +0

AC 16; **Fort** +6, **Ref** +9, **Will** +8
HP 33, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 40 feet
Melee ◆ hoof +9, **Damage** 1d8+5 bludgeoning
Gallop ◆◆ The horse Strides twice, with its Speed increased by 10 feet.
Undead Steed Undead and creatures allied with them can Command a skeletal steed without needing to attempt a skill check.

SKELETAL GIANT

The reanimated bones of giants make excellent necromantic thralls.

SKELETAL GIANT — CREATURE 3

NE LARGE MINDLESS SKELETON UNDEAD

Perception +7; darkvision
Skills Athletics +12, Intimidation +9
Str +5, **Dex** +1, **Con** +3, **Int** –5, **Wis** +0, **Cha** +2
Items glaive, half plate

AC 17; **Fort** +10, **Ref** +8, **Will** +7
HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet
Melee ◆ glaive +12 (deadly d8, forceful, reach 15 feet), **Damage** 1d8+7 slashing
Melee ◆ horns +12 (agile), **Damage** 1d10+5 piercing
Broad Swipe ◆◆ The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.
Terrifying Charge ◆◆ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

SKELETAL HULK

Huge giants and other enormous creatures make powerful skeletons.

SKELETAL HULK — CREATURE 7

NE HUGE MINDLESS SKELETON UNDEAD

Perception +16; darkvision
Skills Athletics +20, Intimidation +15
Str +7, **Dex** +2, **Con** +4, **Int** –5, **Wis** +2, **Cha** +2

AC 25; **Fort** +15, **Ref** +15, **Will** +13
HP 105, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet
◆ **Melee** claw +18 (agile, reach 10 feet), **Damage** 2d6+11 slashing
◆◆ **Broad Swipe** As skeletal giant, but with its claw Strike.
◆◆ **Massive Rush** The hulk Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the strike hits, the hulk automatically Shoves the target 10 feet.

UNLIFE WITHOUT FLESH

The necromantic energies that infuse animated undead skeletons give them the ability to see without eyes and move without muscles. Despite being mindless, skeletons' instinct to evil comes from their corrupt vital essence, perverting negative energy for creation rather than destruction.





SKULLTAKER INSIGHT

The cooperation of a skulltaker is a powerful asset, for this whirling mass of death knows the collective memories of the creatures whose bones form its body. Because mountain travelers come from far and wide, the breadth of a skulltaker's knowledge is often vast, spanning a range of topics.



SKULLTAKER

Swirling down from misty peaks and through howling mountain passes like an evil wind, the vortex of bones known as a skulltaker is a terrible manifestation of the delirium and agony experienced by doomed climbers and lost trailblazers just before they met their end. In some places, a skulltaker is also known as a saxra.

SKULLTAKER — CREATURE 18

UNCOMMON | NE | HUGE | UNDEAD

Perception +33; darkvision, *true seeing*

Languages Necril; Skeletal Lore languages

Skills Acrobatics +34, Intimidation +35, Religion +30, Skeletal Lore +30, Stealth +32

Str +8, **Dex** +6, **Con** +6, **Int** +2, **Wis** +8, **Cha** +7

Skeletal Lore (divination, divine) A skulltaker taps into the memories of the creatures whose bones make up its body. This gives it the Skeletal Lore skill, which it can use to Recall Knowledge of any kind. In addition, it can speak and understand all the languages known by the creatures whose bones make up its body (typically including Common and the regional language of the skulltaker's home region). The skulltaker can use Skeletal Lore as the primary skill check for the *legend lore* ritual (*Core Rulebook* 413), and it can cast *legend lore* without secondary casters.

AC 42; **Fort** +31, **Ref** +33, **Will** +35; +1 status to all saves vs. positive

HP 300; **Immunities** cold, death effects, disease, paralyzed, poison, unconscious; **Resistances** piercing 15, slashing 15

Shard Storm (air, aura, divine, necromancy) 10 feet. A cloud of bone shards surrounds the skulltaker. When a creature moves into the emanation or begins its turn there, shard storm attempts to counteract any *death ward* effect on the creature (+30 counteract modifier) and then deals 4d6 slashing damage and 4d6 negative damage to the creature, with a DC 40 basic Reflex save.

Speed 30 feet, fly 60 feet

Melee ❖ jaws +35 (deadly 2d12, magical, reach 10 feet), **Damage** 3d10+14 piercing plus 3d6 negative and energy drain

Melee ❖ claw +35 (agile, deadly 2d12, magical, reach 15 feet), **Damage** 3d6+14 slashing plus 3d6 negative and energy drain

Ranged ❖ bone javelin +33 (magical, thrown 100 feet), **Damage** 3d8+6 piercing plus 3d6 negative

Divine Innate Spells DC 40; **8th** *finger of death* (×2), *horrid wilting* (×2), *punishing winds* (×2); **Constant (6th)** *true seeing*

Divine Rituals DC 40; *legend lore*

Bonetaker (divine, necromancy) Whenever a creature dies within 60 feet of a skulltaker, the skulltaker draws a portion of the creature's bones into its shard storm. The creature must succeed at a DC 40 Will save or rise as a skeletal champion (page 298) in 1d4 rounds. These skeletal champions are controlled by the skulltaker.

Energy Drain (divine, necromancy) When a skulltaker hits with a melee Strike, the target must succeed at a DC 40 Fortitude save or become drained 2 and doomed 1.

Splintered Ground ❖ The skulltaker causes splintered bones to erupt from all solid surfaces in a 100-foot emanation, except for surfaces of worked stone. A creature moving through the bones takes 10 piercing damage and 10 negative damage for every 5 feet of movement. The first time each round a creature takes piercing damage from these splintered bones, it must succeed at a Reflex save or take a –10-foot circumstance penalty to all Speeds for 10 minutes, or a –15-foot circumstance penalty for 24 hours on a critical failure. The bones remain in place until the skulltaker uses this action again or the bones are manually removed, which takes 10 minutes for each 5-foot square.

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Slurk

The slurk is a sticky, tusked frog-beast found in underground lairs and caves. It has two massive tusks, which it uses to gore prey and tangle with rival slurks. With the slurk's natural ability to climb walls and cling effortlessly to ceilings, it can be easy for unwary cave explorers to end up on the wrong end of the beast's formidable ivory tusks.

Slurks exude two very different types of foul-smelling secretions from their pale white skin. Large pustules on the slurk's back drip a sticky resin-like slime that quickly hardens upon exposure to air. By flexing its skin, the slurk can burst these pustules in the direction of intruders, covering its foes in sticky goo and severely limiting their ability to withstand the monster's other attacks, including the effects of its other secretion. Glands along the slurk's ventral side excrete an incredibly slippery and fetid grease, which protects the slurk from the immobilizing effects of its own back slime but also has the added benefit of making it extremely difficult to grapple and capture. The best way to discover if a slurk is in the vicinity is to look for hard clumps of such grease, which accumulate and dry in cave corners and amid rock piles where the slurk rests between meals.

Slurks are thought to be descendants of a failed dwarven attempt to domesticate and breed large subterranean frogs as food and labor animals. Despite this apparent failure, slurks are often befriended by others who live underground. The sticky frog-beasts have proven extremely desirable to kobolds, who now domesticate and train slurks as powerful mounts and guardians. While other creatures, particularly boggards, sometimes train slurks to serve as guardians, kobolds remain those who use these creatures the most. A kobold mounted on a slurk will often hide in the upper ledges of a cave, using the advantages of height and surprise to harry foes with ranged attacks. Kobold riders also take advantage of the slurk's ability to climb, and charge at their enemies from the walls of a cavern.

SLURK 2

N MEDIUM ANIMAL

Perception +6; darkvision
Languages Draconic (can't speak any language)
Skills Acrobatics +6 (+8 to Escape), Athletics +8, Stealth +5
Str +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +0, **Cha** +0

AC 17; **Fort** +10 (+12 vs. Grapple or Shove), **Ref** +6, **Will** +4
HP 35

Speed 30 feet, climb 30 feet
Melee ❖ tusks +11 (deadly 1d10), **Damage** 1d8+4 piercing
Ranged ❖ slime squirt +9 (range increment 30 feet), **Effect** entangling slime
Belly Grease ❖❖❖ The slurk extrudes a slippery grease from its ventral glands to coat the floor under it and in a 5-foot emanation, turning the affected area into uneven ground for 10 minutes, after which it dries to a putrid crust. The DC to Balance across the slime is 18.
Entangling Slime A creature struck by a slurk's slime squirt becomes clumsy 1 and takes a –5-foot penalty to Speed for 1 hour or until the slime is removed. The slime can be removed with a total of three Interact actions by the entangled creature or creatures adjacent to the creature. These actions don't need to be consecutive or made by the same creature.

SLURK RIDING

A willing or broken slurk can be used as a mount by a creature at least one size smaller than the slurk. A slurk's back slime grants its rider a +2 circumstance bonus against any attempts to physically dismount the rider.



Snake

Snakes come in an array of forms, from jungle-dwelling constrictors that wrap around their prey to venomous vipers with deadly bites. Regardless, all snakes consume their prey whole by unhinging their jaws and using powerful muscles to move the food down their throats and into their stomachs.

Viper

Each member of this family of venomous snakes has long, hinged fangs that inject potent venom in their prey. Different vipers inject different types of venom, which might result in paralysis, extreme pain and swelling, blood clotting, or even the sudden stopping of the victim's heart.

Viper **Creature -1**

N Tiny Animal

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3

Str –3, **Dex** +4, **Con** +0, **Int** –4, **Wis** +1, **Cha** –2

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 8

Slink ↷ **Trigger** A creature ends its movement adjacent to the viper or within the viper's space. **Effect** The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ❖ fangs +8 (agile, finesse), **Damage** 1d8–3 piercing plus viper venom

Viper Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison (1 round).

Ball Python

This nonvenomous snake's name comes from its tendency to curl into a ball when frightened, though most people know it for its hunting tactic of coiling around prey and crushing victims with its powerful muscles. Nonetheless, brave herpetologists sometimes keep ball pythons as pets.

Ball Python **Creature 1**

N Medium Animal

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Athletics +6, Stealth +6, Survival +4

Str +3, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 16; **Fort** +8, **Ref** +10, **Will** +4

HP 20

Tighten Coils ↷ **Trigger** A creature grabbed or restrained by the ball python attempts to Escape. **Effect** The DC of the Escape check is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ❖ jaws +8, **Damage** 1d8+3 piercing plus Grab

Constrict ❖ 1d8 bludgeoning, DC 17

Wrap in Coils ❖ **Requirement** A Medium or smaller creature is grabbed or restrained in the ball python's jaws. **Effect** The ball python moves the creature into its coils, freeing its jaws to make attacks, then uses Constrict against the creature. The ball python's coils can hold one creature.



Snake Resources

Snakeskin's distinctive pattern and wide variety of applications makes it a sought-after resource, and the hides of extra-large snakes such as giant anacondas can fetch a fine price in the right market. Such oversized snake hides can be used to craft clothing of snakeskin leather, including boots and gloves, as well as other items such as scabbards, backpacks, and even tents or makeshift boats. A snake's hide can be cleanly removed with a successful Crafting check or appropriate Lore check.

GIANT VIPER

The giant viper's fangs are a frightening sight, with injection tubes as long as daggers. The sheer amount of venom injected by a giant viper can cause severe blood clotting and leave a victim utterly drained of vitality.

GIANT VIPER — CREATURE 2

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +8, Stealth +8, Survival +6
Str +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 19; **Fort** +8, **Ref** +11, **Will** +6
HP 26
Coiled Opportunity ↻ As Attack of Opportunity, but the snake can use this reaction only if it's Coiled.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ fangs +11 (finesse), **Damage** 1d8+3 piercing plus giant viper venom
Coil ❖ The giant viper uses an action to coil itself, increasing its reach with its fangs from 5 to 10 feet. After the giant viper Strikes with its fangs, it becomes uncoiled.
Giant Viper Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and drained 1.

GIANT ANACONDA

The monstrous giant anaconda is capable of swallowing whole creatures as big as horses—to say nothing of their riders. Although novice bushwhackers watch out for snakes that might drop on them from the jungle canopy above, giant anacondas are most commonly encountered in ponds and rivers, where they feed on prey including manatees and capybaras.

GIANT ANACONDA — CREATURE 8

N HUGE ANIMAL

Perception +17; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +15, Athletics +21, Stealth +15, Survival +15
Str +7, **Dex** +3, **Con** +6, **Int** –4, **Wis** +3, **Cha** –2

AC 25; **Fort** +20, **Ref** +17, **Will** +15
HP 175
Tighten Coils ↻ As ball python.

Speed 30 feet, climb 30 feet, swim 30 feet
Melee ❖ jaws +21 (reach 10 feet), **Damage** 2d10+7 piercing plus Grab
Melee ❖ tail +21 (agile, reach 15 feet), **Damage** 2d8+7 bludgeoning plus Push 10 feet
Greater Constrict ❖ 1d10+7 bludgeoning, DC 26
Slither ❖ The giant anaconda Strides, Climbs, or Swims up to half its Speed, pulling any creatures it has grabbed with it.
Swallow Whole ❖ (attack) Large, 1d10+7 bludgeoning, Rupture 21
Wrap in Coils ❖ (attack); **Requirement** A Large or smaller creature is grabbed or restrained in the giant anaconda's jaws. **Effect** The giant anaconda moves the creature into its coils, freeing its jaws to make attacks, then uses Greater Constrict against the creature. The giant anaconda's coils can hold as many creatures as will fit in its space.



SNAKES IN MYTHOLOGY

Snakes appear frequently and prominently in the myths and legends of many cultures throughout the Inner Sea region. In Ancient Osirion, snakes were revered and associated both with the evil serpent god Apep and the good goddess Wadjet, the Green Empress. Perhaps the best-known example of snakes in Golarion's legends are the serpentfolk—serpentine humanoids who ruled vast swaths of the world in prehistoric times and worshipped a foul snake deity called Ydersius.





INNATE SPELLS

A soulbound doll's additional 3rd-level innate spell depends on its alignment, as listed below.

Lawful Good: *zone of truth*
Neutral Good: *heroism*
Chaotic Good: *heal*
Lawful Neutral: *nondetection*
Neutral: *wall of thorns*
Chaotic Neutral: *grease*
Lawful Evil: *chilling darkness*
Neutral Evil: *harm*
Chaotic Evil: *vampiric touch*



Soulbound Doll

Soulbound dolls are eerie mannequins or playthings that have been imbued with a small piece of a deceased mortal's soul. These little constructs are created for a variety of reasons—such as to serve as companions or servants—but their free will means their obedience to their creators is hardly a given. Followers of Pharasma generally abhor soulbound dolls, viewing them as a perversion of the natural cycle of souls, and those who worship the Lady of Graves see the destruction of a soulbound doll, regardless of the construct's alignment, as an important service to the Great Beyond.

Soulbound dolls are the simplest in a series of soulbound constructs including human-sized soulbound mannequins, powerful soulbound shells, and sentinel soulbound terra-cotta warriors. Creating them from unwilling living creatures is evil, and an unwilling donor can resist the process with a successful Will save against the creator's Craft DC, ruining the doll if not preventing the donor's death. A non-evil doll can only be crafted from the soul of a person who has given consent to such use before their death occurred.

Soulbound dolls encountered by adventurers are typically guardians of some sort; despite their diminutive size, the soul fragment's power makes the doll's fist more dangerous than a casual observer would expect. Further, it grants the doll a single spell of outsized power given its stature. Because of their autonomy and remarkable intelligence, soulbound dolls are occasionally employed by their crafters as administrators over much more powerful but mindless constructs such as golems, allowing such dolls to control defenses far beyond their own capabilities.

Though soulbound dolls contain a small fragment of a soul extracted during or shortly after a person's death, this doesn't affect the deceased's resurrection or progress to the afterlife. This extraction process is lethal to otherwise-living prospective soul donors, though there are rumors of more expensive processes that allows someone to donate a fragment of a living soul without repercussions.

The soul fragment resides in a soul focus gem (Hardness 10) typically embedded in the doll's neck or chest. The soul fragment isn't static, and the doll continues to learn from its initial state, meaning its personality and abilities can change, possibly growing closer to the donor's or moving farther afield on its own individual path. The soulbound doll's focus gem retains the doll's memories even after the doll's destruction. The the intact soul focus gem of a destroyed doll can even be placed into a new doll body by someone knowledgeable in the creation of soulbound creatures, effectively reconstituting the soulbound doll.

SOULBOUND DOLL — CREATURE 2

ANY | TINY | CONSTRUCT | SOULBOUND

Perception +8; darkvision

Languages one spoken by its creator (typically Common)

Skills Acrobatics +8, Occultism +4, Stealth +8

Str –2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Personality Fragments A soulbound doll shares fragments of its donor soul's personality, though none of that creature's memories. This causes a soulbound doll to match the donor soul's alignment and gain the corresponding alignment traits.

AC 20; **Fort** +7, **Ref** +10, **Will** +6

HP 23; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 20 feet

Melee ❖ fist +10 (agile, finesse, magical), **Damage** 1d6+2 bludgeoning

Occult Innate Spells DC 18, attack +8; **3rd** *levitate*, one additional spell depending on the donor soul's alignment (see sidebar); **Cantrips (1st)** *light*, *mage hand*, *prestidigitation*

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Sphinx

Sphinxes are mystical beings with the body of a lion, the wings of a great bird, and the upper torso and head of a human. They are often maligned in legends as nothing more than monsters, and though they are quick to anger and are capable of exacting deadly retribution for perceived slights, they are also very intelligent.

Sphinxes are often associated with desert regions, but they can dwell in more moderate climates as well. They form small groups consisting of a single, extended family that hunts and works together to protect and teach their young. As they mature, sphinxes develop a wanderlust, a drive to gather hidden lore and solve the world's greatest riddles—the trait that is perhaps most often identified with their kind.

While sometimes bound into service as guardians for powerful spellcasters, lone sphinxes may also be encountered on journeys of discovery and as purveyors of esoteric lore. If treated with the proper respect—and fed well—a sphinx can demonstrate a willingness to exchange information. Their favorite currency is, of course, riddles and secrets. One who can trade knowledge for knowledge has a much better chance of succeeding while bargaining with a sphinx. However, a sphinx's insatiable thirst for new riddles as well their extensive collection of secrets accumulated over hundreds of years of life—makes it difficult to offer them something they don't already know. Those who attempt to trade petty insight and stale riddles may invoke a sphinx's ire and will not live long enough to regret it.

Sphinx Riddles

Sphinxes are well-known for their love of riddles, a love that often moves beyond into the realm of obsession. A would-be foe who can answer a sphinx's favorite riddles, or better yet, can stump the sphinx with a crafty and creative riddle of their own, can often avoid combat with the monster as well as secure its aid.

Sphinx — Creature 8

N | Large | Beast

Perception +18, darkvision; *detect magic*, *see invisibility*
Languages Common, Draconic, Sphinx; *comprehend language*
Skills Arcana +17, Athletics +18, Bardic Lore +19, Deception +16, Diplomacy +16, Intimidation +18, Occultism +17
Str +6, **Dex** +1, **Con** +3, **Int** +5, **Wis** +4, **Cha** +4
Bardic Lore Sphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

AC 27; **Fort** +16, **Ref** +14, **Will** +19
HP 135

Speed 35 feet, fly 40 feet
Melee ❖ claw +20 (agile), **Damage** 2d6+9 slashing
Occult Innate Spells DC 27; **4th** *clairaudience* (at will), *clairvoyance* (at will), *read omens*, *remove curse*; **3rd** *dispel magic*, *locate*; **Cantrips (4th)** detect magic; **Constant (5th)** *tongues*; **(2nd)** *see invisibility*
Claw Rake ❖❖❖ The sphinx rears back on their hind legs and makes two claw Strikes at the same target, using the same attack bonus as their highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.
Pounce ❖ The sphinx Strides and makes a Strike at the end of that movement. If the sphinx began this action hidden, they remain hidden until after the attack.
Warding Glyph Once per week, a Sphinx can create a magical symbol as though casting a heightened *glyph of warding* spell. The sphinx usually shapes the glyph to take the form of a written riddle, and sets the password to the answer. A creature that gives the wrong answer or tries to pass without answering must succeed at a DC 26 Will save or suffer one of the following spell effects, chosen by the sphinx when creating the symbol: *synaptic pulse* (5th), *charm* (4th), *fear* (3rd), *phantom pain* (3rd), *sleep* (3rd). The sphinx learns the identity of any creature that answers the riddle and tends to be friendly to them.





Associated Monsters

Though they are vermin incapable of forming true alliances, spiders show up alongside many types of creatures, including web lurkers (page 325). Spellcasters sometimes call upon spiders using *summon animal*, and spider swarms have a way of popping up just about anywhere at the most inopportune times.

Spider

Few everyday vermin inspire as much dread as the infamous spider.

Spider Swarm

An abundance of food, the sudden hatching of a clutch of eggs, or magical influence can cause smaller spiders to gather in terrifying, deadly masses.

Spider Swarm — Creature 0

N | Large | Animal | Swarm

Perception +4; darkvision, web sense

Skills Acrobatics +5, Athletics +2, Stealth +5

Str –2, **Dex** +3, **Con** +0, **Int** –5, **Wis** +0, **Cha** –4

Web Sense The spider swarm has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 15; **Fort** +4, **Ref** +7, **Will** +2

HP 12; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet

Swarming Bites ❖ Each enemy in the spider swarm's space takes 1d4 piercing damage with a DC 14 basic Reflex save. A creature that fails its save is exposed to spider swarm venom.

Spider Swarm Venom (poison); **Saving Throw** Fortitude DC 14; **Maximum Duration** 4 rounds; **Stage 1** 1 poison and enfeebled 1 (1 round); **Stage 2** 1d4 poison and enfeebled 1 (1 round).

