

Aarakocra



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Aarakocra are good-natured bird-folk who live in high mountains. These avian humanoids make excellent scouts, and sell their services as guides through their native ranges.

Powerful fliers, aarakocra have a twenty-foot wingspan, with a four-fingered hand on the edge of each wing. They cannot grasp items with their hands while in flight, but their powerful feet possess prehensile talons, allowing them to carry gear or wield weapons in flight, preferring javelins for combat. An aarakocra's beak is somewhere between an eagle's and a parrot's, and is capable of inflicting vicious bites. Male aarakocra tend to have colorful plumage in shades of bright red, orange, or yellow, while females tend to have drab brown or gray feathers and lack the males' distinctive head-crest.

Aarakocra inhabit territories dozens of square miles in size, their boundaries marked with colorful banners. At the center of each tribe's territory on a broad outcropping is a communal nest built of vines and wood. Aarakocra do not build personal shelters, and all property is shared by the community. Each tribe is led by a divine spellcaster, usually a cleric of Gozreh, who interprets their oral traditions and arbitrates disputes. Labor is divided by gender, with males hunting and females performing most crafts while incubating eggs.

Inhabiting tropical to temperate mountains, aarakocra can be found throughout Golarion, especially in the equatorial regions of Garund and Tian Xia. Garund's Barrier Wall Mountains in particular hold hundreds of tribes along their north-south range.

AARAKOCRA

CR: 1

XP: 400

Aarakocra ranger 1

NG Medium humanoid (aarakocra)

Init: +4; **Senses:** Perception +8

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

hp: 11 (1 HD)

Fort +3, **Ref** +6, **Will** +2

Weakness: Claustrophobic

Speed: 20 ft., fly 40 ft. (average)

Melee: Talons +3 (1d4+1), bite +2 (1d3+1)

Ranged: Javelin +5 (1d6+1/30 ft.)

Special Attacks: Favored enemy (dragon +2)

Str 13, **Dex** 19, **Con** 12, **Int** 8, **Wis** 14, **Cha** 8

Base Atk: +1; **CMB:** +2; **CMD:** 16

Feats: Flyby Attack, Weapon Focus (talon)

Skills: Fly +8, Craft (any one) +6, Knowledge (nature) +6, Perception +8, Survival +6 (+7 to track); **Racial Modifiers:** +2 Craft (any one), +2 Knowledge (nature), +2 Perception

Languages: Common, Auran

SQ: Combat style (natural weapon), track, wild empathy +0

Environment: Warm or temperate mountains

Organization: Solitary, flight (3-6), or tribe (11-30 plus 1 cleric of 3rd-5th level)

Treasure: NPC gear

Claustrophobic (Ex): Aarakocras suffer a -4 penalty on all attack rolls and skill checks when in an enclosed area.

AARAKOCRA CHARACTERS (16 RP)

An aarakocra with levels in only PC classes has CR equal to its class level. An aarakocra with levels in an NPC class has CR equal to its class level -1.

+4 Dexterity, -2 Strength, -2 Intelligence (2 RP)

Medium (0 RP): Aarakocra are Medium creatures and have no bonuses or penalties due to their size.

Slow (-1 RP): Aarakocra have a base speed of 20 feet.

Flight (8 RP): Aarakocra have a fly speed of 50 feet (average maneuverability). Fly is always a class skill for aarakocra.

Claustrophobic (-3 RP): See above.

Natural Armor (2 RP): Aarakocra receive a +1 natural armor bonus.

Natural Attacks (2 RP): An aarakocra has a bite attack that does a base of 1d3 points of damage on a hit and a talons attacks that does a base of 1d4 damage. These are primary attacks, or secondary attacks if the aarakocra wields a manufactured weapon.

Skilled (6 RP): Aarakocra receive a +2 racial bonus on Craft (any one) checks, Knowledge (nature) checks, and Perception checks.

Languages (0 RP): Aarakocra begin play speaking Auran and Common. Aarakocras with high Intelligence scores can choose from the following: Celestial, Draconic, Elven, Halfling, Goblin, Orc, and Sylvan.

AKITONIAN AARAKOCRA

The red planet of Akiton is home to its own offshoot of the aarakocra race. These aarakocra are far less welcoming than their Golarion-born relatives and survive in their harsh environment as bandits and scavengers. Akitonian aarakocra resemble humanoid vultures, with black wings and naked torsos. They have the same statistics as Golarion aarakocra, but tend to be chaotic neutral.

Agathion, Caprinal



Among the most common agathions, caprinals guard Nirvana's woodlands and form the backbone of any agathion fighting force. They are peaceful by nature and are often the last to join a fight, but never the first to leave it.

Caprinals appear very similar to fauns or satyrs, but with a more noble appearance. They have an overall human appearance, but with long spiraling horns like a goat's, bestial ears, a long tufted tail, and powerful hooved legs. They have golden skin covered in fine red-brown fur. Horny plates cover the back of a Caprinal's hands, allowing them to deal powerful blows with their fists. They favor loose, comfortable clothing.

Caprinals are shy but kind-hearted, preferring the company of their own kind and rarely mixing with other agathions unless called to battle by an empyreal lord or angelic commander. In combat, caprinals prefer tactical battles to all-out brawling (which they leave to the equinals). They avoid contact with non-agathions, but will give aid if convinced of a noble cause, and they will never leave an innocent creature to die.

CAPRINAL

CR: 4

XP: 1,200

NG Medium outsider (agathion, extraplanar, good)

Init: +3; **Senses:** Darkvision 60 ft., low-light vision; Perception +10

AC: 20, touch 14, flat-footed 16 (+2 armor, +3 Dex, +1 dodge, +4 natural)

hp: 38 (4 HD)

Fort +8 (+12 vs. poison), **Ref** +4, **Will** +7

Immune: Electricity, petrification; **Resist:** Cold 10, sonic 10; **SR** 15

Speed: 50 ft. (10 squares)

Melee: 2 slams +8 (1d6+4), gore +8 (1d6+4); or horn power +8 touch (see below)

Special Attacks: Powerful charge (gore, 1d8+6)

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

Constant – *Speak with animals*

At will – *Bless, command* (DC 14), *detect poison, light*

1/day – *Hold person* (DC 16), *magic missile, suggestion* (DC 16)

Str 18, **Dex** 17, **Con** 19, **Int** 12, **Wis** 17, **Cha** 16

Base Atk: +4; **CMB:** +8; **CMD:** 22

Feats: Dodge, Power Attack

Skills: Acrobatics +10 (+14 to jump), Heal +10, Intimidate +10, Knowledge (nature) +8,

Knowledge (planes) +8, Perception +10, Spellcraft +5; **Racial Modifiers:** +4 Acrobatics to jump

Languages: Celestial, Infernal, Draconic; *Speak with animals*, truespeech

SQ: Horn powers, lay on hands (2d6, 5/day, as a 4th-level paladin),

Environment: Any forest (Nirvana)

Organization: Solitary, pair, or team (3-6)

Treasure: None (leather armor)

Horn Powers (Su): A caprinal can deliver any of several effects by a touch of its horns. The horns can produce effects identical to the spells *neutralize poison* (DC 17), *remove disease*, *dispel magic* (targeted, only affects spells of the illusion school), or *dismissal* (DC 18) at CL 9th. Each of these horn powers can be used at will as a standard action. If used against an enemy, the caprinal must make a melee touch attack.

Agathion, Equinal



The literal and figurative workhorses of Nirvana, equinals embody the virtues of hard work and determination. These boisterous celestials love games and contests of strength and never back down from a confrontation.

An equinal is a horse-headed humanoid that stands over eight feet tall, with a barrel chest and powerful arms with in three-fingered hands that curl into hooves when clenched. Their legs are covered in short bristly hair and end in heavy hooves. Equinals shun clothing besides simple loincloths or loose togas and decorate their bodies with bold war paint.

Equinals inhabit Nirvana's plains and meadows, where they tend to farms and orchards. Agathions and petitioners have no need for food; equinals farm out of sheer enjoyment of honest work and love of the fruits of their labors. Equinals are also the agathions' front-line troops when they go to war, barreling through fiendish ranks with their tremendous strength. They enjoy each others' company and sometimes leave their homesteads to travel in large bands (calling them "herds" is deeply offensive and liable to get one pummeled) for weeks at a time. If equinals have a weakness, it is their tenacious stubbornness: they doggedly carry out any task to its conclusion, regardless of the wisdom of doing so.

Equinals love a challenge, and constantly engage in races, mock-fights, and games of strength. They welcome travelers to join in their revels, though doing so runs the risk of injury. The minor deity Kurgess, god of bravery and competition, counts hundreds of equinals among his servants, and the horselike agathions flock to his domain from miles around.

EQUINAL

CR: 6

XP: 2,400

NG Large outsider (agathion, extraplanar, good)

Init: +0; **Senses:** Darkvision 60 ft., low-light vision; Perception +13

AC: 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp: 73 (7 HD)

Fort +7 (+11 vs. poison), **Ref** +5, **Will** +7

DR 10/evil or silver; **Immune:** Electricity, petrification; **Resist:** Cold 10, sonic 10; **SR** 17

Speed: 60 ft.

Melee: 2 slams +11 (1d8+10)

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

Special Attacks: Whinny

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

Constant – *Speak with animals*

At will – *Aid*, *command* (DC 13), *detect evil*, *detect magic*, *dispel magic*, *light*, *see invisibility*

1/day – *Ant haul* (self only), *slow* (DC 15)

Str 20, **Dex** 11, **Con** 18, **Int** 13, **Wis** 15, **Cha** 15

Base Atk: +7; **CMB:** +13; **CMD:** 23

Feats: Endurance^B, Improved Overrun, Improved Sunder, Power Attack, Run^B, Toughness

Skills: Climb +15, Craft (any one) +11, Knowledge (planes) +11, Perception +12, Profession (farmer) +12, Sense Motive +12, Survival +12

Languages: Celestial, Draconic, Infernal; *Speak with animals*, truespeech

SQ: Lay on hands (3d6, 5/day, as a 7th-level paladin), powerful blow

Environment: Any plains (Nirvana)

Organization: Solitary or band (2-12)

Treasure: Standard

Powerful Blow (Ex): An equinal applies twice its Strength modifier to slam damage.

Whinny (Su): Once per hour, as a free action, an equinal can emit a piercing shriek that affects all nonagathions in a 20-foot spread. Creatures with 4 HD or fewer are stunned and deafened for 1d6 rounds, while creatures with more than 4 HD are deafened for 1d6 rounds. A successful DC 17 Fortitude save negates either effect. This is a sonic effect. The save DC is Constitution-based.

Agathion, Lupinal



Lupinals are the front-line warriors of Nirvana. Unlike other agathions who bask in Nirvana's soothing embrace, lupinals seek out evil throughout the multiverse, even infiltrating the home planes of the fiends themselves to eradicate threats to the good and innocent.

A lupinal resembles a humanoid wolf standing six and a half feet tall. Scruffier than most celestials and often covered in scars, they can be easily mistaken for werewolves or [lupins](#), but their expressive faces and the aura of peace they radiate when at rest belie their holy nature.

Lupinals gather in packs to hunt evildoers, though they have little cohesion, and a single lupinal might run with three different packs over the course of three nights. Lupinals hunt together as a bonding ritual, but only non-sentient prey, and they typically release their quarry after it is caught. They are extremely suspicious of outsiders, sometimes to the point of hostility, but when a lupinal's trust is won they remain loyal unto death. Like lupins (who often revere lupinals as saints or ancestor spirits), lupinals despise werewolves and go to great lengths to wipe them out; there is no greater insult to a lupinal than to be called a werewolf, and in such a case they will fight tooth and claw to defend their honor.

LUPINAL

CR: 8

XP: 4,800

NG Medium outsider (agathion, extraplanar, good)

Init: +4; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +21

AC: 24, touch 16, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +5 natural)

hp: 85 (10 HD)

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

Defensive Abilities: Dodge missiles; **DR** 10/evil or silver; **Immune:** Electricity, petrification; **Resist:** Cold 10, sonic 10; **SR** 19

Speed: 50 ft.

Melee: Longsword +14/+9 (1d8+6/19-20), shortsword +14 (1d6+3/19-20), bite +11 (1d6+3 plus trip); or bite +16 (1d6+6 plus trip), 2 claws +16 (1d4+6)

Special Attacks: Terrifying howl

Spell-Like Abilities (CL 12th, concentration +14, +16 melee touch):

Constant – *Speak with animals*

At will – *Blink, darkness, disguise self, ethereal jaunt*

3/day – *Cone of cold* (DC 17), *cure light wounds* (DC 13), *fly, magic missile*

Str 23, **Dex** 18, **Con** 17, **Int** 14, **Wis** 18, **Cha** 15

Base Atk: +10; **CMB:** +16; **CMD:** 31

Feats: Alertness, Dodge^B, Mobility, Run, Spring Attack, Two-Weapon Fighting

Skills: Acrobatics +15, Climb +14, Intimidate +15, Knowledge (nature) +15, Perception +21,

Sense Motive +21, Stealth +15, Survival +17 (+21 scent tracking); **Racial Modifiers:** +4

Survival when tracking by scent

Languages: Celestial, Draconic, Infernal; *Speak with animals*, truespeech

SQ: Lay on hands (5d6, 7/day, as a 10th-level paladin)

Environment: Any forest, plains, or hills (Nirvana)

Organization: Solitary, pair, or pack (3-8)

Treasure: None (mithral chainmail)

Dodge Missiles (Ex): This ability operates like the Deflect Arrows feat, except that the lupinal can dodge any missile and it need not have its hands free. (The creature is dodging, not deflecting.) This ability is usable three times per round.

Terrifying Howl (Ex): When a lupinal howls, every creature within 600 feet (except other good outsiders) who can hear it must make a Will saving throw (DC 17). On a failure, a creature with 7 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 8 or more Hit Dice becomes shaken for 4d6 rounds. Success leaves the creature unaffected. A lupinal can choose not to affect any creatures it wishes with this ability (such as mortal allies or innocent bystanders).

Once a creature has either been affected by this ability or made a successful save, it cannot be affected by that lupinal's howl for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Agathion, Musteval



Mustevals may be the least of the agathions, yet they are still tireless defenders against evil. These tiny spirits embody humility and vigilance, and serve greater celestials with honor.

A musteval stands no more than two feet in height, and resembles a humanoid ferret, weasel, stoat, or other such creature with pure snow-white fur. Their forms are slender and agile, usually clothed in cloaks and light (if any) armor.

With their small size and keen senses, mustevals take naturally to spying, and are highly valued as both scouts and messengers by mortals and celestials alike. When appearing on the Material Plane, they often use *disguise self* to appear as human or elven children. They slip in and out of combat, peppering foes with *magic missiles* before retreating. If overwhelmed, they turn invisible and flee.

Mustevals know they are among the weakest of all celestials, but rarely complain, knowing they are valued for their skills and devotion to good.

MUSTEVAL

CR: 1

XP: 400

NG Tiny outsider (agathion, extraplanar, good)

Init: +2; **Senses:** Darkvision 60 ft., low-light vision; Perception +11

AC: 15, touch 17, flat-footed 14 (+2 Dex, +1 dodge, +2 size)

hp: 13 (2 HD)

Fort +4 (+8 vs. poison), **Ref** +2, **Will** +5

DR 5/evil or silver; **Immune:** Electricity, petrification; **Resist:** Cold 10, sonic 10; **SR** 12

Speed: 30 ft., burrow 10 ft.

Melee: Bite +2 (1d3-2)

Space: 2-½ ft.; **Reach:** 0 ft.

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

Constant – *Speak with animals*

At will – *Detect evil, detect magic, disguise self, magic missile, protection from evil* (self only), *see invisibility*

1/day – *Invisibility*

Str 7, **Dex** 14, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13

Base Atk: +2; **CMB:** +2; **CMD:** 11

Feats: Dodge

Skills: Acrobatics +7, Climb +7, Escape Artist +7, Perception +11, Sleight of Hand +7, Stealth +10, Survival +4; **Racial Modifiers:** +4 Climb, +4 Perception

Languages: Celestial, Infernal, Draconic; *Speak with animals*, truespeech

SQ: Focused movement, lay on hands (1d6, 3/day, as a 2nd-level paladin)

Environment: Any (Nirvana)

Organization: Solitary or squad (2-6)

Treasure: Standard

Focused Movement (Ex): When moving, a musteval can take a move action and a standard action at any point during the move. The musteval cannot take a second move action during a round when it uses its focused movement ability. Mustevals almost always use this ability to move before and after using a spell-like ability during combat.

Angel, Justicator



Justicators were angels once. During the ancient war between law and chaos, the axiomites of Axis recruited the aid of the archons of Heaven and the devils of Hell to fight back against the proteans, demons, and slaadi who threatened the stability of the multiverse. A chorus of angels from Nirvana also joined the axiomites' coalition, but chafed under the lawful beings' inflexible management. The angels, beings of pure good, were loath to fight alongside Hell's devils, and during a decisive battle against the proteans, the angels switched sides and turned on the devils. The forces of law lost, and when the angels were brought before the axiomite god-mind in Axis, they were sentenced to be punished. Using the great creche-forges that would later be used to refine mortal souls into inevitables, the axiomites converted the angels into beings of pure law.

The justicators are unyielding hounds of law, though they possess judgment and creativity that the inevitables lack. Their goals coincide with the axiomite god-mind, but they are not beholden to it, and each justicator follows its own interpretation of law. They possess the same fiery passion as angels, but directed at all chaotic beings, including the malignant demons, benevolent azatas, and everything in between. Their most hated enemies are the blindly chaotic [slaadi](#), who even more than the proteans are agents of selfishness and instability. Justicators are often mistaken for angels due to their appearance, until they turn their shining greatswords upon freedom fighters and good-natured rogues.

JUSTICATOR

CR: 13

XP: 25,600

LN Large outsider (extraplanar, lawful)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +24

Aura: Axiomatic (20 ft.)

AC: 28, touch 12, flat-footed 25 (+10 armor, +3 Dex, +6 natural, -1 size); +4 deflection vs. chaotic

hp: 180 (17 HD)

Fort +15, **Ref** +10, **Will** +16; +4 resistance vs. chaotic

DR 10/chaotic; **Immune:** Paralysis, petrification; **Resist:** Electricity 10; **SR** 24

Speed: 30 ft. (40 ft. base), fly 60 ft. (good, base 90 ft.)

Melee: +1 *greatsword* +23/+18/+13/+8 (3d8+8/17-20)

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

Special Attacks: Smite chaos (5/day, +3 atk, +13 dmg)

Spell-Like Abilities (CL 10th, concentration +13, +21 melee touch):

At will – *Bless*, *detect chaos*

3/day – *Cure serious wounds* (DC 16), *invisibility purge*, quickened *dimensional anchor*, *silence* (DC 15)

1/day – *Dispel chaos* (DC 18), *greater command* (DC 20), *plane shift* (DC 20)

Str 21, **Dex** 17, **Con** 20, **Int** 13, **Wis** 18, **Cha** 16

Base Atk: +17; **CMB:** +23; **CMD:** 36

Feats: Ability Focus (*greater command*), Greater Spell Penetration, Improved Critical (*greatsword*), Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*dimensional anchor*), Spell Penetration, Weapon Focus (*greatsword*)

Skills: Fly +22, Intimidate +23, Knowledge (planes) +21, Knowledge (religion) +21, Perception +24, Sense Motive +24, Spellcraft +21

Languages: Abyssal, Celestial, Infernal; truespeech

Environment: Any (Axis)

Organization: Solitary, pair, or justice (3-7)

Treasure: Standard (+1 *mithral full plate*)

Axiomatic Aura (Su): Against attacks made or effects created by chaotic creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the justicator. Otherwise, it functions as a *magic circle against chaos* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL 13th).

Smite Chaos (Su): A justicator smites chaos as a 13th-level paladin smites evil.

Angel, Protector



Protectars are among the weakest of the angelic hosts, but they feel no envy or resentment toward their more powerful fellows. They are formed from the souls of common people – serfs and citizens, not soldiers – who die protecting the ones they love, not out of obligation, but out of love. As angels, protectars continue their role as caregivers and wardens, often filling the archetypal role of “guardian angel” to mortals in need. Protectars are healers and caregivers first, warriors second, and prefer to heal their allies in combat rather than fight alongside them, but are able combatants when pushed.

PROTECTOR

CR: 2

XP: 600

NG Medium outsider (angel, extraplanar, good)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +6

Aura: Lesser protective (5 ft.)

AC: 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield); +2 deflection vs. evil

hp: 17 (2 HD)

Fort +5 (+9 vs. poison), **Ref** +1, **Will** +4; +2 resistance vs. evil

DR 5/cold iron or evil; **Immune:** Acid, cold, petrification; **Resist:** Electricity 10, fire 10

Speed: 20 ft. (30 ft. base), fly 40 ft. (good, 60 ft. base)

Melee: Longsword +4 (1d8+2/19-20)

Spell-Like Abilities (CL 2nd, concentration +4, +4 melee touch):

3/day – *Cure light wounds* (DC 13)

Str 15, **Dex** 12, **Con** 17, **Int** 10, **Wis** 12, **Cha** 15

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

Feats: Combat Casting

Skills: Diplomacy +7, Fly -1, Heal +6, Knowledge (planes) +5, Knowledge (religion) +5, Perception +6, Sense Motive +6

Languages: Celestial, Draconic, Infernal; truespeech

Environment: Any good-aligned plane

Organization: Solitary or team (2-4)

Treasure: Standard (breastplate, heavy steel shield)

Lesser Protective Aura (Su): A protector has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants the protector a +2 deflection bonus to its AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the protector at any one time. A protector's protective aura is fragile, and as soon as an evil creature successfully strikes the protector, or as soon as the protector fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The protector can reactivate its protective aura by spending 1 minute concentrating upon the task.

Arcanaloth



Often mistaken for a type of daemon, arcanaloths are a unique race of fiends notorious for their cunning and malice. Spinning plots that span decades or centuries, arcanaloths are living repositories of dark knowledge who live to spread misery and suffering.

Arcanaloths resemble tall, slender humans with the heads of snarling yellow-eyed canines, typically jackals, foxes, or war dogs. Roughly half of all arcanaloths have two to four short curved horns above their brows, though this distinction seems to hold only as much significance to them as hair or eye color does to mortals. Arcanaloths favor robes appropriate to wizards or sages, and those living in urban areas often dress very fashionably.

Arcanaloths are plotters of the highest order who hoard knowledge, from petty secrets to grand histories. They can be found throughout the lower planes as information brokers, merchants of strange and deadly wares, or intermediaries between other fiends. They are native to the plane of Abbadon and are sometimes named “arcanadaemons” by mistaken mortals, while other sages claim them to be a type of rakshasa and call them “ravaastas”. Both theories may have been created by the arcanaloths themselves for their own amusement.

Planar metropolises like Dis and the City of Brass are often home to numerous arcanaloths who spin plots against each other, using other beings as unwitting pawns. The eternal city of Axis in particular is known for two arcanaloths of great wealth and influence: the diabolically charming Shemeshka the Marauder, King of the Cross-trade, and her obsequious rival A’kin, the Friendly Fiend. The witch-queen Iggwilv, lover of the demon lord Graz’zt, is said to have four arcanaloths of great power as her personal apprentices.

ARCANALOTH (Arcanadaemon, Ravaasta)

CR: 12

XP: 19,200

NE Medium outsider (extraplanar, evil, shapechanger)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +25

AC: 23, touch 13, flat-footed 23 (+3 Dex, +10 natural)

hp: 153 (18 HD)

Fort +11, **Ref** +14, **Will** +17; +4 vs. psychic spells

Defensive Abilities: [Psychic resilience](#); **DR** 10/good; **Immune:** Acid, mind-affecting, poison; **Resist:** Cold 10, fire 10, electricity 10; **SR** 23

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

Melee: Bite +21 (1d6+3), 2 claws +21 (2d4+3 plus poison)

Special Attacks: Sneak attack +6d6

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

At will – *Darkness*, *greater teleport* (self plus 50 lb. of objects only), *heat metal*, *invisibility* (self only), *magic missile*

1/day – Summon (level 4, 1 arcanaloth, 40%)

Spells Prepared (CL 12th, concentration +19, +20 melee or ranged touch):

6th (2/day) – *Circle of death* (DC 22)

5th (5/day) – *Hold monster* (DC 20), *symbol of pain* (DC 21)

4th (5/day) – *Enervation* (DC 20), *fear* (DC 20), *stoneskin*

3rd (5/day) – *Dispel magic*, *fireball* (DC 18), *suggestion* (DC 18), *vampiric touch*

2nd (5/day) – *Detect thoughts* (DC 17), *false life*, *mirror image*, *scorching ray*, *see invisibility*

1st (6/day) – *Identify*, *protection from good*, *ray of enfeeblement*, *shield*, *silent image* (DC 16)

0 (at will) – *Arcane mark*, *bleed* (DC 16), *detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *mage hand*, *prestidigitation*, *read magic*, *resistance*

Str 16, **Dex** 17, **Con** 16, **Int** 21, **Wis** 18, **Cha** 17

Base Atk: +18; **CMB:** +21; **CMD:** 34

Feats: Combat Casting, Empower Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Iron Will, Spell Focus (necromancy), Spell Penetration, [Uncanny Concentration](#)

Skills: Appraise +26, Bluff +24, Diplomacy +21, Fly +3, Intimidate +24, Knowledge (arcana, planes) +26, Linguistics +26, Perception +25, Sense Motive +25, Spellcraft +23, Stealth +24

Languages: Abyssal, Draconic, Infernal; truespeech

SQ: Change shape (Small or Medium humanoid, *alter self*)

Environment: Any (Abaddon)

Organization: Solitary, pair, or embassy (3-4)

Treasure: Standard (spellbook, other treasure)

Poison (Ex): Claw – injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 2 consecutive saves. The save DC is Constitution-based.

Spells: An arcanaloth casts spells as a 12th-level arcanist. It does not gain access to other arcanist abilities.

Archon, Hammer



Hammer archons are the guardians of deep places. The infinite mountain of Heaven is filled with countless halls and natural caverns, and these stony celestials patrol them with solemn dignity. They see the underground as a pure domain that has been fouled by evil creatures like demons, drow, mind flayers, and aboleths, and they seek to rid the Darklands of such perverse beings. They are brutally efficient, rushing decisively into battle with their massive warhammers.

A hammer archon appears as a powerful humanoid figure, standing nine feet tall or more. Its body appears to be roughly chiseled out of solid stone, but its hairless face is uncannily smooth and angular, with perfect lines like the facets of a crystal. Two shining diamonds serve as its eyes. Hammer archons range in color from rich earthy browns to the lustrous black of polished obsidian.

Hammer archons are great allies of the dwarves. Countless thousands serve Torag and the other dwarven gods, and many hammer archons are venerated as saints by mortal dwarves. Besides the spirits of the dwarven dead, hammer archons are easily the most numerous beings in Torag's cavernous domain beneath the heavenly mount.

HAMMER ARCHON

CR: 9

XP: 6,400

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

Init: +0; **Senses:** Darkvision 120 ft.; Perception +15

Aura: *Magic circle against evil* (10 ft.), menace (20 ft., DC 17)

AC: 25, touch 9, flat-footed 25 (-1 size, +6 armor, +2 shield, +9 natural; +2 deflection vs. evil)
hp: 115 (10 HD)

Fort +13 (+17 vs. poison), **Ref** +5, **Will** +9; +2 resistance vs. evil

DR 10/evil; **Immune:** Electricity, petrification; **SR** 20

Speed: 20 ft. (30 ft. base), burrow 20 ft.; earth glide

Melee: Warhammer +17/+12 (2d6+7/x3)

Ranged: Celestial spear +9 (2d8+7 plus 2d6 holy/20 ft.)

Space: 10 ft.; Reach: 10 ft.

Special Attacks: Earth mastery

Spell-Like Abilities (CL 10th, concentration +10):

At will - *Aid*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only)

3/day - *Stone shape*, *wall of stone*

Str 24, **Dex** 11, **Con** 23, **Int** 13, **Wis** 14, **Cha** 10

Base Atk: +10; **CMB:** +18; **CMD:** 28

Feats: Cleave, Improved Critical (warhammer), Lightning Reflexes, Power Attack, Weapon Focus (warhammer)

Skills: Acrobatics +13, Appraise +14, Climb +20, Craft (stone) +14, Knowledge (dungeoneering) +14, Perception +15, Sense Motive +15

Languages: Celestial, Draconic, Infernal, Terran; truespeech

Environment: Any underground (Heaven)

Organization: Solitary or squad (3-5)

Treasure: Standard (breastplate, heavy steel shield)

Celestial Spear (Su): As a standard action, a hammer archon can create and hurl a jagged spear of celestial stone. This spear deals 2d8 points of damage + the archon's Str modifier + an extra 2d6 points of damage to evil creatures. The spear disappears at the end of the archon's turn, whether or not it has been used.

The hammer archon can only use this ability if it is touching the ground.

Earth Glide (Ex): A burrowing hammer archon can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing hammer archon flings the archon back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex): A hammer archon gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the archon takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the archon is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Archon, Justice



Justice archons are holy avengers who bring the wrath of Heaven to evildoers. They are zealous and self-righteous, striking swiftly and decisively against those they perceive as enemies of the innocent and meek. Justice archons have the power to turn their enemies' strength against them, imparting deadly wounds as if their foes had struck themselves.