Hunting Spider

Hunting spiders are the most common type of giant spider, though not the largest.



Hunting Spider — Creature 1

N | Medium | Animal

Perception +7; darkvision, web sense

Skills Acrobatics +7, Athletics +5, Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** –5, **Wis** +2, **Cha** –4

Web Sense As spider swarm.

AC 17; **Fort** +6, **Ref** +9, **Will** +5

HP 16

Spring Upon Prey ↷ (attack); **Requirement** Initiative has not yet been rolled. **Trigger** A creature touches the hunting spider's web while the spider is on it. **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 25 feet, climb 25 feet

Melee ❖ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

Ranged ❖ web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web ❖ (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

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Hunting Spider Venom (poison); **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).

Web Trap A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

GIANT TARANTULA

Tarantulas are ambush predators, but will attack prey in the open.

GIANT TARANTULA — CREATURE 6

N LARGE ANIMAL

Perception +14; darkvision

Skills Acrobatics +9, Athletics +16, Stealth +11

Str +6, **Dex** +1, **Con** +5, **Int** –5, **Wis** +2, **Cha** –4

AC 21; **Fort** +15, **Ref** +13, **Will** +10

HP 135

Speed 30 feet, climb 30 feet

Melee ❖ fangs +17, **Damage** 2d8+8 piercing plus giant tarantula venom

Melee ❖ leg +17 (reach 10 feet), **Damage** 1d12+8 bludgeoning plus Knockdown

Hair Barrage ❖❖ The tarantula flicks its legs, flinging spiky hairs in a 15-foot cone. This deals 4d6 piercing damage with a DC 25 basic Reflex save.

Giant Tarantula Venom (poison); **Saving Throw** Fortitude DC 23; **Maximum Duration** 8 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison, flat-footed, and clumsy 1 (1 round); **Stage 3** 1d6 poison, flat-footed, and clumsy 2; **Stage 4** 1d6 poison and paralyzed (1 round).

GOLIATH SPIDER

Goliath spiders dwell in the deepest jungles, where they build webs as big as temples and feast on prey as large as hippopotami.

GOLIATH SPIDER — CREATURE 11

N GARGANTUAN ANIMAL

Perception +22; darkvision, web sense

Skills Acrobatics +18, Athletics +23, Stealth +22

Str +8, **Dex** +5, **Con** +7, **Int** –5, **Wis** +3, **Cha** –4

Web Sense As spider swarm.

AC 30; **Fort** +25, **Ref** +21, **Will** +17

HP 220

Spring Upon Prey ↷ (attack) As hunting spider.

Speed 45 feet, climb 30 feet

Melee ❖ fangs +24 (reach 10 feet), **Damage** 2d12+12 piercing plus goliath spider venom

Ranged ❖ web +22 (range increment 60 feet), **Effect** web tether

Descend on a Web ❖ (move) As hunting spider, but the goliath spider can descend 120 feet and the web has AC 20, Hardness 5, and 20 HP.

Goliath Spider Venom (incapacitation, poison); **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and slowed 1 (1 round); **Stage 2** 2d6 poison and slowed 2 (1 round); **Stage 3** paralyzed for 2d4 hours.

Web Tether A creature hit by the spider's web Strike is restrained and tethered to the spider, preventing it from moving farther away from the spider. The spider can have one creature tethered at a time. The DC to Escape or Force Open the web is 30. The tether can be severed with a Strike (AC 20, Hardness 5, HP 20), but this doesn't free the restrained creature.

OTHER GIANT SPIDERS

A staggering number of species of giant spider exist in the world. Some, like the dream spider, whose venom creates strange hallucinations, are relatively small. Others, like the lumbering ogre spider, are larger than horses.



SPRITE PRANKS

Sprite pranks tend to be kind-hearted in nature; they might use their abilities to embarrass a braggart or to trick them into a convoluted scheme to help someone notice an admirer who has been there for them all along. Their plans are often half-baked; sprites' mercurial nature means they can easily become distracted by something new before following through on a previous plan.

SPRITE

Elusive, flighty, and ebullient, sprites are what many villagers first imagine when they hear the terms "fey" or "fairy." While their dispositions vary from the benevolent grig to the trickster pixie, all sprites share a connection to magic and diminutive size. This family of fey shares its name with its slightest and most populous member, the common sprite.

SPRITE

Common sprites are primeval guardians that latch onto a person, place, or object and defend it for their own inscrutable reasons. Their dispositions vary from kind to spiteful, but all sprites have a capricious streak. Being only about 9 inches tall, they are wary of animals that might hunt them, particularly house cats, and prefer flight to a fight. On the other hand, sprites are incredibly curious about all forms of magic and heedlessly gather around ley line nexuses or other places of power.

SPRITE **CREATURE -1**

CN TINY FEY SPRITE

Perception +4; low-light vision

Languages Common, Sylvan

Skills Acrobatics +6, Stealth +6

Str –3, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +2

Items rapier

Luminous Fire (evocation, light, primal) A sprite naturally sheds light like a torch. The sprite can extinguish, rekindle, or change the color of this light using a single action, which has the concentrate trait. While this light is extinguished, the sprite's Strikes don't deal fire damage and they can't use their luminous spark Strike.

AC 15; **Fort** +2, **Ref** +8, **Will** +4

HP 11; **Weaknesses** cold iron 3

Speed 10 feet, fly 40 feet

Melee ❖ rapier +8 (deadly 1d8, disarm, finesse, fire, magical), **Damage** 1d6–3 piercing plus 1 fire

Ranged ❖ luminous spark +8 (fire, light, range 20 feet), **Damage** 1d4 fire

Primal Innate Spells DC 16; **1st** *color spray*; **Cantrips (1st)** *dancing lights, daze, detect magic*

GRIG

Grigs are kindly musicians of the fey, often getting themselves into trouble due to their penchant for confronting evil well beyond their ability to vanquish. Even so, they fight bravely and with great cunning, using their magic and ranged sonic attacks while flying and leaping using their wings and powerful cricket-like lower torsos to stay out of reach.

GRIG **CREATURE 1**

CN TINY FEY SPRITE

Perception +7; low-light vision

Languages Common, Sylvan

Skills Acrobatics +7, Athletics +2 (+6 to High Jump or Long Jump), Performance +7, Stealth +7

Str –2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +4

AC 17; **Fort** +6, **Ref** +9, **Will** +9

HP 20; **Weaknesses** cold iron 5

Speed 25 feet, fly 30 feet

Melee ❖ fist +9 (agile, finesse, magical), **Damage** 1d4–2 bludgeoning

Ranged ❖ dissonant note +9 (evocation, magical, range 30 feet, sonic), **Damage** 1d8 sonic
Primal Innate Spells DC 18; **2nd** *glitterdust*, *invisibility* (self only); **1st** *illusory disguise*; **Cantrips (2nd)** *ghost sound*
Fiddle ❖ (auditory, emotion, enchantment, mental, primal) A grig can rub its legs together to create a catchy fiddling tune that compels others within 30 feet to dance about, with varying effects depending on a DC 18 Will save. A listener is temporarily immune for 10 minutes on a success, but otherwise, if the grig continues to Fiddle each round, the creature receives no additional saves.
Success No effect.
Failure Flat-footed and –10-foot status penalty to Speeds.
Critical Failure As failure, and also slowed 1.

PIXIE

Insatiably curious, overly excitable, and just a bit puckish, pixies are wanderers and tricksters who use their pixie dust to create all sorts of whimsical situations, as well as to defend themselves. Other creatures often have trouble understanding a pixie's rapid, rambling way of speaking.

PIXIE CREATURE 4

CN | SMALL | FEY | SPRITE

Perception +12; low-light vision
Languages Common, Sylvan
Skills Acrobatics +13, Deception +11, Nature +10, Stealth +11
Str –1, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3
Items longbow (60 arrows), shortsword
AC 23; **Fort** +8, **Ref** +14, **Will** +12; +1 status to all saves vs. magic
HP 40; **Weaknesses** cold iron 5
Speed 15 feet, fly 45 feet
Melee ❖ shortsword +13 (agile, finesse, magical, versatile S), **Damage** 1d6+4 piercing
Ranged ❖ longbow +13 (deadly 1d10, magical, range increment 100 feet, reload 0, volley 20 feet), **Damage** 1d8+4 piercing
Primal Innate Spells DC 21; **4th** *invisibility* (at will; self only); **3rd** *dispel magic*; **2nd** *entangle*, *faerie fire*; **1st** *illusory disguise*; **Cantrips (2nd)** *dancing lights*, *detect magic*, *ghost sound*, *shield*
Sprinkle Pixie Dust ❖ (manipulate) The pixie sprinkles pixie dust onto one of its arrows. If the pixie hits a creature with that arrow before the pixie's next turn, the arrow inflicts one of the following special effects instead of dealing damage. Each effect depends on the target's DC 21 Will save. On a critical hit, the target treats its save result as one degree worse.

- **Charm** (emotion, enchantment, incapacitation, mental) The target suffers the effects of a *charm* spell, except it doesn't gain a bonus to its save if the only hostile act was the pixie firing its bow, and the pixie can choose to direct the target's adoration toward another creature rather than itself.
- **Memory Loss** (divination, mental) On a failed Will save, the target loses the last 5 minutes of its memory.
- **Sleep** (enchantment, incapacitation, mental, sleep) The target suffers the effects of a 3rd-level *sleep* spell.
- **Subdual** (enchantment, mental, nonlethal) The target takes 4d6 mental damage, depending on its basic Will save.

VARIANT PIXIE ARROWS

Pixies can enchant their arrows with a wide variety of effects, though nearly all such enchantments are designed to charm or bewilder, never maim. Some arrows may emulate the effects of spells such as *confusion*, *fear*, *hideous laughter*, and even *suggestion*.



Jinx Eaters

In the pirate-controlled archipelago of the Shackles, tengus occupy a unique social niche, since many pirates believe that a tengu's presence on board a ship wards off bad luck. Known as "jinx eaters," these tengu are treated as mascots by their pirate crews. Jinx eaters don't mind this treatment, however, since it allows them to escape much of the drudgery associated with working on a ship. When a tengu is sailing with pirates afraid of ill fortune, the claim that "hunger leads to bad luck" secures comfort and respect for the jinx eater more effectively than any bribe.

Tengu

Crow-like humanoids, tengus are a canny and clever people who can be found across all of Golarion. Tengus are used to being minorities and facing suspicion wherever they travel, so by necessity many possess a knack for languages as well as for blades. They live on the fringes of society and tend to flock toward less-than-legal occupations, earning them their reputation for being streetwise and unscrupulous—a label that, in turn, perpetuates the tengus' oppressive cycle of discrimination and illegitimate work.

Although humanoid, tengus have very distinct, birdlike features, and many would say that they resemble crows more than they do humans. They have strong, thick beaks, as well as sharp talons at the ends of their arms and legs. Most of a tengu's body is covered in small feathers that range in color from dark brown and midnight blue to glossy black, with lighter colors being rare but not unheard of. Like many avian creatures, tengus have hollow bones, making them much lighter than other humanoids of their size, although few tengus possess the wings necessary to fly naturally. A tengu's speech might be punctuated by quick clucks or throaty cawing, and many tengus practice conversation diligently to rid themselves of these involuntary ticks. Ruffling of the feathers and compulsive, jerky movements of the neck are other trademark habits. Tengus reproduce by laying eggs: the average tengu egg is about 11 inches in diameter and 16 inches tall and takes 4 months to hatch.

Tengus are a people in diaspora and are almost always found within larger kingdoms and communities of other races. Perhaps because they are more visually distinctive than most other humanoid races, tengus tend to be distrusted and persecuted more often than, for example, elves or dwarves. As a result, tengus tend to gather in close-knit social groups composed of other outcasts and people of uncommon ancestry. Few true tengu communities exist, and those that do are often exiled to ghettos and other forgotten city quarters. From an early age, tengus learn that the world is not a friendly place and that they must look out for themselves.



Tengu Sneak — Creature 2

CN | Medium | Humanoid | Tengu

Perception +6; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1

Items rapier, shortbow, studded leather armor

AC 19; **Fort** +7, **Ref** +10, **Will** +4

HP 27

Speed 25 feet

Melee ❖ rapier +10 (deadly 1d8, disarm, finesse), **Damage** 1d6+2 piercing

Melee ❖ beak +10 (finesse), **Damage** 1d4+2 piercing

Ranged ❖ shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Go for the Eyes ↷ (incapacitation) **Trigger** The tengu critically hits with a beak Strike. **Effect** The tengu attempts to peck out its victim's eyes. The target must attempt a DC 17 Fortitude save.

Success Unaffected.

Failure Blinded for 1 round.

Critical Failure Blinded until healed to maximum HP.

Sneak Attack The tengu deals 1d6 extra precision damage to flat-footed creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the tengu.

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Terotricus

The legendary terotricus is a massive slime-mold that hails from the Abyss. Its collective consciousness encapsulates entire regions, spreading as far as its ever-growing cloud of spores will take it. Once it has seeped onto the Material Plane from the Abyssal realm, a terotricus's agenda is to feed on all living creatures, infecting them with its spores, and its presence can spell doom for any in its way.

Terotricuses move by rapidly expanding and contracting their slimy "bodies," which are capable of burrowing through soil, gliding across water, and scrabbling up steep slopes. These behemoths of rot don't need to travel to see their plans come to fruition, though; their spores easily latch onto demons and other denizens of the Abyss, who in turn bring this blight to the Material Plane when the fiends are summoned.

When a terotricus infects a creature with its spores, web-like fungal growths start appearing on the victim's skin until they cover the entire body, at which point the victim's mind is also subdued and bent to the terotricus's will. The terotricus's favored victims include animals, elves, and fey, though it is happy to infect any creature it can catch. Cults of Treerazer occasionally attempt to make contact with a terotricus, but such acts almost always simply result in a new sect of spore-blighted slaves.

Terotricus Myths

The Kellids of Sarkoris dealt with their fair share of terotricuses during the era of the Worldwound, and these people developed unique rituals to purify tainted grounds with the help of ancestral spirits and feathers acquired from celestials. Far south of there, in what is now known as the Sodden Lands, wastelanders who learn of the presence of a terotricus—or "swampblight," as they're called there—carry lanterns blessed by angels in the hopes that these lights will keep the terotricus at bay.

Terotricus — Creature 19

RARE | CE | GARGANTUAN | FUNGUS

Perception +31; darkvision, tremorsense (imprecise) 120 feet
Languages Abyssal, Elven, Sylvan
Skills Athletics +37, Deception +32, Intimidation +35, Nature +31, Survival +31
Str +10, **Dex** +5, **Con** +9, **Int** –1, **Wis** +6, **Cha** +5

AC 42; **Fort** +34, **Ref** +28, **Will** +33; +1 status to all saves vs. magic
HP 370, regeneration 25 (deactivated by cold); **Immunities** controlled, disease, paralyzed, sleep; **Weaknesses** cold 15, cold iron 15, good 15, slashing 10; **Resistances** fire 15
Spore Cloud (aura, disease); 30 feet. A creature entering the aura or starting its turn there is exposed to spore blight.

Speed 35 feet; burrow 25 feet, climb 25 feet, swim 35 feet
Melee ❖ tentacle +37 (chaotic, evil, magical, reach 20 feet), **Damage** 4d10+16 bludgeoning plus 2d6 chaotic, 2d6 evil, and Improved Grab or Improved Push 20 feet (40 feet on a critical hit)
Ranged ❖ spores +37 (chaotic, evil, magical, range increment 80 feet), **Damage** 4d8+6 poison plus 2d6 chaotic, 2d6 evil, spore blight, and sticky spores
Infest Environs ❖❖ (healing, necromancy, primal); **Frequency** once per day. **Requirement** The terotricus is in a swamp or forested area. **Effect** The terotricus drains nutrients from nearby trees and undergrowth while simultaneously infesting them with fungal growth. All non-magical plant life (though not plant creatures) within a 60-foot emanation withers and sprouts foul mold and slimy mushrooms, removing any cover and concealment provided by trees and undergrowth. The terotricus is healed 200 Hit Points.
Spore Blight (disease) Plants and fungi are immune. **Saving Throw** Fortitude DC 40; **Stage 1** enfeebled 2 (1 day); **Stage 2** enfeebled 4 and slowed 1 (1 day); **Stage 3** controlled by the terotricus (as *dominate*; 5d8 days); **Stage 4** dead.
Sticky Spores A creature hit by a terotricus's spores must succeed at a DC 40 Reflex save or take a –10-foot status penalty to all its Speeds for 1 minute. On a critical failure, the creature is immobilized until it Escapes (DC 40).



Treerazer's Cultists

Treerazer is worshipped by cultists throughout the Inner Sea region. The majority of these deranged maniacs can be found within or near the expanse of the Tanglebriar, consisting of fungus-corrupted fey, debased elves, or other sinister demon worshippers. Beyond Tanglebriar, his cultists are rarer and tend to be loners or leaders of very small groups. Treerazer's religious symbol is a bleeding dead tree that's been split in half.

Edicts corrupt plant life with evil or fungal influences, slay elves, feast on rotten flesh or fungus

Anathema grant mercy to elves, plant trees, encourage natural plant growth

Follower Alignments NE, CE

Devotee Benefits

Divine Font *harm* or *heal*

Divine Skill Nature

Favored Weapon battleaxe

Domains destruction, nature, nightmares, tyranny

Cleric Spells 1st: *grim tendrils*, 3rd: *wall of thorns*, 6th: *tangling creepers*

Treerazer

Treerazer, the self-styled Lord of the Blasted Tarn, is a powerful demon on the cusp of ascending to the true power of one of the rulers of the Abyss itself—a demon lord. For now, even as a nascent demon lord, Treerazer is a dangerous foe.

Treerazer rarely leaves his swampy realm of Tanglebriar—a large thicket of tainted foliage and rotting detritus just south of Kyonin's Fierani Forest—but can be encountered anywhere within that toxic mire, often accompanied by a small legion of demons, corrupted fey, and other deadly allies. Certain occult rituals have the power to call him forth from Tanglebriar, granting him the opportunity to directly work his evils beyond the realm to which he has been exiled. Some believe that no eldritch force contains Treerazer and that, were he willing, he could travel Golarion with impunity, spreading the twisted blessings of his touch and the corruption of his presence, yet the Lord of the Blasted Tarn is as cunning and canny as he is deadly, and prefers to work his evils on the world from the safety of his nightmare realm.

Treerazer — Creature 25

UNIQUE | CE | HUGE | AMPHIBIOUS | DEMON | FIEND

Perception +46; darkvision, *true seeing*

Languages Abyssal, Common, Elven, Sylvan, telepathy 300 ft.

Str +12, **Dex** +9, **Con** +11, **Int** +7, **Wis** +8, **Cha** + 8

Skills Acrobatics +40, Arcana +38, Athletics +45, Intimidation +46, Nature +49, Occultism +38, Religion +45, Stealth +40

Items *Blackaxe* (page 313)

AC 54; **Fort** +42, **Ref** +40, **Will** +43, +2 status to all saves vs. magic

HP 550, regeneration 50 (deactivated by good); **Immunities** death effects, disease, mental, poison; **Weaknesses** good 20, **Resistances** acid 20, cold 15, fire 15, physical 20 (except cold iron)

Aura of Corruption (aura, plant, primal, transmutation) 120 feet. Plants near Treerazer twist, deform, and transform into thorny or fungoid parodies of their natural shapes. A living creature in this area must succeed at a DC 47 Fortitude save each round or become partially transformed into plantlike matter. Those who fail this saving throw are treated as if they were plants for the purposes of any effect that particularly harms or inconveniences plant creatures more than other creatures, but do not gain any benefits of being plant creatures. This effect lasts as long as the creature remains within the area of corruption and for 1 minute thereafter.

Attack of Opportunity ↷

Speed 60 feet, fly 60 feet, swim 40 feet; *freedom of movement*

Melee ❖ *Blackaxe* +47 (acid, chaotic, evil, magical, reach 15 feet, sweep; page 313), **Damage** 4d12+15 slashing plus 1d6 acid, 1d6 chaotic, and 1d6 evil, and 2d6 slashing vs. plants

Melee ❖ jaws +45 (agile, chaotic, evil, magical, reach 15 feet), **Damage** 4d10+18 slashing plus 2d6 chaotic and 2d6 evil

Primal Innate Spells DC 49, attack +43; **10th** *horrid wilting*, *time stop*, *wall of thorns*; **9th** *Abyssal wrath* (at will), *dispel magic* (at will); **6th** *tangling creepers* (at will); **5th** *Abyssal plague* (at will); **3rd** *earthbind* (at will); **2nd** *telekinetic maneuver* (at will); **Constant (8th)** *true seeing*; **(4th)** *freedom of movement*; **Cantrips (9th)** *telekinetic projectile*

Primal Rituals DC 49; *Abyssal pact*, *planar ally*

Defoliation ❖❖ (primal, necromancy, plant) Treerazer exudes a pulse of sickly green light in a 30-foot-radius emanation. All plants in the area (including creatures under the effect of his aura of corruption) blacken and wither. Non-creature plants immediately wither and die. Plant creatures take 20d8 negative damage with a DC 49 basic Fortitude save. A creature that fails its save is doomed 1 for 1 minute and sickened 3. Treerazer can choose to exclude any number of plants in the area from this effect, and generally does so to preserve twisted and corrupted plants or fungi, or plant creatures that are allied to his cause. Treerazer can't use Defoliation for 1d4 rounds.

Dispelling Strike ❖ (abjuration, primal); **Frequency** once per round; **Trigger** Treerazer hits a creature, object, or spell effect with a weapon Strike or a defoliation attack. **Effect**

Treerazer casts his innate *dispel magic*, targeting the creature he hit with his Strike or one spell affecting that creature.

Staggering Strike When Treerazer scores a critical hit with a melee attack, the target is stunned 2.

BLACKAXE

Treerazer's favored and deadly weapon *Blackaxe* is a potent magical item known as an artifact—a creation far beyond that of most mortals. Should Treerazer be defeated and a PC take possession of *Blackaxe*, they claim the power of the weapon. Such power comes with a price though, for *Blackaxe*'s influence will drive any who claim it to perform vile deeds and, ultimately, may even compel its user to restore a defeated Treerazer to power!

BLACKAXE ITEM 25

UNIQUE | ARTIFACT | CURSED | EVOCATION | PRIMAL

Usage held in 2 hands; **Bulk** 2

This potent weapon used by Treerazer is a *+4 greater corrosive major striking obsidian greataxe* that grants a +4 item bonus to attack rolls, deals an extra 2d6 damage to plants, and has the properties of adamantine.

Activate ❖ (divination, scrying) **Requirements** You aren't wielding *Blackaxe* and you are its true owner. **Effect** You sense the world around *Blackaxe* as though you were in its location and can use any of your innate spells through the link as if it were the source of the spell. If another creature is wielding *Blackaxe*, it must succeed at a DC 50 Will save or be slowed 2 until it relinquishes the weapon.

Activate ◈ command (conjuration, teleportation) **Requirements** You aren't wielding *Blackaxe* and you are its true owner. **Effect** *Blackaxe* appears in your hands, teleporting instantly from its prior location.

Activate ❖ command (death, healing, necromancy) **Frequency** once per minute. **Effect** Make a Strike against a living tree with *Blackaxe*. If it hits, the tree withers to ash and you heal 250 Hit Points and gain the benefit of *restoration* (6th) and *restore senses*.

SPAWN OF CYTH-V'SUG

Treerazer was once the favored minion and lieutenant (some even say child) of the demon lord Cyth-V'sug, Lord of Fungus and Parasites. After a failed attempt to wrest that role in the Abyss away from Cyth-V'sug, Treerazer fled to the Material Plane. Cyth-V'sug was unable (or perhaps only unwilling) to pursue but took steps to ensure that Treerazer would remain there by exiling him, severing Treerazer's bond to the Abyss–if the Lord of the Blasted Tarn is slain, his animus will not return to the Abyss and reform. Death, to Treerazer, is a permanent thing.



Troll Blood

The blood of trolls is a valuable and difficult-to-procure substance of intense interest to alchemists, witches, and doctors the world over. Though initially it is of little interest other than its unnaturally vibrant hue, when processed correctly its applications are numerous. Experiments have produced oils that restore lost limbs, potions that grant the imbiber supernatural strength, and even smoke bombs that cause anyone caught in the haze to fly into an unstoppable rage.

Troll

Slavering, cruel, practically invincible brutes: this is the villager's stock description for the dread monsters known as trolls. But words hardly do justice to trolls' capacity for destruction. They are as bloodthirsty as orcs but lacking the discipline, as massive as giants but capable of regenerating wounded flesh in an instant, and as reprobate as ogres but with twice the strength. The only way to really understand the wanton violence of a troll is to experience it firsthand—a fate few would wish even upon their worst enemies.

The first thing that comes to mind when most think of trolls is the creatures' power of bodily regeneration. So potent is this regeneration that the only way to overcome it is to exploit the troll's vulnerability to acid and fire. It is not enough to slay the troll with caustic or flaming weapons, though—even the smallest scrap of a troll's flesh can regenerate into a full-size troll given enough time. The only sure way to eradicate a troll menace is to burn the monster's entire body until nothing remains.

Trolls are solitary hunters, for their wickedness is anathema even to other giants. They occasionally roam in small gangs of two to four, but only when prey is plentiful or a particularly strong counterforce has broached their hunting grounds. In rare instances, an old and powerful troll comes to lead small tribes of trolls. Such "troll kings" possess enough cunning to lead their hordes in devastating raids and massacres, and their presence permanently alters the surrounding ecosystem.

A wide variety of trolls exist, from the terrible monster traditionally associated with the name to the water-dwelling scrag and hybrid flood troll. Regional variations exist as well—mountain trolls among stony peaks, for instance, or moss trolls in swampy bayous—but all share the same trademark regenerative powers and insatiable thirst for blood.



Troll

Common trolls are dim-witted, gangly giants who stalk the fringes of civilization. They rely on their incredible strength to overpower foes with their vicious claws and toothy maws. A troll's endless hunger drives it to consume all variety of living creatures, and it is their ravenous eating habits that fuel trolls' legendary regenerative abilities. Trolls stand anywhere from 12 to 16 feet tall, though they prefer to hunch for comfort and to lull foes into a false sense of security.

TROLL **CREATURE 5**

CE | LARGE | GIANT | TROLL

Perception +11; darkvision

Languages Jotun

Skills Athletics +12, Intimidation +12

Str +5, **Dex** +2, **Con** +6, **Int** –2, **Wis** +0, **Cha** –2

AC 20; **Fort** +17, **Ref** +11, **Will** +7

HP 115, regeneration 20 (deactivated by acid or fire); **Weaknesses** fire 10

Attack of Opportunity ↻

Speed 30 feet

Melee ❖ jaws +14 (reach 10 feet), **Damage** 2d10+5 piercing

Melee ❖ claw +14 (agile, reach 10 feet), **Damage** 2d8+5 slashing

Rend ❖ claw

Troll King

Some trolls have learned the skills necessary to survive

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well beyond the typical life expectancy for their kind and rally others to follow their lead. These champions develop a number of talents that make them worthy leaders and potent hunters—namely their abilities to willingly boost the rate of their regeneration and to shake off the acid and fire that would hinder it, not to mention a bestial roar that can send would-be predators scurrying off. Troll kings possess a cunning far beyond their younger kin—they know to keep their allies close, and their enemies even closer. If a troll king so much as suspects that one of its followers is plotting to usurp it, retribution is swift and fatal.

TROLL KING CREATURE 10

CE LARGE GIANT TROLL

Perception +19; darkvision
Languages Jotun
Skills Athletics +21, Intimidation +22, Survival +17
Str +7, **Dex** +3, **Con** +7, **Int** –1, **Wis** +1, **Cha** +4

AC 28; **Fort** +23, **Ref** +17, **Will** +15
HP 220, regeneration 30 (deactivated by acid or fire); **Weaknesses** fire 10
Attack of Opportunity ↷
Vigorous Shake ↷ **Trigger** The troll king takes persistent acid or fire damage. **Effect** The troll king shakes itself to remove persistent acid or fire effects. The troll king immediately attempts a DC 15 flat check to end the persistent damage that triggered this reaction. If the troll king succeeds at this check, it can immediately use Primordial Roar as part of this reaction.

Speed 30 feet
Melee ❖ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing
Melee ❖ claw +23 (agile, reach 10 feet), **Damage** 2d8+13 slashing
Rend ❖ claw
Forced Regeneration ❖ (concentrate) **Requirements** The troll king's regeneration is not currently deactivated. **Effect** The troll king regains 15 HP.
Primordial Roar ❖ (auditory, emotion, fear, mental) The troll king unleashes a bestial roar. Each non-troll creature within 100 feet must attempt a DC 29 Will save. The creature is then temporarily immune for 10 minutes.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 3.
Unstoppable Charge ❖❖❖ The troll king Strides twice in a straight line. It can make up to two claw Strikes during this movement and one jaws Strike at the end of its movement. It can't Strike the same creature more than once.

TROLL AUGURS

Particularly devout trolls, called augurs, claim to possess the so-called "gift of sight," which they believe was granted them by the demon lord Urxehl. Augurs practice a disturbing method of future-telling, in which a troll slashes open its own abdomen and pulls out its entrails to interpret the prophecies in its quivering innards. Other cultists prod and agitate their gutted diviner to keep it conscious throughout the gruesome ordeal.





Alicorn

In alchemical and occult circles, "alicorn" is the word for the material that makes up a unicorn's horn, also used to describe any object made from that horn. Note that in many markets, alicorn sales are illegal, and those who attempt to sell alicorn are viewed with repugnance—or worse.

Unicorn

Symbols of grace and purity, unicorns resemble proud and noble horses. They are typically pure white of coat, but they are best known for the single, delicate horn that extends from the center of their forehead. While unicorns often serve as protectors of unspoiled wilderness and sacred places, they are themselves highly sought after for their horns, which are said to possess potent magical properties. To many, the mere idea of hunting such a magnificent creature in the hopes of severing its horn is utterly reprehensible. Indeed, a de-horned unicorn is a sorry sight, and few such unicorns survive much longer in the wild.

Unicorns are found almost exclusively in remote, unsullied areas of wilderness. Sometimes associated with good-aligned deities, other times associated with nature and the fey, unicorns are always known for their righteousness and nobility. They are wary, at best, of most humanoid creatures, due in large part for poachers' tendency to hunt them for their horns, but unicorns are often rumored to have a weakness for those who are pure of both heart and spirit. Despite some tales, unicorns are equally likely to recognize purity in young men as in young women.

Unicorn — Creature 3

CG | Large | Beast | Fey

Perception +13; darkvision, scent (imprecise) 30 feet

Languages Common, Sylvan

Skills Acrobatics +10, Diplomacy +11, Stealth +8, Survival +9

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +4, **Cha** +4

Wild Empathy The unicorn has a connection to the creatures of the natural world that allows it to communicate with them. The unicorn can use Diplomacy to Make an Impression on animals and to make very simple Requests of them.

AC 20; **Fort** +10, **Ref** +8, **Will** +11 (+2 vs. mental)

HP 45; **Immunities** poison

Speed 45 feet

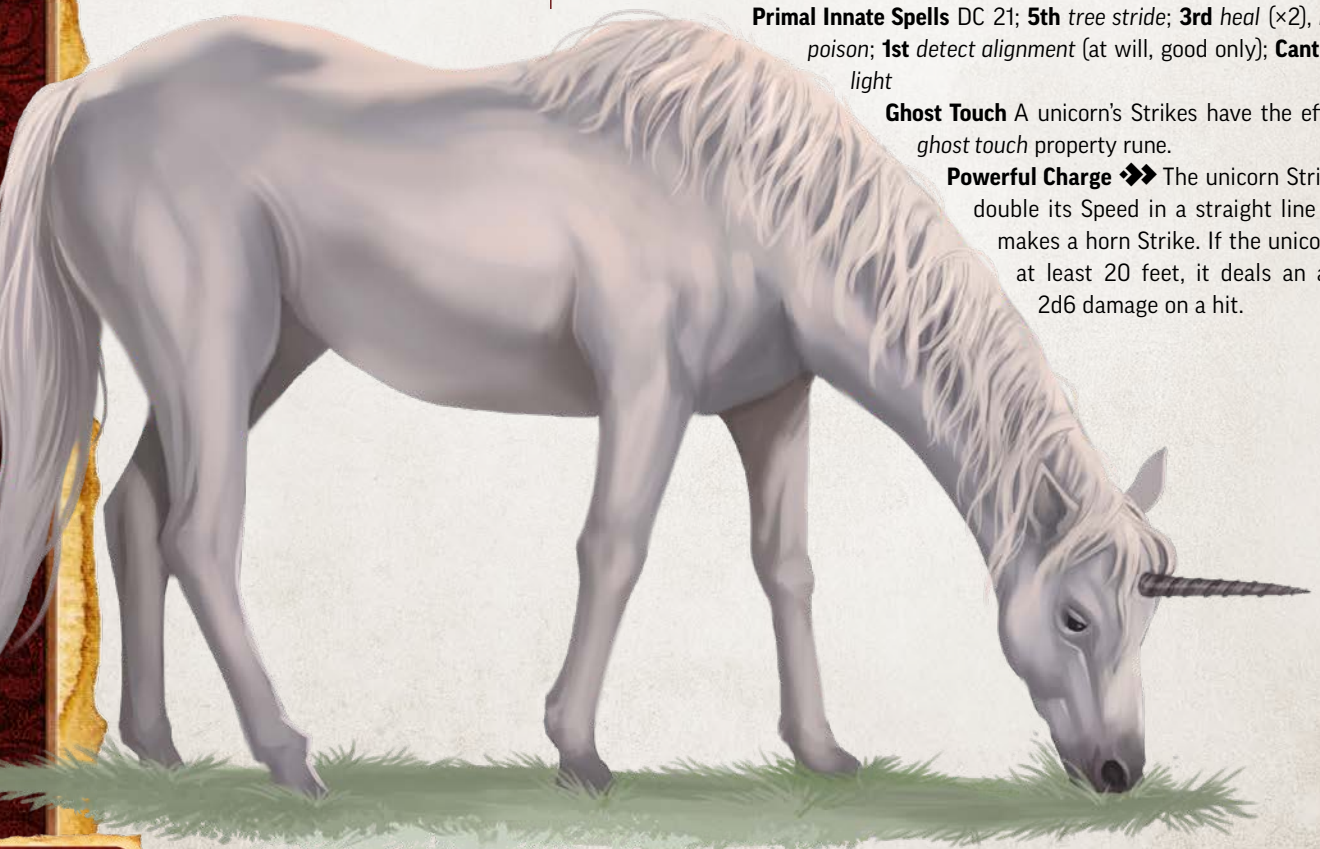
Melee ❖ horn +12 (good, magical), **Damage** 1d10+4 piercing plus 1d6 good and ghost touch

Melee ❖ hoof +12 (agile, magical), **Damage** 1d8+4 bludgeoning and ghost touch

Primal Innate Spells DC 21; **5th** *tree stride*; **3rd** *heal* (×2), *neutralize poison*; **1st** *detect alignment* (at will, good only); **Cantrips (2nd)** *light*

Ghost Touch A unicorn's Strikes have the effects of a *ghost touch* property rune.

Powerful Charge ❖❖ The unicorn Strides up to double its Speed in a straight line and then makes a horn Strike. If the unicorn moved at least 20 feet, it deals an additional 2d6 damage on a hit.



Uthul

An uthul most often appears to be a dark, swirling cloud filled with flying debris and streaked with sudden flashes of lightning. Although they are clearly elemental in nature, uthuls are nearly always found on the Material Plane, where they hide among natural cloud formations, especially thunderstorms.

UTHUL — CREATURE 14

CE HUGE AIR ELEMENTAL

Perception +20; darkvision
Languages Auran
Skills Acrobatics +29, Athletics +27, Intimidation +23, Stealth +25
Str +7, **Dex** +7, **Con** +4, **Int** –1, **Wis** –2, **Cha** +3

AC 36; **Fort** +28, **Ref** +29, **Will** +22
HP 250; **Immunities** electricity, paralyze, poison, sleep
High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for Flying creatures without the air trait.

Speed fly 100 feet; swiftness
Melee ❖ claw +29 (agile), **Damage** 3d12+11 slashing
Ranged ❖ debris +29 (range increment 60 feet), **Damage** 5d8+15 bludgeoning
Lightning Crash ❖ (electricity, incapacitation, sonic) The uthul unleashes a powerful bolt of lightning and a stunning thunderclap. The bolt deals 6d12 electricity damage to all creatures in a 30-foot line, with a DC 34 basic Reflex save, and every creature in a 20-foot emanation must attempt a DC 34 Fortitude save. The uthul can't use Lightning Crash again for 1d4 rounds.
Critical Success The creature is unaffected.
Success The creature is stunned 1.
Failure The creature is stunned for 1 round.
Critical Failure The creature is stunned for 1d4 rounds.
Swiftness An uthul's movement doesn't trigger reactions.
Whirlwind Form ❖❖ (concentrate) The uthul transforms itself into a swirling vortex of storm and fury 10 feet wide and up to 40 feet tall. It stays in this form for 3 rounds or until it Dismisses the effect. While in this form, the uthul gains resistance 10 to physical damage and can move through other creatures. Its aura remains active, but it can't make debris Strikes nor use Lightning Crash. Instead, any creature the uthul moves through takes 4d6 bludgeoning damage and 2d12 electricity damage. A creature can take this damage only once per round. A Large or smaller creature must also succeed at a DC 32 Reflex save or be picked up and held suspended within the vortex. Suspended creatures move with the uthul. A creature can attempt to escape by spending an action to attempt a DC 32 Reflex save (or a DC 32 Acrobatics check to maneuver in flight if it has a fly Speed). Upon escaping, or when the uthul transforms back into its storm cloud form, a suspended creature is hurled 1d4 × 10 feet in a random direction, then falls unless it can fly or otherwise remain aloft. After returning to its normal form, the uthul must wait 1 minute before it can use Whirlwind Form again.



OUTCASTS OF AIR

Uthuls are thought to be an outcast group of beings that once dwelled on the Plane of Air. It is unclear whether their fury was the reason for their expulsion from that plane or if they grew implacable after being banished. Uthuls do not speak of their history to anyone and simply redouble their unending rage on any who dare to ask.



Building Vampires

Because vampires can inflict their nature upon any creature whose blood they drink, practically any living monster can become one of these undead horrors. When you need to create a vampire for your game, you can do so in two ways. In most cases, it's more effective to build the vampire from the ground up, using the standard rules for monster creation (this is how the vampire count, vampire spawn, and vampire mastermind presented on these pages were built). Or you can use the guidelines presented under Creating a Vampire to turn an existing creature (or even a player character!) into a vampire, adjusting the monster as you see fit. In either case, specific vampire abilities like coffin restoration, Mist Escape, and Drink Blood work the same.

Vampire

Vampires are undead creatures that feed on the blood of the living.

Creating a Vampire

You can turn an existing living creature into a vampire using the following steps. Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and usually becomes evil.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's breath weapon), increase the damage by 2 instead.
- Reduce HP by the amount listed on the table.
- The vampire gains fast healing and resistance to physical damage (except silver) as indicated in the table. These abilities are the reason the vampire has less HP.

Starting Level	HP Decrease	Fast Healing/Resistance
3–4	–20	5
5–7	–30	7
8–14	–40	10
15+	–60	15

Basic Vampire Abilities

All vampires gain the following abilities. If the base creature has any abilities that specifically come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the vampire's theme.

Negative Healing

Immunities death effects, disease, paralyze, poison, sleep

Coffin Restoration (divine, necromancy, negative) Unlike other undead, a vampire isn't destroyed at 0 HP. Instead, it falls unconscious. If its body rests in its coffin for 1 hour, the vampire gains 1 HP, after which its fast healing begins to function normally.

Vampire Weaknesses All vampires possess the following weaknesses.

- **Compulsions** Vampires are creatures of strange and unknowable compulsions. A typical vampire can't voluntarily cross running water unless it is transported while it hides within its coffin, nor can it enter a private dwelling unless invited in by someone with the authority to do so. At your discretion, vampires might have different compulsions—a pirate vampire might not be able to set foot on solid ground without being invited, for example. The vampire can still be forced to do these things and might be able to overcome its compulsion just as it does its revulsion (see below).
- **Revulsion** A vampire can't voluntarily come within 10 feet of brandished garlic or a brandished religious symbol of a non-evil deity. To brandish garlic or a religious symbol, a creature must Interact to do so for 1 round (similar to Raising a Shield). If the vampire involuntarily comes within 10 feet of an object of its revulsion, it gains the fleeing condition, running from the object of its revulsion until it ends an action beyond 10 feet. After 1 round of being exposed to the subject of its revulsion, a vampire can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, it overcomes its revulsions for 1d6 rounds (or 1 hour on a critical success).
- **Stake** A wooden stake driven through a vampire's heart drops the vampire to 0 HP and prevents it from healing above 0 HP, even in its coffin. Staking a vampire requires three actions and works only if the vampire is unconscious. If the stake is removed, the vampire can heal above 0 HP again, and if it's in its coffin the 1-hour rest period begins once the stake is removed. If the vampire's head is severed and anointed with *holy water* while the stake is in place, the vampire is destroyed.
- **Sunlight** If exposed to direct sunlight, a vampire immediately becomes slowed 1. The slowed value increases by 1 each time the vampire ends its turn in sunlight. If the

vampire loses all its actions in this way, it is destroyed. Due to their supernatural aversion to light, vampires don't cast shadows or show a reflection in mirrors.

Climb Speed Vampires gain a climb Speed equal to their land Speed.

Claws If the creature had hands, its fingernails thicken and grow, granting it an unarmed claw Strike that deals slashing damage and has the agile trait. If the monster had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

Drink Blood ❖ (divine, necromancy); **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire regains HP equal to 10% of its maximum HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Grab The creature's claw attacks (or equivalent unarmed attacks) gain Grab.

True Vampire Abilities

Powerful vampires that can create and control vampires from their victims gain additional vampire abilities, as detailed below. A creature below level 5 is not a significant enough creature to become a true vampire—you should instead simply make such a creature into a regular vampire spawn, or rebuild the creature so that it's at least level 5 before becoming a true vampire.

Resistances The vampire resists all physical damage except magical silver.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire can turn this victim into a vampire by donating some of its own blood to the victim and burying the victim in earth for 3 nights. If the new vampire is lower level than its creator, it is under the creator's control. If a vampire controls too many spawn at once (as determined by the GM), strong-willed spawn can free themselves by succeeding at a Will saving throw against the vampire's Will DC.

Mist Escape ◈ **Trigger** The vampire is reduced to 0 HP. **Effect** The vampire uses Turn to Mist (page 320). It can take move actions to move toward its coffin even though it's at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. It automatically returns to its corporeal form, unconscious, if it reaches its coffin or after 2 hours, whichever comes first.

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The vampire transforms into one of its animal forms or back into its normal form. Most vampires can turn into a bat, but some can turn into a different creature, such as a rat or a wolf. Use the options in the *aerial form* and *animal form* spells as guidelines.

- **Bat** The vampire changes into a bat swarm or giant bat (page 39). It gains echolocation 40 feet, a land Speed of 20 feet and a fly Speed of 30 feet, and a fangs Strike with the same attack bonus as its highest melee attack. These fangs deal the same amount of damage as the vampire's claws, but deal piercing damage rather than slashing damage.