A justice archon appears as a beautiful human or elf with gleaming golden eyes and skin, hair like scarlet flame, and two glorious wings of red gold. They wear shining armor and wield heavy weapons like greatswords or morningstars.

Among the legions of Heaven, justice archons are commonly sent as strike forces against powerful evil creatures. A single justice archon often leads a squad of hound archons, while flights of justice archons are typically led by a single sword archon. Because of their zealotry, justice archons fall from grace more often than most archons, judging any who fail to live up to their stringent codes and lashing out at all who oppose them. For this reason, higher-ranking archons prefer to send justice archons on missions against the fiends of the Lower Planes, where there are no innocents to incur their wrath.

Justice archons despise all fiends, but bear special hatred for the nihilistic daemons and spiteful divs of Abaddon. Nothing inflames a justice archon's vengeance as passionately as those who spread death and misery solely for its own sake. A justice archon called by a *planar ally* spell demands only half the usual payment if asked to evil outsiders, and waives its payment entirely if daemons or divs are the enemy.

JUSTICE ARCHON

CR: 6

XP: 2,400

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

Init: +5; **Senses:** Darkvision 60 ft.; Perception +10

Aura: *Magic circle against evil* (10 ft.), menace (20 ft., DC 19)

AC: 20, touch 11, flat-footed 19 (+9 armor, +1 Dex; +2 deflection vs. evil)

hp: 76 (8 HD)

Fort +6 (+10 vs. poison), **Ref** +7, **Will** +9; +2 resistance vs. evil

DR 10/evil; **Immune:** Electricity, petrification; **SR** 17

Speed: 20 ft. (30 ft. base), fly 40 ft. (good, 60 ft. base)

Melee: +1 *greatsword* +12/+7 (2d6+5/19-20)

Special Attacks: Chastise, justice strike

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

Constant - *Detect evil*, *magic circle against evil*

At will - *Aid*, *continual flame*, *greater teleport* (self plus 50 lb. of items only)

Str 16, **Dex** 12, **Con** 19, **Int** 10, **Wis** 13, **Cha** 14

Base Atk: +8; **CMB:** +11; **CMD:** 22

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills: Diplomacy +13, Fly +0, Intimidate +13, Knowledge (planes) +11, Perception +12, Sense Motive +12, Stealth +7

Languages: Celestial, Draconic, Infernal; truespeech

Environment: Any (Heaven)

Organization: Solitary or squad (1 plus 2-5 hound archons)

Treasure: Standard (+1 *full plate*)

Chastise (Su): Three times per day when using its justice strike, a justice archon can choose impart the effect of a *holy smite* spell on its opponent (CL 7th, DC 16). The save DC is Charisma-based.

Justice Strike (Su): A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack. If the opponent has more than one primary melee attack, the justice archon chooses one.

JUSTICE ARCHON CHAMPION

CR: 10

XP: 9,600

Justice archon paladin 4

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

Init: +4; **Senses:** Darkvision 60 ft.; Perception +16

Aura: Courage (10 ft.), *magic circle against evil* (10 ft.), menace (20 ft., DC 21)

AC: 22, touch 10, flat-footed 22 (+10 armor, +2 natural; +2 deflection vs. evil)

hp: 142 (12 HD)

Fort +15 (+19 vs. poison), **Ref** +11, **Will** +17; +2 resistance vs. evil

DR 10/evil; **Immune:** Disease, electricity, fear, petrification; **SR** 17

Speed: 20 ft. (30 ft. base), fly 40 ft. (good, 60 ft. base)

Melee: +1 *greatsword* +19/+14 (2d6+8/19-20)

Special Attacks: Channel positive energy (2d6, DC 16), chastise (DC 20), justice strike, lay on hands (6/day, 2d6, +17 melee touch), smite evil (2/day, +4 atk, +4 dmg, +4 AC)

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

Constant - *Detect evil*, *magic circle against evil*

At will - *Aid*, *continual flame*, *greater teleport* (self plus 50 lb. of items only)

Paladin Spells Prepared (CL 1st, concentration +5):

1st - *Divine favor*

Str 20, **Dex** 10, **Con** 21, **Int** 10, **Wis** 16, **Cha** 18

Base Atk: +12; **CMB:** +17; **CMD:** 28

Feats: Ability Focus (chastise), Critical Focus, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (longsword)

Skills: Diplomacy +17, Fly +13, Intimidate +17, Knowledge (planes) +11, Perception +16, Sense Motive +14

Gear: +2 *full plate*, *amulet of natural armor* +2

Languages: Celestial, Draconic, Infernal; truespeech

SQ: Divine grace, divine health, mercy (shaken)

Some justice archons focus so intensely on their battle against evil that they gain levels as paladins. Such champions are far more mindful of their code to protect the innocent than their fellow justice archons and never lash out against those who deserve it. Justice archon champions are terse and tightly restrained, and seek to temper the zealotry of their lesser fellows.

Archon, Sibyl



Sibyl archons are celestial oracles and diviners whom even other archons and angels seek out for their foresight. Their psychic potency is unmatched in the heavenly realms, and their skill at arms makes them formidable enemies of evil.

A sybil archon appears as a beautiful woman with long white or silver hair and a powerful build, standing over seven feet in height. Her eyes are a glowing metallic blue with no pupils. Blue-white glyphs orbit her body and shine brightly when she uses her psychic gifts. Sybil archons forgo clothes in the confines of their temples, but don flowing cloaks or mantles and take up shining greatswords when questing on other planes.

Most of the time, sibyl archons inhabit solitary shrines or temples in Heaven's remotest reaches, where other celestials or powerful mortals come seeking their prophetic abilities. They are devoted foes of evil, however, and periodically leave their domiciles to seek out fiends to slay. Sibyl archons sometimes travel with good-aligned psychics and spiritualists with the aim of steering such companions toward the greatest good. They also seek out occult evils, whom they often try to redeem and turn to nobler ends, but some, such as the vile mind flayers, are beyond redemption; these they strike down without mercy.

SIBYL ARCHON

CR: 10

XP: 9,600

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

Init: +6; **Senses:** Darkvision 60 ft., low-light vision; Perception +18

Aura: *Magic circle against evil* (10 ft.), menace (20 ft., DC 23)

AC: 25, touch 13, flat-footed 22 (+3 Dex, +12 natural; +2 deflection vs. evil)

hp: 126 (12 HD)

Fort +9 (+13 vs. poison), **Ref** +11, **Will** +11; +2 resistance vs. evil

DR 10/evil; **Immune:** Electricity, petrification; **SR** 21

Speed: 30 ft.

Melee: +2 *greatsword* +19/+14/+9 (2d6+8/17-20)

Psychic Magic (CL 9th, concentration) +14):

24 PE - *Detect magic* (0 PE), *ectoplasmic snare* (3 PE, DC 18), *fly* (3 PE), *hold monster* (2 PE, DC 17), *telepathy* (0 PE)

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

At will - *Aid*, *continual flame*, *detect evil*, *ego whip II* (DC 19), *greater teleport* (self plus 50 lb. of objects only)

3/day - Quickened *dispel magic*

1/day - *Contact other plane*

Str 18, **Dex** 16, **Con** 20, **Int** 16, **Wis** 16, **Cha** 20

Base Atk: +12; **CMB:** +16; **CMD:** 29

Feats: Combat Casting, Improved Critical (*greatsword*), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*dispel magic*), Weapon Focus (*greatsword*)

Skills: Acrobatics +18, Diplomacy +20, Knowledge (arcana, planes, religion) +18, Perception +18, Sense Motive +18, Spellcraft +18, Survival +15

Languages: Abyssal, Auran, Celestial, Draconic, Infernal; truespeech

SQ: Second chance

Environment: Any (Heaven)

Organization: Solitary

Treasure: None (+2 *greatsword*)

Second Chance (Su): Once per day as an immediate action, if a sibyl archon may reroll an attack roll, saving throw, ability check, or skill check. It must take the result of the reroll, even if it's worse than the original roll.

Archon, Sword



Sword archons are the appointed guardians of Heaven's cities and fortresses, patrolling the golden streets and diamond ramparts of the holy mount. Though merciless toward evildoers, they eagerly assist honest pilgrims. Sword archons also serve as heavy infantry in the celestial legions, a single sword archon often leading a squadron of legion archons or justice archons.

A sword archon appears as a muscular human eight feet in height, with rugged good looks and magnificent feathered wings like a giant eagle's. It gains its name from its ability to transform its forearms into metal blades sheathed in flame.

SWORD ARCHON

CR: 11

XP: 12,800

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

Init: +9; **Senses:** Darkvision 60 ft., low-light vision; Perception +19

Aura: *Magic circle against evil* (10 ft.), *menace* (20 ft., DC 22)

AC: 26, touch 14, flat-footed 21 (+5 Dex, +12 natural, -1 size; +2 deflection vs. evil)

hp: 133 (14 HD)

Fort +13 (+17 vs. poison), **Ref** +8, **Will** +10; +2 resistance vs. evil

DR 10/evil; **Immune:** Electricity, petrification; **SR** 22

Speed: 40 ft., fly 90 ft. (good)

Melee: 2 ardblades +20 (2d6+7/17-20 plus 2d6 holy plus 1d6 fire)

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

Special Attacks: Discorporating dive

Spell-Like Abilities (CL 11th, concentration +14):

At will - *Aid*, *continual flame*, *divination*, *greater teleport* (self plus 50 lb. of objects only), *locate creature*, *locate object*, *message*

3/day - *Commune*, *dispel chaos* (DC 18), *mark of justice*, *wages of sin* (DC 19)

1/day - Touch of adamantite

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

Base Atk: +14; **CMB:** +20; **CMD:** 35

Feats: Cleave, Flyby Attack, Great Cleave, Improved Critical (armblade), Improved Initiative, Power Attack, Weapon Focus (armblade)

Skills: Diplomacy +28, Fly +24, Knowledge (planes) +18, Knowledge (religion) +18, Linguistics +18, Perception +19, Sense Motive +27; **Racial Modifiers:** +8 Diplomacy, +8 Sense Motive

Languages: Celestial, Infernal; truespeech

Environment: Any (Heaven)

Organization: Solitary, pair, or squad (3-5)

Treasure: Standard

Armblades (Ex): As a free action, a sword archon can mold the flesh of its forearms, hardening and sharpening organic matter into the form of powerful magic blades. The archon wields the blades like longswords, and they gain the properties of +2 *holy flaming longswords*, though they attack as natural weapons and the archon does not gain iterative attacks with them.

Sword archons can shift back to their “normal” hands as a free action. The armblades cannot be disarmed or sundered, and they automatically assume limb form upon the archon’s death.

Discorporating Dive (Su): Three times per day, a sword archon can attempt to destroy a living enemy with a powerful dive attack, literally flying through its opponent armblades-first, tearing apart its soul from its body and it to imprisonment in Heaven.

Resolve a flying charge as normal. If the archon fails to damage its opponent, or if the opponent has 4 or more Hit Dice than the sword archon, the discorporating dive attack is wasted. If damaged, however, the target must make a DC 20 Fortitude save. Those who succeed on the Fortitude save suffer no further effect beyond the damage of the attack. The save DC is Charisma-based.

If the save fails, the creature falls comatose as its soul is bound to a great prison in Heaven, where it remains until the archons that manage the celestial donjon see fit to release it. Release generally involves bartering with a throne archon or other higher-ranking celestial, with some quest for the cause of law and goodness being the most common price. Such agents of Heaven never release the soul of an unredeemed evil creature. A *remove curse*, *break enchantment*, or *limited wish* spell immediately frees the creature’s soul and returns it to the body.

Creatures whose bodies and souls are not separate, including outsiders without the native subtype, are immune to this attack.

Touch of Adamantine (Sp): As a standard action, a sword archon can grant one weapon it touches the properties of an adamantite weapon for 11 minutes. The weapon gains a +1 enhancement bonus on attack rolls (as though it was a masterwork weapon) and bypasses hardness when striking objects or sundering weapons, ignoring hardness less than 20. The affected weapon also has one-third more hit points than normal for the duration of this ability.

The sword archon can’t use this ability on a natural weapon, such as an unarmed strike. A monk’s unarmed strike is considered a weapon, and thus it can be enhanced by this ability.

If the weapon is made of another special material (cold iron or silver, for example), it loses the benefits of its original special material for the spell’s duration. This is a transmutation effect equivalent to a 6th-level spell.

Wages of Sin (Sp): As a standard action, a sword archon can target up to 11 evil creatures within 210 feet. For 11 rounds, the affected creatures’ own evil thoughts and impulses blossom in their minds into intense suspicion and distrust. Each subject becomes convinced that its own allies are plotting to kill it at any moment, and attacks the nearest evil creature using whatever attack form (melee or ranged attack, spell, supernatural or spell-like ability) is most effective against that foe, to the best of its knowledge. Affected creatures do not completely ignore other threats, but attack evil creatures in preference to any other foes. A successful DC 19 Will save negates this ability. This is an enchantment (compulsion) [mind-affecting] effect equivalent to a 6th-level spell.

Archon, Throne



Countless cities of gold and diamond dot the seven mounting tiers of Heaven, and each is ruled by one of the holy throne archons. Embodiments of goodly rule, nobility, and wise judgment, these celestial beings sit enthroned as the day-to-day rulers and judges of the heavenly hosts, governing multitudes of archons, angels, and mortal souls in the name of their masters, the godlike empyreal lords.

A throne archon is a towering figure ten feet or more in height, with golden skin and hair, clad in gleaming armor. Its eyes are like diamonds and shine with holy light. Throne archons seem distant due to the great cares that weigh on them, but when their attention is focused they radiate love and tranquility.

Throne archons are patrons of good and lawful rulers, and many of them are venerated as saints in good religions. On occasion, a throne archon may appear to a benevolent king or queen in desperate need and allow them to channel a portion of their holy power. Such arrangements are rare, occurring no more than once in a mortal lifetime.

THRONE ARCHON

CR: 15

XP: 51,200

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

Init: +11; **Senses:** Darkvision 60 ft., *detect evil*, low-light vision; Perception +20

Aura: *Magic circle against evil* (10 ft.), menace (20 ft., DC 25)

AC: 34, touch 16, flat-footed 27 (+13 armor, +7 Dex, +5 natural, -1 size; +2 deflection vs. evil)

hp: 187 (15 HD)

Fort +16 (+20 vs. poison), **Ref** +12, **Will** +12; +2 resistance vs. evil

DR 10/evil; **Immune:** Electricity, petrification; **SR** 26

Speed: 30 ft. (40 ft. base), fly 30 ft. (good) (40 ft. base)

Melee: +1 *vorpal greatsword* +23/+18/+13 (2d8+10/17-20)

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

Special Attacks: Penitentiary gaze

Spell-Like Abilities (CL 14th, concentration +20):

Constant - *Detect evil*

At will - *Atonement*, *break enchantment*, *bless weapon*, *cure critical wounds* (DC 20), *daze* (DC 16; affects creatures of any HD), *discern lies* (DC 20), *greater dispel magic*, *greater teleport* (self plus 50 lb. of objects only), *hallow*, *mark of justice*, *neutralize poison* (DC 20), *restoration* (DC 18), *see invisibility*, *sending*

3/day - *Banishment* (DC 22), *death ward* (DC 20), *dictum* (DC 23), *divine favor*, *greater restoration* (DC 22), *find the path* (DC 22), *heal* (DC 23), *heroes' feast*, *holy sword*, *holy word* (DC 23), *raise dead*, *spell turning*, *true seeing*

1/day - *Resurrection*

Str 22, Dex 24, Con 25, Int 18, Wis 16, Cha 22

Base Atk: +15; **CMB:** +22; **CMD:** 33

Feats: Ability Focus (penitentiary gaze), Improved Critical (greatsword), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (greatsword), Weapon Focus (greatsword)

Skills: Climb +11, Diplomacy +24, Fly +17, Heal +21, Intimidate +32, Knowledge (history) +22, Knowledge (planes) +22, Knowledge (religion) +19, Perception +21, Sense Motive +29, Spellcraft +19; **Racial Modifiers:** +8 Intimidate, +8 Sense Motive

Languages: Abyssal, Celestial, Common, Draconic, Infernal; truespeech

SQ: Channeling

Environment: Any (Heaven)

Organization: Solitary or court (1 plus 1d4 sword archons and 1d4 wisdom archons)

Treasure: Double standard (+4 *full plate*)

Channeling (Su): A throne archon can invest a willing mortal in an adjacent space with its power at will as a standard action. The archon merges its form with the mortal's. Spells such as protection from good block channeling, even if the spell's target is willing to channel the archon. Similarly, spells such as *dismissal* or *dispel good*, as well as special abilities that drive possessing spirits out of their victims, can work on the channeled throne archon even if the mortal wants the archon to remain.

A mortal channeling a throne archon becomes a mortal manifestation of the archon's power. The archon can draw on all of the mortal's memories, and the archon senses what the mortal senses. The mortal and the archon can communicate telepathically, but neither has complete access to the current thoughts of the other. While channeling a throne archon, the mortal's Intelligence, Wisdom, and Charisma scores become those of the archon's if they are lower, or remain the same if they are higher.

The mortal can use its own skills and the throne archon's skills. If the mortal and the archon have the same skill, use the higher bonus of the two. Use the mortal's effective ability scores to determine skill modifiers.

The channeling mortal can use all of the throne archon's supernatural and spell-like abilities (except for channeling). The mortal remains in complete control of its body while channeling the throne archon, so throne archons never allow non-good mortals to channel them. The mortal or the archon can end the channeling at any time, as a free action. When this occurs, the throne archon reappears in an unoccupied space adjacent to the mortal.

Penitentiary Gaze (Su): Any non-lawful good creature within 30 feet of a throne archon that meets its glowing blue eyes must succeed on a Will saving throw (DC 25) or temporarily fall under its influence. Such a being becomes filled with remorse over the distance its life's actions have taken it from the ideals of law or goodness (even if such distance would ordinarily make it proud). The intensity of the remorse (and the relevant game effect) varies depending upon the creature's alignment. Compare the victim's alignment to the chart below, adding any game effects that apply. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

The victim is free to act (even to attack the throne archon) while under the effects of the penitentiary gaze. The effects persist each round until the victim makes a successful Will saving throw. Throne archons can disable or enable this ability as a free action. The gaze cannot be disabled during the same round in which it was enabled (and vice versa).

Law/Chaos Axis

Neutral: The victim is beset by religious visions in which angelic legions berate him for straying from the true path of law and goodness. As a result, it becomes fatigued.

Chaotic: Blistering mental hellscapes scald the victim's consciousness, causing so much psychological damage that the victim becomes exhausted.

Good/Evil Axis

Neutral: Pangs of regret over past evil deeds result in blood-red psychosomatic blisters and boils. The victim takes 10 points of damage.

Evil: The victim's guilt and misery creates a psychosomatic meltdown that results in painful rashes and explosive skin abrasions. The victim takes 20 points of damage.

Archon, Tome

Tome archons are among the greatest defenders of good and order in existence. These immortal founts of wisdom are the lawkeepers of Heaven and advisors to gods and archangels.

Standing over ten feet in height, a tome archon appears as a humanoid with the head and wings of a hawk, bearing an enchanted glaive and a book of celestial laws as its symbols of office. They wear heavy armor that symbolizes their role as defenders of the meek, ornately gilded with holy glyphs and draped in flowing robes.

Tome archons are respected by even the highest echelons of the heavenly hierarchy for their wisdom and devotion. They stand alongside the mighty star archons as Heaven's greatest defenders. Although as immortals archons have no need for sustenance, tome archons are responsible for the creation of *ambrosia*, a food made from the distilled joy of all of Heaven's inhabitants, which is consumed on holy feast days and celebrations.

TOME ARCHON

CR: 18

XP: 153,600

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

Init: +8; **Senses:** Darkvision 60 ft., *detect evil*, low-light vision; Perception +26

Aura: *Magic circle against evil* (10 ft.), menace (20 ft., DC 26)

AC: 30, touch 13, flat-footed 26 (+9 armor, +4 Dex, +8 natural, -1 size); +2 deflection vs. evil

hp: 279 (18 HD); regeneration 10 (evil weapons and effects)

Fort +16 (+20 vs. poison), **Ref** +15, **Will** +18

Defensive Abilities: Indelible imprint; **DR** 10/evil; **Immune:** Electricity, petrification; **SR** 29

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

Melee: +3 *glaive* +27/+22/+17/+12 (2d8+12/x3)

Ranged: 2 light rays +21 (3d6 holy and 3d6 fire)

Space: 10 ft.; **Reach:** 10 ft. (20 ft. with glaive)

Special Attacks: Crown of brilliance

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

Constant - *Detect evil*, *magic circle against evil*, *true seeing*

At will - *Aid*, *greater dispel magic*, *greater teleport* (self plus 50 lb. of objects only), *hallow*, *message*, *sending*, *true seeing*

1/day - *Banishment* (DC 23), *holy word* (DC 22), *resurrection*

Spells Prepared (CL 18th, concentration +23):

9th - *Foresight*, *miracle*

8th - *Earthquake*, *holy aura* (DC 23), *mass cure critical wounds* (DC 23)

7th - *Dictum* (2, DC 22), *greater restoration*, *repulsion* (DC 22)

6th - *Forbiddance* (DC 21), *heal* (DC 21), *mass cure moderate wounds* (DC 21), *mass eagle's splendor*

5th - *Break enchantment*, *breath of life* (DC 20), *flame strike* (2, DC 20), *righteous might*

4th - *Cure critical wounds* (3, DC 19), *holy smite* (DC 19), *order's wrath* (DC 19)

3rd - *Cure serious wounds* (3, DC 18), *invisibility purge*, *protection from energy*

2nd - *Cure moderate wounds* (3, DC 17), *eagle's splendor*, *status*

1st - *Cure light wounds* (4, DC 16), *divine favor*, *sanctuary* (DC 16)

0 (at will) - *Guidance, resistance, stabilize, virtue*

Str 22, **Dex** 19, **Con** 31, **Int** 20, **Wis** 20, **Cha** 21

Base Atk: +18; **CMB:** +25; **CMD:** 40

Feats: Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Whirlwind Attack

Skills: Diplomacy +26, Escape Artist +16, Fly +17, Knowledge (arcana) +26, Knowledge (religion) +26, Knowledge (planes) +26, Perception +26, Sense Motive +26, Spellcraft +26, Stealth +15

Languages: Celestial, Draconic, Infernal; truespeech

Environment: Any (Heaven)

Organization: Solitary

Treasure: Double (full plate)

Crown of Brilliance (Su): Once per day, a tome archon can cause a crown of golden light to surround its head for 18 rounds or until the end of combat. Evil creatures within 20 feet of the tome archon must make successful Fortitude saving throws (DC 24) or be blinded for 1d4 rounds. Creatures that successfully save, and creatures that have recovered from blindness, are still dazzled for as long as they remain in melee with the tome archon.

Creatures with light sensitivity and creatures that are harmed by sunlight (such as vampires) must make a Will save (DC 24) if they are within 20 feet of the tome archon. Creatures that fail their saving throws must move outside the area. Undead within the area take 1d6 points of damage each round they remain in the area. The save DCs are Charisma-based.

Indelible Imprint (Su): When a tome archon is slain, it releases holy energy to brand its murderer for all time. The instant the archon dies, all creatures within 100 feet who have dealt damage to it within the past day must make a Will save (DC 24). Those that succeed suffer no ill effects. Creatures that fail are affected as with *greater bestow curse* (with the tome archon's choice of effect) and receive an unsightly rune upon their faces that instantly identifies them to any lawful good outsider as a murderer of one of the holy tome archons. The mark may be removed with a *wish* or *miracle* spell. The save DC is Charisma-based.

Light Ray (Su): As a standard action, a tome archon can fire two blinding rays of light that deal 3d6 fire damage and 3d6 holy damage. Good-aligned creatures and creatures with the good subtype take no damage from the holy energy, but evil-aligned beings and beings with the evil subtype take double the normal damage from it. Creatures under the effects of spells like protection from good are unaffected by this holy energy, though they may still take fire damage. This attack has a range of 60 feet with no range increment.

Spells: Tome archons cast spells as 18th-level clerics. They do not gain access to domains or other cleric abilities.

Archon, Warden



There are many gates and portals on the mount of Heaven, and the warden archons are their appointed guardians. Silent, vigilant, and steadfast, warden archons are stern but patient, avoiding combat for as long as possible, but when battle becomes inevitable they give no quarter until their foes are driven off or surrender. Powerful spellcasters sometimes summon warden archons with *planar ally* or *planar binding* as guardians.

A warden archon appears as a towering 12-foot-tall humanoid with skin like marble. An elaborate helmet covers its face, leaving only its glowing eyes visible. Warden archons never speak, and in fact have no mouths: as immortals they have no need to eat or breathe, and they communicate only by telepathy.

Since trespassers are rare in Heaven, warden archons have a secondary task of observing affairs on the Material Plane through great scrying pools near their gates and reporting the rise of evil forces on the Material Plane. Most perform their duties solemnly and without trouble, but some, seduced by the temporal pleasures of the mortal realm and envious of their charges, leave their posts and abandon Heaven. These “Watchers” are among the most numerous of fallen celestials, and many find their way to Hell.

WARDEN ARCHON

CR: 8

XP: 4,800

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

Init: +4; **Senses:** Darkvision 60 ft., low-light vision, scent, unerring assay; Perception +24

Aura: *Magic circle against evil* (10 ft.), *menace* (20 ft., DC 17)

AC: 24, touch 9, flat-footed 24 (+12 natural, +3 shield, -1 size; +2 deflection vs. evil)

hp: 92 (8 HD)

Fort +8 (+12 vs. poison), **Ref** +6, **Will** +11; +2 resistance vs. evil

Defensive Abilities: Shield of Heaven, uncanny dodge; **DR** 10/evil; **Immune:** Electricity, petrification; **SR** 19

Speed: 40 ft.

Melee: +1 *falchion* +18/+13 (2d6+9/18-20)

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

Spell-Like Abilities (CL 8th, concentration +9):

At will - *Aid*, *continual flame*, *detect scrying*, *detect thoughts* (DC 13), *locate creature*, *scrying* (DC 16), *see invisibility*, *true strike*
3/day - *True seeing*

Str 27, **Dex** 11, **Con** 23, **Int** 16, **Wis** 18, **Cha** 12

Base Atk: +8; **CMB:** +17; **CMD:** 27

Feats: Alertness, Improved Initiative, Power Attack, Stand Still^B, Weapon Focus (*falchion*)

Skills: Acrobatics +10, Climb +15, Diplomacy +12, Knowledge (planes, religion) +14,

Perception +25, Sense Motive +17, Spellcraft +14, Swim +15; **Racial Modifiers:** +8 Perception

Languages: Celestial, Draconic, Infernal (cannot speak); telepathy 100 ft.

SQ: Titan's grip

Environment: Any (Heaven)

Organization: Solitary, pair, or squad (3-5)

Treasure: Standard (+1 *heavy steel shield*)

Shield of Heaven (Su): Three times per day as a standard action, a warden archon can create a mystic shield of beneficent energies that interposes itself between the archon and an incoming magical attack. The shield blocks harmful spells, spell-like abilities, and supernatural abilities. It can only block one such attack each round, intercepting the first but not any later attacks until the archon's next turn. This shield lasts for up to 11 rounds or until dissipated.

Any targeted magical attack that strikes the shield is dissipated, but it has a 5% chance per spell level to shatter the shield as well. Attacks with no spell level have a 5% chance per 2 caster levels to shatter the shield. An attack that shatters the shield is dissipated without harming the warden archon.

If the warden archon is within the area or effect of a harmful spell that is not directly targeted on it, the shield grants the archon a +4 bonus on its saving throws against the effect.

Titan's Grip (Ex): A warden archon can wield two-handed weapons as if they were one-handed weapons.

Unerring Assay (Su): A warden archon instinctively knows the alignment of any creature within 60 feet. Typical methods of masking alignment, such as *misdirection* or *nondetection*, have no effect upon a warden archon's unerring assay.

Archon, Wisdom



Wisdom archons embody sacred knowledge and watchfulness. They are tasked with teaching mortals the ways of benevolence and order, and appear before lost souls in need of guidance. They are also the scouts of Heaven's legions, their keen eyes keeping eternal watch for the archons' enemies.

A wisdom archon appears as a vaguely humanoid owl, more than twice the height of a human. Its plumage is pure white, and a luminous halo surrounds its head. Wisdom archons radiate the crisp cold of arctic forests, though their touch warms those of good heart.

Wisdom archons are the favored servants of the empyreal lord Tanagaar, and most are promoted from among the weaker spyglass archons who watch his Unbent Forest on Heaven's lowest tier.