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) The vampire can cast *dominate* at will as a divine innate spell. Casting it requires staring into



VAMPIRES AND DHAMPIR

The most common and traditional vampires, as presented here, are known also as the "moroi." They are prevalent in Golarion in the mist-shrouded counties of Ustalav and found in small numbers in almost every nation of the Inner Sea. Other types of vampires include the withered nosferatu, the hopping jiang shi, and the psychic vetala—these vampires share many of the basic traits with moroi but possess new abilities of their own. Dhampir (page 95) can be born of any of these vampire races, though moroi-born dhampir known as svetochers are the most common, especially in the Inner Sea region.

SPAWN LOCATIONS

Vampire spawn live wherever their masters demand. When free of any master, they tend to roam in packs through slums or other urban areas that wouldn't notice a few people going missing.

the target's eyes, giving the spell the visual trait. The save DC uses the DC of the vampire's level (*Core Rulebook* 503), and a creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood As a typical vampire, but the victim is drained 2 instead of 1.

Turn to Mist ❖ (concentrate, divine, transmutation) The vampire turns into a cloud of vapor, as the *gaseous form* spell, or back to its normal form. The vampire loses fast healing while in gaseous form. The vampire can remain in this form indefinitely.

VAMPIRE SPAWN

Vampires use their spawn for infiltration and reconnaissance.

VAMPIRE SPAWN ROGUE — CREATURE 4

CE MEDIUM UNDEAD VAMPIRE

Perception +12; darkvision

Languages Common, plus one regional language

Skills Acrobatics +11, Athletics +9, Intimidation +8, Society +5, Stealth +12

Str +3, **Dex** +5, **Con** +1, **Int** –1, **Wis** +3, **Cha** +2

AC 22; **Fort** +9, **Ref** +13, **Will** +11

HP 40, coffin restoration, fast healing 5, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** vampire weaknesses; **Resistances** physical 5 (except silver)

Speed 25 feet, climb 25 feet

Melee ❖ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab

Drink Blood ❖ (divine, necromancy) When Drinking Blood, the spawn regains 5 HP.

Sneak Attack The vampire spawn deals 1d6 extra precision damage to flat-footed creatures.

VAMPIRE COUNT

Vampire counts rule their demesnes through a mix of fear and cruelty.

VAMPIRE COUNT — CREATURE 6

CE MEDIUM UNDEAD VAMPIRE

Perception +17; darkvision

Languages Common, Necril, plus one regional language

Skills Acrobatics +13, Athletics +15, Deception +14, Diplomacy +14, Intimidation +16, Society +14, Stealth +13

Str +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

Items leather armor, *+1 rapier*

Children of the Night (divine, enchantment, mental)

AC 24; **Fort** +11, **Ref** +14, **Will** +17

HP 65, coffin restoration, fast healing 7, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** vampire weaknesses; **Resistances** physical 7 (except magical silver)

Mist Escape ❖

Speed 25 feet, climb 25 feet

Melee ❖ *rapier* +17 (deadly 1d8, disarm +1), **Damage** 1d6+11 piercing

Melee ❖ claw +17 (agile), **Damage** 1d8+8 slashing plus Grab

Change Shape ❖ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +15 for 1d8+9 piercing.

Create Spawn (divine, downtime, necromancy)

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) DC 22

Drink Blood ❖ (divine, necromancy) When Drinking Blood, the vampire regains 10 HP.

Turn to Mist ❖ (concentrate, divine, transmutation)

VAMPIRE MASTERMIND

Vampire masterminds are evil wizards who control entire cabals of the undead and instill fear in the hearts of mortals far and wide.

VAMPIRE MASTERMIND — CREATURE 9

UNCOMMON | CE | MEDIUM | UNDEAD | VAMPIRE

Perception +20; darkvision

Languages Common, Necril, plus one regional language

Skills Acrobatics +17, Arcana +21, Athletics +16, Deception +20, Diplomacy +20, Intimidation +22, Society +19, Stealth +19

Str +3, **Dex** +4, **Con** +1, **Int** +6, **Wis** +4, **Cha** +5

Items signet ring

Children of the Night (divine, enchantment, mental)

AC 27; **Fort** +15, **Ref** +18, **Will** +20

HP 115, coffin restoration, fast healing 10, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** vampire weaknesses; **Resistances** physical 10 (except magical silver)

Mist Escape ◈

Speed 25 feet, climb 25 feet

Melee ❖ claw +18 (agile), **Damage** 2d8+9 slashing plus Grab

Arcane Prepared Spells DC 29, attack +19; **4th** *fire shield*, *phantasmal killer*, *veil*, *wall of fire*; **3rd** *dispel magic*, *fireball*, *haste*, *lightning bolt*; **2nd** *flaming sphere*, *invisibility*, *mirror image*, *touch of idiocy*; **1st** *color spray* (×2), *fleet step*, *ray of enfeeblement*; **Cantrips (4th)** *detect magic*, *mage hand*, *message*, *ray of frost*, *sigil*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +19 for 2d8+9 piercing.

Create Spawn (divine, downtime, necromancy)

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) DC 26

Drain Bonded Item ◈ (arcane, wizard); **Frequency** Once per day. **Requirements** The vampire hasn't acted yet on this turn. **Effect** The vampire expends the power stored in its signet ring. This gives the vampire the ability to cast one prepared spell it had already previously cast today, without spending a spell slot. The vampire must still Cast the Spell and meet the spell's other requirements.

Drink Blood ❖ (divine, necromancy) When Drinking Blood, the vampire regains 10 HP.

Steady Spellcasting If another creature's reaction would disrupt the vampire mastermind's spellcasting action, the vampire attempts a DC 15 flat check. If the vampire succeeds, its action isn't disrupted.

Turn to Mist ❖ (concentrate, divine, transmutation)

NON-EVIL VAMPIRES

Non-evil vampires are rare and at odds with their basic nature. Such vampires typically give up a fraction of their power in exchange for some of their lost humanity.





Warg Legends

Wargs are the subject of many grim tales and campfire stories. Frightening accounts of wargs gobbling up children whole have a disturbing basis in fact, for these ravenous creatures have jaws that can unhinge like those of a serpent to gulp down small prey while the victim yet lives.

Warg

The warg is an intelligent and malevolent wolf that dwells among goblins, hobgoblins, orcs, and other violent humanoids.

Warg

Wargs hunt in packs and surround their prey like common wolves, but their cunning and penchant for taunting victims makes them easy to distinguish from their less-intelligent cousins. But despite their intelligence, wargs have simple desires for food and shelter, making them easy for evil humanoids such as orcs and hobgoblins to recruit to protect their camps or join them in battle. Most wargs are amenable to this arrangement, but if food should run out, wargs are more than willing to integrate goblinoid flesh into their diet.

Warg — Creature 2

NE Medium Beast

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin, Orcish
Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Stealth +7, Survival +8
Str +4, **Dex** +3, **Con** +3, **Int** –1, **Wis** +2, **Cha** +2

AC 17; **Fort** +11, **Ref** +9, **Will** +6
HP 36

Avenging Bite ↷ **Trigger** A creature within reach of the warg's jaws attacks one of the warg's allies. **Effect** The warg makes a jaws Strike against the triggering creature.

Speed 40 feet
Melee ❖ jaws +11, **Damage** 1d8+4 piercing plus Grab
Pack Attack The warg's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the warg's allies.
Swallow Whole ❖ (attack); Small, 1d6+2 bludgeoning, Rupture 9

Winter Wolf

Winter wolves are related to wargs, but are larger, smarter, and far more dangerous. They are capable of exhaling plumes of freezing breath and are big enough to easily serve as mounts for orcs and hobgoblins—provided the winter wolf is willing, of course. Like wargs, winter wolves hunt in packs, but unlike their smaller cousins, they have a notable proud streak. When they deign to serve others, they reserve this privilege for larger and more dangerous creatures such as frost giants, renegade yetis, or even white dragons.

Winter Wolf — Creature 5

NE Large Beast

Perception +14; darkvision, scent (imprecise) 30 feet
Languages Common, Jotun
Skills Acrobatics +13, Athletics +13, Deception +11, Intimidation +11, Stealth +13 (+16 in snow), Survival +12
Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 23; **Fort** +13, **Ref** +15, **Will** +10
HP 70; **Immunities** cold; **Weaknesses** fire 5
Buck ↷ DC 21
Avenging Bite ↷ As warg.

Speed 40 feet
Melee ❖ jaws +15 (cold), **Damage** 1d10+6 piercing plus 1d6 cold and Knockdown
Breath Weapon ❖❖ (cold, evocation, primal); The winter wolf breathes a cloud of frost in a 15-foot cone that deals 5d8 cold damage (DC 23 basic Reflex save). The winter wolf can't use Breath Weapon again for 1d4 rounds.
Pack Attack The winter wolf's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the winter wolf's allies.

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Warsworn

A warsworn is an animate mass of corpses composed of dozens, sometimes even hundreds, of victims of battle. They are formed by deities of undeath or war or, rarely, spontaneously manifest from the devastation of an especially horrendous battle.

WARSWORN — CREATURE 16

UNCOMMON | NE | GARGANTUAN | UNDEAD

Perception +27; darkvision
Languages Common (can't speak any language)
Skills Athletics +33
Str +9, **Dex** +5, **Con** +7, **Int** –1, **Wis** +5, **Cha** +5

AC 37; **Fort** +29, **Ref** +25, **Will** +27; +1 status to all saves vs. positive
HP 350, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious
Attack of Opportunity ↻
Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 35

Speed 30 feet
Melee ◆ corpse wave +32 (magical), **Damage** 4d12+9 bludgeoning plus energy drain
Melee ◆ animated weapon +30 (agile, magical, reach 100 feet, versatile B, versatile P), **Damage** four of the weapon's damage dice +9 of the weapon's damage type
Ranged ◆ scrap ball +28 (magical, range increment 100 feet), **Damage** 4d12+9 bludgeoning plus plummet
Absorb ◈ (death, divine, necromancy); **Trigger** The warsworn moves into a dying creature's space. **Effect** The warsworn absorbs the dying creature into itself, instantly killing the creature and healing the warsworn for a number of Hit Points equal to the creature's level. As long as the warsworn still exists, absorbed creatures can't be resurrected except by *wish* or a similarly powerful effect.
Animated Weapons (divine, evocation); The warsworn assumes control of unattended weapons within 100 feet, forcing them to levitate around it. The warsworn can telekinetically wield these weapons to make melee Strikes with a reach of 100 feet.
Energy Drain (divine, necromancy); When a warsworn hits with a corpse wave Strike or damages a creature with Trample, the target must succeed at a DC 35 Fortitude save or become drained 2 and doomed 1. On a critical success, the target becomes temporarily immune to the warsworn's energy drain for 24 hours.
Plummet A creature hit by a warsworn's scrap ball Strike must attempt a DC 37 Reflex save. On a failure, the target falls prone; if the target was airborne, it falls up to 120 feet, taking damage from the fall and landing prone if the descent brings it to the ground. On a critical failure, the target is also held under a pile of scrap (DC 37 to Escape).
Trample ◆◆◆ Huge or smaller, corpse wave, DC 37



ALTERNATE WARSWORNS

While uniquely terrible, war is not the only tragedy that can lead to mass deaths. Other forms of mass undead, similar to warsworn, can sometimes arise from causes such as famine or disaster. Flamesworn rise from large crowds killed by fire, while plagueborn rise when entire townships or even cities perish to disease.

Sacred Stingers

Wasps are upheld as sacred among the priesthood of the elven deity Calistria, goddess of vengeance. Some priests of Calistria summon giant wasps or wasp swarms as servitors, while a few nurture giant wasps as pets, temple guardians, or companions. Followers of Calistria, both clergy and laypeople alike, seek to emulate the wasp's penchant for leaving stung victims alive to suffer over a long period: a fitting model for revenge.

Paralytic Poison

The poison of the giant wasp loses its potency soon after being harvested, but alchemists have learned of a way to preserve some of its properties by adding a number of harsh additives; this method makes it even deadlier.

Wasp

While the common wasp poses little threat to a hardy adventurer aside from an uncomfortable sting, a large and aggressive swarm of these territorial insects—to say nothing of their oversized kin—can lay low an entire party of heroes. The wasps represented here are of the common variety also known as yellowjackets, but many other sorts of dangerous wasps exist, such as a Garundi variant that swarms in such great numbers that it can decimate entire villages, and the dreaded extraplanar hellwasps, which build their nests within the corpses of their victims.

Giant Wasp

Giant wasps are much more dangerous but less common than their smaller kin, and—to the relief of those who encounter them—they tend to be solitary.

Giant Wasp — Creature 3

N | Large | Animal

Perception +8; darkvision
Skills Acrobatics +11, Athletics +9
Str +4, **Dex** +4, **Con** +4, **Int** –5, **Wis** +1, **Cha** +1

AC 19; **Fort** +9, **Ref** +11, **Will** +6
HP 45

Speed 20 feet, fly 40 feet
Melee ❖ stinger +12 (poison), **Damage** 1d12+4 piercing plus giant wasp venom
Implant Eggs ❖ The giant wasp lays eggs in an adjacent creature that is paralyzed or unconscious, exposing it to the wasp larva disease.
Giant Wasp Venom (incapacitation, poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 6 rounds; **Stage 1** no effect (1 round); **Stage 2** clumsy 2 (1 round); **Stage 3** paralyzed (1 round)
Wasp Larva (disease) **Saving Throw** Fortitude DC 21; **Stage 1** carrier with no ill effect (1d6 days); **Stage 2** drained 1 (1d3 days); **Stage 3** 5d6 damage, larva emerges (disease ends)



Wasp Swarm

Wasp nests are made of chewed wood fibers foraged from the surrounding flora, which the wasps make into a material similar to paper. A single wasp nest can house thousands of individuals that emerge as a massive swarm. Most swarms attack only to protect their nest or if otherwise agitated, though druids and other primal enchanters can bend these venomous vermin to their will—to deadly effect.

Wasp Swarm — Creature 4

N | Large | Animal | Swarm

Perception +10; darkvision
Skills Acrobatics +12
Str –4, **Dex** +4, **Con** +2, **Int** –5, **Wis** +2, **Cha** –1

AC 18; **Fort** +10, **Ref** +12, **Will** +8
HP 45; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 7, piercing 7, slashing 3

Speed 20 feet, fly 40 feet
Swarming Stings ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) and is exposed to wasp venom. A successful save negates the poison exposure.
Wasp Venom (poison) **Saving Throw** Fortitude DC 21; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 2d6 poison and clumsy 2 (2 rounds)

Web Lurker

Web lurkers, known also as ettercaps, are ugly monsters that not only dwell within the lairs of spiders and swarms, but actively cultivate and shepherd such vermin.

WEB LURKER — CREATURE 3

NE MEDIUM ABERRATION

Perception +10; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)
Languages Aklo; spider speak
Skills Acrobatics +9, Athletics +9, Crafting +8 (+12 to craft traps and snares), Stealth +11
Str +4, **Dex** +4, **Con** +3, **Int** +1 **Wis** +3, **Cha** –1
Spider Speak The web lurker can speak with spiders, with the same effects and limitations as *speak with animals*.

AC 19; **Fort** +10, **Ref** +11, **Will** +8
HP 45
Spring upon Prey ↷ **Trigger** A creature touches the web lurker's web while the web lurker is on it. **Requirement** Initiative has not yet been rolled. **Effect** The web lurker automatically notices the creature and Strides or Climbs before rolling initiative.

Speed 25 feet, climb 25 feet
Melee ❖ fangs +11 (poison), **Damage** 1d8+6 piercing plus web lurker venom
Melee ❖ claw +11 (agile), **Damage** 1d8+6 slashing
Melee ❖ web +11, **Effect** web trap
Web Lurker Venom (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 10 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and slowed 1 (1 round)
Web Trap A creature hit by the web lurker's web attack is immobilized and stuck to the nearest surface until it succeeds at DC 20 Acrobatics check to Escape.

WEB LURKER TRAPS

The following traps are some used by web lurkers.

WEB LURKER DEADFALL — HAZARD 3

MECHANICAL TRAP

Stealth DC 23
Description A web tripwire lets loose a bundle of boulders that fall on all targets within a 10-foot square.
Disable Survival (trained) or Thievery (expert) DC 20 to rearrange the webbing
AC 19; **Fort** +9, **Ref** +9
Deadfall ↷ **Trigger** A creature steps into the square with the web tripwire. **Effect** All creatures in the trap's 10-foot square take 2d6 bludgeoning damage (DC 20 basic Reflex save).

WEB LURKER NOOSE — HAZARD 2

MECHANICAL TRAP

Stealth DC 22
Description Discreet webbing at throat level snags a creature that walks into it.
Disable Survival (trained) or Thievery (expert) DC 18 to rearrange the webbing
AC 18; **Fort** +11, **Ref** +5
Web Noose ↷ (attack); **Trigger** A creature steps into the square with the web tripwire. **Effect** The web lurker noose makes a noose Strike against the triggering creature.
Melee noose +13 (deadly d10), **Damage** 3d6 bludgeoning and the target is grabbed and pulled off the ground (Escape DC 22). The target takes 1d6 bludgeoning damage at the end of each of its turns as long as it's caught in the noose.



WEB LURKER LAIRS

Whether alone or in a group, web lurkers hunt in forests, swamps, or scrubby hill lands, constructing structures from their webs high up in trees or within craggy, high canyons, and they surround their territory with traps and snares constructed of the same webbing and natural material.

WEMMUTH TREASURE

Wemmuths have little interest in using magical items or accumulating treasure out of a sense of greed, but are smart enough to understand that a few well-placed trinkets and baubles work amazingly well as lures.

Wemmuth

Fertilized by large quantities of spilled blood, such as that found on bloodstained battlefields or in the war-torn regions surrounding besieged cities, wemmuths are vile swaths of vines that draw sustenance from mortal suffering, lapping up blood like water. Possessing a rudimentary intelligence and an unquenchable thirst for blood, wemmuths lie in wait for most of their lives, growing to incredible size in the bloody soil of their grisly homes. Though the vines that comprise a wemmuth's body are scarcely thicker than rope, a single adult wemmuth system consists of 6 tons of vines, enough to stretch for 6,000 feet if stretched from end to end in a single straight line. Wemmuths never orient themselves this way, however, instead preferring to wrap themselves into massive mounds approximately 15 feet across and equally thick. Although wemmuths are often spotted lazing about, the scent of blood is enough to whip one into a violent frenzy. The creature condenses its entire mass into a sphere of sharp thorns and lashing vines, resembling a hateful tumbleweed the size of an elephant. Wemmuths commonly dig up massive boulders or entire trees from the ground and incorporate them into their rolling mass, using these objects to bolster their defense against many forms of attack or hurling them at faraway foes with terrifying precision.

Some speculate that wemmuths are a form of diabolical corruption let loose upon Golarion by House Thrune of Cheliax, perhaps as a scorched earth tactic against their rivals. Influential nobles from Nirmathas and Molthune both point fingers at one another for the wemmuth's creation, Nirmathas citing Molthune's close ties to Infernal Cheliax and Molthune blaming the primal magic commonly employed by Nirmathas's many druids and rangers. Several Varisian tales describe creatures closely matching the wemmuth's description attempting to apprehend a famous folk trickster, while crusaders from Mendev adhere to the belief that the wemmuths were a blight unleashed upon Golarion by Deskari, former demon lord of locusts, before his defeat at the hands of mortal heroes.



WEMMUTH CREATURE 15

NE HUGE PLANT

Perception +25; darkvision, tremorsense (imprecise) 60 feet
Languages Aklo, Sylvan (can't speak any language)
Skills Athletics +30, Deception +28, Stealth +30, Survival +27
Str +8, **Dex** +6, **Con** +6, **Int** –2, **Wis** +4, **Cha** +2

AC 37; **Fort** +27, **Ref** +27, **Will** +24
HP 335, blood leech; **Weaknesses** cold 20, slashing 15

Speed 25 feet, burrow 25 feet, climb 25 feet
Melee ❖ pummel +29 (fatal d12, reach 15 feet, sweep), **Damage** 4d12+10 bludgeoning plus Improved Grab
Ranged ❖ boulder +27 (fatal d12, range increment 60 feet), **Damage** 4d10+10 bludgeoning
Blood Leech ↷ **Trigger** The wemmuth deals damage to a creature with Constrict. **Effect** The wemmuth heals a number of Hit Points equal to half the total damage dealt by Constrict.
Constrict ❖ 2d12+10, DC 37
Engulf ❖❖ DC 37, 4d8 bludgeoning, Escape DC 35, Rupture 36
Thorny Mass Whenever a creature within 10 feet attempts a melee attack against a wemmuth or uses Acrobatics to Tumble Through its space, that creature takes 1d12+10 piercing damage.

Wendigo

Wendigos are incarnations of the fears of starvation, loneliness, and fatal exposure to cold weather. They haunt the frozen expanses of the world.

WENDIGO — CREATURE 17

UNCOMMON | CE | LARGE | BEAST | COLD

Perception +32; darkvision, heatsight 60 feet

Languages Aklo, Common, Jotun; telepathy 1 mile

Skills Acrobatics +32, Athletics + 33, Deception +29, Intimidation +33, Nature +28, Occultism +29, Religion +28, Stealth +30, Survival +30

Str +8, **Dex** +7, **Con** +9, **Int** +6, **Wis** +5, **Cha** +6

Heatsight (divination, primal); Heatsight is a precise sense that sees heat signatures.

AC 40; **Fort** +32, **Ref** +30, **Will** +26; +1 status to all saves vs. magic

HP 315, regeneration 30 (deactivated by cold iron); **Immunities** cold, fear; **Weaknesses** cold iron 10, fire 15

Speed fly 100 feet

Melee ❖ jaws +33 (cold, magical, reach 10 feet), **Damage** 3d10+12 piercing plus 2d6 cold

Melee ❖ claw +33 (cold, magical, agile, reach 10 feet), **Damage** 3d8+12 slashing plus 2d6 cold and Grab

Primal Innate Spells DC 38; **8th** *wind walk* (at will); **4th** *nightmare* (see dream haunting)

Primal Rituals DC 38; *control weather*

Dream Haunting A target that fails its save against the wendigo's *nightmare* is exposed to wendigo torment.

Howl ❖❖❖ (auditory, concentrate, enchantment, fear, incapacitation, mental, primal); **Frequency** Three times per day; **Effect** The wendigo unleashes a forlorn howl that can be heard up to 1 mile away. Any creature that hears the howl must succeed at a DC 38 Will save or be frightened 1. Any creature that critically fails and is within 120 feet of the wendigo is instead frightened 3, and is also fleeing for 1d4 rounds (or until it's no longer frightened, whichever comes first). A creature frightened by a wendigo's howl still naturally recovers from its fright but can't reduce it below frightened 1 in this way until 1 hour has passed or magic is used. Whether it succeeds or fails its save, a creature is then temporarily immune to that wendigo's Howl for 24 hours.

Ride the Wind ↷ (air, concentrate, primal, transmutation); **Trigger** The wendigo casts *wind walk* while it has Grabbed a foe. **Effect** The wendigo attempts to turn the grabbed creature into wind and carry it along as part of the action. If the target succeeds at a DC 38 Will save, it prevents itself from being transformed; in this case, the wendigo still transforms, automatically releasing the victim. A creature forced to Ride the Wind along with the wendigo is exposed to wendigo torment. The target can attempt a new Will save each round to return to normal, though it immediately becomes corporeal and begins falling if it succeeds.

Wendigo Torment (curse, enchantment, mental, primal) A creature affected by wendigo torment can't recover beyond stage 1 until it has been restored to full HP. **Saving Throw** Will DC 38; **Stage 1** Stupefied 4 (1 day); **Stage 2** As stage 1 (1 day); **Stage 3** The creature searches for an individual of its own ancestry to kill and devour. It then becomes affected by *wind walk* and sprints into the sky so fast that its feet burn away into jagged stumps. As the creature *wind walks* into the sky, it is replaced by a new wendigo over 2d6 minutes. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new wendigo remains even if the victim is resurrected.

WENDIGO WORSHIP

Some humanoids who dwell in arctic regions offer tribute to wendigos that hunt near their villages, treating them as gods or spirits of nature that must be appeased. They occasionally perform rites of cannibalism and place fetishes throughout the wilderness to mark the wendigo's domain.





Building Werecreatures

The curse of the werecreature comes in myriad forms and can affect any humanoid, allowing you to make a wide variety of werecreatures for your adventures. When you need to create a werecreature for your game, you can do so in one of two ways. You can simply build the werecreature from the ground up, using the standard rules for monster creation (this is how the werebear, wererat, and werewolf presented on these pages were built). Or you can use the guidelines presented under "Creating Werecreatures" to turn an existing creature (or even a player character!) into a werecreature. In either case, specific werecreature abilities like Change Shape, curse of the werecreature, and moon frenzy work the same.

Werecreature

Werecreatures are humanoids doomed to transform into animals and animal-humanoid hybrids under the light of the full moon. These shapechanging creatures are the result of an ancient primal curse that they can, in turn, transmit through their own bites. Their ability to lurk unseen in the wilds as well as among people, combined with the contagiousness of their condition, makes werecreatures a perennial cause of panicked suspicion.

Afflicted and True Werecreatures

Werecreatures come in two types: those afflicted with the curse and those born with it ("true werecreatures").

One can be born a true werecreature to any werecreature parent. A true werecreature is always a werecreature and retains the same memories and most of the same statistics in all forms. A true werecreature also has full control over its shapechanging except during the full moon, when the transformation is irresistible. There is no known way to break the curse on a true werecreature.

Affected werewolves received their curse from the bite of another werecreature (which could've been an afflicted or true werecreature). An afflicted werecreature may be unaware of its curse because it retains no memories of its transformations, gets no benefit from being a werecreature when not transformed, and has no conscious control over its transformation. An afflicted werecreature's curse can be removed like any other.

Creating Werecreatures

You can turn an existing, living humanoid into a werecreature by completing the following steps. (These changes reflect a werecreature in its hybrid form.)

Increase the creature's level by 1 and change its statistics as follows.

- It gains the beast and werecreature traits, and its alignment is usually adjusted to match that of its werecreature type.
- Increase its size by one category if the animal is a larger size than the base humanoid.
- Increase its AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If the werecreature is limited in how often it can use an ability (such as a breath weapon), increase the damage by 2 instead.
- Increase its HP by the amount shown on the table. This HP increase is more than typical in order to compensate for the creature's weakness to silver.
- The creature gains weakness to silver as shown on the table.

Starting Level	HP Increase	Weakness to Silver
4 or lower	+25	5
5–7	+35	7
8–14	+50	10
15+	+75	15

Werecreature Abilities

All werecreatures gain the following abilities, some of which match an ability of the animal the werecreature transforms into. You might also need to adjust some abilities that conflict with the theme of the werecreature (such as abilities with a conflicting alignment trait).

Senses The werecreature gains all the senses of the animal.

Animal Empathy (divination, primal) A werecreature can communicate with animals of the same general kind.

Claws The werecreature gains a claw Strike (an agile unarmed attack that deals slashing damage). If it had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

Jaws The creature gains a jaws Strike (an unarmed attack that deals piercing damage) that inflicts its curse of the werecreature. If it had any non-agile attacks, the damage dealt by its jaws should be roughly the same as the damage dealt by those attacks. If it had only agile attacks, its jaws should deal one-third more damage.

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The werecreature changes into its humanoid, hybrid, or animal shape. Each shape has a specific, persistent appearance. A true werecreature's natural form is its hybrid shape. In humanoid shape, the werecreature uses its original humanoid size, loses its jaws and claws Strikes, and gains a melee fist Strike that deals bludgeoning damage equal to the slashing damage dealt by its claw. In animal shape, its Speed and size change to that of the animal, it gains any special Strike effects of the animal that it didn't already have (such as Grab), and it loses its weapon Strikes.

Curse of the Werecreature (curse, necromancy, primal) This curse affects only humanoids.

Saving Throw Fortitude DC is the standard DC for the werecreature's new level – 1. On each full moon, the cursed creature must succeed at another Fortitude save or turn into the same kind of werecreature until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

Moon Frenzy (polymorph, primal, transmutation) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases its reach by 5 feet, and increases the damage of its jaws by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.

RETAINING HUMANITY

Werecreatures are notorious for their murderous rampages in the deep of the night—violence that is often at odds with the afflicted's true nature. Even an honorable town guard or priest could be a murderous werewolf without realizing it, for the werecreature's curse leaves the afflicted with no memory of their nocturnal murder sprees.

WERERAT

Wererats tend to be selfishly opportunistic, avaricious, and paranoid as a result of their curse. Because wererats typically dwell in metropolitan areas where they can hide in plain sight, practically any city-goer could be a wererat in disguise—from the quiet shopkeep to the city's criminal mastermind. The bustle of crowds and countless rat-holes make ghettos and shantytowns favored homes for wererats, especially since in these poorer districts the wererat can kill out of greed or fear with little chance of the authorities noticing. In some cities, wererats operate entire thieves' guilds or organized crime rings, and membership requires willfully submitting to the wererat's cursed bite. Wererats look very similar to ratfolk when in hybrid form, apart from potential differences in size, but ratfolk have no love for these monsters.



WERERAT CREATURE 2

LE | MEDIUM | BEAST | HUMAN | HUMANOID | WERECREATURE

Perception +8; low-light vision, scent (imprecise) 30 feet

Languages Common; rat empathy

Skills Acrobatics +8 Athletics +6 (+8 to Climb or Swim), Deception +5, Society +4, Stealth +8

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

Items hand crossbow (20 bolts), leather armor, shortsword

Rat Empathy (divination, primal) The wererat can communicate with rodents.

AC 19; **Fort** +6, **Ref** +10, **Will** +8

HP 45; **Weaknesses** silver 5

Nimble Dodge ↷ **Trigger** The wererat is targeted with a melee or ranged attack by an attacker it can see. **Effect** The wererat gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

WOLFSBANE

Wolfsbane (*Core Rulebook* 553) is a poisonous plant that can cure the curse of the werecreature. It's effective only if consumed before the creature transforms for the first time. If the creature survives wolfsbane's effects without using magic to aid in surviving, the creature can attempt a new saving throw against the curse of the werecreature. On a success, the creature is cured.



Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Melee ❖ claw +10 (agile, finesse), **Damage** 1d6+2 slashing
Melee ❖ jaws +10 (finesse), **Damage** 1d8+2 piercing plus curse of the wererat
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing
Change Shape ❖ (concentrate, polymorph, primal, transmutation) Human with fist +10 for 1d4+2 bludgeoning, or Small rat with Speed 30 feet, climb 10 feet.
Curse of the Wererat (curse, necromancy, primal); **Saving Throw** DC 18 Fortitude
Moon Frenzy (polymorph, primal, transmutation)
Sneak Attack The wererat deals 1d6 extra precision damage to flat-footed creatures.

WEREWOLF

The curse of the werewolf—known as lycanthropy to many—instills in its carriers the hungry bloodlust and predatory instincts of the wolf. Werewolves tend to dwell on the fringes of society or in small settlements where, in their humanoid forms, they work as laborers, hunters, farmers, or trappers. At night, however, these same villagers transform into violent killers and sadistic stalkers who prey on their neighbors.

Werewolves are the quintessential werecreature, and the first that comes to mind when most people speak of such beings.

Although most werewolves hide their curse by adopting solitary lifestyles, some retain the pack mentality of true wolves. A small group of such werewolves typically forms a family-like pack, with the eldest or most powerful serving as the leader; new pack mates are hand-chosen and inculcated into the family as its influence grows.

WEREWOLF CREATURE 3

CE | MEDIUM | BEAST | HUMAN | HUMANOID | WERECREATURE

Perception +9; low-light vision, scent (imprecise) 30 feet
Languages Common; wolf empathy
Skills Acrobatics +7, Athletics +9, Survival +10
Str +4, **Dex** +2, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items battle axe, composite shortbow (20 arrows), studded leather armor
Wolf Empathy (divination, primal) The werewolf can communicate with lupines.

AC 19; **Fort** +11, **Ref** +9, **Will** +7
HP 63; **Weaknesses** silver 5

Attack of Opportunity ↷
Speed 25 feet
Melee ❖ battle axe +11 (sweep), **Damage** 1d8+8 slashing
Melee ❖ claw +11 (agile), **Damage** 1d6+8 slashing
Melee ❖ jaws +11, **Damage** 1d8+8 piercing plus curse of the werewolf
Ranged ❖ composite shortbow +9 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing
Change Shape ❖ (concentrate, polymorph, primal, transmutation) Human with fist +11 for 1d4+8 bludgeoning, or wolf with Speed 40 feet and jaws with Knockdown.
Curse of the Werewolf (curse, necromancy, primal); **Saving Throw** DC 19 Fortitude
Moon Frenzy (polymorph, primal, transmutation)
Pack Attack The werewolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the werewolf's allies.

WEREBEAR

Unlike many other types of werecreature, a werebear does not become malevolent during its involuntary transformations, but is instead filled with

righteous conviction. This indignation can still manifest in violent ways, though, as a transformed werebear becomes temporarily blind to its alliances and has little control over its bestial temper. As a result, werebears are loners, rarely even living together as families longer than necessary. Werebears know that as long as they live solitary lives, they can serve as protectors and guardians in wilderness regions without the overwhelming fear that, when the moon is full and the curse takes hold, they will rage against an innocent bystander or loved one. As long as there is nothing around to threaten it or the natural area it protects (typically a forest), a werebear in its animal form is generally content to forage and sleep away the night.

WEREBEAR CREATURE 4

UNCOMMON | LG | LARGE | BEAST | HUMAN | HUMANOID | WERECREATURE

Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Common; bear empathy
Skills Athletics +12, Medicine +9, Nature +11, Stealth +11, Survival +11
Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** –1
Items chain shirt, greataxe, hatchet (8)
Bear Empathy (divination, primal) The werebear can communicate with ursines.

AC 23; **Fort** +12, **Ref** +10, **Will** +10
HP 75; **Weaknesses** silver 5

Speed 25 feet
Melee ❖ claw +13 (agile, reach 10 feet), **Damage** 1d10+7 slashing plus Grab
Melee ❖ greataxe +13 (reach 10 feet, sweep), **Damage** 1d12+7 slashing
Melee ❖ hatchet +13 (agile, sweep), **Damage** 1d6+7 slashing
Melee ❖ jaws +13 (reach 10 feet), **Damage** 1d12+7 piercing plus curse of the werebear
Ranged ❖ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing
Change Shape ❖ (concentrate, polymorph, primal, transmutation) Medium human with fist +13 for 1d4+7 bludgeoning, or grizzly bear with Speed 35 feet.
Curse of the Werebear (curse, necromancy, primal); **Saving Throw** DC 22 Fortitude.
Hunt Prey ❖ (concentrate); **Requirements** The werebear can see or hear the target or is Tracking it in exploration mode. **Effect** The werebear gains a +2 circumstance bonus to Perception checks when it Seeks its prey and a +2 circumstance bonus to Survival checks when it Tracks its prey. The werebear also ignores the penalty for making ranged attacks within its second range increment against the prey it's hunting. The werebear can designate only one creature as its hunted prey at a time. If it uses Hunt Prey against a different creature, the prior creature loses the designation and the new prey gains the designation. In any case, this designation lasts until the werebear's next daily preparation.
Mauler The werebear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed.
Moon Frenzy (polymorph, primal, transmutation)
Precision Edge The werebear deals 1d8 additional precision damage on its first successful Strike against its hunted target on each of its turns.

OTHER WERECREATURES

In theory, any animal could form the basis for a new type of werecreature, provided the animal in question is at least omnivorous—herbivorous werecreatures are all but unheard of. Werecreatures that rise from insects, arachnids, and similar invertebrate animals are particularly unsettling, though much rarer than werecreatures of vertebrate animals.



Other Wights

In addition to the wight presented here, many other varieties exist. For example, the covetous cairn wight—ritually created to eternally guard its own wealth or that of its master—haunts barrows, ossuaries, and mausoleums. Unlike other wights, cairn wights can channel their life-draining touch through their melee weapons.

Wight

Wights are undead humanoids that, much like wraiths, can drain the life from living creatures with but a touch. They arise as a result of necromantic rituals, especially violent deaths, or the sheer malevolent will of the deceased.

As many types of wights exist as types of people from which they might be created. Hulking brutes, skittering sneaks, and cunning tinkers all make for different wights with different niches to fill. Environment, too, plays a part in determining a wight's special abilities and defenses. Frost wights, for instances, can be found in the parts of the world where exposure is a common end. Regardless, wights typically haunt burial grounds, catacombs, or other places of the dead. But their hunger is targeted toward the living—those individuals who remind them of the shackles of mortality and whom they feel compelled to "free" to the state of undeath.

A single wight can wreak a lot of havoc if it is compelled to rise from its tomb. Because creatures slain by wights become wights as well, all it takes is a single wight and a handful of unlucky graveyard visitors to create a veritable horde of these undead. Thus, canny priests and adventurers know that the best solution to a wight problem is swift and total eradication. Care must be taken, though, to destroy wight spawn before attempting to destroy the parent wight, for spawn without a master gain the ability to create spawn of their own.

Durable and sustained as they are by negative energy, wights can last in harsh environments without decaying the way some lesser undead do. They might dwell in high mountain passes, sealed passageways, or submerged in bogs or lakes for decades or even centuries before the passage of an unsuspecting traveler rouses them from their rest.



Wight — Creature 3

LE | Medium | Undead | Wight

Perception +10; darkvision

Languages Common, Necril

Skills Athletics +11, Intimidation +9, Stealth +6

Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

AC 18; **Fort** +11, **Ref** +6, **Will** +10

HP 50, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

Final Spite ↷ **Trigger** The wight is reduced to 0 Hit Points. **Effect** The wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ❖ claw +12, **Damage** 1d6+4 slashing plus drain life

Drain Life (divine, necromancy) When the wight damages a living creature with its claw Strike, the wight gains 3 temporary Hit Points and the creature must succeed at a DC 17 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 4.

Wight Spawn (divine, necromancy) A living humanoid slain by a wight's claw Strike rises as a wight after 1d4 rounds. This wight spawn is under the command of the wight that killed it. It doesn't have Drain Life or Wight Spawn and becomes clumsy 2 for as long as it is a wight spawn. If the creator of the wight spawn dies, the wight spawn becomes a full-fledged, autonomous wight; it regains its free will, gains Drain Life and Wight Spawn, and is no longer clumsy.

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Will-o'-Wisp

Malevolent balls of colored light, will-o'-wisps haunt lonely marshes and forests where they lure unsuspecting travelers into danger. Will-o'-wisps can vary the color and illumination they shed, and delight in mimicking bobbing lanterns or distant fires to draw lost or disoriented travelers off of safe trails. They can extinguish their illumination entirely to become invisible, and they enjoy doing so once their victims are wholly lost and have realized that the bobbing light in the distance isn't, in fact, leading them to safety. Even invisible, however, a will-o'-wisp rarely ventures far from its target, as it feasts upon the panic and dread felt by its victims.

Beneath its glow, a will-o'-wisp's body is a spongy ball approximately 1 foot in diameter and weighing less than 5 pounds. Although most will-o'-wisps are merely translucent, featureless orbs, gaining definition only in the shifting illumination they create, a few have dark mottling that makes them resemble a skull when viewed closely. Will-o'-wisps have no need for mundane nourishment, and in fact lack the ability to consume matter of any kind; they find all the sustenance they need in the terror of nearby creatures. For this reason, they like to work alongside undead that produce terror in their victims. Will-o'-wisps are long-lived, if not effectively immortal, and they have good memories. A cowed or defeated will-o'-wisp can be a good source of lore and information, though acquiring such cooperation from such a sinister monster is no easy feat.

Will-o'-wisps inhabit desolate swamps and forests and are generally active at twilight and after dark. They are therefore reluctant to lead victims into immediately fatal areas such as deadfalls, but instead prefer hazards where their victims suffer over a long time, such as pockets of stale or poisonous air, patches of quicksand, and dens of bigger monsters. According to will-o'-wisps, different types of fear have subtle differences in flavor. The lurking dread in the pit of the stomach that gnaws at those who slowly become aware of the fact that they're lost produces a much different taste than the sudden stark terror of imminent death in the face of a towering monster. Because of this, will-o'-wisps try to vary the ways in which they induce terror in their prey, to ensure they don't tire of certain flavors of fear.

WILL-O'-WISP — CREATURE 6

CE SMALL ABERRATION AIR

Perception +16; darkvision
Languages Aklo, Common
Skills Acrobatics +18, Deception +12, Intimidation +12, Stealth +16
Str –5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 27; **Fort** +10, **Ref** +16, **Will** +14
HP 50; **Immunities** magic
Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.
Magic Immunity A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet
Melee ❖ shock +17 (electricity, magical), **Damage** 2d8+4 electricity
Feed on Fear ❖ (concentrate); **Requirement** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp. **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.
Go Dark ❖ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

EYES OF THE DEAD

The elder goddess Nhimbaloth, the so-called "Empty Death," is said by many to be the source of all will-o'-wisps. Cultists of Nhimbaloth claim she has no true form, but is merely a presence that can be felt by all in danger of a pointless and futile death. These same cultists maintain that all will-o'-wisps are Nhimbaloth's eyes, and it is through these fear-devouring creatures that she looks upon all worlds from an eldritch realm beyond even the very concept of death.



Wolf Packs

Wolf packs claim and defend large swaths of territory, which they regularly patrol in search of both prey and competitors. It takes a pack roughly 10 days to cover the entire breadth of its territory, which can stretch for miles in any direction but usually adheres to natural terrain. Wolves keep claim over their territories by marking trees with their scent and howling to keep other packs away. If these warnings prove insufficient to drive off potential competitors, the pack attacks the intruders directly.

Wolf

Wolves roam forests, hills, and other wild lands, where they hunt in packs to beleaguer and surround their prey before going in for the kill. Like most predatory animals, wolves prefer to attack the weakest or most vulnerable prey they can find.

Wolf

Wolves live and hunt in packs, which, contrary to popular belief, are not led by the strongest in the group, but typically consist of a mated pair, their pups, and juvenile offspring from previous mating seasons. Offspring generally leave their parents' pack upon reaching maturity, at which point they seek out mates of their own to go form their own packs elsewhere.

Humanoids are not traditionally viewed as prey animals by wolves, but extraordinary circumstances can lead these animals to attack people, especially in winter months and other situations where traditional prey (deer and elk, mainly) is scarce. Some beings, such as powerful vampires, can call upon wolves to aid them in combat.

Wolf — Creature 1

N Medium Animal

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +5, Stealth +7, Survival +7
Str +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +2, **Cha** –2

AC 15; **Fort** +6, **Ref** +9, **Will** +5
HP 24

Speed 35 feet
Melee ❖ jaws +9, **Damage** 1d6+2 piercing plus Knockdown
Pack Attack The wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.



Dire Wolf

Much larger and more foul-tempered than their common cousins, dire wolves haunt primeval lands that accommodate their massive size and proportionately large hunting grounds and appetites. Orcs are fond of using dire wolves as mounts, finding their vicious tempers perfect for hunting and warfare.

Dire Wolf — Creature 3

N Large Animal

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +12, Stealth +8, Survival +10
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** –2

AC 18; **Fort** +11, **Ref** +8, **Will** +8
HP 50

Buck ↷ DC 20

Speed 35 feet
Melee ❖ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus Knockdown or Grab
Pack Attack The dire wolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wolf's allies.
Worry ❖ (attack); **Requirements** The dire wolf has a creature grabbed with its jaws. **Effect** The dire wolf fiercely shakes the grabbed creature with its teeth, dealing 1d10+2 damage (DC 20 basic Fortitude save).