WISDOM ARCHON

CR: 12

XP: 19,200

LG Large outsider (archon, cold, extraplanar, good, lawful)

Init: +9; **Senses:** Darkvision 60 ft., low-light vision; Perception +38

Aura: *Magic circle against evil* (10 ft.), menace (20 ft., DC 22)

AC: 28, touch 14, flat-footed 23 (+5 Dex, +14 natural, -1 size; +2 deflection vs. evil)

hp: 152 (16 HD)

Fort +9 (+13 vs. poison), **Ref** +15, **Will** +17; +2 resistance vs. evil

DR 10/evil; **Immune:** Cold, electricity, petrification; **SR** 23

Weaknesses: Vulnerable to fire

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

Melee: Bite +20 (2d6+4/19-20 plus 1d6 cold), 2 claws +20 (1d8+4 plus 1d6 cold)

Ranged: Eye ray +20 (*flesh to stone*)

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

Special Attacks: Chill flesh, swoop

Spell-Like Abilities (CL 12th, concentration +14):

Constant - *Freedom of movement* (self only)

At will - *Calm animals* (DC 13), *charm animal* (DC 13), *dispel magic*, *faerie fire*, *greater teleport* (self plus 50 lb. of objects only), *speak with animals*, *stone to flesh* (DC 18)

3/day - *Dismissal* (DC 16), *find the path* (DC 18), *greater dispel magic*, *neutralize poison* (DC 16), *owl's wisdom*

1/day - *Divine power*, *mass owl's wisdom*, *reincarnate*

Str 18, Dex 20, Con 18, Int 17, Wis 25, Cha 15

Base Atk: +16; **CMB:** +20 (+22 disarm); **CMD:** 25 (27 vs. disarm)

Feats: Alertness, Combat Expertise, Flyby Attack, Improved Critical (bite), Improved Disarm, Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills: Diplomacy +21, Escape Artist +21, Fly +30, Heal +26, Knowledge (planes) +36, Knowledge (all others) +17, Perception +38, Sense Motive +30, Spellcraft +21, Stealth +28; **Racial Modifiers:** +4 Fly, +10 on all Knowledge skills, +8 Perception, +8 Stealth

Languages: Celestial, Draconic, Infernal, Sylvan; truespeech

SQ: Loremaster

Environment: Any cold (Heaven)

Organization: Solitary, pair, or swoop (3-5)

Treasure: Standard

Chill Flesh (Su): A wisdom archon's body is so cold that its mere touch deals 1d6 additional cold damage. Good creatures are immune to this damage. The wisdom archon can suppress or resume this ability as a free action.

Eye Rays (Su): Three times per day, a wisdom archon can shoot twin beams of silvery light from its eyes, striking an opponent within 120 feet. The wisdom archon must succeed on a ranged touch attack to hit, and any creature struck by the eye rays must make a DC 22 Fortitude save or be turned to stone. The save DC is Constitution-based.

Loremaster (Ex): A wisdom archon gains a +10 racial bonus on all Knowledge checks, and can make Knowledge checks untrained. It uses its Wisdom modifier on Knowledge checks, rather than Intelligence.

Stone to Flesh (Sp): When cast on a creature turned to stone by the wisdom archon's own eye rays, the spell does not require a target to make a Fortitude save to survive the transformation.

Swoop (Ex): A wisdom archon can execute a swoop attack that is similar to a charge action in all respects, except as noted here. The wisdom archon must fly toward its target for a minimum of 40 feet in a straight line. If the swoop attack succeeds, the wisdom archon can attempt to grapple the target without provoking an attack of opportunity or deal double damage with its claw attacks (2d8+8 plus 1d6 cold) instead.

Archon, Word



Word archons are the record-keepers of Heaven, tasked with maintaining the eternal libraries of the holy mount. Blessed with power over language and speech, each word archon protects a noble concept such as charity, zeal, humility, or love. Word archons are supremely intelligent and are sought out as fonts of knowledge gathered over millennia.

Standing seven feet tall, a word archon resembles a beautiful bronze-skinned human clad in flowing robes and golden armor. A cloud of parchment scrolls billow behind it like wings, each marked with a different rune.

In addition to their role as record-keepers, word archons are frequently assigned to heavenly legions as marshals and healers, much like mortal bards. They are often found leading contingents of legion archons.

WORD ARCHON

CR: 9

XP: 6,400

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

Init: +1; **Senses:** Darkvision 60 ft., low-light vision; Perception +16

Aura: *Magic circle against evil* (10 ft.), menace (20 ft., DC 20)

AC: 25, touch 11, flat-footed 24 (+8 armor, +1 Dex, +6 natural; +2 deflection vs. evil)

hp: 115 (10 HD)

Fort +11 (+15 vs. poison), **Ref** +8, **Will** +10; +2 resistance vs. evil

DR 10/evil; **Immune:** Electricity, harmful language-dependent effects, petrification; **SR** 20

Speed: 20 ft. (30 ft. base), fly 55 ft. (good; 80 ft. base)

Melee: +1 *holy warhammer* +18/+13 (1d8+10/x3 plus 2d6 holy)

Special Attacks: Divine wrath

Spell-Like Abilities (CL 9th, concentration +12):

At will - *Greater teleport* (self plus 30 lb. of objects only)

Str 22, Dex 13, Con 23, Int 22, Wis 16, Cha 17

Base Atk: +10; **CMB:** +16; **CMD:** 27

Feats: Cleave, Combat Casting, Great Fortitude, Power Attack, Weapon Focus (warhammer)

Skills: Diplomacy +16, Fly +15, Intimidate +16, Knowledge (any five) +19, Linguistics +19, Perception +16, Perform (oratory) +16, Sense Motive +16

Languages: Celestial, Draconic, Infernal; truespeech

SQ: Knowledgeable, prayers of the empyreal

Environment: Any (Heaven)

Organization: Solitary or patrol (2-4)

Treasure: Standard (+2 *breastplate*)

Divine Wrath (Su): Three times per day as a standard action, by invoking the authority of Heaven, a word archon can order the air to pulse violently, knocking creatures in the area to the ground. A violent shock wave travels through the air, and creatures in the area must make Fortitude saves (DC 18) or be knocked prone and take 1d4 points of nonlethal damage. Creatures that are exceptionally stable - such as those with the stability racial trait or with more than two legs - gain their usual bonus against trip attacks on this save. The save DC is Charisma-based.

Knowledgeable (Ex): Word archons treat all Knowledge skills as class skills.

Prayers of the Empyrean (Su): Each round, a word archon can utter one of several holy invocations that grant boons to its allies. Starting an invocation is a standard action, but it can be maintained each round as a free action. Changing a prayer from one invocation to another requires the archon to stop the previous invocation and start a new one as a standard action. The archon's prayer cannot be disrupted, but it ends immediately if the archon is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A word archon cannot have more than one invocation in effect at one time. The archon's allies must be able to hear the archon for the prayer to have any effect, and such prayers are language dependent. If the archon is deafened, it has a 20% chance to fail when attempting to invoke its prayers of the empyreal. Deaf creatures are immune to prayers of the empyreal.

A word archon can use the following invocations:

Archer's Eye: The archon chants an uplifting prayer. Each of its allies' aim sharpens to focus on the unconcealed parts of foes. Their ranged attacks ignore penalties for concealment.

Incarnation of Heaven: The archon's words echo with the glory of Heaven and invest its allies with holy might. The creatures gain the celestial simple template (*Bestiary*, pg. 284). Their skin takes on a silvery shine and they are surrounded by a golden aura. The smite ability granted by the template is usable by a creature only once per day, no matter how many times it might be the subject of this prayer.

Prayer of Protection: The archon's utterance wards its allies from harm. The archon and its allies are affected as by *protection from arrows* (CL 9th). A creature can only be protected from up to 90 points of damage per day from this effect, no matter how many times it might be the subject of this prayer.

Word of Nurturing: The archon speaks a gentle prayer of healing to a single creature. A thin network of shimmering golden tendrils heals the target's wounds almost as fast as they're created. The target gains fast healing 5.

Astral Dreadnought



A ravenous predator of the silver void, the astral dreadnought glides silently through the infinite Astral Plane in search of prey.

A monstrosity more than thirty feet in height, the astral dreadnought has a huge body with muscular arms ending in gigantic pincers. Its spike-crowned head has a gaping, fang-filled maw, and its single staring eye seems filled with countless stars. Its serpentine lower body trails away into a translucent cord that seems to trail away into infinity, leading some to wonder if the creature is merely projecting its form onto the Astral Plane from some other dimension.

Where astral dreadnoughts come from is unknown. They may be fiends or celestials fallen into feral madness, creations of the Outer Gods, or even parasites sloughed from the body of Rovagug before his imprisonment. Since they are always encountered alone, some say that only one astral dreadnought can exist at a time. Denizens of the Astral Plane (shulsagas, buomanns, [githyanki](#), and so on) and travelers from other planes (mortal mystics, angels shepherding souls, and daemonic soul-stealers) all fear the dreadnought's rampages. The creature will even devour the souls of the dead, denying them their eternal rest. Legends tell of githyanki sailors hunting the great beasts in their astral galleons like the whales of the Material Plane. For its part, the astral dreadnought's only concern is sating the gnawing hunger with which it is always consumed.

ASTRAL DREADNOUGHT

CR: 17

XP: 102,400

CN Gargantuan outsider (extraplanar)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +23

Aura: Frightful presence (200 ft., DC 23)

AC: 20, touch 4, flat-footed 20 (-2 Dex, +16 natural, -4 size)

hp: 333 (18 HD)

Fort +19, **Ref** +11, **Will** +13

SR 28

Speed: Fly 180 ft. (poor)

Melee: Bite +30 (2d8+16/19-20 plus grab), 2 claws +30 (2d6+16/19-20)

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

Special Attacks: Rend (2 claws, 4d6+24), sever silver cord, swallow whole (2d8+16 bludgeoning plus 2d8 acid, AC 18, 33 hp)

Str 42, **Dex** 7, **Con** 37, **Int** 5, **Wis** 14, **Cha** 18

Base Atk: +18; **CMB:** +38 (+42 grab, sunder); **CMD:** 46 (can't be tripped)

Feats: Critical Focus, Greater Sunder, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Improved Sunder, Lightning Reflexes^B, Power Attack, Staggering Critical, Stunning Critical

Skills: Fly +9, Perception +23, Survival +23

Languages: Celestial (cannot speak)

SQ: Antimagic cone

Environment: Any (Astral Plane)

Organization: Solitary

Treasure: None

Antimagic Cone (Su): An astral dreadnought's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (CL 20th). All magical and supernatural powers and effects within the cone are suppressed. Once each round, during its turn, the astral dreadnought decides which way its eye faces. The astral dreadnought can only make bite attacks against creatures to its front.

All magical, spell-like, and supernatural effects within the cone are suppressed, except for those that brought the subjects to the Astral Plane in the first place (such as the *astral projection* spell). Those effects are locked in place while the subjects are in the cone and cannot be dismissed, trapping the subjects on the Astral Plane while under its effect.

Sever Silver Cord (Ex): If the astral dreadnought can attack an astral traveler's back (by flanking it, catching it flat-footed, or pursuing it while panicked and fleeing), it can attack the silver cord (see the *astral projection* spell, *Core Rulebook*, pg. 244) that connects the astral form to its material counterpart by making a sunder attempt. The normally insubstantial cord is treated as a tangible object with the owner's AC, hardness 10, and 20 hit points. A silver cord visibly trails 5 feet behind an astral traveler before fading into the astral medium. Attacking it draws an attack of opportunity from the astral traveler.

When the cord is damaged, the astral traveler must succeed at a Fortitude save (DC 13) or be immediately forced to return to its body. Severing the silver cord destroys both the astral form and the body on the Material Plane.

Axial Avenger



Axial avengers are a race of beings tasked with patrolling the Hinterlands of the Eternal City of Axis, the greatest bastion of order in the multiverse. They were created mere centuries ago by Aroden, the god of humanity, with the cooperation of the plane's native axiomites to defend the perimeter of Axis and strike back against the invading proteans and demons. With the loss of Aroden one hundred years ago, the avengers' name has taken on a new meaning as they now seek relentlessly for the secret behind their creator's death.

Due to the axiomites' hand in their creation, Axial avengers possess only slightly more humanity than the automaton-like inevitables, viewing every situation as a complex set of variables and calculations to be weighed against each other. Despite their rigidity, they recognize the importance of peace and harmony and err on the side of good more often than evil. They have a mathematical outlook that makes them seem distant and alien to mortals. Axial avengers often serve as backup to more powerful inevitables and [justicators](#), their analytical minds making them skilled tacticians. When not on patrol or in battle, Axial avengers live spartan lifestyles as they await further orders.

Because of their appearance, Axial avengers are often mistaken for the likewise metallic legion archons of Heaven. Those expecting an archon's mercy from an Axial avenger are in for a rude awakening.

Following Aroden's death, control of the avenger legions has devolved back to the axiomite Godmind, under whom they now serve the Eternal City directly. A small portion of the legion has been assigned via treaty to Abadar, god of civilization, and these act as arbiters within the city between the conflicting factions of formians, visilights, modrons, and others. But each faction keeps strict watch over their Axial avengers – as the last century has worn on, instances of rogue avengers have grown more common as their obsession with Aroden's death grows greater. There may come a time when Aroden's soldiers must choose between protecting Axis

and avenging their fallen master, and when that day comes, who knows what chaos will come with it?

AXIAL AVENGER

CR: 6

XP: 2,400

LN Medium outsider (extraplanar, lawful)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +12

AC: 19, touch 12, flat-footed 17 (+2 Dex, +6 natural, +1 shield)

hp: 68 (8 HD)

Fort +9, **Ref** +5, **Will** +7 (+11 vs. mind-affecting effects)

DR 10/chaotic; **Immune:** Disease, poison; **Resist:** Cold 10, fire 10; **SR** 17

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

Melee: Mwk longsword +9/+4 (1d8+3/19-20), mwk longsword +9 (1d8+1)

Special Attacks: Blade rend, wrath

Spell-Like Abilities (CL 8th, concentration +9):

Constant – *See invisibility*

At will – *Greater teleport* (self plus 50 lb. of objects only), *dispel magic*, *light*

1/day – *Prayer*

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

Base Atk: +8; **CMB:** +13; **CMD:** 24

Feats: Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword)

Skills: Diplomacy +12, Fly +6, Intimidate +13, Knowledge (planes) +11, Perception +12, Sense Motive +12

Languages: Abyssal, Celestial, Common, Infernal

SQ: Elude chance

Environment: Any (Axis)

Organization: Solitary, pair, or squad (4-8)

Treasure: None

Blade Rend (Ex): If an Axial avenger hits a single target with at least one attack from two separate bladed weapons during a full attack, it deals an extra 2d6 points of damage.

Elude Chance (Su): Three times per day, as an immediate action, an Axial avenger can tap directly into the power of law, allowing it to avoid the uncertainty of chance. When an Axial avenger activates this ability, its next melee attack or saving throw is treated as if the result of the die roll were 10.

Wrath (Ex): Any time the Axial avenger sees an ally fall in battle, it gains a +2 morale bonus on damage rolls. The bonus lasts for 1 minute.

Azata, Firre



Firres are the bards of the azatas. These fiery celestials embody the drive to create inspiring works of art and often act as muses to mortal artists. They are closely affiliated with the more powerful brijidine azatas, who enjoy the firres' company and creative flair.

FIRRE

CR: 10

XP: 9,600

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

Init: +9; **Senses:** Darkvision 60 ft., low-light vision; Perception +18

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

hp: 114 (12 HD)

Fort +8, **Ref** +13, **Will** +11

DR 10/cold iron or evil; **Immune:** Electricity, fire, petrification; **Resist:** Cold 10; **SR** 21

Speed: 30 ft., fly 90 ft. (perfect)

Melee: +1 *greatsword* +15/+10/+5 (2d6+4/19-20) or slam +14 (1d6+3 plus 1d6 fire; flame form only)

Ranged: +1 *javelin* +18/+13 (1d6+3)

Special Attacks: Bardic performance (17 rounds/day; countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion; DC 16), fiery gaze

Combat Gear: 3 +1 *javelins*

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

At will - *Detect thoughts* (DC 15), *fireball* (DC 18), *greater invisibility*, *see invisibility*

3/day - Empowered *fireball* (DC 18), *persistent image* (DC 18), *polymorph*, *wall of fire*

1/day - *Prismatic spray* (DC 20)

Spells Prepared (CL 10th, concentration +13, ranged touch +17):

5th - *Dispel evil* (DC 18), *flame strike* (DC 18)

4th - *Dimensional anchor, dismissal (DC 17), tongues*
3rd - *Continual flame, dispel magic, prayer, searing light*
2nd - *Align weapon, bear's endurance, eagle's splendor, hold person (DC 15), resist energy*
1st - *Bless, detect evil, divine favor, remove fear, sanctuary (DC 14), shield of faith*
0 (at will) - *Detect magic, detect poison, guidance, read magic*

Str 14, Dex 20, Con 18, Int 17, Wis 16, Cha 16

Base Atk: +12; **CMB:** +14; **CMD:** 30

Feats: Ability Focus (*fireball*), Dodge, Empower Spell-Like Ability (*fireball*), Flyby Attack, Improved Initiative, Skill Focus (Perform [selected skill])

Skills: Bluff +18, Diplomacy +18, Fly +20 (+28 in flame form), Intimidate +18, Knowledge (planes) +18, Perception +18, Perform (any one) +24, Sense Motive +18, Spellcraft +18

Languages: Celestial, Draconic, Infernal; truespeech

SQ: Flame form, inspiration

Environment: Any (Elysium)

Organization: Solitary or troupe (2-5)

Treasure: Double

Bardic Performance (Su): A firre can use bardic performance as a 6th-level bard. If a firre gains levels as a bard, its bard levels stack with this racial ability for the purpose of determining bardic performance effects.

Fiery Gaze (Su): In humanoid form, a firre can gaze at a target within 60 feet and cause it to burst into flames. The gaze deals 2d6 points of fire damage and causes blindness (as the *blindness/deafness* spell). A successful DC 19 Fortitude save negates the blindness. The save DC is Charisma-based.

Flame Form (Su): A firre can shift between its solid body and one made of fire as a standard action. In humanoid form, it cannot fly or use its fiery slam attack, but it can use its fiery gaze, spell-like abilities, bardic performance, and cast spells. In the form of a pillar of fire, it can fly, make slam attacks, and use spell-like abilities, but cannot sing, cast spells, or use its gaze attack. A firre remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the firre revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Inspiration (Su): Once per day as a full-round action, a firre can give a target creature it can see a +10 competence bonus on the next Craft or Perform check it makes to create or perform a work of art. (At the GM's discretion, this bonus may be applied to other skill checks, such as an Acrobatics check to tumble, as long as it is made for the sake of art or entertainment.) Firres often use this ability while invisible to grant boons to unknowing recipients they deem worthy.

Spells: Firres cast divine spells as 10th-level clerics. They do not gain access to domains or other cleric abilities.

Azata, Noviere

Novieres are aquatic celestials who inhabit the oceans and rivers of Elysium. Unlike the prickly bralanis and haughty ghaeles, they are open and friendly to outsiders, and patrol their chosen waterways to aid drowning people and castaways. Stories tell of sailors falling from their ships only to be rescued by mysterious golden dolphins that bring them within safe swimming distance of land, the work of novieres. These azatas are also devoted enemies of evil, however, and when they find themselves on other planes, they often aid heroes against sahuagin and other evil sea-dwellers. Novieres figure heavily in the legends of aquatic elves, and the sea-elves venerate many of them as saints.

NOVIERE

CR: 5

XP: 1,600

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

Init: +4; **Senses:** Darkvision 60 ft., low-light vision; Perception +10

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

hp: 51 (6 HD)

Fort +5, **Ref** +9, **Will** +7

DR 10/cold iron or evil; **Immune:** Electricity, petrification; **Resist:** Acid 10, cold 10; **SR** 16

Speed: 40 ft., swim 60 ft.

Melee: +1 trident +11/+6 (1d8+5) or slam +10 (2d8+6/19-20)

Ranged: Net +9 touch (entangle/10 ft.)

Special Attacks: Engulf, water bolt

Spell-Like Abilities (CL 5th, concentration +7, +10 melee touch):

At will - *Daylight*, *detect evil*, *mirror image*, *silent image* (DC 13)

3/day - *Cure light wounds* (DC 13), *minor image* (DC 14), *slow* (DC 15)

1/day - *Charm person* (DC 13), *water breathing*

Spells Prepared (CL 5th, concentration +7):

3rd - *Prayer*

2nd - *Aid*, *eagle's splendor*, *enthral* (DC 15)

1st - *Divine favor*, *obscuring mist*, *sanctuary* (DC 14), *shield of faith*

0 (at will) - *Create water*, *detect magic*, *light*, *stabilize*

Str 19, **Dex** 18, **Con** 16, **Int** 13, **Wis** 14, **Cha** 15

Base Atk: +6; **CMB:** +10; **CMD:** 24

Feats: Exotic Weapon Proficiency (net)^B, Improved Critical (slam), Lightning Reflexes, Power Attack

Skills: Diplomacy +11, Escape Artist +13, Handle Animal +11, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +13, Swim +12

Languages: Celestial, Infernal, Draconic; truespeech

SQ: Amphibious, dolphin form, unfettered throwing

Environment: Any aquatic (Elysium)
Organization: Solitary or clan (2-16)
Treasure: Standard

Dolphin Form (Su): A noviere can shift between its humanoid form and that of a dolphin formed from shimmering golden water as a standard action. In humanoid form, it cannot use its slam or engulf attacks, but it can use its spell-like abilities, spells, water bolt, and its weapons. In dolphin form, it gains a +6 deflection bonus to Armor Class, and can engulf, make slam attacks, and use spell-like abilities, spells, and water bolt, but it cannot use its weapons. A noviere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does a noviere revert to any particular form when killed. A *true seeing* spell reveals both forms simultaneously.

Engulf (Ex): A noviere in dolphin form can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The noviere merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the noviere, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 17) to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition. If the noviere chooses, they are in danger of drowning, and are trapped within the noviere's body until they are no longer pinned; however, novieres can also choose to allow engulfed creatures to breathe normally, saving them from drowning. The save DC is Strength-based.

The noviere can also engulf a victim by scoring a critical hit with its slam attack and pulling the victim into its space. Victims enveloped in this way are entitled to neither a saving throw nor an attack of opportunity. The noviere makes a combat maneuver check to grapple with a +4 circumstance bonus to grapple the victim in such an instance.

An engulfed creature cannot cast spells with a verbal component or use any other item or ability that requires speech. If other characters use edged weapons to attack the noviere while it is holding a victim, those attacks have a 25% chance of hitting the trapped character, and they do no harm to the noviere.

While holding a victim, the noviere cannot attack other creatures with its slam, nor can it shift to its humanoid form. It can, however, use its spell-like abilities and water bolt attack.

Spells: Novieres cast divine spells as 7th-level clerics. They do not gain access to domains or other cleric abilities.

Unfettered Throwing (Ex): A noviere can use thrown weapons under water with no penalty.

Water Bolt (Su): Once every 1d4 rounds, a noviere can launch a blast of concentrated water in a 60-foot line. This water bolt does 4d6 points of damage to all creatures the area (Reflex DC 15 for half). The save DC is Charisma-based.

Azata, Putto



The putti (singular putto) are the weakest of the azatas, angelic beings from the plane of Elysium who embody freedom, joy, and chaos turned to noble ends. Resembling winged infants, putti embody love at its basest and least complicated level. Putti want to spread love and joy, but their enthusiasm outweighs their common sense, and they often cause more trouble than intended. A dog struck by a putto's arrow may fall head over heels in love with a cat, a knight may discover unexpected longings for his horse, and a warrior engaged in a duel might drop her weapon to embrace her opponent. The putti don't care - they just giggle merrily and fly away to bring love elsewhere.

PUTTO

CR: 1

XP: 400

CG Tiny outsider (azata, chaotic, extraplanar, good, shapechanger)

Init: +2; **Senses:** Darkvision 60 ft., low-light vision; Perception +5

Aura: Magic circle against evil (10 ft.)

AC: 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 size; +2 deflection vs. evil)

hp: 13 (2 HD)

Fort +4, **Ref** +2, **Will** +2; +2 resistance vs. evil

DR 5/evil; **Immune:** Electricity, petrification; **Resist:** Cold 10, fire 10

Speed: 20 ft., fly 60 ft. (perfect)

Melee: Dagger +2 (1d2-2/19-20)

Ranged: Shortbow +6 (1d3/x3/60 ft. plus arrow of love)

Combat Gear: 20 arrows

Space: 2-½ ft.; **Reach:** 0 ft.

Spell-Like Abilities (CL 4th, concentration +6):

At will - *Dancing lights*, *detect evil*, *detect magic*, *lullaby* (DC 12)

3/day - *Hideous laughter* (DC 13), *sleep* (DC 13)

Str 6, Dex 14, Con 12, Int 8, Wis 8, Cha 14

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

Feats: Dodge

Skills: Bluff +7, Escape Artist +7, Fly +19, Perception +5, Stealth +15

Languages: Celestial; truespeech

SQ: Light form

Environment: Any (Elysium)

Organization: Solitary, pair, or flight (3-6)

Treasure: None

Arrow of Love (Su): Any creature that takes damage from an arrow shot by a putto must make a Will save (DC 15) or become enraptured with the first creature it sees (as *charm monster*). The charm effect wears off in 1d3 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Light Form (Su): A putto can shift between its solid body and a ball of golden light as a standard action. In light form, it gains the incorporeal quality - it can still use spell-like abilities in this form, but can't make physical attacks or cast spells. A putto remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the putto revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

A putto in light form provides illumination with any radius it wishes up to 30 feet. Changing the amount of light it sheds is a free action that the putto can perform as a swift action.

Magic Circle Against Evil (Su): A *magic circle against evil* effect always surrounds a putto, as the spell (CL 8th).

Azata, Shiere



Shieres are the cavalry of the azatas. These angelic knights form the backbone of most Elysian war hosts and make up the bulk of any given azata lord's fighting force, though their masters often give them leave to pursue their own goals as knights-errant. Shieres often adopt personal codes of valor and honor, though they never attempt to force their standards on others. They may appear haughty and aloof, but only because they are so focused on fighting evil. Most shieres appear riding Elysian warhorses, though exceptional individuals may ride unicorns, pegasi, dragon horses, or other noble horselike mounts.

SHIERE

CR: 10

XP: 9,600

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

Init: +3; **Senses:** Darkvision 60 ft., *detect evil*, low-light vision; Perception +18

AC: 26, touch 13, flat-footed 23 (+9 armor, +3 Dex, +2 natural, +2 shield)

hp: 123 (13 HD)

Fort +10, **Ref** +11, **Will** +12

DR 10/cold iron or evil; **Immune:** Electricity, petrification; **Resist:** Acid 10, cold 10; **SR** 21

Speed: 40 ft., fly 60 ft. (perfect)

Melee: +1 *speed heavy lance* +20/+15/+10 (1d8+7/19-20/x3, double damage on a charge while mounted) or +1 *keen battleaxe* +20/+15/+10 (1d8+9/19-20/x3)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with lance)

Special Attacks: Fear gaze

Spell-Like Abilities (CL 10th, concentration +13, +19 melee touch):

Constant - *Detect evil*

At will - *Color spray* (DC 14), *cure light wounds* (DC 14), *daylight*, *see invisibility*

3/day - *Cone of cold* (DC 18), *ice storm* (DC 17), *major image* (DC 16), *wall of ice*

1/day - *Heal* (DC 19)

Spells Prepared (CL 10th, concentration +12, +19 melee touch):

5th - *Righteous might, spell resistance*

4th - *Cure critical wounds* (DC 16), *spell immunity, summon monster IV*

3rd - *Magic vestment, prayer, remove curse*

2nd - *Aid, bull's strength, enthrall* (DC 14), *owl's wisdom, spiritual weapon*

1st - *Bless, divine favor, magic weapon, protection from evil, shield of faith*

0 (at will) - *Detect magic, light, mending, resistance*

Str 23, Dex 16, Con 19, Int 14, Wis 14, Cha 17

Base Atk: +13; **CMB:** +19; **CMD:** 32

Feats: Blind-Fight, Great Fortitude, Improved Critical (lance), Iron Will, Mounted Combat, Power Attack, Ride-By Attack

Skills: Acrobatics +20, Escape Artist +20, Fly +11, Handle Animal +20, Intimidate +20, Perception +19, Ride +20, Sense Motive +19, Stealth +20

Languages: Celestial, Infernal, Draconic; truespeech

SQ: Light form, shiere armor

Environment: Any (Elysium)

Organization: Solitary or host (3-24)

Treasure: Standard (+1 *light steel shield*)

Fear Gaze (Su): A shiere's gaze causes *fear* (as the spell) in any creature of evil alignment that meets its eyes at a range of 60 feet on a failed Will save (DC 19). The save DC is Charisma-based.

Light Form (Su): As a standard action, a shiere can assume the form of an incorporeal ball of light once per hour. In solid form, it cannot fly. In light form, the shiere can fly and gains the incorporeal quality - it can use spell-like abilities, but can't make physical attacks or use its gaze, spells, weapons, or armor. While incorporeal, the shiere sheds light as it wishes, providing illumination with any radius it wishes up to 30 feet. Changing the amount of light it sheds is a free action that the shiere can perform once per round.

A shiere remains in one form until it chooses to assume a new one (it can change from its light ball form to humanoid form as a standard action). A change in form cannot be dispelled, nor does the shiere revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Shiere Armor (Su): Shieres wear specially crafted suits of magical full plate armor made of glass and crystal. This armor has no armor check penalty, a maximum Dex bonus of +4, and an arcane spell failure chance of 20%. If worn by a non-shiere, this armor transmutes into normal full plate armor.

Spells: Shieres cast divine spells as 10th-level clerics. They do not gain access to domains or other cleric abilities.