Wraith

Wraiths are malevolent undead who drain life and shun light. Their shadowy, incorporeal forms are dotted with burning eyes that reflect their hatred for the living, and shadowy claws are weapon enough to steal the vitality from their enemies. A wraith may be created by foul necromancy, but more often they are the result of a hermitic murderer or mutilator who even in death could not give up their wicked ways. Further complicating the matter is the fact that wraiths multiply by consuming and transforming the living into more of their foul kind—meaning a handful of wraiths left unchecked can easily turn into a horde of darkness.

Wraiths weigh nothing and are unharmed by most physical attacks. They haunt any place where they can feed on the living, though their vulnerability to sunlight confines them to the shadowy places of the world—places where they can blend in seamlessly with their dark surroundings before silently engulfing their prey.

Wraiths may form packs with others of their kind in places where death and mayhem are commonplace—countrysides ravaged by war, metropolitan underworlds run by criminal overlords, or sites of fiendish cultic rituals. In these places, the living do well to tread with sunrods and powerful clerics in tow. Ruins, sewers, and abandoned buildings provide sanctuary for wraiths during the day, as the creatures hunt exclusively at night or in dark places. Wraiths are smart enough to take advantage of their incorporeality in combat, so they keep to tortuous caverns or structures with hallways and avoid open areas.

As they're formed purely of anti-life from the Negative Energy Plane, wraiths pervade that unholy realm. Within nations and civilizations ruled by the undead, wraiths have places of power as assassins and spies. They're among the ruling class in Geb, but have greater numbers in Ustalav, where packs of wraiths roam graveyards and misty trails, consuming the populations of entire villages. In other parts of the world, wraiths tend not to wander and limit their activity to smaller environs, typically just the site of their chosen haunting and its immediate surroundings.

WRAITH — CREATURE 6

LE MEDIUM INCORPOREAL UNDEAD WRAITH

Perception +14; darkvision, lifesense 60 feet

Languages Common, Necril

Skills Acrobatics +14, Intimidation +15, Stealth +14

Str –5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5

Lifesense (divination, divine) Wraiths sense the vital essence of living and undead creatures within the listed range.

AC 24; **Fort** +8, **Ref** +14, **Will** +14; +1 status to all saves vs. positive

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Sunlight Powerlessness A wraith caught in sunlight is stunned 2 and clumsy 2.

Attack of Opportunity ↻

Speed fly 40 feet

Melee ❖ spectral hand +17 (finesse), **Damage** 2d8+5 negative plus drain life

Drain Life (divine, necromancy) When the wraith damages a living creature with its spectral hand Strike, the wraith gains 5 temporary Hit Points and the creature must succeed at a DC 23 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 4.

Wraith Spawn (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the wraith that killed it. It doesn't have drain life or wraith spawn and becomes clumsy 2 for as long as it is a wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will, gains Wraith Spawn, and is no longer clumsy.

DREAD WRAITHS

Dread wraiths are much more powerful variants of the standard wraith. A dread wraith is a 9th-level creature that can drain the life from creatures via its mere presence. Often, a dread wraith commands a small group of normal wraiths, and in life may have been a bloodthirsty warlord or brutal general.



Xulgath Treasure

Xulgaths are relatively primitive, using tools and weapons of stone and other materials scavenged from the surface. These can replicate most simple and a few martial melee weapons, as well as simple thrown ranged weapons. An advanced tribe of xulgaths might be able to craft low-level magical talismans, such as a *potency crystal* or a *returning clasp*.

Xulgath

Reptilian humanoids who live in the uppermost reaches of the Darklands, xulgaths (known as troglodytes to many surface-dwelling folk) often attack intruders in their territory on sight. They live in simple familial communities, battling rival groups and other aggressive Darklands inhabitants in order to survive. They occasionally raid surface settlements, usually at the behest of cruel, bloodthirsty leaders who are often themselves in the thrall of more powerful creatures like nagas or demons. A typical xulgath has dull gray, dark gray, or ashen scales, with a long tail and bony protrusions that run the length of its spine. A typical xulgath is 5 feet tall and weighs 150 pounds.

Although today the xulgaths are brutal and scattered, they were one of the first intelligent humanoids to rise in the primeval world, once ruling over a mighty empire that stretched throughout the Darklands. Today, all that remains of this era are ruins of massive stone ziggurats and crumbling cities found within some of the larger caverns. Some groups of xulgaths continue to live among these ruins, venerating their ancestors' accomplishments, while others consider these areas taboo and leave them to become infested with Darklands vermin. Sages don't agree on why the ancient xulgath civilization fell. Some suspect it was the result of a loss of several wars waged against serpentfolk, while others suggest that the corruptive influence of demon worship rotted their culture from within.

Certainly, many xulgath settlements continue to worship demons to this day, paying homage and offering live sacrifices to terrible creatures from the Abyss. Occasionally, a xulgath shaman can call forth and bind a lesser demon to help serve the group, but a shaman who delves too deep into occultism might summon a more powerful fiend that either tears the xulgaths to pieces or enslaves them.



Xulgath Warrior

Xulgath warriors strike with fury and eager cruelty, always ready for the next fight. The taking of prizes from battle—including weapons and items stolen from defeated foes along with grislier trophies harvested from fallen victims' flesh—is a popular pursuit among these vicious reptiles, and those whose armor and scales are most adorned are awarded the greatest respect (and perhaps fear) from their kin.

Xulgath Warrior **Creature 1**

CE Medium Humanoid Xulgath

Perception +6; darkvision

Languages Draconic, Undercommon

Skills Athletics +7, Stealth +5

Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0

Items club, javelin (3)

AC 16; **Fort** +8, **Ref** +7, **Will** +4

HP 21

Stench (aura, olfactory) 30 feet. A creature that enters the area must attempt a DC 16 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a –5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a –2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all xulgaths' stenches for 1 minute.

Speed 25 feet

Melee ❖ club +9, **Damage** 1d6+4 bludgeoning

Melee ❖ jaws +9, **Damage** 1d6+4 piercing

Melee ❖ claw +9 (agile), **Damage** 1d4+4 slashing

Ranged ❖ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

Ranged ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+4 piercing

XULGATH SKULKER

Xulgath warrens are patrolled—some might say "haunted"—by the community's skulkers. These xulgaths specialize in stealth, striking swiftly from the shadows and otherwise ambushing foes.

XULGATH SKULKER — CREATURE 2

CE MEDIUM HUMANOID XULGATH

Perception +7; darkvision
Languages Draconic, Undercommon
Skills Acrobatics +8, Stealth +8, Thievery +8
Str +3, **Dex** +4, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items dagger (4)

AC 19; **Fort** +8, **Ref** +10, **Will** +5
HP 28
Stench (aura, olfactory) 30 feet. As xulgath warrior.
Stench Suppression ❖ A xulgath skulker can suppress its stench aura as a free action to better hide its presence. The skulker can resume its stench aura as a free action.

Speed 25 feet
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+3 piercing
Melee ❖ jaws +9, **Damage** 1d6+3 piercing
Melee ❖ claw +10 (agile, finesse), **Damage** 1d4+3 slashing
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Hidden Movement If a xulgath skulker starts its turn undetected by a creature or merely hidden from it, that creature is flat-footed against the skulker's attacks until the end of the skulker's turn.
Sneak Attack A xulgath skulker deals an additional 1d6 precision damage to flat-footed creatures.

XULGATH LEADER

Xulgath leaders are usually the strongest, most violent members of a community—although in some cases, particularly in larger groups, xulgath tribes are led by powerful demon cultists or other monsters who seek to use the xulgaths as servants or slaves.

XULGATH LEADER — CREATURE 3

CE MEDIUM HUMANOID XULGATH

Perception +9; darkvision
Languages Draconic, Undercommon
Skills Athletics +11, Intimidation +6, Stealth +6
Str +4, **Dex** +1, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items breastplate, greataxe, javelin (4)

AC 20; **Fort** +9, **Ref** +6, **Will** +9
HP 44
Stench (aura, olfactory) 30 feet. As xulgath warrior, but DC 19.

Speed 25 feet
Melee ❖ greataxe +11 (sweep), **Damage** 1d10+6 slashing plus Weakening Strike
Melee ❖ jaws +11, **Damage** 1d6+6 piercing plus Weakening Strike
Melee ❖ claw +11 (agile), **Damage** 1d4+6 slashing
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Weakening Strike ❖ The target must succeed at a DC 20 Fortitude save or become enfeebled 1 (or enfeebled 2 on a critical hit) for 1 round.



XULGATH SOCIETY

Xulgaths respect strength, and the leader of a community is usually the strongest of all of them. The leader's dominance is rarely questioned until a potentially stronger xulgath believes it's time for a change in rulership. The two xulgaths then face off in a fight to the death, with the victor claiming rule.

YETI TREASURE

Lone exiles of yeti clans have little use for treasure and leave the gear of their slain victims behind where it is quickly covered by snowfall. Clan-based yetis, on the other hand, create beautifully carved stonework, some of which they shape into protective talismans of rare beauty.

Yeti

Nearly a myth, the yeti is rarely seen—and even when it is, it is often too late. Yetis dwell amid the highest, most remote peaks of the world, coming down from their snowy mountain holds to raid, steal livestock, and sometimes feed their insatiable urges for slaughter and destruction. Those folks who live at the foot of a yeti-ruled mountain warn of the "abominable snowmen": monstrous, fur-covered humanoids who leave strange and bloody tracks in the snow.

Normally yetis seek to protect the world rather than hunt its other civilized denizens. They do so by lairing near eldritch portals that form links between the Material Plane and other, much stranger dimensions of reality. From within these snow-covered arches and ancient stone doorways, aliens, living nightmares, fiends, and worse can emerge through dimensional networks into the world. Yetis who guard these portals sometimes succumb to these horrors and are corrupted, taking on the bloodthirsty urges and horrific behaviors of the very monsters they strive to protect the world against. Yetis who manifest such violent tendencies are driven out of their clan and forced to wander the mountaintops alone, thus giving rise to the myth of the legendary abominable snowman. Forced to fend for themselves, these exiled yetis often fully embrace the corrupting elements that caused their exile in the first place, growing more powerful and more deadly as a result. The most vile of these yetis turn to cannibalism, not out of need, but out of a sheer joy at the terror they inflict upon their kin. Invariably such cannibalistic yetis attract the attention of wendigos, which makes a bad situation all the worse.



YETI CREATURE 5

UNCOMMON | N | LARGE | HUMANOID

Perception +15; darkvision, scent (imprecise) 30 feet

Languages Aklo

Skills Athletics +14, Stealth +12 (+15 in snow), Survival +11

Str +5, **Dex** +2, **Con** +4, **Int** –1, **Wis** +4, **Cha** –1

Snowblind When Hiding, the yeti is concealed by any snowfall, even if it's not thick enough to make other creatures concealed.

AC 21; **Fort** +15, **Ref** +11, **Will** +13; +4 status to all saves vs. fear and dreams

HP 115; **Immunities** cold; **Weaknesses** fire 10

Nightmare Guardian Yetis gain a +4 status bonus to saves against fear and against spells and abilities that affect dreams. A yeti that falls prey to a supernatural nightmare loses this ability and becomes permanently enraged, gaining a +1 status bonus to attack and damage rolls and a –1 status penalty to AC.

Vanish ↷ **Trigger** The yeti is hidden or undetected while not in combat, and a creature would observe it. **Effect** The yeti Strides or Climbs up to half its Speed to a location where it can Hide, then Hides. If its new Stealth check result meets or exceeds the triggering creature's Perception DC, the yeti remains hidden.

Speed 35 feet, climb 20 feet

Melee ❖ claw +15, **Damage** 2d10+5 slashing

Grisly Arrival ❖ (emotion, fear, mental); **Trigger** The yeti hits a creature in the first round of combat and the yeti was hidden from that creature at the start of combat. **Effect** Each enemy within 30 feet that witnesses the attack (including the target of the attack) must attempt a DC 23 Will save. On a failure, the creature is frightened 2; on a critical failure, it's frightened 4.

Rend ❖ claw

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Zaramuun

Zaramuuns are beings of elemental sand that hide in deserts and wastelands. They disguise themselves as massive dunes before rising up to attack living creatures. The most infamous zaramuuns kill any living creatures they find, but others simply rob their victims of all metal and stone possessions before fleeing. Although zaramuuns insist they are only reclaiming what was taken from their ancestral earth, this is simple self-delusion; most zaramuuns use their stolen goods as payment and material components to conjure fiends, for Zaramuuns were exiled from the Plane of Earth after worshipping fiends who promised to give them power over other elementals. This worship gradually transformed into servitude, and now many zaramuuns believe that if they send enough souls to their masters, they will be set free.

ZARAMUUN — CREATURE 16

CE LARGE EARTH ELEMENTAL

Perception +30; darkvision, tremorsense 60 feet

Languages Abyssal, Terran

Skills Athletics +31 (+35 to Disarm stone or metal objects), Religion +26, Stealth +27 (+30 in sandy terrain)

Str +9, **Dex** +5, **Con** +6, **Int** +0, **Wis** +5, **Cha** –1

AC 39; **Fort** +34, **Ref** +30, **Will** +25

HP 291; **Immunities** paralyzed, poison, sleep

Attack of Opportunity ↻

Speed 35 feet, burrow 35 feet; sand glide

Melee ❖ fist +33, **Damage** 4d12+13 bludgeoning

Ranged ❖ rock or metal debris +29 (range increment 120 feet), **Damage** 4d8+13 bludgeoning

Divine Innate Spells DC 37, attack +31; **8th** *dimensional anchor* (at will); **6th** *disintegrate, spirit blast*; **4th** *suggestion* (at will); **Constant (8th)** *dimensional anchor*

Divine Rituals DC 37; *planar ally*

Dune ❖ (concentrate); Until the next time it acts, the zaramuun appears to be a sand dune. It has an automatic result of 47 (50 in sandy terrain) on Deception and Stealth checks and DCs to pass as a sand dune. Any creature that walks onto the zaramuun moves into its body and is Engulfed.

Engulf ❖❖ DC 35, 4d12 bludgeoning damage and *dimensional anchor*, Escape DC 32, Rupture 28

Raking Sand ❖ **Requirements** The zaramuun hit with a melee Strike with its last action, or it has a creature Engulfed. **Effect** The zaramuun attempts to Disarm one primarily metal or stone object from the Struck or Engulfed creature and casts its innate *dimensional anchor* on the target creature.

Sand Glide The zaramuun can Burrow through sand and dirt (but not stone) at its full burrow Speed, leaving no tunnel or sign of its passing. Any Engulfed creatures are left behind when it Burrows. Loose sand and scree are not difficult terrain for a zaramuun.

Sandblast ❖❖ (earth); The zaramuun sprays a blast of sand that deals 11d10 slashing damage to all creatures in a 60-foot line (Reflex DC 38). It can't Sandblast again for 1d4 rounds.

- **Critical Success** No effect.
- **Success** Half damage.
- **Failure** Full damage.
- **Critical Failure** Full damage and blinded for 1 round.

Zaramuun Treasure

Zaramuuns collect treasure from mortals they have robbed or sacrificed. They are attracted to gems, rare metals, and potent pieces of crafted earth, particularly powerful magic items associated with the Plane of Earth.



CREATING ZOMBIES

To create a zombie creature, start with a zombie of the appropriate size. Then add any Strikes, Speeds, or other abilities it would gain from its shape. To create a Gargantuan zombie, begin with the zombie hulk, apply the elite adjustments, change its size to Gargantuan, and increase its reach by 5 feet.



ZOMBIE

A zombie's only desire is to consume the living. Unthinking and ever-shambling harbingers of death, zombies stop only when they're destroyed.

ZOMBIE ABILITIES

You can modify zombies with the following zombie abilities. Most zombies have one of these abilities; If you give a zombie more, you might want to increase its level and adjust its statistics.

Disgusting Pustules (disease, necromancy) The zombie is covered in pustules that rupture when it takes any piercing damage or any critical hit. In either case, adjacent creatures are hit with vile fluid, causing them to become sickened 1 unless they succeed at a Fortitude save.

Feast ❖❖ (manipulate) If the zombie is adjacent to a helpless or unconscious creature, or a deceased creature that died in the past hour, the zombie can feast upon its flesh to heal itself. This restores an amount of Hit Points equal to the zombie's level. If the creature is alive, the zombie deals damage equal to its jaws, fist, or claw damage.

Plague-Ridden (disease, necromancy) The zombie carries a plague that can create more of its own kind. This functions as the plague zombie's zombie rot, except at stage 5, the victim rises as another of the zombie's type, rather than a plague zombie.

Rotting Aura (aura, disease, necromancy) The zombie emits an aura of rot and disease that causes wounds to fester and turn sour. Any living creature that starts its turn within 10 feet of the zombie and is not at full Hit Points takes 1d6 damage as its wounds fester. This damage increases by 1d6 for every 6 levels the zombie has. Creatures that take a critical hit from the zombie also take this damage immediately.

Unkillable This zombie is nigh unkillable. The zombie loses its weakness to slashing and gains resistance against all damage equal to its level (minimum 3), and it gains weakness equal to twice its level (minimum 6) to critical hits. Increase the zombie's level by 1 if you give it this ability.

ZOMBIE SHAMBLER

A zombie shambler is a slow-moving horror dangerous in larger groups.

ZOMBIE SHAMBLER — CREATURE -1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +0; darkvision

Skills Athletics +5

Str +3, **Dex** –2, **Con** +2, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee ❖ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

jaws ❖ (attack); **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

PLAGUE ZOMBIE

Plague zombies are infested with hideous contagions.

PLAGUE ZOMBIE — CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +3; darkvision

Skills Athletics +7

Str +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

Slow As zombie shambler.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

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HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ❖ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

jaws ❖ (attack); As zombie shambler, but with an attack bonus of +9 that deals 1d12+4 piercing damage. A creature damaged by the jaws is exposed to zombie rot.

Zombie Rot (disease, necromancy); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

ZOMBIE BRUTE

Necromantic augmentations have granted this zombie increased size and power.

ZOMBIE BRUTE CREATURE 2

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2

Slow As zombie shambler.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ❖ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

ZOMBIE HULK

These towering horrors are animated from the corpses of monstrosities.

ZOMBIE HULK CREATURE 6

NE HUGE MINDLESS UNDEAD ZOMBIE

Perception +8; darkvision

Skills Athletics +18

Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2

Slow As zombie shambler.

AC 21; **Fort** +16, **Ref** +9, **Will** +12

HP 160, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ❖ hunk of meat +17 (reach 15 feet), **Damage** 2d10+9 bludgeoning

Ranged ❖ hunk of meat +9 (thrown 10 feet), **Damage** 2d10+9 bludgeoning

Ranged ❖ corpse +17 (brutal, range increment 30 feet), **Damage** 2d6+9 bludgeoning

Corpse Throwing A zombie hulk can throw corpses at foes. While any Medium dead body will do, they sometimes throw zombie shamblers, who take just as much damage from being thrown as the target they hit. A thrown shambler lands prone, but if it's not destroyed, it can rise and use other actions normally.

Wide Swing ❖ The zombie hulk makes a hunk of meat Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the zombie hulk's multiple attack penalty.

RISEN FROM THE GRAVE

Zombies are often created using unwholesome necromantic rituals. Among the living dead, zombies are most often used as fodder, wearing down defenses and consuming resources before more powerful undead arrive to deal the killing blow. Zombies cannot speak or really even think for themselves, but they can be commanded by other allied undead and powerful necromancers.





Ability Glossary

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

All-Around Vision This monster can see in all directions simultaneously, and therefore can't be flanked.

Aquatic Ambush ❖ Requirements The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet. **Effect** The monster moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, the monster makes a Strike against it. The creature is flat-footed against this Strike.

Attack of Opportunity ↷ Trigger A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots.

Aura A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn in the aura or when creatures enter the aura.

If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round.

The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster' frightful presence if they have been around each other for a long time.

Buck ↷ Most monsters that serve as mounts can attempt to buck off unwanted or annoying riders, but most mounts will not use this reaction against a trusted creature unless the mounts are spooked or mistreated. **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster. **Effect** The triggering creature must succeed at a Reflex saving throw against the listed DC or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

Catch Rock ↷ Requirements The monster must have a free hand but can Release anything it's holding as part of this reaction. **Trigger** The monster is targeted with a thrown rock Strike or a rock would fall on the monster. **Effect** The monster gains a +4 circumstance bonus to its AC against the triggering attack or to any defense against the falling rock. If the attack misses or the monster successfully defends against the falling rock, the monster catches the rock, takes no damage, and is now holding the rock.

Change Shape ❖ (concentrate, [magical tradition], polymorph, transmutation) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Constant Spells A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

Constrict ❖ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

Coven (divination, mental, occult) This monster can form a coven with two or more other creatures who also have the coven ability. This involves performing an 8-hour ceremony with all prospective coven members. After the coven is formed, each of its members gains elite adjustments (page 6), adjusting their levels accordingly. Coven members can sense other members' locations and conditions by spending a single action, which has the concentrate trait, and can sense what another coven member is sensing as a two-action activity, which has the concentrate trait as well.

Covens also grant spells and rituals to their members, but these can be cast only in cooperation between three coven members who are all within 30 feet of one another. A coven member can contribute to a coven spell with a single-action spellcasting activity that has a single verbal component. If two coven members have contributed these actions within the last round, a third member can cast a coven spell on her turn by spending the normal spellcasting actions. A coven can cast its coven spells an unlimited number of times but can cast only one coven spell each round. All covens grant the 8th-level *baleful polymorph* spell and all the following spells, which the coven can cast at any level up to 5th: *augury*, *charm*, *clairaudience*, *clairvoyance*, *dream message*, *illusory disguise*, *illusory scene*, *prying eye*, and *talking corpse*. Individual creatures with the coven ability

also grant additional spells to any coven they join. A coven can also cast the *control weather* ritual (*Core Rulebook* 411), with a DC of 23 instead of the standard DC.

If a coven member leaving the coven or the death of a coven member brings the coven below three members, the remaining members keep their elite adjustments for 24 hours, but without enough members to contribute the necessary actions, they can't cast coven spells.

Darkvision A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Disease When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions found on page 457 of the *Pathfinder Core Rulebook*.

Engulf ❖❖ The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails this save. If a creature succeeds at its save, it can choose to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can attempt to Engulf the same creature only once in a single use of Engulf. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It is grabbed, is slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the swallowing monster's space.

If the monster dies, all creatures it has engulfed are automatically released as the monster's form loses cohesion.

Fast Healing A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

Ferocity ↷ **Trigger** The monster is reduced to 0 HP. **Effect** The monster avoids being knocked out and remains at 1 HP, but its wounded value increases by 1. When it is wounded 3, it can no longer use this ability.

Frightful Presence (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Grab ❖ **Requirements** The monster's last action was a success with a Strike that lists Grab in its damage entry, or it has a creature grabbed using this action. **Effect** The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it. A grabbed creature can use the Escape action to get out of the grab, and the Grab ends for a grabbed creatures if the monster moves away from it.

Greater Constrict ❖ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC. A creature that fails this save falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Greater Constrict for 1 minute.

Improved Grab, Improved Knockdown, or Improved Push ◆ The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

Knockdown ❖ **Requirements** The monster's last action was a success with a Strike that lists Knockdown in its damage entry. **Effect** The monster knocks the target prone.

Lifesense Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

Light Blindness When first exposed to bright light, the monster is blinded until the end of its next turn. After this exposure, light doesn't blind the monster again until after it spends 1 hour in darkness. However, as long as the monster is in an area of bright light, it's dazzled.

Low-Light Vision The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions found on page 457 of the *Pathfinder Core Rulebook*.

Push ❖ **Requirements** The monster's last action was a success with a Strike that lists Push in its damage entry. **Effect** The monster automatically knocks the target away from the monster. Unless otherwise noted in the ability description, the creature is pushed 5 feet. If the attack was a critical hit, this distance is doubled.

Regeneration This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its



regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

Rend ❖ A Rend entry lists a Strike the monster has. **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round. **Effect** The monster automatically deals that Strike's damage again to the enemy.

Retributive Strike ↷ **Trigger** An enemy damages the monster's ally, and both are within 15 feet of the monster. **Effect** The ally gains resistance to all damage against the triggering damage equal to 2 + the monster's level. If the foe is within reach, the monster makes a melee Strike against it.

Scent Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Shield Block ↷ **Trigger** The monster has its shield raised and takes damage from a physical attack. **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

Sneak Attack When the monster Strikes a creature that has the flat-footed condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged weapon attack, it also deals the listed precision damage. For a ranged attack with a thrown weapon, that weapon must also be an agile or finesse weapon.

Swallow Whole ❖ (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the grabbed creature's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer grab a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature grabbed in the monster's mouth or jaws. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

Swarm Mind This monster doesn't have a single mind (typically because it's a swarm of smaller creatures), and is immune to mental effects that target only a specific number of creatures. It is still subject to mental effects that affect all creatures in an area.

Telepathy (aura, divination, magical) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

Throw Rock ❖ The monster picks up a rock within reach or retrieves a stowed rock and throws it, making a ranged Strike.

Trample ❖❖❖ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

Tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

Wavesense This sense allows a monster to feel vibrations caused by movement through a liquid. It's an imprecise sense with a limited range (listed in the ability). Wavesense functions only if monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

Creature Traits

Some of these traits appear in the *Pathfinder Core Rulebook*, while others are new to this book.

Rarity Traits

Unless the creature is common, its trait list starts with a rarity trait. Creatures that don't start with a rarity trait have the common rarity.

Common A creature of this rarity is generally known and can be summoned with the appropriate *summon* spell.

Uncommon Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 2.

Rare As the name suggests, these creatures are rare. They

typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 5.

Unique A creature with this rarity is one of a kind. The DC of Recall Knowledge checks related to this creature is increased by 10.

ALIGNMENT TRAIT ABBREVIATION

Following any listed rarity trait is one of nine alignment trait abbreviations. They are listed below with the alignment traits that these abbreviations represent. General descriptions of alignments are found on pages 28–29 of the *Pathfinder Core Rulebook*.

CE Chaotic and evil
CG Chaotic and good
CN Chaotic and neutral
LG Lawful and good
LE Lawful and evil
LN Lawful and neutral
N Neutral
NE Neutral and evil
NG Neutral and good

SIZE

After any listed rarity trait and the alignment abbreviation, each creature has its size listed before its traits.

Gargantuan This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid), but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they are tall, or 15 feet if they are long, but larger ones could have a much longer reach.

Huge A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

Large A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.

Medium A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Small A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Tiny A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.

OTHER TRAITS

After any rarity traits, the alignment abbreviation, and the size trait, each creature's trait line lists all other traits the creature has in alphabetical order. The following is a list of those traits found in the book.

Aberration Aberrations are creatures from beyond the planes or corruptions of the natural order.

Acid Effects with this trait deal acid damage. Creatures with this trait have a magical connection to acid.

WEAPON TRAITS

The creatures in this book use one new trait—brutal—and list the finesse trait differently. The bonuses from these traits are already included in creatures' statistics, but the traits are still shown because they're relevant for the clumsy and enfeebled conditions.

Brutal: A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

Finesse: This melee attack is Dexterity-based. Even if a weapon normally has the finesse trait, this trait is omitted in the Strike entry if the monster is applying its Strength.

Aeon These monitors are the self-styled defenders of reality. Traditional aeons have dualistic natures and forms, and they hold a dichotomy of interests, though axiomites and inevitables do not. Aeons other than axiomites and inevitables communicate via a strange telepathic hodgepodge of sensory sending called envisioning.

Air Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or in areas without air. Creatures with this trait consist primarily of air or have a magical connection to that element.

Amphibious An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

Angel This family of celestials is native to the plane of Nirvana. Most angels are neutral good, have darkvision, and have a weakness to evil damage.

Animal An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence modifier above –4, can't speak languages, and can't be trained in Intelligence-based skills.

Aquatic Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

Archon Members of this family of celestials are the protectors of Heaven and are lawful good. They have darkvision and a weakness to evil damage.

Astral Astral creatures are native of the Astral Plane. They can survive the basic environmental effects of the Astral Plane.

Azata This family of celestials is native to Elysium. They are chaotic good and have darkvision and a weakness to evil and cold iron.

Beast A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

Boggard Boggards are frog-like humanoids. They typically have darkvision.

Caligni These subterranean people have darkvision, and some have powers to create darkness.

Catfolk Catfolk are humanoids with feline features.

Celestial Creatures that hail from or have a strong connection to the good-aligned planes are called celestials. Celestials



can survive the basic environmental effects of planes in the Outer Sphere.

Changeling These humanoids are the children of hags and members of other humanoid ancestries.

Cold Effects with this trait deal cold damage. Creatures with this trait have a magical connection to cold.

Construct A construct is an artificial creature empowered by a force other than necromancy. Constructs are often mindless; they are immune to bleed damage, death effects, disease, healing, necromancy, nonlethal attacks, poison, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

Daemon A family of fiends spawned on the desolate plane of Abaddon, most daemons are neutral evil. They typically have darkvision and weakness to good damage.

Demon A family of fiends hailing from the Abyss, most demons are chaotic evil. Most demons have darkvision.

Dero This family of humanoids are the descendants of fey creatures that fell into darkness and confusion after being abandoned in the Darklands. They are immune to confusion and vulnerable to sunlight.

Devil A family of fiends from Hell, most devils are lawful evil. They typically have greater darkvision, immunity to fire, and telepathy.

Dhampir These humanoids are the immortal offspring of vampires and members of other ancestries.

Dinosaur These reptiles have survived from prehistoric times.

Dragon Dragons are reptilian creatures, often winged or with the power of flight. Most are able to use a breath weapon and are immune to sleep and the paralyzed condition.

Drow Subterranean kin of the elves, drow typically have darkvision and inborn magical abilities.

Duergar Subterranean kin of the dwarves, duergars typically have darkvision and immunity to poison. They are not easily fooled by illusions.

Earth Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a magical connection to that element.

Electricity Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.

Elemental Elementals are creatures directly tied to an element and are native to the Elemental Planes. Elementals don't need to breathe.

Elf A creature with this trait is a member of the elf ancestry. Elves are mysterious people with rich traditions of magic and scholarship who typically have low-light vision. An ability with this trait can be used or selected only by elves. A weapon with this trait is created and used by elves.

Ethereal Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

Fey Creatures of the First World are called the fey.

Fiend Creatures that hail from or have a strong connection to the evil-aligned planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

Fire Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait are primarily constituted of fire or have a magical connection to that element.

Fungus Fungal creatures have the fungus trait. They are distinct from normal fungi.

Genie The diverse families of genies hold positions of prominence on the Elemental Planes. They have powerful magical abilities.

Ghost Lost souls that haunt the world as incorporeal undead are called ghosts.

Ghoul Ghouls are vile undead creatures that feast on flesh.

Giant Giants are massive humanoid creatures.

Gnoll Gnolls are humanoids that resemble hyenas.

Goblin A creature with this trait can come from multiple groups of creatures, including goblins, hobgoblins, and bugbears. Goblins tend to have darkvision. An ability with this trait can be used or chosen only by goblins. A weapon with this trait is created and used by goblins.

Golem Golems are a special type of construct. Golems are immune to almost all magic, but most have a weakness to certain spells.

Gremlin Cruel and mischievous fey, gremlins have acclimated to life on the Material Plane.

Hag These creatures are malevolent spellcasters who form covens.

Halfling A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers considered to be lucky. An ability with this trait can be used or selected only by halflings. A weapon with this trait is created and used by halflings.

Human A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans.

Humanoid Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

Incorporeal An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1. Corporeal creatures can pass through an incorporeal creature, but they can't end their movement in its space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance

against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

Inevitable These constructed aeons were created by the axiomites. Each type of inevitable is dedicated to a specific task. Most inevitables have weakness to chaotic damage.

Kobold Kobolds are reptilian humanoids who are usually Small and typically have darkvision.

Leshy Leshys are small plant creatures, roughly humanoid in form.

Lizardfolk Lizardfolk are a family of reptilian humanoids.

Magical Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic.

Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

Merfolk These aquatic humanoids have an upper body similar to a human and a lower body similar to a fish.

Mindless A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability modifiers are –5. They are immune to all mental effects.

Monitor Creatures that hail from or have a strong connection to the neutrally aligned planes are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

Mummy A mummy is an undead creature created from a preserved corpse.

Mutant The monster has mutated or evolved, granting it unusual benefits, drawbacks, or both.

Nymph This family of beautiful fey creatures has strong ties to natural locations.

Ooze Oozes are creatures with simple anatomies. They tend to have low mental ability scores and immunity to mental effects and precision damage.

Orc A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An ability with this trait can be used or selected only by orcs. An item with this trait is created and used by orcs.

Plant Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Those that manipulate plants have no effect in an area with no plants.

Protean A family of monitors spawned within the Maelstrom, these creatures are guardians of disorder and are chaotic neutral. They typically have darkvision, an amorphous anatomy, and a weakness to lawful damage.

Psychopomp A family of monitors spawned within the Boneyard to convey souls to the Outer Planes, most psychopomps are true neutral. They typically have darkvision, lifesense, and spirit touch, and they are immune to death effects.

Rakshasa Reincarnations of evil souls, rakshasas are fiends that live on the Material Plane.

Ratfolk Ratfolk are humanoids who resemble rats.

Sea Devil Evil ocean-dwelling humanoids, sea devils usually have darkvision and wavesense.

Skeleton This undead is made by animating a dead creature's skeleton with negative energy.

Soulbound These constructs are mentally augmented by a fragment of a once-living creature's soul.

Spirit Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.

Sprite A family of diminutive winged fey with a strong connection to primal magic.

Swarm A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures, and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons).

Tengu Tengu are humanoids who resemble birds.

Troll Trolls are giant, brutish creatures and are well known for their ability to regenerate.

Undead Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy, are healed by negative energy, and don't benefit from healing effects.

Vampire Undead creatures who thirst for blood, vampires are notoriously versatile and hard to destroy.

Water Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait are primarily constituted of water or have a magical connection to the element.

Werecreature These shapechanging creatures either are naturally able to shift between animal, humanoid, and hybrid forms or are afflicted with a curse that forces them to shift involuntarily.

Xulgath These subterranean reptilian creatures tend to have darkvision and smell awful.

Zombie These undead are mindless rotting corpses that hunger for living flesh.

New Rituals

Some creatures from the Outer Planes can use special rituals to call their kin or transport themselves to another plane. These are the rituals used by angels, demons, and devils.

Abyssal Pact — Ritual 1

UNCOMMON CONJURATION

Cast 1 day

Primary Check Religion (expert; you must be a demon)

You call in a favor from another demon whose level is no more than double *Abyssal pact*'s spell level, two demons whose levels are each at least 2 less than double the spell level, or three demons whose levels are each at least 3 less than double the spell level.

Critical Success You conjure the demon or demons. They are eager to pursue the task, so they don't ask for a favor.
Success You conjure the demon or demons. They are not eager to pursue the task, so they require a favor in return.
Failure You don't conjure any demons.
Critical Failure The demon or demons are angry that you disturbed them. They appear before you, but they immediately attack you.

ANGELIC MESSENGER RITUAL 1

UNCOMMON CONJURATION
Cast 1 day
Primary Check Religion (expert; you must be an angel)

You transport yourself to either a celestial plane or a world on the Material Plane where worshippers of your patron can be found. You must be of no higher level than double *angelic messenger*'s spell level.
Critical Success As success, but if you've never visited that plane or world before, you appear right in front of the message's intended recipient.
Success You arrive on the target plane or world at the last location you visited on that plane or world, or to a random location within 10d10 miles of your message's intended recipient if you've never visited that plane or world before.
Failure You don't travel.
Critical Failure You accidentally travel to the wrong plane, possibly a dangerous plane.

INFERNAL PACT RITUAL 1

UNCOMMON CONJURATION
Cast 1 day
Primary Check Religion (expert; you must be a devil)

You make an appeal to a powerful devil, asking it to bind some of its subordinates to your service. If you succeed, the devil sends you its choice of one devil whose level is no more than double *infernal pact*'s level, two devils whose levels are each at least 2 less than double the spell level, or three devils whose levels are each at least 3 less than double the spell level.
Critical Success The devils are sent to you and serve you for 1d4 weeks.
Success The devils are sent to you and serve you for 1d4 days.
Failure Your request is denied.
Critical Failure Not only is your request denied, but the powerful devil sends word of its displeasure to your master.

New Languages

Some creatures in this book speak languages not found on page 65 of the *Pathfinder Core Rulebook*. The languages are listed below.

TABLE: UNCOMMON LANGUAGES

Language	Speakers
Alghollthu	Alghollthus and their thralls
Amurrun	Catfolk
Arboreal	Arboreals and other plant creatures
Boggard	Boggards
Caligni	Calignis
Cyclops	Cyclops
Daemonic	Daemons
Iruxi	Lizardfolk
Protean	Proteans
Requian	Psychopomps
Sphinx	Sphinxes
Utopian	Axiomites and inevitables

Creatures by Type

The following lists organize the creatures by their most important type, subdivided by level. A superscript "U" indicates that a creature is uncommon, "R" that it's rare, and "Uq" that it's unique.

ABERRATION

Level 1 reefclaw; **Level 2** sinspawn; **Level 3** grothlut, rust monster, web lurker; **Level 4** faceless stalker, mimic, otyugh; **Level 5** cloaker, gibbering mouther; **Level 6** drider, will-o'-wisp; **Level 7** alghollthu master[U], chuul, dark naga[U]; **Level 8** brain collector[U]; **Level 10** guardian naga[U], gug, nilith, ofalth, roper[U]; **Level 12** gogiteth; **Level 14** grikkitog, veiled master[R]; **Level 15** quelaunt; **Level 18** shoggoth[R]; **Level 20** baomal

ANIMAL

Level –1 bloodseeker, eagle, flash beetle, giant centipede, giant rat, guard dog, viper; **Level 0**, riding pony, spider swarm; **Level 1** ball python, electric eel, giant gecko, goblin dog, hunting spider, hyena, rat swarm, riding dog, riding horse, vampire bat swarm, velociraptor, war pony, wolf; **Level 2** boar, crocodile, deinonychus, giant bat, giant monitor lizard, giant viper, leopard, pteranodon, slurk, war horse; **Level 3** ankhrav, bunyip, centipede swarm, dire wolf, giant mantis, giant scorpion, giant wasp, gorilla, grizzly bear, hyaenodon, lion; **Level 4** daeodon, giant stag beetle, great white shark, griffon, scorpion swarm, tiger, wasp swarm; **Level 5** giant moray eel, giant frilled lizard; **Level 6** ankylosaurus, cave bear, giant tarantula, smilodon; **Level 7** elephant, quetzalcoatlus, stegosaurus; **Level 8** bulette, giant anaconda, giant octopus, hive mother[U], krooth, megaprimatus, triceratops; **Level 9** deinosuchus, megalodon[U], roc; **Level 10** brontosaurus, mammoth, tyrannosaurus; **Level 11** deadly mantis, goliath spider; **Level 12** sea serpent[U]; **Level 13** purple worm; **Level 15** azure worm[U]

ASTRAL

Level 12 shining child

BEAST

Level 2 warg; **Level 3** centaur, cockatrice, giant eagle, pegasus; **Level 4** gargoyle, owlbear, poracha[U]; **Level 5** basilisk, ether spider, winter wolf; **Level 6** hydra, lamia, manticore; **Level 7** remorhaz[U]; **Level 8** chimera[U], lamia matriarch, sphinx; **Level 12** cauthooj, shuln[R]; **Level 15** mukradi, phoenix[R]; **Level 17** wendigo[U]; **Level 18** crimson worm[R], kraken[U], simurgh[R]

CELESTIAL

Level 1 cassisian, lantern archon, lyrakien; **Level 4** gancanagh, horned archon; **Level 6** choral; **Level 7** legion archon, lillend;

Level 8 balisse; **Level 10** shield archon; **Level 13** ghaele; **Level 14** astral deva

CONSTRUCT

Level –1 animated broom; **Level 0** homunculus; **Level 2** animated armor, soulbound doll; **Level 3** animated statue; **Level 7** giant animated statue; **Level 8** flesh golem[U]; **Level 9** alchemical golem[U]; **Level 10** clay golem[U]; **Level 11** stone golem[U]; **Level 13** iron golem[U]; **Level 18** adamantine golem[R]; **Level 19** guthallath[R]

DRAGON

Level 2 faerie dragon[U]; **Level 3** river drake; **Level 5** flame drake; **Level 6** jungle drake, wyvern, young white dragon; **Level 7** frost drake, young black dragon, young brass dragon; **Level 8** desert drake, young copper dragon, young green dragon; **Level 9**, dragon turtle, young blue dragon, young bronze dragon; **Level 10** adult white dragon, young red dragon, young silver dragon; **Level 11** adult black dragon, adult brass dragon, young gold dragon; **Level 12** adult copper dragon, adult green dragon; **Level 13** adult blue dragon, adult bronze dragon; **Level 14** adult red dragon, adult silver dragon, crag linnorm[U]; **Level 15** adult gold dragon, ancient white dragon[U]; **Level 16** ancient black dragon[U], ancient brass dragon[U]; **Level 17** ancient copper dragon[U], ancient green dragon[U], ice linnorm[U]; **Level 18** ancient blue dragon[U], ancient bronze dragon[U]; **Level 19** ancient red dragon[U], ancient silver dragon[U]; **Level 20** ancient gold dragon[U], tarn linnorm[U]; **Level 21** tor linnorm[U]

ELEMENTAL

Level 1 air mephit, earth mephit, fire mephit, water mephit; **Level 3**, brine shark, cinder rat, sod hound, zephyr hawk; **Level 4** janni; **Level 5** living landslide, living waterfall, living whirlwind, living wildfire, djinni[U]; **Level 7** invisible stalker, quatoid, salamander, shaitan[U], xorn; **Level 9** efreeti[U], firewyrm, marid[U], stone mauler, storm lord, tidal master; **Level 11** elemental avalanche, elemental hurricane, elemental inferno, elemental tsunami; **Level 14** uthul; **Level 16** zaramuun

ETHEREAL

Level 5 ether spider

FEY

Level –1 mitflit, sprite; **Level 0** pugwampi; **Level 1** grig, jinkin, naiad; **Level 3** dryad, unicorn; **Level 4** pixie, satyr; **Level 5** redcap; **Level 6** elananx; **Level 7** naiad queen[U]; **Level 12** gimmerling[U]; **Level 13** dryad queen[U]

FIEND

Level 0 lemure; **Level 1** cacodaemon, imp, quasit; **Level 3** hell hound; **Level 4** barghest; **Level 5** barbazu, dandasuka; **Level 6** ceustodaemon, nightmare; **Level 7** greater barghest[U], succubus; **Level 8** erinys; **Level 9** leukodaemon, nessian warhound, night hag, vrock; **Level 10** phistophilus, raja rakshasa; **Level 11** greater nightmare; **Level 13** glabrezu, gelugon; **Level 16** astradaemon, shemhazian; **Level 17** marilith; **Level 20**, balor, pit fiend; **Level 25** Treerazer[Uq]

FUNGUS

Level 9 drakauthix; **Level 19** terotricus[R]; **Level 21** mu spore

GIANT

Level 3 ogre warrior; **Level 4** ogre glutton; **Level 5** cyclops[U], troll; **Level 6** ettin; **Level 7** hill giant, ogre boss; **Level 8** stone giant; **Level 9** frost giant; **Level 10** fire giant, troll king; **Level 11** cloud giant; **Level 12** great cyclops[U]; **Level 13** storm giant; **Level 16** rune giant[U]

HUMANOID

Level –1 goblin warrior, kobold warrior; **Level 0** duergar sharpshooter, orc brute; **Level 1** boggard scout, caligni dancer, catfolk pouncer, deep gnome scout, drow fighter, duergar bombardier, goblin commando, goblin pyro, goblin war chanter, hobgoblin soldier, kobold scout, lizardfolk defender, lizardfolk scout, merfolk warrior, orc warrior, xulgath warrior; **Level 2** boggard warrior, bugbear thug, caligni creeper, deep gnome warrior, dero stalker, dhampir wizard, drow rogue, duergar taskmaster, gnoll hunter, kobold dragon mage, lizardfolk stargazer, merfolk wavecaller, orc warchief, sea devil scout, tengu, wererat, xulgath skulker; **Level 3** boggard swampseer, bugbear tormentor, dero strangler, doppelganger[U], dream may exile, drow priestess, gnoll cultist, sea hag, tiefling adept, werewolf, xulgath leader; **Level 4** caligni stalker, duskwalker ghost hunter, gnoll sergeant, green hag, hobgoblin archer, minotaur, ratfolk grenadier, sea devil brute, werebear[U]; **Level 5** aasimar redeemer, deep gnome rockwarden, dero magister[U], harpy, yeti[U]; **Level 6** annis hag, hobgoblin general, sea devil baron; **Level 7** medusa

MONITOR

Level 1 arbiter, nosoi, voidworm; **Level 7** naunet; **Level 8** axiomite; **Level 12** kolyarut; **Level 15** morrigna; **Level 17** keketar; **Level 20** pleroma

OOZE

Level 1 sewer ooze; **Level 3** gelatinous cube; **Level 5** ochre jelly; **Level 7** black pudding

PLANT

Level 0 leaf leshy; **Level 1** gourd leshy; **Level 2** fungus leshy; **Level 3** snapping flytrap; **Level 4** arboreal warden; **Level 6** awakened tree, shambler; **Level 8** arboreal regent; **Level 10** dezullon, giant flytrap; **Level 15** wemmuth

UNDEAD

Level –1 skeleton guard, zombie shambler; **Level 1** ghoul, plague zombie; **Level 2** ghast, skeletal champion, skeletal horse, zombie brute; **Level 3** skeletal giant, wight; **Level 4** ghost commoner, shadow, vampire spawn rogue; **Level 5** poltergeist; **Level 6** mummy guardian, vampire count, wraith, zombie hulk; **Level 7** dullahan[U], skeletal hulk; **Level 9** mummy pharaoh[R], vampire mastermind[U]; **Level 10** ghost mage, graveknight; **Level 12** lich[R]; **Level 15** demilich[R]; **Level 16** lesser death[R], warsworn[U]; **Level 17** banshee[U]; **Level 18** skulltaker[U]; **Level 21** Grim Reaper[Uq]

Creatures by Level

The following tables present every single stat block in the *Bestiary* organized by level. Each entry also details the creature's category, showing under which entry it can be found and the general group it belongs to, its type trait, which is useful for summoning and some other abilities, along with the creature's rarity and page number.