Azata, Shiradi



Shiradis are azatas who strive against slavery and bondage, whether physical, mental, or political. They are among the largest and strongest of the champions of Elysium and travel the planes seeking tyrants to slay and hearts to uplift. Shiradis have a deep, intense hatred of the devils of Hell, the greatest perpetrators of slavery in the entire multiverse. These hot-headed azatas also have a grudge against the stoic inevitables, who often prop up slavery solely on the basis that if laws permit it, it must be followed. Nor are lawful foes their only adversaries - shiradis have a special loathing for kalavakus demons, who enslave both the minds and souls of their victims.

When not engaged in battle, shiradis are jolly and boisterous. They love good food, good drink, and good company. They are fickle and impulsive, but always err on the side of freedom, and never use force or coercion to get their way.

SHIRADI

CR: 14

XP: 38,400

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

Init: +5; **Senses:** Darkvision 60 ft., *detect evil*, *detect law*, enchantment awareness, low-light vision, *see invisibility*; Perception +21

Aura: *Holy aura* (20 ft., DC 22)

AC: 27, touch 15, flat-footed 21 (+5 Dex, +13 natural, -1 size)

hp: 187 (15 HD)

Fort +17, **Ref** +12, **Will** +12

DR 10/cold iron or evil; **Immune:** Electricity, petrification; **Resist:** Cold 10, fire 10; **SR** 25

Speed: 40 ft., fly 90 ft. (good)

Melee: +1 *anarchic spiked chain* +23/+18/+13 (2d6+13/19-20 plus 2d6 chaotic) or slam +21 (2d6+8 plus lightshard strike)

Space: 10 ft.; Reach: 10 ft. (20 ft. with spiked chain)

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

Constant - *Detect evil, detect law, discern lies* (DC 18), *holy aura* (DC 22), *see invisibility*

At will - *Aid, bless, bless weapon, detect poison, detect undead, greater dispel magic, divine favor, remove curse, remove fear, remove paralysis*

3/day - *Break enchantment, holy smite* (DC 18), *restoration*

1/day - *Cloak of chaos* (DC 22), *heal* (DC 20)

Str 27, Dex 20, Con 24, Int 16, Wis 17, Cha 19

Base Atk: +15; **CMB:** +24 (+26 disarm, trip; +28 disarm with spiked chain); **CMD:** 37 (39 vs. disarm, trip)

Feats: Combat Expertise, Combat Reflexes, Critical Focus, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Trip, Lightning Reflexes

Skills: Diplomacy +22, Fly +25, Heal +21, Intimidate +22, Knowledge (planes) +21, Knowledge (religion) +18, Perception +21, Perform (any one) +22, Sense Motive +31; **Racial**

Modifiers: +10 Sense Motive

Languages: Common, Draconic, Infernal; truespeech

SQ: Cloud form

Environment: Any (Elysium)

Organization: Solitary

Treasure: Standard

Cloud Form (Su): A shiradi can shift between its solid body and a cloud of light shards as a standard action. In humanoid form, it cannot use its slam attack, but it can fly and use its spell-like abilities and its weapons. In cloud form, it can fly, make slam attacks, and use spell-like abilities, but it cannot use its weapons. A shiradi remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the shiradi revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Enchantment Awareness (Su): Shiradis are automatically aware of enchantment effects affecting creatures within 20 feet. Shiradis gain a +10 sacred bonus on caster level checks made to dispel enchantment spells or effects when using *greater dispel magic* or *break enchantment*.

Lightshard Strike (Su): A shiradi that assumes the form of a cloud of light shards gains a slam attack that deals 2d6 points of damage. The slam is treated as a *ghost touch* weapon for purposes of hitting incorporeal creatures. In addition, the light shards also act as a *greater dispel magic* spell targeted upon the creature (CL 12th).

Azata, Tulani

Tulanis are the kings, queens, and high priests of the azatas, ruling great city-states on the plane of Elysium - in name, at least, as their "subjects" are wild individualists who treat the tulanis more as elder siblings and advisers than as rulers, which is just fine by the tulanis. More powerful azatas may exist, and some tulanis pledge loose oaths of loyalty to these fey emperors and empyreal lords, but the majority of tulanis swear fealty only to their subjects. They are among the greatest patrons of art and music in the multiverse.

Tulanis radiate peace, beauty, love, and grace, but when roused to anger, a single tulani can lay waste to entire legions of devils or demons. Only the most powerful angels, titans, and the gods themselves surpass their power on the plane of Elysium.

TULANI

CR: 19

XP: 204,800

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

Init: +10; **Senses:** Darkvision 60 ft., *detect evil, detect law, detect magic*, low-light vision, *true seeing*; Perception +29

Aura: Holy aura (20 ft.)

AC: 35, touch 17, flat-footed 28 (+6 Dex, +1 dodge, +18 natural)

hp: 294 (19 HD)

Fort +21, **Ref** +14, **Will** +18

DR 10/cold iron and evil; **Immune:** Charm, compulsion, electricity, paralysis, petrification; **Resist:** Cold 10, fire 10; **SR** 29

Speed: 40 ft., fly 90 ft. (perfect)

Melee: Sword of light +29/+24/+19/+14 (1d8+10/19-20 plus 2d6 holy)

Ranged: Dream ray +25 touch (1d6 Cha/300 ft.)

Special Attacks: Baleful gaze, bardic performance (46 rounds/day; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +6, inspire courage +4, inspire greatness, inspire heroics, mass suggestion, soothing performance; DC 25)

Spell-Like Abilities (CL 19th, concentration +25, melee touch +25):

Constant - *Detect evil, detect law, detect magic, holy aura, true seeing*

At will - *Chain lightning* (DC 22), *cure serious wounds* (DC 19), *dancing lights*, *detect thoughts* (DC 18), *dispel magic*, *divine favor*, *haste*, *greater invisibility*, *greater teleport* (self plus 50 lb. of objects only), *major image* (DC 19), *mass charm monster* (DC 24), *righteous smite*, *telekinesis* (DC 21), *wall of force*

3/day - Empowered *chain lightning* (DC 22)

1/day - *Heal* (DC 22), *meteor swarm* (DC 25), *power word kill*, *time stop*

Str 22, **Dex** 22, **Con** 30, **Int** 24, **Wis** 24, **Cha** 22

Base Atk: +19; **CMB:** +25; **CMD:** 42

Feats: Cleave, Combat Expertise, Dodge, Empower Spell-Like Ability (chain lightning), Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Power Attack, Whirlwind Attack

Skills: Bluff +28, Diplomacy +28, Fly +28, Intimidate +36, Knowledge (arcana, local, nature) +26, Knowledge (planes) +29, Perception +29, Perform (any one) +28, Sense Motive +29, Spellcraft +29, Stealth +28

Languages: Celestial, Draconic, Infernal, Sylvan; truespeech

SQ: Light form

Environment: Any (Elysium)

Organization: Solitary or court (1 plus 3-12 lyrakiens, 2-8 firres, and 1-4 ghaeles, with a 50% chance of 1-6 bralanis or 1 shiradi)

Treasure: Double

Baleful Gaze (Su): Slay evil creatures of 5 HD or fewer, range 60 feet, Will DC 25 negates. The save DC is Charisma-based.

Bardic Performance (Su): A tulani can use bardic performance as an 19th-level bard. If a tulani gains levels as a bard, its bard levels stack with this racial ability for the purpose of determining bardic performance effects.

Dream Ray (Su): In light form, a tulani can fire a coruscating ray of light with a range of 300 feet. The ray deals 1d6 points of Charisma damage with a successful hit. Any non-evil creature reduced to 0 Charisma by the dream ray falls into a dream-filled coma; an evil creature reduced to 0 Charisma falls into a nightmare-wracked come and takes 1d10 points of damage plus an additional 1d10 points of damage per hour spent in the comatose state. A creature awakens from its coma if its Charisma is raised to 1 or higher. This is a mind-affecting effect.

Light Form (Su): A tulani can shift between its solid body and a scintillating sphere of rainbow-hued light as a standard action. In humanoid form, it can't fly or use its dream rays, but it can use its gaze attack and spell-like abilities, make physical attacks, cast spells, and use its bardic performance. In light form, it gains the incorporeal quality - it can still use spell-like abilities in this form, but can't make physical attacks, cast spells, or use its gaze attack. A tulani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the tulani revert to any particular form when killed (both shapes are its true form). A true seeing spell reveals both forms simultaneously.

Sword of Light (Su): A tulani can create a +4 *brilliant energy holy longsword* at will as a free action. If the tulani dies or loses physical contact with the sword, the sword disappears immediately.

Righteous Smite (Sp): A tulani can draw down holy power to smite its enemies. Only evil and neutral creatures are harmed by the ability; good creatures are unaffected. This is the equivalent of a 7th-level spell. It has a range of 290 ft. and affects all creatures within a 20-ft. radius burst. Spell resistance applies against this effect.

Righteous smite deals 19d6 points of damage to evil creatures (or 19d8 points of damage to evil outsiders) and blinds them for 1d4 rounds. A successful Will save (DC 23) reduces damage to half and negates the blinding effect.

Righteous smite deals only half damage against creatures that are neither good nor evil, and they are not blinded. They can reduce that damage by half (down to one-quarter of the roll) with a successful Will save (DC 23). The save DCs are Charisma-based.

Bariaur



Ages ago, stories say, Desna, the goddess of travelers, had a brief but joyous romance with Cernunnos, the empyreal lord of beasts. From their coupling came the first ancestor of the bariaur race. These ram-centaurs now roam the planes of existence in search of adventure.

Bariaurs have the appearance of rugged muscular humans from the waist up and hardy, shaggy-haired sheep from the waist down, though they are insulted by comparisons to centaurs; bariaurs believe their own race to be much older and nobler than the oft loutish horse-folk. Bariaurs of both sexes possess curling horns with which they can deliver powerful head-butts. Bariaurs are much smaller than centaurs, standing a head shorter than most humans.

Though they hail from Elysium and return there periodically for festivals and folk-moots, bariaurs roam all the good- and neutral-aligned Outer Planes alone or in flocks seeking new experiences to sate their wanderlust. They have a rowdy, carefree attitude and are very open and welcoming of strangers, though they become stern and single-minded when evil rears its head. Bariaurs rarely stay in one place for long, but they gladly go out of their way to protect the innocent or right wrongs, especially if doing so presents a challenge with which they can test themselves.

Despite their divine origin, bariaurs are not especially religious, preferring to honor their ancestral deities through their everyday actions instead of dogmatic religion. They revere all the gods and empyreal lords of Elysium as a makeshift pantheon, placing Desna and Cernunnos above all others.

BARIAUR

CR: ½

XP: 200

Bariaur skald 1

CG Medium outsider (extraplanar)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +7

AC: 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp: 11 (1 HD)

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

SR 12

Speed: 40 ft. (30 ft. in scale mail)

Melee: Scimitar +2 (1d6+2/18-20), gore -3 (1d6+1); or gore +2 (1d6+2)

Ranged: Longbow +1 (1d8/x3/100 ft.)

Special Attacks: Powerful charge (gore, 2d6+3), raging song (3 rounds/day; inspired rage +1 [+2 Str/+2 Con])

Combat Gear: 20 arrows

Skald Spells Known (CL 1st, concentration +2, +2 melee touch):

1st (2/day) – *Cause fear* (DC 12), *cure light wounds* (DC 12)

0 (at will) – *Dancing lights*, *detect magic*, *ghost sound* (DC 11), *light*

Str 15, Dex 12, Con 15, Int 8, Wis 12, Cha 12

Base Atk: +0; **CMB:** +2; **CMD:** 13 (17 vs. trip)

Feats: Power Attack, Scribe Scroll^B

Skills: Acrobatics +5, Perception +7, Perform (sing) +5; **Racial Modifiers:** +2 Perception

Languages: Celestial, Common

SQ: Native outsider qualities

Environment: Any land (Elysium)

Organization: Solitary, patrol (3-12 plus 1 3rd-level sergeant and 1 leader of 3rd-6th level) or flock (10-40 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 2 5th-level lieutenants, and 2 7th-level captains)

Treasure: NPC gear (scale mail barding)

SQ: Bardic knowledge +1

Native Outsider Qualities (Ex): Although they hail from the Outer Planes, bariaurs are beings of flesh and blood. Bariaurs can be raised, reincarnated, or resurrected just as other living creatures can be, and need to eat and sleep.

BARIAUR CHARACTERS (15 RP)

+2 Strength, +2 Wisdom, -2 Charisma (0 RP)

Outsider (3 RP): Bariaurs are creatures of the outsider type. They are immune to spells and effects that specifically affect only humanoids, such as *charm person*.

Medium (0 RP): Bariaurs are Medium creatures and have no bonuses or penalties due to their size.

Fast (1 RP): Bariaurs have a base speed of 40 feet.

Darkvision (0 RP): Bariaurs can see in the dark up to 60 feet.

Gore (1 RP): Bariaurs have a natural gore attack that deals 1d6 points of damage. This is a primary attack, or a secondary attack if the bariaur is wielding manufactured weapons.

Keen Senses (2 RP): Bariaurs receive a +2 racial bonus on Perception checks.

Native Outsider Qualities (0 RP): See above.

Powerful Charge (2 RP): When a bariaur charges, it deals 2d6 points of damage with its gore attack plus 1-½ times its Strength bonus.

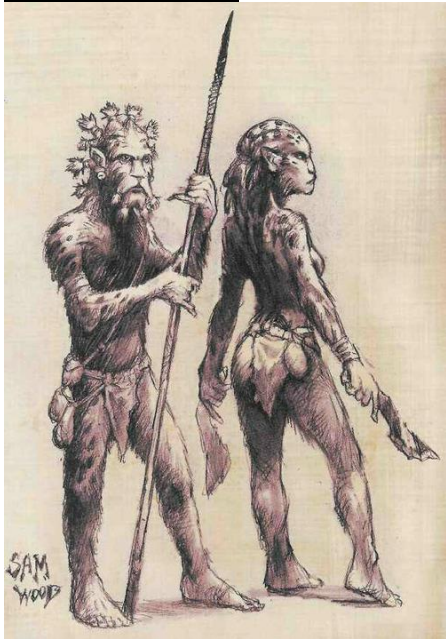
Quadruped (2 RP): Bariaurs' four legs grant them a +4 racial bonus to CMD against trip attempts, and their carrying capacity is 1-½ times greater than normal for their Strength. They must wear barding instead of normal armor and cannot wear boots designed for humanoids.

Spell Resistance (3 RP): Bariaurs gain spell resistance equal to 11 + their character level.

Strong-Willed (1 RP): Bariaurs receive a +2 racial bonus on all Will saving throws.

Languages (0 RP): Bariaurs begin play speaking Celestial and Common. Bariaurs with high Intelligence scores can choose from the following: Abyssal, Elven, Infernal, Protean, Slaad, and Sylvan.

Beastfolk



Beastfolk are fur-covered humanoids who live in rainforests and jungles. These people live a simple hunter-gatherer existence in harmony with nature. They are highly resistant to spells, and care little for magic. They are thought to be relatives of the larger and stronger sasquatch.

Beastfolk look like short, slender humans with facial features resembling both apes and cats. They are covered in fur that ranges from dark green to light olive, with a shorter, thicker layer of black fur underneath. When beastfolk move, they instinctively raise or lower their outer fur in patterns that help them blend into the jungle surroundings. They rarely wear clothing, which would hinder their natural camouflage.

Beastfolk tribes build their villages in forest canopies, dwelling in huts woven from living branches. They have an egalitarian society in which men and women share equally in all responsibilities. Leadership roles are only temporary based on which individual has the skills most suited to a given situation. They fight only to defend their territory, and prefer to take intruders captive rather than kill them, stripping them of all their possessions and releasing them outside the tribe's territory, though opponents who are considered a serious threat are painlessly put to death.

Perhaps due to their unusually high resistance to magic, beastfolk largely discount the supernatural. They do not doubt the existence of magic, but give it little thought, and have no tradition of belief in any gods or spirits; they care only for what they can see and feel. Beastfolk practically never become spellcasters of any kind, relying on mundane medicine for healing. Those who advance in class levels usually do so as rogues, fighters, or occasionally brawlers or slayers.

BEASTFOLK

CR: ½

XP: 200

N Medium humanoid (sasquatch)

Init: +2; **Senses:** Low-light vision; Perception +3

AC: 12, touch 12, flat-footed 10 (+2 Dex)

hp: 9 (2 HD)

Fort +0, **Ref** +5, **Will** +3

SR 15

Speed: 30 ft.

Melee: Spear +1 (1d8/x3)

Ranged: Dart +3 (1d4/20 ft. plus poison) or net +3 (entangle/10 ft.)

Combat Gear: 10 darts

Str 10, **Dex** 15, **Con** 11, **Int** 10, **Wis** 13, **Cha** 10

Base Atk: +1; **CMB:** +1; **CMD:** 13

Feats: Iron Will

Skills: Climb +4, Perception +3, Stealth +3 (+11 in forests); **Racial Modifiers:** +8 Stealth in forests

Languages: Sylvan

SQ: Camouflage, poison use, weapon familiarity

Environment: Warm forests

Organization: Band (2-12) or tribe (30-60)

Treasure: NPC gear

Camouflage (Ex): Beastfolk can subtly change the color of their fur to blend in with their surroundings, granting them a +8 racial bonus on Stealth checks while in forest terrain. Beastfolk lose this racial bonus if they cover their fur with any clothing or armor.

Poison Use (Ex): Beastfolk are skilled in the use of poison and never risk accidentally poisoning themselves. Beastfolk favor greenblood oil, which they apply to their darts.

Greenblood Oil – injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Con damage; cure 1 save.

Weapon Familiarity (Ex): Beastfolk are proficient in the use of nets.

Beholder

Beholders, also known as eye tyrants, are powerful monstrosities that lurk in caves, ruins, and even in the shadows of civilization. These aberrations are gripped with pathological narcissism and xenophobia, manifesting in an irrational hatred of anything not like themselves. The only thing a beholder hates more than a non-beholder is one of its own kind, as each beholder sees every other member of its race as a mockery of its own perfect image. Despite their hatred of their own kind, beholders are innately lawful, treating members of “lesser races” as useful tools and forming small tribes, mercenary outfits, or thieves’ guilds.

On Golarion, beholders are most common in cold wastelands and wilderness like the River Kingdoms, the Realm of the Mammoth Lords, Iobaria, Kaoling, and the caverns of Nar-Voth, but many also hide in the deepest sewers of metropolises like Absalom and Westcrown, preying upon or manipulating the dwellers above. The subterranean city of Deepmarket beneath Goka includes a thriving community of beholders that openly deals with the city’s other races. Beholders are more common on the distant Red Planet, Akiton, whose colder environment suits them better.

BEHOLDER (Eye Tyrant)

CR: 13

XP: 25,600

LE Large aberration

Init: +6; **Senses:** All-around vision, darkvision 60 ft.; Perception +35

AC: 29, touch 11, flat-footed 27 (+2 Dex, +18 natural, -1 size)

hp: 161 (19 HD)

Fort +12, **Ref** +10, **Will** +16

Speed: 5 ft., fly 20 ft. (good)

Melee: Bite +17 (2d4+4)

Ranged: Eye rays +16 touch (see below)

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

Str 16, **Dex** 14, **Con** 18, **Int** 17, **Wis** 17,
Cha 15

SQ:

Antimagic Cone (Su): A beholder’s central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (CL 20th). All magical and supernatural powers and effects within the

Base Atk: +14; **CMB:** +15; **CMD:** 27
(can’t be tripped)

Feats: Ability Focus (eye rays), Flyby Attack, Great Fortitude, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Skill Focus (Perception)^B, Vital Strike, Weapon Focus (bite, eye ray)

Skills: Fly +4, Intimidate +24, Knowledge (arcana) +25, Perception +35, Sense Motive +22, Spellcraft +25, Stealth +20, Survival +25;

Racial Modifiers: +4 Perception

Languages: Aklo, Beholder, Common, Goblin, Undercommon

Environment: Cold hills

Organization: Solitary, pair, or cluster (3-6)

Treasure: Double

cone are suppressed – even the beholder’s own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

Eye Rays (Su): Each of a beholder's ten small eyes can produce a magical ray once per round as a free action. During a single round, a beholder can aim only three eye rays at targets in any one 90 degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell (CL 13th). Each ray has a range 150 feet and a save DC of 23. The save DCs are Charisma-based and include a +2 bonus from the Ability Focus feat. The ten eye rays are:

Charm Monster: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray to confuse the opposition, usually employing it early in a fight. The beholder generally instructs a *charmed* target to either restrain a comrade or stand aside.

Charm Person: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray in the same manner as the *charm monster* ray.

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Beholders like to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.

Finger of Death: The target must succeed on a Fortitude save or take 130 points of damage. If the saving throw succeeds, the

target instead takes 3d6+13 points of damage. Beholders use this ray to eliminate dangerous foes quickly.

Flesh to Stone: The target must succeed on a Fortitude save or be affected as though by the spell. Beholders like to aim this ray at enemy spellcasters. They also use it on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as a decoration.)

Inflight Moderate Wounds: This works like the spell, causing 2d8+10 points of damage (Will half).

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Beholders like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Beholders often use this ray against the same creature targeted by their *disintegrate*, *flesh to stone*, or *finger of death* ray. If one of the former rays fails to eliminate the foe, this ray might at least hamper it.

Telekinesis: A beholder can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Flight (Ex): A beholder's body is naturally buoyant; it can cease or resume flight as a free action. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Beholder, Eyeball



The smallest and weakest members of the beholder family, eyeballs are nonetheless tenacious and ill-tempered predators. Only eight inches wide, eyeballs are no larger than a human head, with four stubby eyestalks set in a row above its large central eye and a mouth full of small, needle-like teeth.

Eyeballs have been created by several different mages, beholder cults, and other aberrations who independently came up with the idea of creating miniature mutant beholders for use as servants. Evil wizards who wish to cultivate a reputation for danger often select eyeballs as familiars.

Eyeballs that have escaped into the wild become pack hunters, working together to take down larger creatures than themselves with their *daze* and frost rays. Most true beholders hate eyeballs as much as they hate all beholder-kin, but eyeballs can nonetheless be found near their lairs as scavengers.

EYEBALL

CR: ½

XP: 200

NE Tiny aberration

Init: +3; **Senses:** All-around vision, darkvision 60 ft.; Perception +6

AC: 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp: 8 (1 HD)

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

Immune: Charm, compulsion

Speed: 5 ft., fly 40 ft. (good)

Melee: Bite +7 (1d3-2)

Ranged: Eye ray +7 touch (see below)

Space: 2-½ ft.; **Reach:** 0 ft.

Str 6, **Dex** 16, **Con** 13, **Int** 3, **Wis** 14, **Cha** 10

Base Atk: +0; **CMB:** -4; **CMD:** 9 (can't be tripped)

Feats: Toughness

Skills: Perception +6, Stealth +15; **Racial Modifiers:** +4 Perception

Languages: Beholder

Environment: Cold hills or underground

Organization: Solitary or pod (2-4)

Treasure: None

Eye Rays (Su): Once per round, an eyeball can produce a magical ray from one of its small eyes as a free action that produces the effect of one of the following spells: *cause fear*, *daze*, *mage hand*, or *ray of frost*. Unlike true beholders, eyeballs can only use one of their eye rays at a time. Each eye's effect resembles a spell (CL 4th). Each ray has a range of 35 feet and a save DC of 10. The save DCs are Charisma-based.

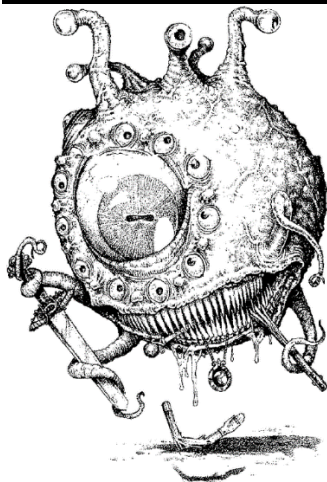
Flight (Ex): An eyeball's body is naturally buoyant; it can cease or resume flight as a free action. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

IMPROVED FAMILIARS

A spellcaster within one step of neutral evil with an arcane caster level of 3rd or greater can gain an eyeball as a familiar by taking the Improved Familiar feat. An eyeball familiar gains the following special attack:

Spellray (Su): An eyeball's master can use it as a vehicle for the delivery of a touch spell. The master casts the spell on her familiar, and the next time the eyeball acts it may attempt to strike another target within close range (25 ft. + 5 ft./2 master's levels) with a ray from its central eye (+7 ranged touch). If this attack succeeds, the spell affects the ray's target as if the spellcaster had delivered the touch spell. If the eyeball does not discharge the spellray on its next action, the spell's charge is lost.

Beholder-kin, Gauth



Gauths are smaller relatives of the [beholder](#). Though they lack their kin's size and strength, they are just as cunning and vicious. Gauths are the most numerous of the many races of beholder-kin, and many folk simply know them as "lesser beholders".

A gauth resembles a large fleshy ball with a massive central eye and a drooling, fanged mouth. Six eyestalks ring the creature's head, each with its own magical property, and ten to fourteen tiny eyes ring the creature's central orb. Four tentacles capable of fine manipulation hang from the creature's underside. Like beholders, gauths move by magical levitation.

Gauths ravenously hunger for magic. They feed on ambient arcane energy, and greedily gulping down wands, amulets, and other magic items to sustain their own powers. A magic item with charges, such as a wand, loses one charge per 10 minutes it sits in a gauth's gullet; items without charges, such as rings and rods, last for one day before dissolving completely (artifacts are not affected).

True beholders hate gauths and other beholder-kin even more than they hate members of their own kind, and drive gauths away or kill them wherever they share territory. For their part, gauths are less xenophobic than beholders, if only out of a need to survive, and come together in small clusters fairly often. Like beholders, they often bully humanoid into cooperation, typically small groups of weak creatures such as goblins, kobolds, or [xvarts](#).

GAUTH (Lesser Beholder)

CR: 6

XP: 2,400

LE Medium aberration

Init: +6; **Senses:** All-around vision, darkvision 60 ft.; Perception +21

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

hp: 67 (9 HD)

Fort +6, **Ref** +7, **Will** +10

Speed: 5 ft., fly 20 ft. (good)

Melee: Bite +6 (1d6-1 plus grab)

Ranged: Eye rays +9 touch (see below)

Special Attacks: Feeblemind gaze

Str 8, **Dex** 14, **Con** 16, **Int** 15, **Wis** 15, **Cha** 15

Base Atk: +6; **CMB:** +5 (+9

grapple); **CMD:** 17 (can't be tripped)

Feats: Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)^B, Weapon Focus (eye rays)

Skills: Fly +4, Intimidate +14, Knowledge (arcana) +14, Perception +21, Sense Motive +11, Stealth +14, Survival +14; **Racial**

Modifiers: +4 Perception

Languages: Beholder, Common, Goblin, Undercommon

SQ: Flight, glow

Environment: Cold hills

Organization: Solitary, pair, or cluster (3-6)

Treasure: Standard

Eye Rays (Su): Each of a gauth's eyestalks can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90 degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

A gauth's eye rays have a range of 120 feet and a save DC of 16 (CL 8th). The save DCs are Charisma-based. The six eye rays are:
Infllict Moderate Wounds: This works like the spell, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

Freezing Ray: This works like the *scorching ray* spell but instead deals 4d6 points of cold damage (no save). A gauth creates only one freezing ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Repulsion: This works like the spell, except that it only lasts 1 round (Will negates).

Shocking Ray: This works like the *scorching ray* spell but instead deals 4d6 points of electricity damage (no save). A gauth creates only one shocking ray per use of this ability.

Feeblemind Gaze (Su): *Feeblemind*, 30 feet, Will DC 16 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to

its *feeblemind* gaze attack. Since the gauth can use its eye rays as a free action, the creature can use a standard action to focus its *feeblemind* gaze on an opponent and track with all eye rays that bear on its foes at the same time.

Flight (Ex): A gauth's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Glow (Su): When a gauth enters combat, it begins to glow with an unearthly shine as if affected by a *faerie fire* spell, shedding light as a candle. The gauth can suppress or resume this glow as a free action.

ALTERNATE GAUTHS

Gauths are even more prone to random mutations than true beholders, and often have widely varying magical abilities. Some gauths have eye rays that mimic *ray of exhaustion*, *scorching ray*, and *sleep* (affecting creatures of any Hit Dice) instead of *freezing ray*, *repulsion*, and *shocking ray*. A few gauths inflict a stunning effect with their central eye rather than *feeblemind*:

Stunning Gaze (Su): Stun for 1 round, 30 feet, Will DC 16 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and track with all eye rays that bear on its foes at the same time.

Bilewretch

BILEWRETCH

CR: 13

XP: 25,600

CE Huge aberration

Init: +9; **Senses:** Darkvision 60 ft.; Perception +12

AC: 29, touch 13, flat-footed 24 (+5 Dex, +16 natural, -2 size)

hp: 189 (18 HD)

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

Immune: Acid, fire, inhaled toxins, mind-affecting effects, suffocation; **SR** 24

Speed: 40 ft., swim 40 ft.

Melee: 4 tentacles +19 (1d8+8/19-20 plus 1d6 acid and grab), tail +17 (2d8+4 plus grab)

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

Special Attacks: Black bile, breath weapon (30-ft. line, black bile, DC 25, once every 1d4 rounds), constrict (2d8+4)

Spell-Like Abilities (CL 12th, concentration +12):

3/day – *Confusion*, empowered *poison* (DC 16), *deeper darkness*

Str 27, **Dex** 20, **Con** 22, **Int** 5, **Wis** 13, **Cha** 10

Base Atk: +13; **CMB:** +23 (+27 grapple); **CMD:** 38 (can't be tripped)

Feats: Ability Focus (poison), Combat Reflexes, Blind-Fight, Empower Spell-Like Ability (poison), Improved Critical (tentacle), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Stealth)

Skills: Perception +12, Stealth +16

Languages: Aklo (cannot speak)

SQ: Air walk, black bile affinity, no breath

Environment: Underground

Organization: Solitary, pair, or nest (3-8)

Treasure: None

Air Walk (Su): A bilewretch may move through the air as if under the effect of an *air walk* spell. This effect cannot be dispelled.

Black Bile (Su): A bilewretch's tentacles constantly seep black bile. Any creature struck by a tentacle takes an additional 1d6 points of acid damage, and then an additional 1d6 points of acid damage the next round before the bile from that attack becomes inert. Creatures with the lawful subtype take double acid damage from this attack.

Black Bile Affinity (Ex): As a full-round action, a bilewretch can transform a 5-foot block of bilestone into black bile. A bilewretch can swim through black bile unimpeded, and may see through it as if it were clear. While at least partially submerged in black bile, a bilewretch gains fast healing 15.

Breath Weapon (Su): Once every 1d4 rounds, a bilewretch can expel a 30-foot-long line of black bile that deals 6d6 points of acid damage to every creature in the area. If this bile is

exposed to air, it also ignites, inflicting an additional 6d6 points of fire damage. Creatures with the lawful subtype take double damage from the acid portion of this attack. A DC 25 Reflex save halves both the acid and fire damage. On the round after suffering damage from a bilewretch's breath weapon, a creature takes an additional 3d6 acid damage (6d6 for creature with the lawful subtype) and 3d6 fire damage (Reflex DC 25 negates) as the stuff clings and continues to burn, unless the victim takes a full-round action to wash or scrape off the bile.

If it chooses, a bilewretch may use its breath weapon on a single creature it is currently grappling. To do so, it must grapple the foe with at least two tentacles. If successful, it heaves bile upon the victim, inflicting damage as detailed above (no save). The save DC is Constitution-based.

Constrict (Ex): A bilewretch can only constrict creatures it has grappled with its tail, not with its tentacles.

No Breath (Ex): A bilewretch does not need to breathe.

BILESTONE

Known in most rare texts as “The Hunger Below”, Shudde M’ell is one of the Great Old Ones, an ancient and powerful entity that existed before the dawn of rational life on the Material Plane. Shudde M’ell burrows constantly through the depths of countless worlds, eating magma, creatures, stone, and anything else in its path. The material it leaves behind is called black bile. When this volatile stuff dries, it hardens into a black material called bilestone. Similar to obsidian in texture and strength, bilestone feels slightly greasy and warm to the touch. Large concentrations have a debilitating effect on the minds of all non-aberrations within 30 feet. If such a creature is within this range of a cube of bilestone 5 or more feet to a side, it takes a -2 penalty on all saving throws against mind-affecting effects and on all Wisdom-based skill checks. Prolonged exposure to bilestone may have other debilitating effects on creatures.

BLACK BILE

A reeking fluid, thicker than oil but thinner than tar, black bile is the putrid excretion of the Great Old One Shudde M’ell. In its purest state, black bile (sometimes referred to as liquid madness) is among the foulest substances in existence. Rancid, caustic, and flammable, any creature that comes into contact with the viscous stuff takes 1d6 points of acid damage on contact and another 1d6 points of acid damage for the next 2 rounds as the slime clings and continues to burn. A large quantity (of at least a quart) of liquid can wash off the bile. Black bile radiates a strong chaotic aura and deals double damage to creatures with the lawful subtype.

Black bile is also flammable, yet not so much as to be truly explosive. Exposed to flame, a pool of black bile burns for hours without consuming its substance before the fire simply dies.

A single flask of black bile can be used as a thrown weapon like acid, dealing 1d6 points of acid damage that persists for the following 2 rounds on a direct hit, and 1 point of acid damage to all creatures in the splash radius, dealing double damage to creatures with the lawful subtype.

Long-term exposure to either black bile or bilestone is thought to have all manner of corruptive effects. Only the foulest of creatures can handle the substances or any significant period without contracting evil diseases or even spontaneously bestowed curses.

Blackskate



In the open ocean, cast-off bits of flesh, bone, scales, and cartilage constantly drift down to the seafloor. Some of this detritus finds its way into the deepest ocean trenches, where foul energies seep into the Material Plane or demonic beings exert their fell influence. The detritus mixes with the dark earth of these lightless abysses and forms a terrible undead creature: a blackskate.

Blackskates know nothing except a consuming hatred of the living. These undead masses, shaped into the form of massive stingrays or mantas, rise from the depths to seek out warm-blooded prey. Though they do not feed on blood like vampires do, blackskates seek it out regardless, because the blood of the living sends them into an ecstatic frenzy that heightens their already formidable abilities. Once a blackskate has tasted a creature's blood, it can track its victim infallibly across the entire ocean.

Virtually all ocean-dwellers despise blackskates, even the vile aboleths. The strange fish-folk called [ceratioidi](#), who share the deep-sea trenches with these monsters, loathe blackskates, but certain renegade witches may ally with these undead for the sake of revenge. Such alliances inevitably end in betrayal by both parties.

BLACKSKATE

CR: 4

XP: 1,200

NE Large undead

Init: +3; **Senses:** Darkvision 60 ft., scent; Perception +10

AC: 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp: 37 (5 HD)

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

DR 5/slashing; **Immune:** Undead traits

Speed: Swim 40 ft.

Melee: Bite +8 (1d6+5), sting +8 (1d8+5 plus poison)

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

Special Attacks: Blood frenzy, swim-by attack

Str 21, Dex 17, Con –, Int 12, Wis 15, Cha 16

Base Atk: +4; **CMB:** +10 (+12 bull rush); **CMD:** 23 (25 vs. bull rush; can't be tripped)

Feats: Improved Bull Rush, Power Attack, Skill Focus (Stealth)

Skills: Escape Artist +8, Perception +10, Stealth +10 (+14 in sand or mud), Survival +7, Swim +21; **Racial Modifiers:** +4 Stealth in sand or mud

Languages: Aquan (can't speak)

SQ: Blood tracker

Environment: Any ocean

Organization: Solitary or pair

Treasure: None

Blood Frenzy (Ex): A blackskate that begins its turn within 30 feet of a living, wounded creature can enter a blood frenzy. It thrashes back and forth with tremendous power, gaining a +2 bonus on attack and damage rolls and +2 dodge bonus to AC. The blood frenzy lasts for a number of rounds equal to 3 + the blackskate's Charisma modifier (6 rounds for a typical blackskate). It can enter a blood frenzy once per day.

Blood Tracker (Su): A blackskate is capable of tracking any creature whose blood it has tasted (that is, any whose blood has been shed within 30 feet of it in the water). It can follow any such trail infallibly, as long as its quarry remains in the same body of water as the blackskate. It succeeds automatically, unless the quarry uses some magical means of concealing its path. In such an instance, the blackskate can make a Survival check (DC 10 + caster level of spell or effect) in order to continue tracking its prey.

Poison (Ex): Sting – injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 saves. The save DC is Charisma-based.

Swim-By Attack (Ex): Extremely quick in the water, a blackskate gains Spring Attack as a bonus feat when swimming.

Blazewyrm



Creations of the draconic deity Dahak, blazewyrms are the souls of evil dragons transfigured into beings of elemental flame. These creatures, forged in the crucible of the Plane of Fire, are set loose upon the multiverse as single-minded engines of destruction, burning everything in their path.

Blazewyrms resemble common fire elementals at first glance, albeit particularly long and snake-like. Although they possess vicious jaws, blazewyrms prefer to incinerate their foes with the heat from their bodies, tumbling into them or breathing gouts of flame.

Although Dahak created the first blazewyrms, he does not demand their obedience, only that they spread destruction wherever they go. As such, blazewyrms can be found in the service of many evil beings, such as the elemental lord Ymeri or the demon lord Flauros. Salamanders find them favorable company, and sometimes train them as mounts.

BLAZEWYRM

CR: 5

XP: 1,600

CE Large outsider (dragonblood, elemental, extraplanar, fire)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +15

AC: 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp: 76 (9 HD)

Fort +9, **Ref** +11, **Will** +3

DR 5/magic; **Immune:** Elemental traits, fire

Weakness: Vulnerability to cold

Speed: 40 ft., fly 60 ft. (perfect)

Melee: Bite +10 (1d8+7 plus 1d6 fire)

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

Special Attacks: Breath weapon (40-ft. cone, DC 4d6 fire damage, Reflex DC 17 for half, usable every 1d4 rounds), burn (1d6, DC 17), tumbling flame

Str 20, **Dex** 17, **Con** 16, **Int** 4, **Wis** 11, **Cha** 10

Base Atk: +9; **CMB:** +15; **CMD:** 28

Feats: Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Acrobatics, Perception)

Skills: Acrobatics +18, Fly +21, Perception +15

Languages: Draconic, Ignan

Environment: Any (Plane of Fire)

Organization: Solitary

Treasure: None

Dragonblood: Blazewyrms count as both outsiders and dragons for any effect related to creature type.

Tumbling Flame (Ex): Whenever a blazewyrm uses the Acrobatics skill to successfully tumble through an opponent's square, that creature takes 6d6 points of fire damage (Reflex DC 17 half). A creature can take this damage only once during the blazewyrm's turn. The save DC is Dexterity-based.

Caller from the Deeps



In the darkest reaches of the Plane of Water, the inky blackness itself takes on a semblance of life. A malevolent consciousness may form a body for itself out of the cold, black waters of its birth and rise to lighter waters in search of life to consume. These darkling elementals, the callers from the deeps, embody the mysteries of the deepest trenches. Those who find their way to the Material Plane come close to the surface, enticing sailors to join them with their otherworldly songs, and squeeze the life from their victims.

A caller from the deeps appears as an inky blot of cold black water. Closer inspection reveals a mass of liquid tentacles with no central body that writhe and seethe in the water.

CALLER FROM THE DEEPS

CR: 9

XP: 6,400

NE Huge outsider (elemental, extraplanar, water)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +17

AC: 23, touch 11, flat-footed 20 (+2 Dex, +1 dodge, +12 natural, -2 size)

hp: 123 (13 HD)

Fort +12, **Ref** +10, **Will** +7

DR 5/-; **Immune:** Elemental traits

Speed: 10 ft., swim 50 ft.

Melee: 2 tentacles +21 (2d8+9 plus grab)

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

Special Attacks: Constrict (2d8+9), enervating grip, swim-by attack

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

3/day – Siren’s call

1/hour – Summon (Medium water elemental or fiendish shark, level 4, 100%)

Str 28, Dex 15, Con 18, Int 15, Wis 12, Cha 19

Base Atk: +13; **CMB:** +24; **CMD:** 37 (can’t be tripped)

Feats: Cleave, Combat Reflexes, Dodge, Great Cleave, Iron Will, Power Attack, Weapon Focus (tentacle)

Skills: Bluff +20, Diplomacy +20, Escape Artist +18, Knowledge (arcana, planes) +18, Perception +17, Stealth +14, Swim +25

Languages: Aquan, Common

Environment: Any ocean (Plane of Water)

Organization: Solitary

Treasure: None

Enervating Grip (Su): While dealing damage in a grapple, a caller from the deeps also drains the vitality of its target. Those who take grappling damage from a caller from the deeps must make a DC 21 Fortitude save or take 1 point of Constitution damage. This save DC is Constitution-based.

Siren’s Call (Sp): Three times per day as a standard action, a caller from the deeps can utter a sudden, distant song that instills in those who hear it a longing for the sea. This ability affects up to four target creatures within 50 feet of the caller, no two of which can be more than 30 feet apart.

A target who fails a Will saving throw (DC 18) against this ability moves immediately toward the nearest stretch of ocean that it can find and attempts to completely submerge itself in the water. The save DC is Charisma-based.

This flight will be by the safest means possible, withdrawing from combat, fighting defensively, and not passing through threatened areas. The target will only fight if someone actively attempts to prevent it from following through with its search for the ocean; if this fight is with an ally, the target is granted a second saving throw to throw off the effects of the call.

In some environments, this means that those affected simply flee in the direction of the nearest coast. Along a shoreline, targets often plunge into the surf. Aboard ship, they leap overboard. If the subject has no idea where to find a substantial body of water, it simply chooses a random direction and continues until the effect expires.

Once the targets are in the water, they begin swimming toward the deepest part of it they can reach, immersing themselves completely and refusing to come up for air, though they hold their breath as long as they are able.

A siren’s call lasts for up to 9 rounds; the caller from the deeps can prematurely end the effect. This is an enchantment (compulsion), sonic, mind-affecting effect and the equivalent of a 4th-level spell.

Swim-By Attack (Ex): Extremely quick in the water, a caller from the deeps gains Spring Attack as a bonus feat when swimming.

Carrion Crawler



Carrion crawlers are noxious creatures that lurk in caverns, sewers, and junk heaps. They prefer to scavenge for rotting flesh, but will not hesitate to attack live prey if the opportunity presents itself. They are feared for their ability to paralyze their prey with the sticky substance that coats their eight lashing tentacles (though they can only bring four to bear at once).

It is a little known fact that carrion crawlers are actually the overgrown larval form of the saltor, a primitive relative of the mind flayer, much like how neothelids develop from larval flayers that do not undergo ceremorphosis. Unlike illithids, however, saltors are strangely incapable of undergoing ceremorphosis outside their aberrant native environment, and as such are rarely seen outside of illithid communities; and unlike neothelids, which grow into vast, hyperintelligent masterminds, carrion crawlers remain base scavengers throughout their life cycles.

Carrion crawlers are a common sight in every corner of the Darklands, but lurk in most major cities as well. Absalom in particular is infested with carrion crawlers in some portions of its sewer system.

CARRION CRAWLER

CR: 4

XP: 1,200

N Large aberration

Init: +2; **Senses:** Darkvision 60 ft., scent; Perception +10

AC: 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural)

hp: 55 (7 HD)

Fort +5, **Ref** +4, **Will** +7

Immune: Disease

Speed: 30 ft., climb 20 ft.

Melee: Bite +8 (2d8+6), 4 tentacles +7 (paralysis)

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

Special Attacks: Paralysis (2d4 rounds, DC 18)

Str 18, **Dex** 15, **Con** 16, **Int** 1, **Wis** 15, **Cha** 6

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

Feats: Ability Focus (paralysis), Combat Reflexes, Multiattack, Weapon Focus (tentacles)

Skills: Climb +12, Perception +10, Survival +9; **Racial Modifiers:** +2 Perception

SQ: Powerful bite

Environment: Any urban or underground

Organization: Solitary, pair, or cluster (3-5)

Treasure: None

Powerful Bite (Ex): A carrion crawler applies 1-½ its Strength modifier to bite damage.

Catfolk Subraces



Curious and lively, catfolk have spread across Golarion and can be found on almost every continent. Few outsiders understand, however, that catfolk are divided into numerous different subraces with their own unique cultures and abilities. Catfolk who resemble small cats are as grouped together as “lesser catfolk”; those who resemble big cats are called “greater catfolk”.

Catfolk, both greater and lesser, collectively call themselves “Amurrun”, a name that applies to all subraces regardless of culture or place of origin. The lesser catfolk of southern Garund are especially tightly knit, with the nation of Murraseth home to multiple subraces.

The list of subraces below is by no means complete, though they are the most common and widely known. Feel free to create new catfolk subraces based on other cat species using the race building rules in *Advanced Race Guide*.

LESSER CATFOLK

The so-called lesser catfolk are more numerous and diverse than their greater cousins. Besides their general size and skill at hunting, most lesser catfolk subraces have few shared characteristics; each subrace has a distinct appearance and culture.

LESSER CATFOLK CHARACTERS (9 RP)

+2 Dexterity, +2 Charisma, -2 Wisdom (0 RP)

Medium (0 RP): Lesser catfolk are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Lesser catfolk have a base speed of 30 feet.

Low-Light Vision (1 RP): Lesser catfolk can see twice as far as humans in conditions of dim light.

Natural Hunter (6 RP): Lesser catfolk receive a +2 racial bonus on Perception, Stealth, and Survival checks.

Subrace Traits (2 RP): Lesser catfolk gain additional abilities based on their subrace, as described below.

Languages (0 RP): Lesser catfolk begin play speaking Catfolk and Common. Lesser catfolk

with high Intelligence scores can choose from the following languages: Elven, Gnomish, Gnoll, Goblin, Halfling, Orc, and Sylvan.

RAKASTA

By far the most numerous and widespread of all catfolk are the rakasta, who can be considered the “default” subrace. The rakasta founded Murraseth long ago, and nearly all catfolk who have migrated into northern Garund and Avistan are rakasta.

Southern Garundi rakastas resemble the small, tawny wildcats found throughout the plains of the continent. Those who have lived for centuries in other parts of the world have taken on as wide a range of features as domesticated cats. Some even resemble other Amurrin breeds due to interbreeding.

The information in *Advanced Race Guide*, *Inner Sea Races*, and *Blood of Beasts* applies to rakastas.

RAKASTA SUBRACE TRAITS

Cat’s Luck (1 RP): Once per day when a rakasta makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Sprinter (1 RP): Rakastas gain a 10-ft. racial bonus to their speed when using the charge, run, or withdraw actions.

CARACASTA

Caracastas are looked down upon by other catfolk due to their reverence for the dead and preoccupation with the past and future rather than the present. Caracastas made an exodus out of Murraseth in the Age of Darkness, migrating north into ancient Osirion. There, they found kindred spirits in the Osirian people, thanks in no small part to their resemblance to the Osirian goddess Bast. The mummified remains of caracasta tomb guardians are commonly found by modern archaeologists. Modern caracastas are a dwindling breed, relegated to the wilderness of northern and eastern Garund, usually in proximity to ancient Osirian ruins. They have an uneasy alliance with the [hutaakans](#).

Caracastas resemble caracals. They are slightly taller than rakastas, with uniform beige fur and black markings above their eyes and nose. Caracastas’ most distinctive feature is their long, tufted ears, which they can move expressively in any direction. The caracasta dialect of Catfolk makes extensive use of ear movement to convey emotion and nuance.

CARACASTA SUBRACE TRAITS

Undead Resistance (1 RP): Caracastas gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Weapon Familiarity (1 RP): Caracastas are proficient with kukris and scimitars.

CEILICAN

Ceilicans are close relatives of rakastas who migrated out of Garund long before recorded history, building a new culture in northern Avistan. Ceilicans have thicker coats and rounder

faces than rakastas, resembling the gray striped wildcats of Avistan. Long ago, ceilicans pledged themselves to the fey Eldest, gaining powers of illusion similar to gnomes.

Over time, ceilicans have migrated en masse to the First World, and now only small populations exist in the deep woods of Varisia, the River Kingdoms, and the Verduran Forest. Ceilicans are even more fickle than rakastas, with a hostile streak toward beings other than gnomes and fey, even other catfolk.

CEILICAN SUBRACE TRAITS

Fey Magic (2 RP): Ceilicans gain a +1 bonus to the DC of any saving throws against illusion spells that they cast. Ceilicans with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*. The caster level for these effects is equal to the ceilican's level. The DC for the spell-like abilities is equal to 10 + the spell's level + the ceilican's Charisma modifier.

COCHITCATL

The cochitcatl (singular cochitcah) live in a symbiotic relationship with their greater cousins, the nacatl. While the nacatl are hunters and warriors, the smaller, more graceful cochitcatl are scholars, priests, seers, and healers. The two subraces coexist peacefully in the ruins of the ancient nacatl in the rainforests of southern Arcadia, with equal representation in tribal leadership.

Cochitcatl resemble ocelots, and outsiders may not at first realize that they and the jaguar-like nacatl are separate subraces. Cochitcatl stand a full head or more shorter than nacatl and are much more slender, with spots that almost run into stripes along some parts of their bodies. Their name is a corruption of a local human word meaning “dream people” in reference to their powers of divination.

COCHITCATL SUBRACE TRAITS

Dreamspeaker (2 RP): Cochitcatl gain a +1 bonus to the saving throw DCs of spells of the divination school and spells that produce sleep effects that they cast. In addition, cochitcah with a Charisma score of 15 or higher may use *dream* once per day as a spell-like ability. The caster level for this effect is equal to the cochitcah's level.

PUMONCA

Pumonca are nomadic hunters who are fiercely protective of the land they live on. They identify deeply with northern Arcadia and consider themselves children of the west wind and the dust of the earth. These cougar-like catfolk live in small family groups that are constantly on the move, coming together only to select mates. They respect their qualmi cousins, but find their riddling ways off-putting.

Pumonca are taller and more muscular than other lesser catfolk, and are often mistakenly categorized as greater catfolk. Like mountain lions, they are born with dark spots, which fade over the first few years of their lives into a uniform red- or gray-brown.

PUMONCA SUBRACE TRAITS

Jumper (2 RP): Pumonca are always considered to have a running start when making Acrobatics checks to jump.

QUALMI

Native to northern Arcadia, qualmi, also called lynxfolk, are solitary tricksters. With very few exceptions, each qualmi lives alone, typically in cave homes or arboreal bowers, coming together only to mate and forcing out their children as soon as they are old enough to survive on their own. They are hardy survivors who can weather both extremes of temperature and hostile opposition. Despite their isolation, qualmi love company and rely on humans, pumonca, and nuwisha for news. Lynxfolk often speak in riddles, if only to gauge listeners' reactions.

Qualmi claim that the first of their kind stole a bear's skin and dyed it to disguise its origin; this, they say, is why their pelt is so bushy and their ears, hands, and feet seem too large. Qualmi range from gray-white in northern Arcadia to red-brown like bobcats in the continent's central deserts. Qualmi have the shortest tails of any catfolk, so short that they are often obscured under clothing.

QUALMI SUBRACE TRAITS

Survivalist (2 RP): Qualmi receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

RIMAU-DAHAN

The rimau-dahan are the rarest catfolk subspecies, thought to number only a few thousand remaining on Golarion. Living in forests in the foothills and valleys of the Wall of Heaven, rimau-dahan share the region with the shan, who live higher in the mountains. Rimau-dahan are extremely shy, sticking to their treetop villages and hiding from outsiders.

Rimau-dahan resemble clouded leopards, with slightly elongated faces and yellow pelts covered in black blotches. They are mistakenly called "cloud pardastas" by some Inner Sea scholars.

They are the best climbers of all catfolk, even able to climb down trees headfirst.

RIMAU-DAHAN SUBRACE TRAITS

Climb (2 RP): Rimau-dahan have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.

SERVASTA

The servastas are a proud nomadic people who rarely stray from their homeland of southern Garund. The servastas have a close, friendly relationship with their rakasta cousins, serving as the main march-wardens of Murraseth. Servastas are accomplished hunters and archers who take their responsibility to clan and country very seriously.

Resembling servals, servastas are easily distinguished from the similarly colored pardastas by their graceful build and unusually long arms and legs.

SERVASTA SUBRACE TRAITS

Athletic (1 RP): Acrobatics and Climb are always class skills for servastas.

Weapon Familiarity (1 RP): Servastas are proficient with longbows (including composite longbows) and shortbows (including composite shortbows).

YAWAUM'DI

Yawaum'di share the southern Arcadian rain forests with their nacatl and cochitcatl cousins, but live apart from them in nomadic family groups or as solitary hermits. Yawaum'di have the strongest magical tradition of all catfolk, producing a great many sorcerers and witches. Their travel between human and nacatl settlements for news and supplies makes them skilled diplomats.

Yawaum'di are held by many to be the strangest-looking catfolk, resembling otters or weasels as much as cats. They have long necks and flat, pointed heads with small, round ears. They resemble jaguarundis, with whom they share their name in a local human language.

YAWAUM'DI SUBRACE TRAITS

Arcane Focus (1 RP): Yawaum'di gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.

Emissary (1 RP): Once per day, yawaum'di can roll twice when making a Bluff or Diplomacy check and take the better roll.

GREATER CATFOLK

Greater catfolk are larger, stronger cousins of the more commonly known catfolk races. Living deep in the wilderness and facing deadly enemies, they are powerful warriors and mighty hunters. Greater catfolk are separated into six distinct subraces: the nacatl, pardasta, shan, shere khan, simbasta, and swara. The greater catfolk are spread across the face of Golarion, but are concentrated in the planet's equatorial regions.

GREATER CATFOLK CHARACTERS (11 RP)

+2 Strength, +2 Charisma, -2 Wisdom (0 RP)

Medium (0 RP): Greater catfolk are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Greater catfolk have a base speed of 30 feet.

Low-Light Vision (1 RP): Greater catfolk can see twice as far as humans in conditions of dim light.

Natural Hunter (6 RP): Greater catfolk receive a +2 racial bonus on Perception, Stealth, and Survival checks.

Subrace Traits (2 RP): Greater catfolk gain additional abilities based on their subrace, as described below.

Terrifying Roar (2 RP): See above. The save DC is equal to 10 + ½ the user's character level + the user's Charisma modifier. Shan and swara do not gain terrifying roar.

Languages (0 RP): Greater catfolk begin play speaking Catfolk and Common. Greater catfolk with high Intelligence scores can choose from the following languages: Elven, Gnoll, Gnome, Goblin, Halfling, Orc, and Sylvan.

NACATL

Native to the rain forests of southern Arcadia, nacatl (singular nacah) resemble jaguars. They have a symbiotic relationship with their smaller kindred, the ocelot-folk known as cochitcatl. The nacatl serve as hunters, warriors, and guards, while the cochitcatl are healers, scholars, and spiritualists. The nacatl once had an advanced society that built great cities around stone pyramids; while they have lost the knowledge of their ancestors, they still inhabit the jungle-choked ruins of the ancients alongside the cochitcatl.

Like pardastas, some nacatl are born with black fur. These black jaguar-folk, known as **tabaxi** (pronounced “ta-BAH-shee”), are outcasts, and some form their own hidden settlements away from their kin. Tabaxi have a reputation for being fell sorcerers; while not all are evil, they are still not to be trifled with.

NACATL SUBRACE TRAITS

Swim (2 RP): Nacatl have a swim speed of 30 feet. A nacah can move through water at its speed without making Swim checks. She gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. She can use the run action while swimming, provided that she swims in a straight line.

PARDASTA

Akin to leopards, the pardastas are renowned for their scholars and scouts. They dwell in hidden jungle villages, sometimes very close to humans, who may not even know of their presence. Thanks to their quick reflexes and mental fortitude, they excel as spies, thieves, and rangers. A sizable minority of pardastas are born with pure black fur (represented by the [Black Cat](#) feat); such panther-folk are respected for their uncanny abilities and gravitate toward leadership positions.

Pardastas can be found throughout Garund and southern Casmaron, especially in Vudra. Vudran pardastas are known as **bagheera**.

PARDASTA SUBRACE TRAITS

Quick Reactions (2 RP): Pardastas gain Improved Initiative as a bonus feat.

SHAN

The smallest of the greater catfolk, the shan are a shy and secretive people. Akin to snow leopards, they live scattered throughout the Wall of Heaven Mountains that run down the western coast of Tian Xia. Shan live alone or in small family groups, traveling throughout the mountains in search of food and shelter, gathering only to trade news at informal moots held in sacred caves. The shan are no friends of the yetis who share their mountains and occasionally clash with the powerful humanoid.

SHAN SUBRACE TRAITS

Cold Resistance (1 RP): Shan gain resistance 5 to cold.

Mountaineer (1 RP): Shan are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.

Mountain Stride (1 RP): Shan can move through natural difficult terrain at their normal speed while within mountain environments. Magically altered terrain affects them normally.

Terrifying Roar (-2 RP): Shan do not gain terrifying roar.

Weather Savvy (1 RP): Shan are so in tune with the air and sky of their mountain homes they can sense the slightest change in atmospheric conditions. They can spend a full-round action to predict the weather in an area for the next 24 hours. This prediction is always accurate, but cannot account for spells or supernatural effects that might alter the forecast.

SHERE KHAN

If the simbasta are the proudest catfolk, the shere khan are the mightiest. These doughty tiger warriors stalk the forests and swamps of Vudra, whose native humans honor them as among the chosen of the gods. The shere khan are mortal enemies of the evil rakshasas, dedicating their lives to eradicating the flesh-bound fiends; their rage also extends to the deadly weretigers who prey on human flesh. Shere khan dwell in small jungle villages and shun contact with outsiders.

Two smaller populations of shere khan exist outside of Vudra: the proud but reclusive **tagh** of snowy northern Casmaron and the vicious, cannibalistic **harimau** of Tian Xia's Valashmai Jungle.

SHERE KHAN SUBRACE TRAITS

Bite (1 RP): Shere khan have a natural bite attack that deals 1d3 points of damage. This is a primary attack, or a secondary attack if the shere khan is wielding manufactured weapons.

Hatred (1 RP): Shere khan gain a +1 racial bonus on attack rolls against native outsiders and humanoids with the shapechanger subtype because of their special training against these hated enemies.