Creature	Level	Category	Type Trait	Rarity	Page
Animated broom	–1	Animated object	Construct	Common	20
Bloodseeker	–1	Bloodseeker	Animal	Common	42
Eagle	–1	Eagle	Animal	Common	141
Flash beetle	–1	Beetle	Animal	Common	41
Giant centipede	–1	Centipede	Animal	Common	61
Giant rat	–1	Rat	Animal	Common	276
Goblin warrior	–1	Goblin	Humanoid	Common	180
Guard dog	–1	Dog	Animal	Common	102
Kobold warrior	–1	Kobold	Humanoid	Common	212
Mitflit	–1	Gremlin	Fey	Common	192
Skeleton guard	–1	Skeleton	Undead	Common	298
Sprite	–1	Sprite	Fey	Common	308
Viper	–1	Snake	Animal	Common	302
Zombie shambler	–1	Zombie	Undead	Common	340
Duergar sharpshooter	0	Duergar	Humanoid	Common	138
Homunculus	0	Homunculus	Construct	Common	208
Leaf leshy	0	Leshy	Plant	Common	218
Lemure	0	Devil	Fiend	Common	86
Orc brute	0	Orc	Humanoid	Common	256
Pugwampi	0	Gremlin	Fey	Common	193
Riding pony	0	Horse	Animal	Common	209
Spider swarm	0	Spider	Animal	Common	306
Arbiter	1	Aeon	Monitor	Common	8
Air mephit	1	Elemental, mephit	Elemental	Common	150
Ball python	1	Snake	Animal	Common	302
Boggard scout	1	Boggard	Humanoid	Common	44
Cacodaemon	1	Daemon	Fiend	Common	70
Caligni dancer	1	Caligni	Humanoid	Common	50
Cassisian	1	Angel	Celestial	Common	16
Catfolk pouncer	1	Catfolk	Humanoid	Common	54
Deep gnome scout	1	Deep gnome	Humanoid	Common	74
Drow fighter	1	Drow	Humanoid	Common	136
Duergar bombardier	1	Duergar	Humanoid	Common	138
Earth mephit	1	Elemental, mephit	Elemental	Common	150
Electric eel	1	Eel	Animal	Common	142
Fire mephit	1	Elemental, mephit	Elemental	Common	150
Ghoul	1	Ghoul	Undead	Common	169
Giant gecko	1	Lizard	Animal	Common	228
Goblin commando	1	Goblin	Humanoid	Common	180
Goblin dog	1	Goblin dog	Animal	Common	182
Goblin pyro	1	Goblin	Humanoid	Common	181
Goblin war chanter	1	Goblin	Humanoid	Common	181
Gourd leshy	1	Leshy	Plant	Common	218
Grig	1	Sprite	Fey	Common	308
Hobgoblin soldier	1	Hobgoblin	Humanoid	Common	206
Hunting spider	1	Spider	Animal	Common	306
Hyena	1	Hyena	Animal	Common	211
Imp	1	Devil	Fiend	Common	87
Jinkin	1	Gremlin	Fey	Common	193
Kobold scout	1	Kobold	Humanoid	Common	213
Lantern archon	1	Archon	Celestial	Common	26

Lizardfolk defender	1	Lizardfolk	Humanoid	Common	230
Lizardfolk scout	1	Lizardfolk	Humanoid	Common	231
Lyrakien	1	Azata	Celestial	Common	30
Merfolk warrior	1	Merfolk	Humanoid	Common	235
Naiad	1	Nymph	Fey	Common	246
Nosoi	1	Psychopomp	Monitor	Common	270
Orc warrior	1	Orc	Humanoid	Common	257
Plague zombie	1	Zombie	Undead	Common	340
Quasit	1	Demon	Fiend	Common	76
Rat swarm	1	Rat	Animal	Common	276
Reefclaw	1	Reefclaw	Aberration	Common	279
Riding dog	1	Dog	Animal	Common	102
Riding horse	1	Horse	Animal	Common	209
Sewer ooze	1	Ooze	Ooze	Common	254
Vampire bat swarm	1	Bat	Animal	Common	39
Velociraptor	1	Dinosaur	Animal	Common	96
Voidworm	1	Protean	Monitor	Common	266
War pony	1	Horse	Animal	Common	209
Water mephit	1	Elemental, mephit	Elemental	Common	151
Wolf	1	Wolf	Animal	Common	334
Xulgath warrior	1	Xulgath	Humanoid	Common	336
Animated armor	2	Animated object	Construct	Common	20
Boar	2	Boar	Animal	Common	43
Boggard warrior	2	Boggard	Humanoid	Common	44
Bugbear thug	2	Bugbear	Humanoid	Common	47
Caligni creeper	2	Caligni	Humanoid	Common	50
Crocodile	2	Crocodile	Animal	Common	67
Deep gnome warrior	2	Deep Gnome	Humanoid	Common	75
Deinonychus	2	Dinosaur	Animal	Common	96
Dero stalker	2	Dero	Humanoid	Common	84
Dhampir wizard	2	Dhampir	Humanoid	Common	95
Drow rogue	2	Drow	Humanoid	Common	137
Duergar taskmaster	2	Duergar	Humanoid	Common	139
Faerie dragon	2	Faerie dragon	Dragon	Uncommon	157
Fungus leshy	2	Leshy	Plant	Common	219
Ghast	2	Ghoul	Undead	Common	169
Giant bat	2	Bat	Animal	Common	39
Giant Monitor lizard	2	Lizard	Animal	Common	228
Giant viper	2	Snake	Animal	Common	303
Gnoll hunter	2	Gnoll	Humanoid	Common	178
Kobold dragon mage	2	Kobold	Humanoid	Common	213
Leopard	2	Cat	Animal	Common	52
Lizardfolk stargazer	2	Lizardfolk	Humanoid	Common	231
Merfolk wavecaller	2	Merfolk	Humanoid	Common	235
Orc warchief	2	Orc	Humanoid	Common	257
Pteranodon	2	Pterosaur	Animal	Common	272
Sea devil scout	2	Sea devil	Humanoid	Common	286
Sinspawn	2	Sinspawn	Aberration	Common	296
Skeletal champion	2	Skeleton	Undead	Common	298
Skeletal horse	2	Skeleton	Undead	Common	299
Slurk	2	Slurk	Animal	Common	301
Soulbound doll	2	Soulbound doll	Construct	Common	304
Tengu	2	Tengu	Humanoid	Common	310
War horse	2	Horse	Animal	Common	209
Warg	2	Warg	Beast	Common	322
Wererat	2	Werecreature	Humanoid	Common	329
Xulgath skulker	2	Xulgath	Humanoid	Common	337

Zombie brute	2	Zombie	Undead	Common	341
Animated statue	3	Animated object	Construct	Common	21
Ankhrav	3	Ankhrav	Animal	Common	22
Boggard swampseer	3	Boggard	Humanoid	Common	45
Brine shark	3	Elemental, water	Elemental	Common	152
Bugbear tormentor	3	Bugbear	Humanoid	Common	47
Bunyip	3	Bunyip	Animal	Common	49
Centaur	3	Centaur	Beast	Common	60
Centipede swarm	3	Centipede	Animal	Common	61
Changeling exile	3	Changeling	Humanoid	Common	62
Cinder rat	3	Elemental, fire	Elemental	Common	148
Cockatrice	3	Cockatrice	Beast	Common	66
Dero strangler	3	Dero	Humanoid	Common	84
Dire wolf	3	Wolf	Animal	Common	334
Doppelganger	3	Doppelganger	Humanoid	Uncommon	103
Drow priestess	3	Drow	Humanoid	Common	137
Dryad	3	Nymph	Fey	Common	246
Gelatinous cube	3	Ooze	Ooze	Common	254
Giant eagle	3	Eagle	Beast	Common	141
Giant mantis	3	Mantis	Animal	Common	233
Giant scorpion	3	Scorpion	Animal	Common	285
Giant wasp	3	Wasp	Animal	Common	324
Gnoll cultist	3	Gnoll	Humanoid	Common	179
Gorilla	3	Ape	Animal	Common	23
Grizzly bear	3	Bear	Animal	Common	40
Grothlut	3	Fleshwarp	Aberration	Common	158
Hell hound	3	Hell hound	Fiend	Common	205
Hyaenodon	3	Hyena	Animal	Common	211
Lion	3	Cat	Animal	Common	52
Ogre warrior	3	Ogre	Giant	Common	252
Pegasus	3	Pegasus	Beast	Common	260
River drake	3	Drake	Dragon	Common	131
Rust monster	3	Rust monster	Aberration	Common	283
Sea hag	3	Hag	Humanoid	Common	200
Skeletal giant	3	Skeleton	Undead	Common	299
Snapping flytrap	3	Flytrap	Plant	Common	160
Sod hound	3	Elemental, earth	Elemental	Common	146
Tiefling adept	3	Planar scion	Humanoid	Common	262
Unicorn	3	Unicorn	Fey	Common	316
Web lurker	3	Web lurker	Aberration	Common	325
Werewolf	3	Werecreature	Humanoid	Common	330
Wight	3	Wight	Undead	Common	332
Xulgath leader	3	Xulgath	Humanoid	Common	337
Zephyr hawk	3	Elemental, air	Elemental	Common	144
Arboreal warden	4	Arboreal	Plant	Common	24
Barghest	4	Barghest	Fiend	Common	36
Caligni stalker	4	Caligni	Humanoid	Common	51
Daeodon	4	Boar	Animal	Common	43
Duskwalker ghost hunter	4	Planar scion	Humanoid	Common	262
Faceless stalker	4	Alghollthu	Aberration	Common	13
Gancanagh	4	Azata	Celestial	Common	31
Gargoyle	4	Gargoyle	Beast	Common	161
Ghost commoner	4	Ghost	Undead	Common	167
Giant stag beetle	4	Beetle	Animal	Common	41
Gnoll sergeant	4	Gnoll	Humanoid	Common	179
Great white shark	4	Shark	Animal	Common	291
Green hag	4	Hag	Humanoid	Common	201

Griffon	4	Griffon	Animal	Common	194
Hobgoblin archer	4	Hobgoblin	Humanoid	Common	207
Horned archon	4	Archon	Celestial	Common	27
Janni	4	Genie	Elemental	Common	162
Mimic	4	Mimic	Aberration	Common	236
Minotaur	4	Minotaur	Humanoid	Common	237
Ogre glutton	4	Ogre	Giant	Common	252
Otyugh	4	Otyugh	Aberration	Common	258
Owlbear	4	Owlbear	Beast	Common	259
Pixie	4	Sprite	Fey	Common	310
Poracha	4	Poracha	Beast	Uncommon	265
Ratfolk grenadier	4	Ratfolk	Humanoid	Common	277
Satyr	4	Satyr	Fey	Common	284
Scorpion swarm	4	Scorpion	Animal	Common	285
Sea devil brute	4	Sea devil	Humanoid	Common	287
Shadow	4	Shadow	Undead	Common	289
Tiger	4	Cat	Animal	Common	52
Vampire spawn rogue	4	Vampire	Undead	Common	320
Wasp swarm	4	Wasp	Animal	Common	324
Werebear	4	Werecreature	Humanoid	Uncommon	330
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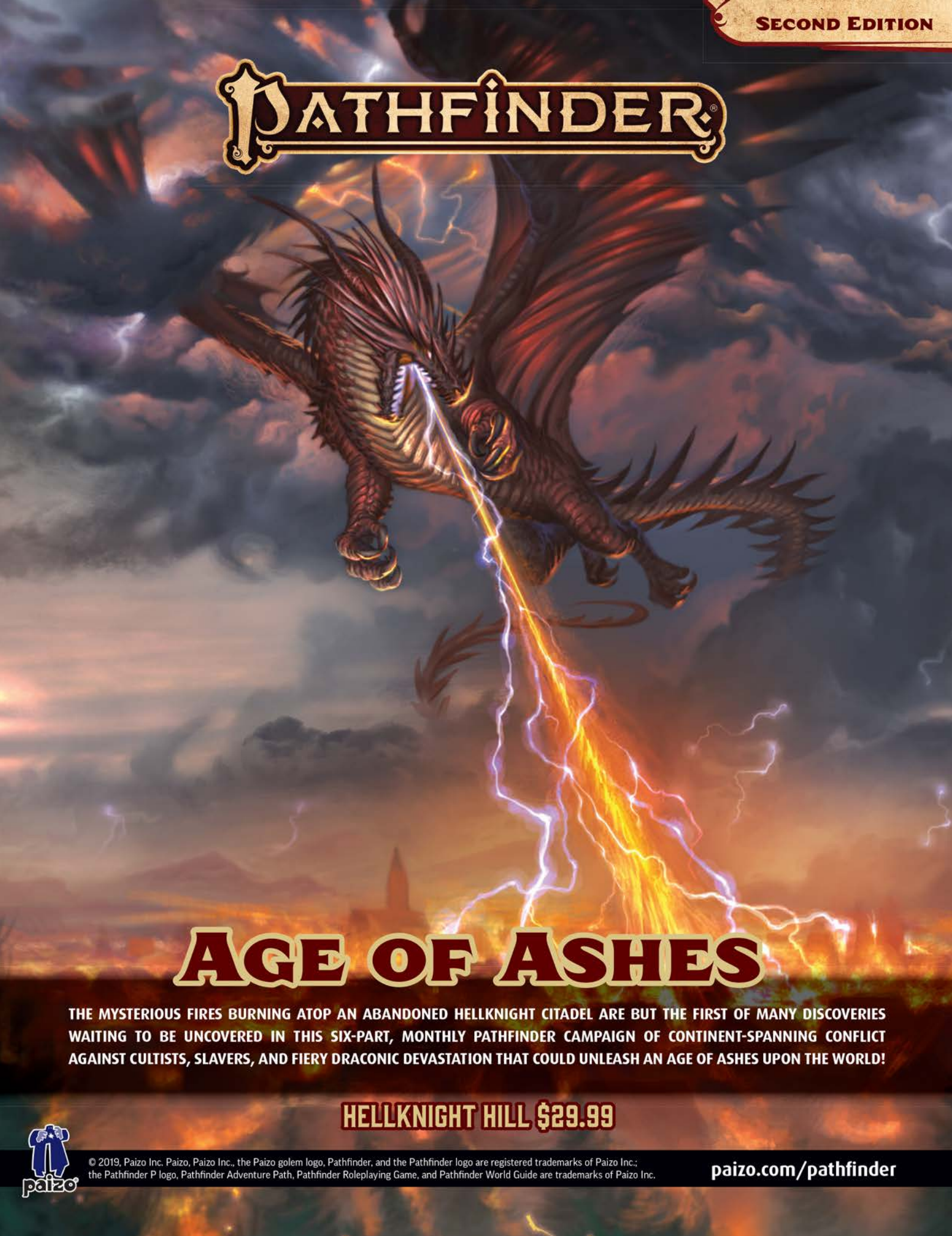
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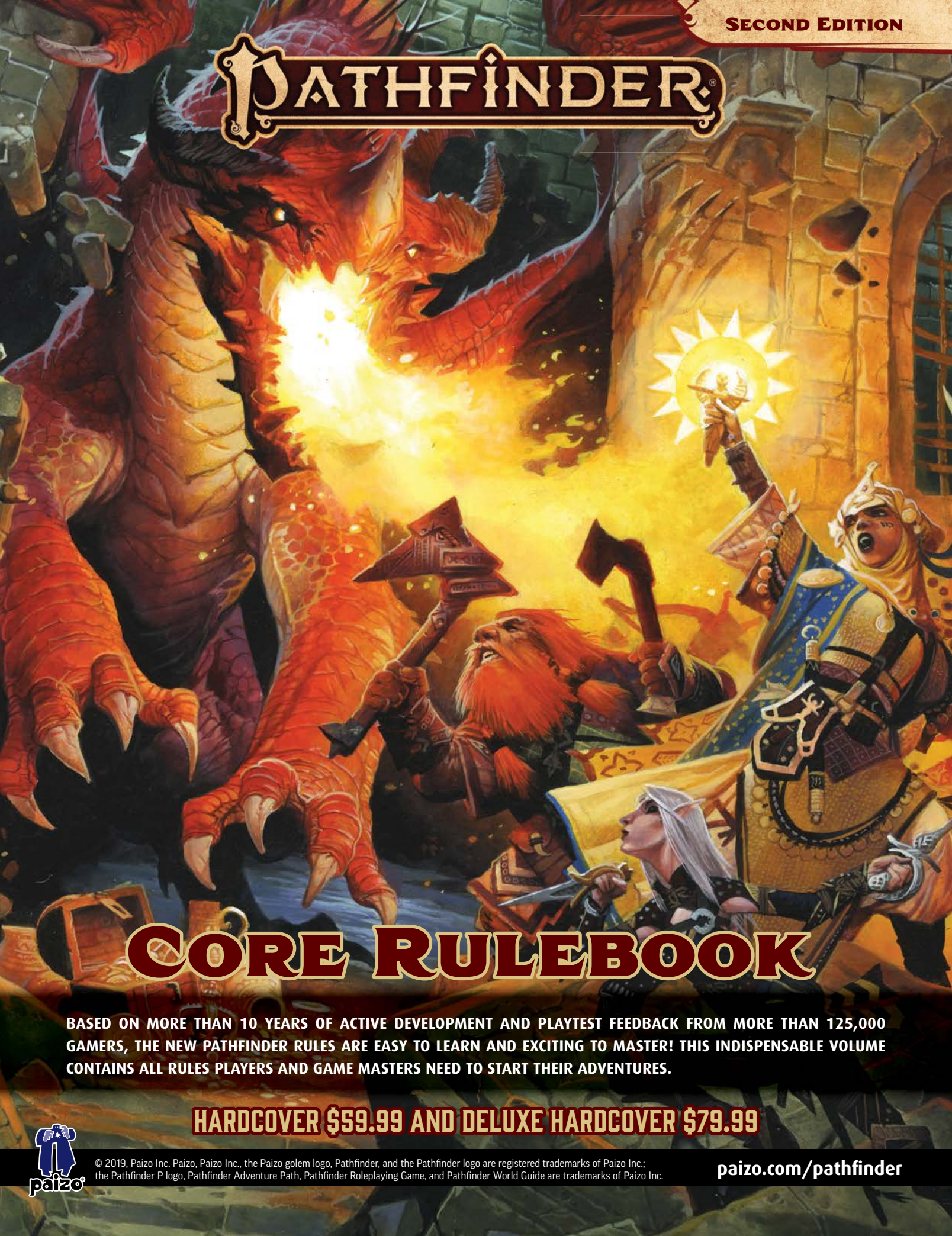
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