SIMBASTA

The lionlike simbasta are the proudest of the catfolk, as well as the most disciplined. They form stronger social bonds than other felids and field organized regiments in battle. The simbasta rule the savannahs of southern Garund from their imposing den-citadels, riding out on lionback to patrol for gnolls, bandits, and monsters. Simbasta paladins are common. Though they live apart from the lesser catfolk of Murraseth, they consider them respectable (if amusing) cousins.

A small offshoot of simbastas, known as the **singh khan**, also inhabits the Sikari Forest of Vudra. Their population has been dwindling for centuries due to battles with nagas and rakshasas, and the proud lion-folk refuse the aid of their shere khan cousins. It may only be a matter of time before they disappear from Golarion.

SIMBASTA SUBRACE TRAITS

Intimidating Presence (2 RP): When a simbasta successfully intimidates another creature, that creature takes a -2 penalty on attempts to resist that simbasta's Charisma-based skills for the next 24 hours.

SWARA

The swara are a strange people who are not closely related to other catfolk. They live on the dry plains of eastern Garund and southern Casmaron as far as Vudra. These cheetah-folk possess incredible speed and are simply known as the "fast runners" by some humans. Their alacrity makes them valuable as scouts and messengers. Swara have a distant, detached attitude and claim close connection to the world of spirits, for which reason other catfolk are wary of them.

SWARA SUBRACE TRAITS

Fast (1 RP): Swara have a base speed of 40 feet.

Run (2 RP): Swara gain Run as a bonus feat.

Sprinter (1 RP): Swara gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

Terrifying Roar (-2 RP): Swara do not gain terrifying roar.

Charging Corpse



The charging corpse is a horribly mutated undead creature. These monsters are usually created by evil mages as mindless unliving battering rams, but sometimes form spontaneously in areas saturated with unholy energy. Charging corpses know only indiscriminate hatred and hunger and rush headlong into battle against the living with no instinct for self-preservation, sometimes even charging off cliffs or ledges in their blind lust for violence.

CHARGING CORPSE

CR: 6

XP: 2,400

NE Medium undead

Init: +1; **Senses:** Darkvision 60 ft.; Perception +0

AC: 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp: 67 (9 HD)

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

Immune: Undead traits

Speed: 30 ft.

Melee: Slam +12 (1d8+9), bite +12 (1d6+6)

Special Attacks: Charging bull rush, pummel

Str 23, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 15

Base Atk: +6; **CMB:** +12 (+16 bull rush); **CMD:** 23

Feats: Toughness^B
SQ: Powerful blow

Environment: Any land

Organization: Solitary or swarm (5-20 zombies plus 1-3 charging corpses)

Treasure: None

Charging Bull Rush (Ex): A charging corpse has a +4 racial bonus on bull rush attempts and never provokes attacks of opportunity when bull rushing. When a charging corpse attempts a bull rush at the end of a charge, it pushes its opponent back 10 feet plus another 10 feet for every 5 by which its attack exceeds its opponent's CMD. It takes only a -2 penalty per extra creature when bull rushing multiple opponents. At the end of the bull rush, all creatures pushed back by the charging corpse are knocked prone.

Powerful Blow (Ex): A charging corpse adds 1-1/2 times its Strength modifier to slam damage.

Pummel (Ex): If a charging corpse successfully knocks a creature down with a bull rush, it may immediately pummel the target into oblivion, savaging it with slams and bites. The victim takes an additional 2d6+9 damage and must immediately make a DC 20 Fortitude save or be dazed for 1 round. If the charging corpse bull rushed multiple creatures, only the first is pummeled. The save DC is Strength-based.

CREATING A CHARGING CORPSE

A spellcaster of 16th level can create a charging corpse by casting *create greater undead* and *bull's strength* on a Medium humanoid corpse.

Chwidencha



The drow of the Darklands are rightly feared for their vile fleshwarping practices, unholy rituals that twist humanoid victims into hideous aberrations such as driders, but just as horrible are the failures of such experiments. The chwidencha, or spiderleg horror, is one such abomination.

When drow subject their own kind to fleshwarping, the result is a drider, a half-drow, half-spider monstrosity that retains its cunning and malice. Whenever a drider is created, however, there is a chance that the fleshwarping process goes wrong and the doomed victim is mutated into a chwidencha, a near-mindless predator resembling dozens of giant spider legs fused to a tiny central mass. Drow sometimes use chwidenchas as guard creatures or waste disposal, but more often throw the creatures out to haunt the fringes of their underground cities.

Chwidenchas possess only enough intelligence to know that their existence is profoundly wrong, and their self-loathing causes them to lash out at all creatures within reach. Spiderleg horrors are ambush predators that use their tremorsense to locate prey. They impale victims with their skittering legs, then lap up the blood and viscera with the tiny sphincter-like mouth at the bottom of their central mass. Chwidenchas can grow to roughly twice their original size (becoming Huge creatures with 24 Hit Dice) before splitting in half into two separate creatures. It takes decades for a chwidencha to reach this size, keeping the creatures' reproduction rate low.

Most drow abhor chwidenchas, especially the clergy of Haagenti, the demon lord who taught the dark elves the secret of fleshwarping. However, a few drow cultists of Mazmezz, the demon lord of vermin, revere chwidenchas for their resemblance to their Creeping Queen, and encourage the creatures to inhabit their dark temples and devour live sacrifices.

CHWIDENCHA (Spiderleg Horror)

CR: 9

XP: 6,400

N Large aberration

Init: +7; **Senses:** Darkvision 60 ft., tremorsense 60 ft.; Perception +12

Aura: Frightful presence (30 ft., DC 16)

AC: 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp: 114 (12 HD)

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

DR 10/magic

Weakness: Vulnerability to sonic

Speed: 30 ft., burrow 30 ft., climb 30 ft.

Melee: 4 claws +15 (1d6+6/19-20 plus grab)

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

Special Attacks: Impale, pounce

Str 22, **Dex** 17, **Con** 20, **Int** 3, **Wis** 16, **Cha** 3

Base Atk: +9; **CMB:** +16 (+20 grapple); **CMD:** 29 (can't be tripped)

Feats: Great Fortitude, Improved Critical (claws), Improved Initiative, Lightning Reflexes, Run, Weapon Focus (claw)

Skills: Climb +14, Perception +12, Stealth +8

Languages: Undercommon (can't speak)

SQ: Scuttling charge

Environment: Underground

Organization: Solitary, cluster (2-4), or colony (11-20)

Treasure: Incidental

Frightful Presence (Su): The save DC for a chwidenchas frightful presence includes a +4 racial bonus.

Impale (Ex): A chwidenchadeals 1d6+9 points of piercing damage with a successful grapple.

Scuttling Charge (Ex): When making a charge, a chwidenchaneed not move in a straight line.

Cifal



A cical is a strange composite being formed of countless insects swarming in a humanoid shape, controlled by a hive mind granting it rudimentary intelligence. These walking swarms roam in search of food, engulfing whole living beings and stripping all flesh from their bones.

A cical resembles a ten-foot-tall humanoid from a distance, though its form appears strangely amorphous and indistinct. A low droning accompanies the creature. Only when it closes in does it become apparent that its form is made up of thousands of wasp-like insects crawling over each other. A cical's "head" has hollows where eyes and a mouth should be, but the creature actually sees through the countless eyes of its constituent insects.

Where cicals come from is unknown, though they bear an unnerving resemblance to the sentient humanoid swarms known as worms that walk. It may be that the first cical was a failed attempt at deliberately creating a worm that walks (as such creatures normally arise spontaneously) that devoured its would-be creator.

CIFAL

CR: 7

XP: 3,200

N Large vermin

Init: +5; **Senses:** All-around vision, darkvision 60 ft.; Perception +12

AC: 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp: 85 (10 HD); fast healing 5

Fort +11, **Ref** +6, **Will** +2

Defensive Abilities: Swarmlike; **DR** 10/bludgeoning; **Immune:** Mind-affecting effects, paralysis, poison

Speed: 20 ft.

Melee: 2 slams +13 (1d6+6 plus poison)

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

Special Attacks: Engulf (DC 21, 2d6 plus poison)

Str 22, **Dex** 12, **Con** 19, **Int** 2, **Wis** 9, **Cha** 9

Base Atk: +7; **CMB:** +16; **CMD:** 27

Feats: Endurance, Improved Initiative, Lightning Reflexes^B, Power Attack, Skill Focus (Perception), Weapon Focus (slam)

Skills: Perception +12

SQ: Discorporate, varied attack

Environment: Any temperate or warm land or underground

Organization: Solitary

Treasure: None

Discorporate (Ex): When reduced to 0 hit points, a cifal collapses into a shapeless swarm of insects (use statistics for a wasp swarm). If not destroyed, the swarm reforms into a new cifal after 24 hours have passed.

Poison (Ex): Slam or engulf – injury; save Fort DC 19, frequency 1/round for 6 rounds, effect 1d3 Dex, cure 1 save. The save DC is Constitution-based.

Swarmlike (Ex): A cifal has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a cifal to 0 hit points causes it to discorporate (see above). Cifals are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A cifal takes half again as much damage (+50%) from damaging area effects, such as *fireball* and splash weapons. Cifals are susceptible to high winds – treat a cifal as a Diminutive creature for the purposes of determining wind effects.

Varied Attack (Ex): A cifal's slam attack deals both bludgeoning and piercing damage since the creature is formed completely of stinging insects.

Clurichaun

Cousins to leprechauns, clurichauns share their green-clad cousins' love of trouble, but focus their energy solely on the procurement of their favorite substance: wine.

A clurichaun looks like a small, wizened human with pointed ears, but where leprechauns exude mischief, clurichauns are far more relaxed and lackadaisical. Even when sober they slur their words and exaggerate their motions, and their faces sport permanent blushes. Clurichauns are distinguished by their love of red cloth; the gaudier the hue and fancier the cut of their outfit, the more esteem the clurichaun enjoys from its peers.

Clurichauns favor inns and pubs as their homes, hiding invisibly in whatever room is used to store wine. If a settlement is large enough to contain multiple public houses, the clurichaun migrates from inn to inn around town in a regular path. Innkeepers tolerate clurichauns, since the fey typically consume only a single bottle per week. If well-treated they may quietly help the proprietor by tightening spigots and chasing off vermin, but a maltreated clurichaun wildly lashes out by breaking bottles and maliciously wasting wine. Despite their foolish appearance, clurichauns have an exceptional talent for reading other people, even when drunk.

Despite their differences in lifestyle, leprechauns and clurichauns consider themselves one people with shared customs. Clurichauns are noted for their lovely singing voices, and many leprechaun bands include a single clurichaun who entertains the others in exchange for drink.

CLURICHAUN

CR: 1

XP: 400

CN Small fey

Init: +3; **Senses:** Low-light vision; Perception +8

AC: 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp: 16 (3 HD)

Fort +2, **Ref** +6, **Will** +5

DR 5/cold iron; **SR** 12

Weakness: Easy drunk

Speed: 20 ft.

Melee: Shortsword +5 (1d4-2/19-20)

Special Attacks: Control wine, wine double

Spell-Like Abilities (CL 3rd):

At will – *Dancing lights*, *ghost sound* (DC 13), *invisibility* (self only), *mage hand*, *prestidigitation*, *ventriloquism* (DC 14)

2/day – Create wine or water

Str 7, **Dex** 16, **Con** 13, **Int** 10, **Wis** 15, **Cha** 16

Base Atk: +1; **CMB:** -2; **CMD:** 11

Feats: Toughness, Weapon Finesse

Skills: Escape Artist +9, Knowledge (local) +6, Perform (sing) +9, Perception +8, Sense Motive +12, Stealth +13; **Racial Modifiers:** +4 Sense Motive
Languages: Common, Halfling, Sylvan

Environment: Any urban

Organization: Solitary

Treasure: Standard (shortsword, other treasure)

Control Wine (Su): A clurichaun can telekinetically control wine. Once per round as a swift action, the clurichaun may cause a bottle of wine in its hands to gush like a *decanter of endless water*, except that its effects last for only 1 round before the clurichaun must seek a new bottle to use.

Create Wine or Water (Sp): This functions as *create water*, except the clurichaun may choose to create wine instead. The wine created by clurichauns is of low quality but perfectly drinkable.

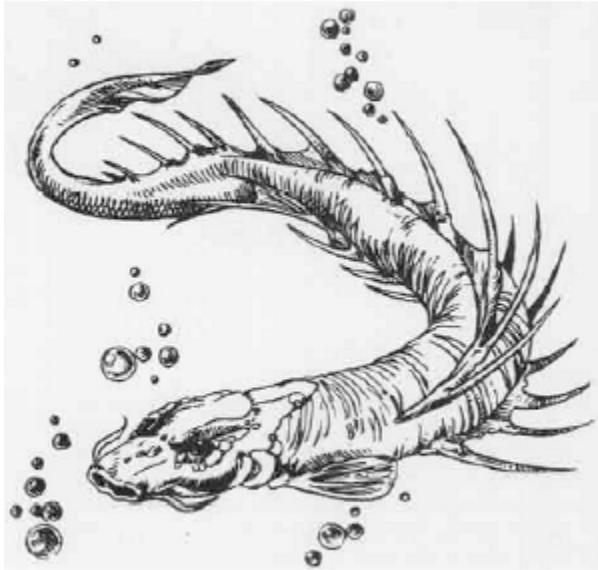
Easy Drunk (Ex): A clurichaun takes a -4 penalty on Fortitude saves to avoid getting drunk.

Wine Double (Su): Once per day, a clurichaun can put a spell on a glass, bottle, puddle, cask, or other source of wine. The first creature whose reflection is cast on the surface of the wine (i.e., enters a square adjacent to it) triggers this effect. When the spell is triggered, the wine immediately forms an exact three-dimensional image of the reflected creature. The double is the same size as the creature regardless of the size of the source of wine (the clurichaun's spell conjures enough wine into existence to fill the excess volume).

The wine double has the same statistics as the creature it has duplicated, including AC and current hit points, but cannot attack with weapons, cast spells, or do anything besides make touch attacks. It may seep under doors and through cracks as though it had the compression ability. The wine double attempts to touch the creature it has duplicated, ignoring all other creatures. If the double succeeds in touching the creature, it merges with the individual, covering its entire body in a skin of liquid. The victim must attempt a Fortitude saving throw (DC 14). If successful, the creature has resisted the spell's effect and the double "dies", becoming normal wine (and soaking the creature in the process). If the saving throw is failed, the watery double begins forcing its way into the victim's body, inflicting 1d3 points of damage per round until it is destroyed. The save DC is Charisma-based.

The wine double dissipates if reduced to 0 hit points or after 10 rounds. Striking the watery double while it is wrapped around its victim causes an equal amount of damage to the victim. A *control water spell* or *dust of dryness* instantly destroy a wine double.

Coral Masher



A massive, highly specialized relative of the lamprey, the coral masher is an enormous fish whose venomous spines make it deadly despite its passivity.

Coral mashers inhabit tropical waters, feeding on coral reefs by pulverizing them with the grinding teeth that line their circular maws. The creature digests the living coral polyps and converts the calcium deposits into the armor-like scales that cover its body. Mashers are gentle by nature but extremely skittish despite their great size. They can rapidly twist their worm-like bodies to bring their long defensive spines to bear; these spines inject their victims with potent venom that quickly eats away at muscles and organs.

Coral mashers usually measure up to 20 feet in length, but older individuals may be 30 feet or longer. Because their diet is so destructive to the ecosystem, mashers are forced to live solitary lifestyles lest they deplete their food source, coming together only to breed once every few years. Some merfolk and locathah tribes revere coral mashers for their great strength and ritually hunt the creatures, claiming spines as trophies.

CORAL MASHER

CR: 6

XP: 2,400

N Huge animal (aquatic)

Init: +5; **Senses:** Darkvision 60 ft., low-light vision; Perception +0

AC: 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp: 68 (8 HD)

Fort +10, Ref +9, Will +2
Defensive Abilities: Poison spines

Speed: 20 ft., swim 40 ft.
Melee: Bite +12 (2d6+12)
Space: 15 ft.; **Reach:** 15 ft.

Str 27, Dex 12, Con 19, Int 1, Wis 10, Cha 8
Base Atk: +6; **CMB:** +16; **CMD:** 27 (can't be tripped)
Feats: Combat Reflexes, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)
Skills: Stealth +7 (+15 in coral reefs); **Racial Modifiers:** +8 Stealth in coral reefs

Environment: Warm ocean
Organization: Solitary or pair
Treasure: None

Poison Spines (Ex): When angered, a coral masher extends a row of poisonous spines from its back. The fish is adept at reflexively aiming these spines at any creature it can sense. It can use these spines to make attacks of opportunity on any creature that attacks it with a melee weapon, provided the masher threatens the attacking foe. Attacks made with these spines are at +12, with a hit inflicting 1d6+8 points of damage. A creature struck by a masher's spine must make a DC 18 Fortitude save to resist its poison.

Masher Poison: Spines – injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Con damage; cure 1 save. The save DC is Constitution-based.

Cranium Rat



Though often seen as little more than vermin by unsuspecting city folk, cranium rats represent a terrible menace when gathered in sufficient numbers. On its own, a single cranium rat is a negligible threat, barely more dangerous than a common rodent; but when they come together, cranium rats form a telepathic hive mind, and the more rats that gather, the stronger the hive mind becomes, eventually granting them superhuman intelligence and great mental powers.

Cranium rats serve an unknown purpose, gathering knowledge and ferreting out secrets for reasons known only to them. Some sages believe they are the eyes and ears of some dark deity of knowledge, such as Norgorber; others posit some connection with the illithid god-mind, Ilsensine. Those who pry too deeply tend to be found gnawed to death by thousands of tiny fangs. Despite this, cranium rat packs can be invaluable sources of knowledge for those who seek them out, for they know the darkest secrets of the cities they call home.

Cranium rats are creatures of the Great Beyond, found in vast quantities in the cities of the Outer Sphere - Dis, Yanaron, Pharama's Court, and of course, the Eternal City of Axis, where they congregate in vast swarms in the tunnels of Norgorber's realm. They are less commonly encountered on Golarion, save in great cities with high concentrations of spellcasters, such as Egorian, Quantum, or the great cities of Absalom and Goka.

A lesser cranium rat pack is made up of about 75 rats, an average pack about 150, and a greater pack about 300.

CRANIUM RAT

CR: ¼

XP: 100

NE Tiny magical beast (extraplanar)

Init: +2; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +1

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

hp: 6 (1 HD)

Fort +2, **Ref** +4, **Will** +1

Speed: 15 ft., climb 15 ft., swim 15 ft.

Melee: Bite +5 (1d3-4)

Space: 2-½ ft.; **Reach:** 0 ft.

Str 2, **Dex** 15, **Con** 13, **Int** 3, **Wis** 13, **Cha** 3

Base Atk: +1; **CMB:** +1; **CMD:** 9 (13 vs. trip)

Feats: Weapon Finesse

Skills: Climb +10, Stealth +18, Swim +10; **Racial Modifiers:** +4 Stealth, uses Dex to modify Climb and Swim

Languages: Undercommon (can't speak)

Environment: Any land or underground

Organization: Solitary, pair, nest (3-12), or minor pack (13-74)

Treasure: None

LESSER CRANIUM RAT PACK

CR: 2

XP: 600

NE Tiny magical beast (extraplanar, swarm)

Init: +2; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +8

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

hp: 19 (3 HD)

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

Defensive Abilities: Swarm traits; **Immune:** Weapon damage

Weakness: Hive mind

Speed: 15 ft., climb 15 ft., swim 15 ft.

Melee: Swarm (1d6)

Space: 10 ft.; **Reach:** 0 ft.

Special Attacks: Distraction (DC 12)

Spell-Like Abilities (CL 1st, concentration +0):

Once every 1d4 rounds - Mind blast (60 ft. cone, Will DC 14 negates, stunned for 1d4 rounds, level 4)

Str 2, **Dex** 15, **Con** 13, **Int** 8, **Wis** 13, **Cha** 8

Base Atk: +3; **CMB:** –; **CMD:** –

Feats: Iron Will, Skill Focus (Perception)

Skills: Acrobatics +6, Climb +10, Perception +8, Stealth +14; **Racial Modifiers:** Uses Dex to modify Climb and Swim

Languages: Undercommon (can't speak)

SQ: Merge swarms

Environment: Any land or underground

Organization: Solitary (see below)

Treasure: None

AVERAGE CRANIUM RAT PACK

CR: 5

XP: 1,600

NE Tiny magical beast (extraplanar, swarm)

Init: +6; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +15

AC: 20, touch 20, flat-footed 12 (+2 Dex, +6 dodge, +2 size)

hp: 52 (8 HD)

Fort +7, **Ref** +8, **Will** +3

Defensive Abilities: Reflexive dodge, swarm regeneration, swarm traits; **Immune:** Weapon damage; **Resist:** Cold 10

Weakness: Hive mind

Speed: 15 ft., climb 15 ft., swim 15 ft.

Melee: Swarm (3d6)

Space: 10 ft.; **Reach:** 0 ft.

Special Attacks: Distraction (DC 15)

Spell-Like Abilities (CL 4th, concentration +6):

Once every 1d4 rounds - Mind blast (60 ft. cone, Will DC 16 negates, stunned for 2d4 rounds, level 4)

Spells Known (CL 4th, concentration +6):

2nd (4/day) - *Mirror image*

1st (7/day) - *Charm person* (DC 13), *expeditious retreat*, *magic missile*

0 (at will) - *Daze* (DC 12), *detect magic*, *flare* (DC 12), *mage hand*, *open/close*, *prestidigitation*

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

Base Atk: +8; **CMB:** -; **CMD:** -

Feats: Combat Casting, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills: Acrobatics +13, Climb +10, Perception +15, Spellcraft +10, Stealth +21, Swim +10; **Racial Modifiers:** Uses Dex to modify Climb and Swim

Languages: Undercommon (can't speak); telepathy 100 ft.

SQ: Merge swarms

Environment: Any land or underground

Organization: Solitary (see below)

Treasure: None

GREATER CRANIUM RAT PACK

CR: 11

XP: 12,800

NE Tiny magical beast (extraplanar, swarm)

Init: +6; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +32

AC: 27, touch 20, flat-footed 19 (+7 armor, +2 Dex, +6 dodge, +2 size)

hp: 143 (22 HD)

Fort +14, **Ref** +15, **Will** +10

Defensive Abilities: Psychic armor, reflexive dodge, swarm regeneration, swarm traits; **Immune:** Cold, weapon damage; **SR** 22

Weakness: Hive mind

Speed: 15 ft., climb 15 ft., swim 15 ft.

Melee: Swarm (5d6)

Space: 10 ft.; **Reach:** 0 ft.

Special Attacks: Distraction (DC 22)

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

At will - Mind blast (60 ft. cone, Will DC 22 negates, stunned for 3d4 rounds, level 8)

Spells Known (CL 10th, concentration +14):

5th (3/day) - *Hold monster* (DC 21), *mind thrust V* (DC 19)

4th (6/day) - *Lesser globe of invulnerability*, *mass pain strike* (DC 18), *telekinesis* (DC 18)

3rd (7/day) - *Clairaudience/clairvoyance*, *gaseous form*, *slow* (DC 17), *swarm of fangs*

2nd (7/day) - *Blur*, *daze monster* (DC 18), *knock*, *mirror image*, *resist energy*, *see invisibility*

1st (7/day) - *Charm person* (DC 17), *detect thoughts* (DC 15), *expeditious retreat*, *magic missile*, *psychic reading*

0 (at will) - *Dancing lights*, *daze* (DC 16), *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *open/close*, *prestidigitation*, *read magic*

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

Base Atk: +22; **CMB:** –; **CMD:** –

Feats: Combat Casting, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Initiative, Iron Will, Skill Focus (Perception), Spell Focus (enchantment), Spell Penetration^B

Skills: Acrobatics +27, Climb +10, Knowledge (arcana) +26, Knowledge (local) +26, Perception +32, Spellcraft +26, Stealth +31, Swim +11; **Racial Modifiers:** Uses Dex to modify Climb and Swim

Languages: Undercommon (can't speak); telepathy 100 ft.

Environment: Any land or underground

Organization: Solitary, infestation (2-5 swarms), or plague (6-12 swarms)

Treasure: None

Hive Mind (Ex): A cranium rat swarm has a hive mind, which makes it susceptible to mind-affecting spells. For the purposes of such spells, the swarm is a single creature of the magical beast type.

Merge Swarms (Ex): Two lesser cranium rat packs can move into the same space and merge into a single swarm, becoming an average pack. Likewise, two average packs can merge together into a greater pack. Merging in this fashion is a full-round action.

Although the packs consist of a greater number of creatures, the merged swarms pile up on top of each other and do not take up extra space.

Mind Blast (Sp): A cranium rat swarm can emit a powerful blast of pure mental energy that stuns all creatures within a 60-ft. cone. Creatures that fail a Will save against the mind blast are stunned. The save DC, length of time victims are stunned, and equivalent spell level are given in each swarm's stat block. Cranium rats are immune to mind blasts from other creatures. This is a mind-affecting enchantment (compulsion) effect. The save DC is Charisma-based.

Psychic Armor (Su): An greater cranium rat pack mentally projects a protective field of force, granting it a +7 armor bonus to AC.

Reflexive Dodge (Ex): The constituent creatures of an average or greater cranium rat swarm can dodge attacks, forming holes in the swarm. It gains a +6 dodge bonus to its AC.

Spells: Average cranium rat packs cast psychic spells as 4th-level psychics, and greater cranium rat packs cast psychic spells as 10th-level psychics. They do not gain access to a discipline or other psychic abilities.

Swarm Regeneration (Ex): When a greater cranium rat pack is reduced to 0 hit points, it does not scatter. Instead, it becomes an average pack. Likewise, when an average pack is reduced to 0 hp, it becomes a lesser pack. When a lesser pack is reduced to 0 hp, it is destroyed. This transformation is instantaneous.

ENCOUNTERS WITH CRANIUM RATS

When designing encounters with cranium rats, remember that due to their merge swarm ability, multiple cranium rat packs can come together to form a swarm of much higher CR than your players are ready for. You may choose to ignore their merge swarm ability for the sake of building a lower-CR encounter.

Cursed Cold One



Warped by ancient magic, the cursed cold ones – or geluns, as they call themselves – are living heat sinks who freeze solid in the absence of heat. Once these creatures were human, but unknown hands transformed them into the wretches they are today. Geluns seek out the hottest places they can find, typically sweltering deserts or volcanic vents, and bitterly lash out at creatures who don't share their curse.

Cursed cold ones have approximately the same dimensions as humans, but their bodies are rubbery and hairless, with a row of vertical slits where their mouths should be. Even in the hottest conditions their bodies radiate intense cold that can impart frostbite with a touch. At night they often freeze solid into blocks of ice unless they have a constant heat source such as a bonfire. Geluns' search for wood, coke, coal, and other fuels often forces them to raid nearby humanoid settlements. Although deeply embittered, cursed cold ones are not inherently evil and can be approached for information about their environs if treated respectfully.

Geluns can be found in deserts throughout the world, and indeed, throughout the solar system. The origin of their curse is a mystery, but the fact that records of them date back no further than ancient Osirion and their interplanetary distribution points at a connection to the Dominion of the Black and their daelkyr allies.

CURSED COLD ONE (Gelun)

CR: 3

XP: 800

N Medium aberration

Init: +4; **Senses:** Darkvision 60 ft.; Perception +10

AC: 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp: 30 (6 HD)

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

Defensive Abilities: Fiery healing; **Immune:** Fire

Weakness: Vulnerability to cold

Speed: 30 ft.

Melee: 2 slams +6 (1d4+2 plus 1d6 cold)

Special Attacks: Icy gaze

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

Base Atk: +4; **CMB:** +6; **CMD:** 21

Feats: Combat Reflexes, Dodge, Toughness

Skills: Perception +10, Sense Motive +7

Languages: Common

SQ: Heat reliant

Environment: Warm deserts

Organization: Solitary or conclave (2-8)

Treasure: Standard

Fiery Healing (Ex): Any magical attack that deals fire damage to a cursed cold one heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause a cursed cold one to exceed its full normal hit points, it gains any excess as temporary hit points. A cursed cold one gets no saving throw against fire effects.

Heat Reliant (Ex): Unless a cursed cold one inhabits an environment where the temperature remains above 110 °F, it frosts over and freezes solid, entering a state of extreme hibernation. It is extremely vulnerable during such periods, essentially helpless. On the other hand, while enjoying environments of severe heat or hotter, cursed cold ones function normally, gaining all the nutrition and energy they need from the warmth itself.

Icy Gaze (Su): Dazed (with cold) for 1 round, 30 feet, Will DC 15 negates. The save DC is Charisma-based. Any creature meeting the gaze of a cursed cold one is subject to its icy gaze attack. A cursed cold one can use a standard action to focus its icy gaze on an opponent and attack with its slam attack at the same time. Creatures immune to cold are immune to this effect.

Vulnerability to Cold (Ex): If a cursed cold one fails its save against a cold effect, it is also dazed for 1 round.

Cyclops, Fomor-bound



The [fomorians](#) are the uncontested rulers of the fey underworld, but they are few in number and unable to gather in great armies to enforce their rule. To this end, the fomorians have gathered great legions of loyal followers: the fomor-bound cyclopes.

Thousands of years ago, the cyclopes of Golarion ruled great empires, but wars with rising human kingdoms and internal corruption slowly wore away at the giants' civilization until they were reduced to bestial savages. Some cyclopes in the northern empire of Koloran saw their culture's impending doom and made a pact with the fomorians of the First World. Retreating from the Material Plane before the devastation of Earthfall brought about Koloran's end, these cyclopes safely waited out the Age of Darkness in the fomorians' extraplanar redoubts, loyally serving the malformed giants in exchange for survival.

Fomor-bound cyclopes resemble their common kin, but are marked with ashen gray skin, bald scalps, and horned brows. Their single eye has a catlike slit like the "evil eyes" of their fomorian masters, and the fomorians have imbued them with the ability to focus a similar (albeit weaker) form of their warping curse. Fomor-bound cyclopes are always clad in finely-crafted clothing and armor of their own make.

The fomorians rely on their cyclops servants as both armed forces and skilled craftspeople. They send their cyclops minions to the surface to raid and capture fey slaves, as well as defend their strongholds and keep order among their households. The fomor-bound cyclopes have retained the skill at art and craftwork of ancient Koloran, and are the finest smiths, masons, seamstresses, leatherworkers, and carpenters of the First World, constructing the fomorians' eerily beautiful castles and forging their masterwork arms and armor. A cyclops crafter focuses on a single work at a time, pouring her heart and soul into each item until it reaches completion. Fomor-bound cyclopes are not evil by nature and take no pleasure in carrying out their masters' cruel

commands, but the ancient pact binds them to the fomorians' service, and they follow orders unquestioningly.

FOMOR-BOUND CYCLOPS

CR: 7

XP: 3,200

LN Large humanoid (extraplanar, giant)

Init: +0; **Senses:** Darkvision 60 ft., low-light vision, *see invisibility*; Perception +19

AC: 22, touch 9, flat-footed 22 (+4 armor, +7 natural, +2 shield, -1 size)

hp: 91 (14 HD)

Fort +11, **Ref** +4, **Will** +7

Defensive Abilities: Ferocity

Speed: 30 ft.

Melee: Mwk battleaxe +17/+12 (2d6+6/x3)

Ranged: Spear +9 (2d6+6/x3/20 ft.)

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

Special Attacks: Evil eye

Spell-Like Abilities (CL 7th, concentration +11):

Constant – *See invisibility*

Str 22, **Dex** 10, **Con** 15, **Int** 10, **Wis** 17, **Cha** 11

Base Atk: +10; **CMB:** +17 (+19 bull rush); **CMD:** 27 (29 vs. bull rush)

Feats: Alertness, Cleave, Great Cleave, Improved Bull Rush, Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe)

Skills: Craft (armor) +14, Intimidate +10, Perception +19, Sense Motive +12, Survival +10; **Racial Modifiers:** +4 Craft (any one), +8 Perception

Languages: Cyclops, Giant, Undercommon

Environment: Underground (First World)

Organization: Solitary, conclave (2-6 plus 1 fomorian), or court (7-18 plus 3-5 fomorians)

Treasure: Standard (mwk hide armor, mwk heavy steel shield)

Evil Eye (Su): As a standard action, a fomor-bound cyclops may direct its gaze at a single creature within 60 feet to which it has line of sight. The creature must make a DC 17 Will save or be sickened for 1d8 rounds. The save DC is Charisma-based.

Dabus



Every city needs maintenance workers, and the Eternal City of Axis is no exception. In this multiversal hub of law and trade, the tasks of building, wrecking, sanitation, public safety, and every other conceivable job is filled by the enigmatic dabus.

No one is quite sure where the dabus (the name is both singular and plural) came from. The axiomites did not create them like the inevitables or the [justicators](#), nor were they created by a deity like the [Axial avengers](#), nor did they migrate to the city like the formians or visilights. They simply appeared long ago, fading into existence one by one with an instinctual drive to work, and seeing no reason to stop them, the axiomites simply let them do so. Some sages speculate that the plane of Axis itself unconsciously birthed them from its own fabric, but for their part the dabus neither know nor care.

There are millions of dabus in the city who work constantly to keep the city running. Though they are sentient and free willed, dabus do not seem to have any wants or needs besides the maintenance of Axis. When an individual dabus is done with its day's work, it merely disappears before reappearing the next day; no one knows where the dabus go during this time. Dabus are brusque and callous, and give only a perfunctory warning to nearby creatures before they get to work. When the task to which they have set themselves is demolishing an inhabited building, this can be a problem. Axis natives have learned to live with the dabus, but outsiders often see them as an incredible nuisance.

Dabus are living creatures, but they have no need to eat, breathe, or possibly even sleep. They have no visible gender, nor do they display individualized personalities (though rumors of a “fallen” dabus calling itself Fell float around some of the seedier areas of Axis). A few dabus, known as “illusion masters”, possess up to ten levels of sorcerer (always of the Arcane bloodline, and never with a familiar). Illusion masters are the foremen of their kind and use their abilities to aid their underlings and ward off disruptive creatures, with lethal force if necessary.

DABUS

CR: 2

XP: 600

LN Medium outsider (extraplanar, lawful)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +11

AC: 13, touch 13, flat-footed 10 (+3 Dex)

hp: 26 (4 HD)

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

Defensive Abilities: Floating form

Speed: 30 ft.

Melee: Longsword +5 (1d8+1/19-20) or light hammer +5 (1d4+1)

Ranged: Throwing axe +6 (1d6+1/10 ft.) or light hammer +6 (1d4+1/20 ft.)

Spell-Like Abilities (CL 4th, concentration +6):

Constant – *Comprehend languages*

At will – *Disguise self*

Str 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 14, **Cha** 14

Base Atk: +4; **CMB:** +5; **CMD:** 18

Feats: Alertness, Skill Focus (Disable Device)

Skills: Craft or Profession (any three) +9, Disable Device +12, Knowledge (planes) +9, Perception +11, Sense Motive +11, Stealth +10

Languages: Abyssal, Common, Celestial, Draconic, Infernal (can’t speak); *comprehend languages*, rebus talk

SQ: Skill switching

Environment: Any urban or underground (Axis)

Organization: Solitary or cell (2-12 plus 1 4th-level sorcerer)

Treasure: None (tools)

Floating Form (Ex): Dabus never stand on the ground. They neither fly nor walk, but use a unique movement mode somewhere in between the two. Thus, they are immune to magic that affects the surface beneath them as well as spells that would affect flying creatures. A *transmute rock to mud* or *grease* spell doesn’t affect them because they do not touch the ground, and a *gust of wind* spell does not send them spinning out of control.

Rebus Talk (Su): Dabus do not speak vocally. Instead, they communicate by projecting floating illusions of complex rebus puzzles that creatures around them may read.

Skill Switching (Ex): When a dabus rests, it can reassign its skill points from any Craft or Profession skill to another.

DABUS REBUS TALK



There is no mistaking a dabus nor do they try to hide themselves. Oddly, their speech is just a string of symbols.

The most bizarre aspect of dabus is their mode of communication: rebus talk. Rebus talk may be frustrating to employ in-game; here are some suggestions for how to handle it.

1. Let the Dice Decide: When PCs encounter a dabus who speaks to them, you can require each PC to make an Intelligence or Linguistics check to understand its speech symbols. A DC 10 check allows a PC to understand simple words and short phrases. A DC 15 check allows translation of short sentences about common topics (such as money or directions). A DC 20 check is required to understand a complete conversation about past, present, or future events, and DC 25 check is needed for complex, abstract discussions about topics such as strategy, magic, politics, philosophy, or religion. Add 5 to each of these DCs if either the party or the dabus is under time pressure to communicate quickly.

This method is easy to resolve, but it takes much of the mystery out of the dabus.

2. Nonverbal Substitutes: When a dabus encounter occurs, you can substitute some other nonverbal form of communication – such as pantomime – to simulate the strangeness of the dabus and their speech. Simply state that the dabus spews a torrent of incomprehensible symbols, then it resorts to pantomime to make itself understood.

3. Rebuses: The method that most actively portrays the mystery surrounding the dabus requires a bit of advance preparation. You can draw up two or three rebuses for a dabus encounter for the players to decipher. Imagine the players' surprise when the PCs ask a question and you hold up one or more rebuses as a reply!

4. Translator: In all cases, rebuses or pantomime should be used for fun, not to bog down play. If the characters need to know something in a hurry, or your game time is short, an NPC native to Axis can offer to “translate” what the dabus says for the party without making any die rolls.

Daemon, Echinodaemon



Echinodaemons are rarely seen, sticking to the deepest chasms of Abaddon's foul seas. Embodying death by crushing pressure at the ocean floor, echinodaemons only rarely follow other daemons into battle, cleaning up already weakened opponents and devouring the corpses of the fallen.

An echinodaemon's body is almost entirely mouth, its slavering maw filled with two rows of shark-like teeth and balanced on two spindly legs. Tentacles resembling a cross between a squid's and a spiny starfish's emerge from its lumpish body at random points. It has no eyes.

Echinodaemons are not very intelligent and are of limited use to other daemons, so their role in battle is limited to taking up flanking positions to aid more powerful fiends. Left to their own devices, they scavenge whatever they can find in Abaddon's putrid oceans. They are not capable swimmers, instead simply walking or climbing along the ocean floor.

ECHINODAEMON

CR: 8

XP: 4,800

NE Large outsider (aquatic, daemon, evil, extraplanar)

Init: +5; **Senses:** Tremorsense 60 ft.; Perception +12

Aura: Nauseating (30 ft.)

AC: 21, touch 11, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp: 105 (10 HD)

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

DR 10/good or silver; **Immune:** Acid, blind, bottom dweller, death effects, disease,

poison; **Resist:** Cold 10, electricity 10, fire 10; **SR** 19

Speed: 30 ft., climb 30 ft.

Melee: Bite +15 (1d8+6), 4 tentacles +10 (1d6+3)

Space: 10 ft.; **Reach:** 10 ft. (5 ft. with bite)

Special Attacks: Rend (2 tentacles, 2d6+9 plus infernal wound)

Spell-Like Abilities (CL 8th, concentration +8):

1/day – Summon (level 5, 1 echinodaemon, 40%)

Str 22, **Dex** 13, **Con** 20, **Int** 6, **Wis** 8, **Cha** 11

Base Atk: +10; **CMB:** +17; **CMD:** 28

Feats: Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack

Skills: Climb +14, Escape Artist +14, Perception +12, Stealth +10, Swim +19

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ: Amphibious

Environment: Any aquatic (Abaddon)

Organization: Solitary, cluster (3-5), or tangle (7-12)

Treasure: Standard

Blind (Ex): An echinodaemon is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Bottom Dweller (Ex): Echinodaemons are immune to water pressure damage and nonlethal damage from hypothermia. Although echinodaemons have the aquatic subtype, they do not have a swim speed.

Infernal Wound (Su): The damage an echinodaemon deals as it rends with its terrible hooked tentacles causes persistent wounds. Any creature injured by the echinodaemon's rend attack takes 1 bleed per round. The wound does not heal naturally and resists healing spells. The bleed can be stopped by a DC 20 Heal check, a *cure* spell, or a *heal* spell; however, a creature attempting to cast a *cure* or *heal* spell to heal such a wound must succeed on a DC 20 caster level check, or the spell fails. The save DC is Constitution-based.

Nauseating Aura (Su): Creatures within 30 feet of an echinodaemon must succeed at a DC 20 Fortitude save or become nauseated for 1 round, Daemons are immune to this effect. The save DC is Constitution-based.

Daemon, Nycadaemon



Nycadaemons are the scouts and elite shock troops of Abbadon, performing reconnaissance for their daemonic masters and raining death from above. Personifying death by falling from great heights, nycadaemons delight in snatching victims into the air and letting them fall to their deaths.

Among the most classically fiendish-looking of all daemons, nycadaemons resemble bloated green gargoyles with wings that look almost too small to support their weight, yet bear them through the air at great speed regardless. Nycadaemons are powerfully muscled and stand nine feet tall or more. They favor great double-headed axes in combat, though other heavy two-handed weapons are not uncommon.

Nycadaemons are generally more loyal than other daemons, if only due to a complacent nature, and tend to stay with a single master for as long as they are treated well. Nycadaemons relish combat, striking hard and fast, but also delight in subterfuge and intimidation. Though only of middling intelligence, they make great use of their magic abilities to strike from invisibility, deceive foes with mirror images, and teleport away after getting in a few good hits. Nycadaemons are common in the armies of all Four Horsemen and many daemonic harbingers, and even sell their services to powerful archdevils, demon lords, and powerful evil mortals.

NYCADAEMON

CR: 10

XP: 9,600

NE Large outsider (daemon, evil, extraplanar)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +21

AC: 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp: 133 (14 HD)

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

DR 10/good; **Immune:** Acid, death effects, disease, poison; **Resist:** Cold 10, electricity 10, fire 10; **SR** 21

Speed: 40 ft., fly 90 ft. (good)

Melee: Mwk greataxe +20/+15/+10 (3d6+7/19-20/x3); or 2 claws +18 (1d6+4 plus 5 bleed plus grab)

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

Special Attacks: Liftoff, rake (2 claws +18, 1d6+2)

Spell-Like Abilities (CL 14th, concentration +17):

Constant – *Ant haul*^{APG}

At will – *Deeper darkness*, *detect magic*, *greater teleport* (self plus 50 lb. of objects only), *invisibility*, *mirror image*

1/day – Summon (level 4, 1 nycadaemon or 1d4 [mezzodaemons](#), 30%)

Str 20, **Dex** 14, **Con** 19, **Int** 13, **Wis** 10, **Cha** 16

Base Atk: +14; **CMB:** +20 (+24 grapple); **CMD:** 32

Feats: Alertness, Cleave, Flyby Attack, Improved Critical (greataxe), Iron Will, Mobility^B, Power Attack, Weapon Focus (greataxe)

Skills: Bluff +20, Intimidate +20, Fly +21, Knowledge (planes) +18, Perception +21, Sense Motive +21, Stealth +15

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

Environment: Any (Abaddon)

Organization: Solitary or squad (4-8)

Treasure: Standard (masterwork greataxe, other treasure)

Liftoff (Ex): A nycadaemon can only use this ability when airborne. A nycadaemon that gets a hold on a nonflying opponent at least one size category smaller than it can ascend with the grappled creature. When carrying a medium load (for most nycadaemons, a creature weighing between 400 and 798 pounds), the nycadaemon's fly speed drops to 60 feet and it takes a -3 penalty on Fly checks; this penalty worsens to -6 with a heavy load (799 to 1,200 pounds). A nycadaemon can't carry a load of more than 1,200 pounds. The carrying capacity limits here take into account the nycadaemon's *ant haul* spell-like ability.

GREATER NYCADAEMON (CR 12)

Some nycadaemons, born from souls of exceptional power and cruelty, are created larger and stronger than others of their kind and with four powerful arms. Greater nycadaemons have the advanced simple template and a total of four claw attacks, allowing them to attack with both a greataxe and two claws at once.

Daemon, Ultrodaemon

Long ago, a daemonic harbinger whose name has been stricken from history challenged the rule of the Four Horsemen of Abaddon. Somehow discovering the prison of the legendary Oinodaemon, this nameless fiend siphoned part of the god-daemon's power into itself and ascended to become the Fifth of the Four: the Horseman of Conquest. This living blasphemy was struck down decisively not long after by an alliance of all four archdaemons, the killing blow struck by Roshmolem the Steel Weaver, then the Horseman of War, but not before it created its own daemonic race of deacons: the ultrodaemons.

Ultrodaemons personify death from oppression: the slaver working his slaves to death, the tyrant slaughtering dissenters to make an example, the torturer wringing the last drop of life out of his victims. An ultrodaemon is a towering, slender humanoid with hairless gray skin and an elongated head. They have no mouths, but a chilling voice seems to echo from the air about them. Ultrodaemons' most striking feature is their eyes: ovoid pools of radiance that shine with every color and transfix those who meet their gaze. Ultrodaemons favor ornate robes that cover their enchanted armor.

Given their origin, ultrodaemons are despised in Abaddon, and only a few serve the Four Horsemen or harbingers as marshals and field commanders. Most ultrodaemons inhabit Abaddon's forsaken wastes outside the realms of the Horsemen or roam the hinterlands of Hell or the Abyss, petty warlords over their own daemonic armies. Such ultrodaemons plot campaigns of wanton destruction or hire their services out as mercenaries, spreading death and misery however they can. Ultrodaemons are cruel even by fiendish standards, and few minions survive long in their employ.

ULTRODAEMON

CR: 13

XP: 25,600

NE Medium outsider (daemon, evil, extraplanar)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +23

Aura: Fear (30 ft., DC 23)

AC: 27, touch 13, flat-footed 24 (+4 armor, +3 Dex, +10 natural)

hp: 189 (18 HD)

Fort +16, **Ref** +14, **Will** +15

DR 10/good; **Immune:** Acid, death effects, disease, poison; **Resist:** Cold 10, electricity 10, fire 10; **SR** 24

Speed: 30 ft.

Melee: +3 *greatsword* +23/+18/+13/+8 (2d6+6/19-20)

Special Attacks: Hypnotic gaze (fascinated, 30 ft., Will DC 23)

Spell-Like Abilities (CL 18th, concentration +24, +22 ranged touch):

At will – *Alter self*, *deeper darkness*, *detect magic*, *detect thoughts* (DC 16), *dispel*

magic, greater teleport (self plus 50 lbs. of objects only), *invisibility* (self only), *prying eyes*, *ray of enfeeblement*, *ray of exhaustion*, *scorching ray*, *suggestion* (DC 17)

3/day – *Enervation*, quickened *scorching ray*, *wall of fire*

1/day – *Fire storm* (DC 22), *mass suggestion* (DC 20), *summon* (level 8; 1 ultrodaemon, 1d4 [nycadaemons](#), or 1d6 [mezzodaemons](#); 35%)

Str 15, Dex 16, Con 21, Int 16, Wis 15, Cha 19

Base Atk: +18; **CMB:** +20; **CMD:** 33

Feats: Combat Casting, Improved Critical (ray), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), [Uncanny Concentration](#)^{UM}, Weapon Focus (ray)

Skills: Bluff +25, Diplomacy +25, Intimidate +25, Knowledge (arcana) +24, Knowledge (planes) +24, Perception +23, Sense Motive +23, Spellcraft +24, Stealth +23

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

Environment: Any (Abaddon)

Organization: Solitary or pair

Treasure: Double standard (+3 *longsword*, +2 *chain shirt*, other treasure)

Hypnotic Gaze (Su): Creatures with 30 feet that meet an ultrodaemon's gaze are fascinated for as long as the ultrodaemon concentrates and for 2 rounds thereafter (Will DC 23 negates). The ultrodaemon's allies are immune to this gaze attack. The save DC is Charisma-based.

THE GENERAL OF GEHENNA

Either a region of Abaddon's outlands or an adjacent demiplane (sources differ), Gehenna is a hard-to-reach realm dominated by four impossibly huge volcanoes, where no natural surface exists at more than a forty-five degree angle. A haven for divs, night hags, barghests, asuras, and outcast daemons and devils, this deadly range is ruled by the General of Gehenna, an ultrodaemon who has attained the power of a daemoniac harbinger.

Styling himself heir to the Horseman of Conquest, the General rules from the Crawling City, a metropolis propelled across Gehenna's surface on billions of grotesque humanoid legs, and most (but not all) ultrodaemons loosely claim allegiance to him. The General of Gehenna is despised by all Four Horsemen, but all campaigns to unseat him have failed due to the inhospitable terrain he calls home.

The General of Gehenna is a neutral evil daemoniac harbinger. His areas of concern are conquest and mercenaries, and his unholy symbol is a flaming sword between two glowing eyes. He grants access to the domains of Destruction, Evil, Trickery, and War and to the subdomains of [Daemon](#), [Greed](#), [Tactics](#), and [Torture](#).

Dark Ice Fey

CREATING A DARK ICE FEY

“Dark ice fey” is an acquired template that can be added to any fey without the fire subtype. A dark ice fey uses the base creature’s stats and abilities except as noted here.

Challenge Rating: +1

Alignment: Any evil

Type: The creature’s type is unchanged, but it gains the cold subtype.

Armor Class: A dark ice fey’s natural armor improves by +4, as a layer of thick permafrost toughens its now leathery skin and coats its body with a thin but durable shell of ice.

Defensive Abilities: A dark ice fey has fast healing 3 as long as it is in contact with ice or snow. It is immune to cold.

Weaknesses: A dark ice fey gains vulnerability to fire.

Melee: A dark ice fey grows jagged oversized icicle talons in place of fingers, paws, or hooves, and it gains two vicious claw attacks if it did not already have them. A dark ice fey deals claw damage as for a creature one size category larger (see *Bestiary*, pg. 302).

Special Attacks: A dark ice fey retains the base creature’s special attacks and gains the ones listed below.

Frigid Touch (Su): Once per day, a dark ice fey may make a touch attack against a foe to deal 1d6 points of Dexterity damage by freezing its blood in its veins and numbing its bones.

Frosty Grasp (Su): A dark ice fey’s natural attacks, as well as any weapons it wields, deal an additional 1d6 points of cold damage.

Ability Scores: Str +2, Con +2

Environment: Any cold

DARK ICE BROWNIE

CR: 2

XP: 600

LE Tiny fey (cold)

Init: +8; **Senses:** Low-light vision; Perception +8

Languages: Common, Halfling, Sylvan

AC: 22, touch 17, flat-footed 17 (+2 size, +4 Dex, +5 natural, +1 dodge)

hp: 7 (1 HD); fast healing 3

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

DR 2/cold iron; **Immune:** Cold; **SR** 16

Weakness: Vulnerable to fire

Speed: 20 ft.

Melee: Shortsword +7 (1d4-1 plus 1d6 cold/19-20) and claw +2 (1d3-1)

Space: 2-½ ft.; **Reach:** 0 ft.

Special Attacks: Frigid touch, frosty grasp

Base Atk: +0; **CMB:** +3; **CMD:** 14

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

1/day – *Confusion* (DC 16), *continual flame*, *dancing lights*, *dimension door*, *magic circle against good*, *mirror image*, *ventriloquism*

Str 9, Dex 18, Con 14, Int 14, Wis 14, Cha 16

Feats: Dodge, Improved InitiativeB, Weapon FinesseB

Skills: Bluff +7, Craft (any three) +6, Escape Artist +8, Perception +8, Sense Motive +6, Stealth +16 (+21 in forests); **Racial Modifiers:** +2 Perception, +5 Stealth in forests

Environment: Cold forest

Organization: Gang (2-4) or band (5-12)

Treasure: Standard

Fast Healing (Su): A dark ice brownie's fast healing only functions as long as it is in contact with ice or snow.

Frigid Touch (Su): Once per day, a dark ice brownie may make a touch attack against a foe to deal 1d6 points of Dexterity damage by freezing its blood in its veins and numbing its bones.

Frosty Grasp (Su): A dark ice brownie's natural attacks, as well as any weapons it wields, deal an additional 1d6 points of cold damage.

Daemon, Anankedaemon



Also called corruptors of fate, anankedaemons embody death by curses – the wards on an ancient tomb, a malediction spoken by a spiteful witch, or a treasure that brings death to its owner. These mercenary fiends sell their services to whatever evil being gives them an opportunity to bring suffering and death to mortals.

Anankedaemons stand slightly shorter than humans, but are powerfully muscled beneath their greasy rolls of fat and loose yellow skin. Their faces resemble canine skulls with a boar's tusks, bloodshot eyeballs in their gaping sockets. Despite their corpulence, anankedaemons are deceptively dextrous and nimble, moving almost with a blur of motion. A strong odor of brimstone surrounds anankedaemons, and when they attack, their victims may hear the faint sound of rolling dice coming from nowhere.

Anankedaemons live to spread misfortune and despair, inflicting curses on all they come across. Corruptors of fate have a strong mercenary streak, selling their services to other fiends or evil spellcasters, especially favoring masters on the Material Plane. Anankedaemons are commonly found in armies of demons or devils, but even these allies find them repulsive and give them a wide berth. Lone anankedaemons may gather minions immune to their curse, such as lacridaemons, cacodaemons, or the weaker undead.

Temerdaemons, embodying all forms of misfortune and accidental tragedy, often bully anankedaemons into doing their bidding. Corruptors of fate who faithfully serve the more powerful fiends and learn from them may be transformed into temerdaemons themselves by the Four Horsemen or daemoniac harbingers.

ANANKEDAEMON (Corruptor of Fate)

CR: 5

XP: 1,600

NE Medium outsider (daemon, evil, extraplanar)

Init: +8; **Senses:** Darkvision 60 ft., *detect good*, *detect magic*; Perception +10

AC: 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp: 59 (7 HD)

Fort +8, **Ref** +6, **Will** +5

Defensive Abilities: Unluck; **Immune:** Acid, death effects, disease, poison; **DR** 5/good or silver; **Resist:** Cold 10, electricity 10, fire 10; **SR** 16

Speed: 30 ft.

Melee: Mwk shortsword +12/+7 (1d6+3/19-20 plus curse), claw +6 (1d4+1 plus curse); or 2 claws +11 (1d4+3 plus curse); or touch +11 (curse)

Ranged: Mwk composite shortbow +12/+7 (1d6+3/x3 plus curse)

Special Attacks: Corrupting gaze

Spell-Like Abilities (CL 6th, concentration +6):

At will – *Detect good*, *detect magic*

1/day – Summon (level 3, 1 cacodaemon, 75%)

Str 17, **Dex** 19, **Con** 17, **Int** 10, **Wis** 10, **Cha** 10

Base Atk: +7; **CMB:** +9; **CMD:** 23

Feats: Ability Focus (curse), Dodge, Improved Initiative, Weapon Finesse

Skills: Acrobatics +11, Disguise +10, Escape Artist +11, Perception +10, Sleight of Hand +11, Stealth +11

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ: Brimstone scent

Environment: Any (Abaddon)

Organization: Solitary

Treasure: Standard (masterwork shortsword, masterwork composite shortbow [+3 Str] with 20 arrows, masterwork chain shirt, other treasure)

Brimstone Scent (Ex): Anankedaemons reek of sulfur. Skill checks to track an anankedaemon by scent receive a +2 bonus.

Corrupting Gaze (Su): An anankedaemon can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the anankedaemon's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks, and saving throws for 1 minute. The save DC is Charisma-based.

Curse (Su): Creatures touching or touched by an anankedaemon or its weapons fall victim to an effect identical to the *bestow curse* spell, Will DC 15. Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. Undead and daemons are immune to an anankedaemon's curse ability. The save DC is Charisma-based and includes a +2 bonus from its Ability Focus feat.

Unluck (Su): Roll twice for attacks and damage against an anankedaemon; the attacker must use the lower result. This is a necromantic curse effect.

The oldest anankedaemons often take levels of rogue, slayer, or especially assassin to complement its cruel abilities. These advanced corruptors of fate are highly sought after by even Abbadon's vile nobility.

ANANKEDAEMON ASSASSIN

CR: 10

XP: 9,600

Anankedaemon assassin 5

NE Medium outsider (daemon, evil, extraplanar)

Init: +7; **Senses:** Darkvision 60 ft., *detect good*, *detect magic*; Perception +14

AC: 25, touch 19, flat-footed 17 (+5 armor, +1 deflection, +7 Dex, +1 dodge, +1 natural)

hp: 124 (12 HD)

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

Defensive Abilities: Improve uncanny dodge, unluck; **DR** 5/good or silver; **Immune:** Acid, death effects, disease, poison; **Resist:** Cold 10, electricity 10, fire 10; **SR** 16

Speed: 30 ft.

Melee: +1 shortsword +18/+13 (1d6+4/19-20 plus curse and poison), claw +12 (1d4+1 plus curse); or 2 claws +17 (1d4+5 plus curse); or touch +17 (curse)

Ranged: +1 composite shortbow +18/+13 (1d6+6/x3 plus curse and poison)

Combat Gear: 3 doses of shadow essence poison (DC 17, 1/round for 6 rounds, 1 Str drain and 1d2 Str damage, cure 1 save)

Special Attacks: Corrupting gaze (DC 15), curse (DC 17), death attack (DC 18), sneak attack +3d6, true death (DC 20)

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

At will – *Detect good*, *detect magic*

1/day – Summon (level 3, 1 cacodaemon, 75%)

Str 17, **Dex** 24, **Con** 20, **Int** 12, **Wis** 8, **Cha** 14

Base Atk: +10; **CMB:** +15; **CMD:** 31

Feats: Ability Focus (curse, death attack), Dodge, Mobility, Iron Will, Weapon Finesse

Skills: Acrobatics +17, Climb +13, Disguise +17, Escape Artist +22, Perception +14, Sleight of Hand +22, Stealth +22

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

Gear: Combat gear plus +1 *shortsword*, +1 *composite longbow* [+5 Str] with 20 arrows, +2 *leather armor*, *ring of protection* +1, *amulet of natural armor* +1

SQ: Brimstone scent, hidden weapons

Demon, Bar-Igura



Bar-Iguras, or ape demons, are savage simian demons who haunt Abyssal jungles as ambush predators or serve demonic armies as scouts and skirmishers. They embody the danger of unknown places and the fear of being lost forever in the wild.

At first glance a bar-Igura appears like a hulking orangutan, its fur caked with filth, but its rheumy eyes burn with cruelty and savage intellect. Tusks too big for its head fill its fanged maw, and it has six digits on each vise-like hand and prehensile foot. They often wear jewelry and magic trinkets taken from their victims. Bar-Iguras stand a head shorter than a human, but have far greater mass. They instinctively change the color of their fur to match their environment; when at rest they are rust-red or slate grey, and when enraged their fur turns a brilliant fiery orange.

Left to their own devices, bar-Iguras come together in small packs led by the strongest male and stake out a patch of jungle, waiting for victims to catch, torture, and devour. Such wild ape demons erect gruesome fetishes around their territory made from sharpened branches and the body parts of lesser demons.

Bar-Iguras are also favored as scouts and guerrillas by demonic armies. Angazhan the Ravener King, demon lord of apes, counts millions of bar-Iguras as his subjects; many of Angazhan's bar-Iguras seethe with jealousy at his favored creations, the proto-demons known as baregaras. Angazhan also lends thousands of bar-Iguras to his ally Demogorgon, the Prince of Demons, who appreciates the ape demons' savagery. On the Material Plane, bar-Iguras often haunt the jungles around shrines or temples to these two demon lords.

BAR-LGURA (Ape Demon)

CR: 5

XP: 1,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +10

AC: 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp: 57 (6 HD)

Fort +9, **Ref** +5, **Will** +6

DR 10/cold iron or good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 16

Speed: 40 ft., climb 20 ft.

Melee: Bite +12 (1d6+6), 2 claws +12 (1d6+6)

Special Attacks: Abduction, pounce

Spell-Like Abilities (CL 6th, concentration +6):

At will - *Darkness*, *cause fear* (DC 11), *greater teleport* (DC 17), *see invisibility*

3/day - *Invisibility*

1/day - *Summon* (level 2, 1 bar-lgura, 35%)

Str 22, **Dex** 17, **Con** 19, **Int** 13, **Wis** 12, **Cha** 10

Base Atk: +6; **CMB:** +12; **CMD:** 26

Feats: Dodge, Mobility, Run

Skills: Acrobatics +12 (+22 to jump), Climb +23, Intimidate +9, Knowledge (nature) +7, Perception +10, Stealth +16, Survival +10; **Racial Modifiers:** +10 Acrobatics to jump, +4 Stealth

Languages: Abyssal, Celestial, Draconic; telepathy 100 ft.

Environment: Warm forests or mountains (The Abyss)

Organization: Solitary or pack (3-11)

Treasure: Standard

Abduction (Su): Unlike most demons, a bar-lgura can use greater teleport to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 17 Will save to resist being transported. The save DC is Charisma-based.

Demon, Bulezau



Created by Baphomet, the demon lord of beasts and labyrinths, bulezaus (also known as capra demons for their goatlike appearance) serve him as both heavy infantry and patrons of witches.

A bulezau is shaped like a human, but stands over twelve feet tall and has the head of a diseased goat with massive horns and rheumy white eyes. A long, snakelike tail lashes behind it, tipped with a tangle of metallic spikes. Although their bodies are thin and emaciated, bulezaus are terribly strong and capable of wielding huge weapons.

Bulezaus are created from the souls of evil witches, especially those with a proclivity for acts of bestiality. Baphomet sends these demons to the Material Plane as dark blessings to his human worshipers (for his minotaur and giant followers, he prefers to send ghour demons). Capra demons tutor their wards in ever more blasphemous rites of witchcraft and steer them toward bestial rites designed to strip them of humanity. On the Abyss, they serve Baphomet as soldiers, holding the line against other demonic hordes while ghours and goristros crash through enemy ranks. Bulezaus are deceptively intelligent, and they hold many arcane secrets that can be bargained from them for the right (inevitably terrible) price.

As patrons of evil witches, bulezaus despise nothing more than witches who serve the cause of good, and many direct their followers against good-aligned covens. Owing to their master Baphomet's rivalry with Pazuzu, bulezaus also loathe vrocks, and attack the winged demons on sight.

BULEZAU (Capra Demon)

CR: 9

XP: 6,400

CE Large outsider (chaotic, demon, evil, extraplanar)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +14

Aura: Witch-friend (30 ft.)

AC: 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp: 125 (10 HD)

Fort +10, **Ref** +9, **Will** +8

DR 10/cold iron or good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 20

Speed: 30 ft.

Melee: Huge +1 *ranseur* +17/+12 (3d6+10/19-20/x3), tail +13 (1d8+3); or 2 claws +15 (1d6+6), gore +15 (2d6+6), tail +13 (1d8+3)

Space: 10 ft.; Reach: 10 ft. (20 ft. with *ranseur* or tail)

Special Attacks: Blood frenzy, powerful charge (gore, 4d6+18)

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

Constant - *See invisibility*

At will - *Command* (DC 14), *greater teleport* (self plus 50 pounds of objects only), *solid fog*, *telekinesis* (DC 18)

3/day - *Fear* (DC 17)

1/day - *Shout* (DC 17), *summon* (level 3, 1d6 dretches or 1d4 rutterkins, 50%)

Str 23, **Dex** 14, **Con** 25, **Int** 16, **Wis** 12, **Cha** 17

Base Atk: +10; **CMB:** +17; **CMD:** 27

Feats: Improved Critical (*ranseur*), Multiattack, Power Attack, Weapon Focus (*ranseur*)

Skills: Acrobatics +12, Climb +16, Intimidate +16, Knowledge (arcana, planes) +16, Perception +14, Sense Motive +14, Spellcraft +16, Swim +16

Languages: Abyssal, Celestial, Common; telepathy 30 ft.

SQ: Oversized weapons

Environment: Any land (The Abyss)

Organization: Solitary

Treasure: Standard

Blood Rage (Ex): When a *bulezau* takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Oversized Weapons (Ex): A *bulezau* is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Witch-friend (Su): Witch spells cast by a *bulezau*'s allies within 30 feet are cast at +1 caster level and gain a +2 profane bonus to their save DCs. Bonuses from multiple *bulezaus* do not stack.

Demon, Canodaemon



Embodiments of death at the fangs and claws of wild beasts, canodaemons are single-minded hunters who live to feast on fresh meat. They are the wolves of Abaddon, just as likely to hunt in packs like animals or serve as scouts and skirmishers in the armies of the Four Horsemen.

A canodaemon resembles a hulking humanoid shape twisted into a canine quadruped, four feet tall at the shoulder and six from head to rump. Metal plates grow from its hide like armor. A canodaemon's head is an eyeless stump split into a four-jawed mouth with a huge, lashing spiked tongue that secretes paralytic slime.

Canodaemons use their tongues to paralyze and subdue prey, either to devour them alive or so their demonic masters may capture and torture them further. In Abaddon's wilds they hunt in packs, terrorizing the souls of the forsaken and the few weaker daemons they come across. Though barely sentient, canodaemons take to training well and can be found serving more intelligent daemons as trackers, heavy infantry, bodyguards, guardians, or mounts.

CANODAEMON

CR: 5

XP: 1,600

NE Medium outsider (daemon, evil, extraplanar)

Init: +4; **Senses:** Blindsight 40 ft., scent; Perception +12

AC: 18, touch 10, flat-footed 18 (+8 natural)

hp: 57 (6 HD)

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

DR 5/good or silver; **Immune:** Acid, blind, death effects, disease, poison; **Resist:** Cold 10, electricity 10, fire 10; **SR** 16

Speed: 50 ft.

Melee: Tongue +11 (1d6+4 plus grab and paralysis), bite +10 (2d6+4)

Space: 5 ft.; **Reach:** 5 ft. (tongue 20 ft.)

Special Abilities: Paralysis (1d6+2 minutes, DC 17)

Spell-Like Abilities (CL 5th, concentration +6):

At will – *Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

1/day – *Summon* (level 3, 1 canodaemon, 40%)

Str 19, **Dex** 10, **Con** 19, **Int** 5, **Wis** 17, **Cha** 12

Base Atk: +6; **CMB:** +10 (+14 grapple); **CMD:** 20 (24 vs. trip)

Feats: Improved Initiative, Power Attack, Weapon Focus (tongue)

Skills: Acrobatics +9, Perception +12, Survival +12 (+16 scent tracking); **Racial Modifiers:** +4 Survival when tracking by scent

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

Environment: Any (Abaddon)

Organization: Solitary or pack (3-8)

Treasure: None

Blind (Ex): A canodaemon is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Demon, Evistro



Evistros, also known as carnage demons, are demons formed from the souls of wrathful brutes such as orcs, ogres, or human thugs. They may also sometimes evolve from dretches that overcome their natural slothfulness and give themselves over to blind rage. Evistros roam the Abyss in unruly mobs, spreading murder and destruction in their wake. They are commonly rounded up by more powerful fiends into demonic hordes and sent into battle behind a first wave of dretches, who are spurred forward in fear of the carnage demons' wrath.

Due to evistros' reaving fists and tendency to attack even their allies in the heat of battle, they are especially loathed by other demons.

EVISTRO (Carnage Demon)

CR: 4

XP: 1,200

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +7

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

hp: 42 (5 HD)

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

DR 5/cold iron; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 15

Weakness: Destructive appetite

Speed: 30 ft.

Melee: 2 slams +10 (1d4+5)

Special Attacks: Carnage, reaving fists

Str 20, **Dex** 13, **Con** 16, **Int** 5, **Wis** 12, **Cha** 6

Base Atk: +5; **CMB:** +10; **CMD:** 21

Feats: Great Fortitude, Iron Will, Skill Focus (Perception)

Skills: Acrobatics +9, Climb +13, Perception +9
Languages: Abyssal; telepathy 100 ft.

Environment: Any (The Abyss)
Organization: Solitary, pair, or mob (3-10)
Treasure: None

Carnage (Su): For each other evistro within 30 feet, an evistro gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

Destructive Appetite (Ex): An evistro is a threat even to its allies. After every successful melee attack, an evistro must succeed on a DC 14 Will save. If it fails, it attacks the nearest creature that is not a carnage demon whenever it is unable to attack an enemy during a given round.

Reaving Fists (Ex): An evistro's slams ignore damage reduction that can be overcome by any metallic material such as silver, cold iron, or adamantite.

Demon, Gadacro



Gadacros, also known as eyethieves, are demonic scavengers formed from the souls of petty sadists. They are cowardly yet savage, lusting after the aqueous humors in their victims' eyes. Gadacros follow behind demonic hordes, picking off stragglers and survivors. A few act as spies for more powerful demons or mortal summoners. A gadacro appears as a deformed bat-winged child, covered in purple scales and with vicious claws on its twisted hands. Many wear necklaces of eyeballs.

Gadacros gather in small flocks led by a single powerful individual, often with the advanced and/or giant simple templates or levels in rogue or barbarian. A gadacro leader commonly pits its underlings against each other for its own amusement. The resentment such mistreatment breeds ensures that gadacro leaders rarely live long.

GADACRO (Eyethief)

CR: 3

XP: 800

CE Small outsider (chaotic, demon, evil, extraplanar)

Init: +4; **Senses:** Darkvision 120 ft., superior low-light vision; Perception +11

AC: 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp: 30 (4 HD)

Fort +3, **Ref** +8, **Will** +4

Defensive Abilities: Sudden escape; **DR** 5/cold iron or good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10

Speed: 20 ft., fly 40 ft. (perfect)

Melee: Talon +9 (1d6/18-20/x3)

Special Attacks: Blinding strike, piercing talons, sneak attack +2d6

Spell-Like Abilities (CL 4th, concentration +5):

1/day - Earthbind, *mirror image*, summon (level 2, 1d2 gadacros, 35%)

Str 11, Dex 18, Con 15, Int 8, Wis 10, Cha 12

Base Atk: +4; **CMB:** +3; **CMD:** 17

Feats: Flyby Attack, Weapon Finesse

Skills: Acrobatics +11, Escape Artist +15, Fly +14, Perception +11, Sense Motive +7, Stealth +15; **Racial Modifiers:** +4 Escape Artist, +4 Perception

Languages: Abyssal, Celestial, Draconic; telepathy 100 ft.

Environment: Any (The Abyss)

Organization: Solitary, murder (2-6), or clutch (7-12)

Treasure: Standard

Blinding Strike (Ex): A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Earthbind (Sp): Once per day as a standard action, a gadacro can target a single creature within 140 feet with yellow strings of magical energy that loop about the target's wings and body, dragging it to the ground. A successful Fortitude save (DC 13) negates this effect. The save DC is Charisma-based.

This effect hinders the subject's ability to fly (whether through natural or magical means) for four minutes. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this effect falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of this ability.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

This is a transmutation effect and the equivalent of a 2nd-level spell.

Piercing Talons (Ex): A gadacro's talons are impossibly sharp, threatening a critical hit on a roll of 18-20 and dealing triple damage.

Sudden Escape (Su): If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Superior Low-Light Vision (Ex): A gadacro sees four times as well as a human does in dim light.

Demon, Ghour



Baphomet, the demon lord of beasts and labyrinths, has created many breeds of demon in his millennia of existence, but his favored creations are the ghours. Ghours, also called taurus demons, are emissaries to Baphomet's chosen people, the minotaurs, as well as ogres, renegade giants, and other monstrous beings who serve him.

Standing twenty feet tall, a ghour resembles an gigantic hybrid of ogre and minotaur. It possesses enormous, diamond-hard horns and massive hooves, and a choking aura of evil surrounds it.

Ghours are vicious brutes, yet deceptively intelligent. A ghour enters combat with its deafening roar or its weakening breath (or both), then further weakens foes with magic. When it feels confident in its chances, the taurus demon charges into battle like a rampaging elephant, pummeling opponents with its massive fists and goring them with its horns. Ghours often lead tribes of minotaurs or ogres, whom they goad into ever worse acts of savagery.

GHOUR (Taurus Demon)

CR: 12

XP: 19,200

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init: -1; **Senses:** Darkvision 60 ft., scent; Perception +16

AC: 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)

hp: 162 (12 HD)

Fort +12, **Ref** +7, **Will** +9

DR 15/good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 23

Speed: 40 ft.

Melee: 2 claws +22 (2d6+11), gore +22 (1d8+11/x4)

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

Special Attacks: Breath weapon, powerful charge (gore, 2d8+16/x4), roar

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

At will - *Deeper darkness*, *desecrate*, *dispel good* (DC 18), *greater teleport* (self plus 50 lb. of objects only), *unholy blight* (DC 17)

3/day - *Confusion* (DC 17), *fear* (DC 17)

Str 32, **Dex** 8, **Con** 26, **Int** 15, **Wis** 13, **Cha** 17

Base Atk: +12; **CMB:** +25 (+27 bull rush); **CMD:** 34 (36 vs. bull rush)

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Skill Focus (Survival)

Skills: Acrobatics +14, Bluff +18, Climb +26, Diplomacy +17, Intimidate +18, Perception +16, Stealth +6, Survival +19

Languages: Abyssal, Celestial, Common, Giant; telepathy 100 ft.

SQ: Augmented critical

Environment: Any (The Abyss)

Organization: Solitary or gang (1 plus 2-8 hill giants, 5-8 ogres, or 6-9 minotaurs)

Treasure: Standard

Augmented Critical (Ex): A ghour's gore attack deals x4 damage on a critical hit.

Breath Weapon (Su): 30-ft. cone, DC 24 negates, once per minute. Each non-ghour creature caught within this blast of noxious gas must make a DC 24 Reflex save or take 1d6 points of Strength damage. The save DC is Constitution-based.

Roar (Su): Once per day as a standard action, a ghour can emit an earsplitting roar. Every creature within 30 feet of it must succeed on a DC 19 Fortitude save or be stunned for 1d4 rounds. Any creature within 10 feet of the ghour must also succeed on a DC 20 Fortitude save or be deafened for 2d10 minutes. This is a sonic attack. The save DC is Charisma-based.

Demon, Goristro



Terrible living siege engines, goristroi - also known as siege demons - are Baphomet's ultimate creation. Enormous, unbelievably strong, and relatively easy to control, a goristro can reduce even the thickest walls to rubble in minutes.

A goristro is a tremendously muscular figure more than thirty feet tall, combining the features of a human, bear, and bison. These gargantuan demons shake the ground when they walk, and are capable of levitating or clambering along sheer walls to reach their targets. When found in the service of a demon lord, a goristro is usually branded with its lord's rune or unholy symbol.

Goristroi were created by Baphomet, and are most common in his Ivory Labyrinth. They can be found throughout the Abyss, however, usually as feral predators. A siege demon is highly valued by demonic commanders, and many abyssal legions seek them out and press them into service (a terribly dangerous undertaking). Control of a goristro is a status symbol in the Abyss, and powerful demons lucky enough to control one often treat it as a favored pet and treasure guardian.

Much like an elephant, goristro is capable of carrying a howdah on its back to carry smaller demons, acting as a living siege tower. A "goristro citadel" can carry eight Medium creatures or four Large creatures. The eldest known siege demon, a Colossal mythic goristro named Bjornnganal, serves Baphomet personally and carries a veritable fortress on his back.

GORISTRO (Siege Demon)

CR: 16

XP: 76,800

CE Gargantuan outsider (chaotic, demon, evil, extraplanar)

Init: +3; **Senses:** Darkvision 60 ft., see invisibility, scent; Perception +26

Aura: Fear (60 ft., DC 21)

AC: 27, touch 5, flat-footed 27 (-1 Dex, +22 natural, -4 size)

hp: 283 (21 HD); regeneration 5 (good spells or weapons)

Fort +20, **Ref** +6, **Will** +14

DR 15/cold iron and good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 27

Speed: 40 ft.

Melee: 2 slams +30 (6d6+19/19-20)

Ranged: Rock +17 (4d6+12/150 ft.)

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

Special Attacks: Stamp, rock throwing

Spell-Like Abilities (CL 16th, concentration +13):

At will - *Levitate*, *spider climb*

Str 36, **Dex** 8, **Con** 27, **Int** 5, **Wis** 15, **Cha** 13

Base Atk: +21; **CMB:** +38 (+40 bull rush, +42 sunder); **CMD:** 47 (49 vs. bull rush, 51 vs. sunder)

Feats: Awesome Blow, Blind-Fight, Cleave, Critical Focus, Great Cleave, Greater Sunder^B, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder^B, Power Attack, Staggering Critical, Vital Strike

Skills: Intimidate +25, Perception +26, Sense Motive +26

Languages: Abyssal

SQ: Powerful slam, wallbreaker

Environment: Any (The Abyss)

Organization: Solitary or pair

Treasure: Incidental

Powerful Slam (Ex): A goristro's slam attacks are treated as if they were two-handed weapons for purposes of applying modifiers to damage with Power Attack and from its Strength bonus.

See Invisibility (Ex): A goristro constantly sees invisible creatures, as if under the effect of a *see invisibility* spell. This ability cannot be dispelled.

Stamp (Su): Up to three times per day, a goristro can produce a shock wave that sends its foes careening off-balance by stamping on the ground as a standard action. The shock wave lasts for 1 round and duplicates the effects of an *earthquake* spell in an 80-foot radius around the goristro. Goristroi are unaffected by the earthquake.

Wallbreaker (Ex): A goristro's slam attacks deal double damage against stone objects.

Demon, Khala

Demogorgon, the Prince of Demons, has sired numerous offspring throughout his countless millennia of existence. Of the many sons of the Maws of Madness, Khala is the youngest and weakest, but by no means the least vile and ambitious.

Khala the Two-Headed is a unique demon. This son of Demogorgon was born by a dark miracle, bestowed upon one the Prince of Demons' kopru priestesses, and his form is somewhere between that of his father and an immense kopru. Standing over fifteen feet tall, Khala largely resembles a bipedal reptile with froglike skin covered in patchy black fur; he has two long tentacles for arms ending in three-fingered claws. His long tail splits into three flukes like that of a kopru. It is Khala's two heads that marks him as Demogorgon's son: twin visages like screaming baboons, merged together so their mouths form one hideous maw. From a hole between his two gullets emerges a lashing three-forked tongue.

Demogorgon created Khala for one reason: to guide his kopru worshipers in carrying out a deadly plan to fuel his ascension to godhood. In the Arcadian Ocean between Garund and Arcadia lies an uncharted island known only as the Isle of Dread. Long ago, this isle was a prosperous outpost of a central Arcadian empire, but at its height a curse from Demogorgon laid it low. In recent centuries Demogorgon began a plot to recreate that curse on a much greater scale, using the remnants of the great kopru empire as his instruments on the Material Plane. Khala was sent to oversee them with a coterie of demonic followers. Should he succeed, Khala will surely rise in his father's esteem and perhaps begin a path to becoming a demon lord in his own right.

Despite his animalistic appearance, Khala is highly intelligent and accomplished in alchemy. He has lived his entire life so far on the Material Plane and is largely unaware of his father's grander schemes, but follows Demogorgon blindly in the hopes of winning glory in his service. Khala inhabits a ruined temple at the heart of the Isle of Dread where he oversees his monstrous followers.

KHALA

CR: 16

XP: 76,800

CE Large outsider (aquatic, chaotic, demon, evil, native)

Init: +7; **Senses:** Darkvision 120 ft., low-light vision, see invisibility; Perception +25

AC: 31, touch 17, flat-footed 23 (+7 Dex, +1 dodge, +14 natural, -1 size)

hp: 243 (18 HD); fast healing 5

Fort +19, **Ref** +15, **Will** +19

Defensive Abilities: Two brains; **DR** 15/cold iron and good; **Immune:** Charm, confusion, electricity, flanking, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 27

Speed: 50 ft., swim 50 ft.

Melee: 2 claws +29 (1d6+11 plus rot), 2 bites +28 (1d10+11), tail slap +26 (2d6+5)

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

Special Attacks: Demonic spittle (+24 ranged touch), gaze

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

At will - *Detect good*, *detect law*, *fly*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *telekinesis* (DC 22), *unholy blight*

3/day - *Project image*

1/day - *Feeblemind* (DC 22), *summon* (1 retriever 50% or 1d4 hezrous 20%, level 5)

Str 32, **Dex** 25, **Con** 26, **Int** 22, **Wis** 18, **Cha** 24

Base Atk: +18; **CMB:** +30; **CMD:** 48

Feats: Brew Potion^B, Combat Expertise, Dodge, Lightning Reflexes, Mobility, Multiattack, Power Attack, Spring Attack, Weapon Focus (tentacle), Whirlwind Attack

Skills: Bluff +28, Craft (alchemy) +33, Intimidate +28, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (planes) +27, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +24, Swim +37, Use Magic Device +28; **Racial Modifiers:** +6 Craft (alchemy)

Languages: Abyssal, Aquan, Common; telepathy 300 ft.

SQ: Alchemic genius, amphibious, wastrilith pact

Environment: Warm forest (Isle of Dread)

Organization: Solitary or with pets (Khala plus 6 CR 9 advanced skulvyns)

Treasure: Double

Alchemic Genius (Ex): Khala has a +6 racial bonus on Craft (alchemy) checks. He gains Brew Potion as a bonus feat, and can create potions as if he had access to the cleric and wizard spell lists.

Demonic Spittle (Su): Khala can spit a glob of demonic spittle at a target within 90 feet as a standard action that does not provoke an attack of opportunity. He must succeed on a ranged touch attack. The spittle inflicts 6d6 acid damage and one negative level. It's a DC 27 Fortitude save to remove this negative level. The save DC is Constitution-based.

Gaze (Su): Each of Khala's heads has its own gaze attack. Any creature within 30 feet of Khala must make two successful DC 26 Will saving throws each round at the beginning of its turn, the first save against Khala's fear gaze and the second against his confusion gaze. The gaze attack of Khala's left head causes a target to become frightened for 1d4 rounds. The gaze attack of Khala's right head confuses those who fail to resist its effect for 1d4 rounds. The save DC is Charisma-based.

Rot (Su): A creature touched by Khala's tentacles must make a DC 27 Fortitude save, or its flesh and bones begin to rot, suffering 1d4 points of Constitution damage. The save DC is Constitution-based.

See Invisibility (Ex): Khala benefits from a constant *see invisibility* effect that cannot be dispelled.

Two Brains (Ex): Khala's two heads share the same personality and thoughts, but thanks to his two brains, he gains a +4 racial bonus on Will saves and is immune to charm and confusion effects. Khala cannot be flanked.

Wastrilith Pact (Su): Khala has an unholy pact with Xerkamat, a CR 15 wastrilith with 20 Hit Dice and the advanced simple template. He is in constant telepathic contact with the wastrilith, and by concentrating can observe the world through Xerkamat's senses. While concentrating in this manner, he may use any of his spell-like abilities, causing them to manifest as if Xerkamat had utilized them. Once per day as an immediate action, Khala can cause himself and Xerkamat to swap locations via *greater teleport*. Khala can activate this ability instantaneously, swapping location the moment before an attack or effect instead targets would otherwise target him so that the effect instead targets the wastrilith (although he must choose to activate the ability before the attack's saving throw or damage resolves). If the wastrilith is slain, Khala loses these abilities and immediately suffers 6 negative levels for 24 hours; these negative levels fade automatically once the time passes.

Demon, Mane



Manes are the weakest, most basic constituents of the demonic host. A single evil soul - typically one of the pettiest, most pathetic sinners - can spawn dozens of manes, their writhing, slime-covered masses heaving en masse out of the filthy Abyssal soil.

Barely self-conscious, these petty demons rove the Abyss in vast gibbering hordes, eating, rutting, vomiting, and spreading their filth. They are easy prey for more powerful demons, who devour them by the dozens or drive the manes before them to spread wanton destruction.

MANE

CR: 1

XP: 400

CE Small outsider (chaotic, demon, evil, extraplanar)

Init: +0; **Senses:** Darkvision 60 ft.; Perception -4

AC: 14, touch 11, flat-footed 14 (+1 size, +3 natural)

hp: 5 (1 HD)

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

DR 5/cold iron or good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10

Speed: 20 ft.

Melee: Bite +4 (1d4+1), 2 claws +3 (1d3+1)

Special Attacks: Acidic cloud

Str 12, **Dex** 10, **Con** 10, **Int** 3, **Wis** 3, **Cha** 3

Base Atk: +1; **CMB:** +2; **CMD:** 12

Feats: Weapon Focus (bite)

Skills: Climb +5, Stealth +8

Languages: Abyssal (can't speak); telepathy 100 ft.

Environment: Any (The Abyss)

Organization: Solitary, swarm (6-15), or horde (10-100)

Treasure: None

Acidic Cloud (Ex): When a mane dies, it dissolves into a cloud of noxious vapor. Any creature within 10 feet of a slain mane that fails a DC 12 Reflex save takes 1d6 points of acid damage. The save DC is Constitution-based and includes a +2 racial bonus.

Demon, Maurezhi



Maurezhis, or carrion demons, are degenerate demons formed from the souls of murderers who cannibalized their victims. They are easily mistaken for ghouls, and in fact only their faintly glowing white eyes and slow, ragged breath easily distinguishes them from common ghouls or ghouls. The resemblance is not a coincidence, for the first maurezhi formed from the spilled ichor of Kabriri, the demon prince of ghouls, who then drove the wretched creatures from his domain to wreak havoc throughout the Abyss.

More than just scavengers, maurezhis possess the ability to consume the life force, memories, and even appearance of those they kill and eat, and seek egress onto the Material Plane whenever possible to spread misery in humanoid guise. They delight in consuming mortals, stealing their forms, and tormenting the victim's loved ones while wearing the victim's face.

Maurezhis are extremely common in that foul region, and commonly sneak into the crusader state of Mendev to inflict suffering on the righteous.

MAUREZHI (Carrion Demon)

CR: 3

XP: 800

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +12

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

hp: 32 (5 HD)

Fort +2, **Ref** +6, **Will** +5

DR 5/cold iron or good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 14

Speed: 40 ft.

Melee: Bite +8 (1d6+2 plus paralysis), 2 claws +7 (1d4+2 plus paralysis)

Special Attacks: Consume life, paralysis (1d4+1 rounds, DC 15), pounce

Spell-Like Abilities (CL 5th, concentration +8, melee touch +7):

Always active - *Deathwatch*

At will - *Animate dead*, *blur*, *cause fear* (DC 12), *chill touch* (DC 12), *death knell* (DC 13), *hold person* (DC 14), *invisibility*

3/day - *Fear* (DC 15)

1/day - Summon (level 2; 1d4 ghouls, 100%; or 2d4 dretches, 60%)

Str 14, Dex 15, Con 12, Int 9, Wis 12, Cha 13

Base Atk: +5; **CMB:** +7; **CMD:** 19

Feats: Ability Focus (paralysis), Skill Focus (Perception), Weapon Focus (bite)

Skills: Acrobatics +10 (+18 to jump), Bluff +11, Intimidate +9, Perception +12, Stealth +10; **Racial Modifiers:** +8 Acrobatics to jump

Languages: Abyssal, see below; telepathy 100 ft.

SQ: Change shape (Small or Medium humanoid, alter self)

Environment: Any (The Abyss)

Organization: Solitary, pair, or pack (3-5)

Treasure: Standard

Change Shape (Su): A maurezhi can only assume the form of any humanoid creature whose corpse it has consumed. It gains a +12 circumstance bonus on Disguise checks when doing so, reflecting its access to the consumed form's memories.

Consume Life (Su): As a full-round action, a maurezhi can devour the corpse of a Small or Medium intelligent humanoid (Intelligence 3 or higher) to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. A maurezhi can have a maximum of 15 growth points - any further corpses it consumes after that do not add to its total. A maurezhi that goes without feeding on humanoids loses growth points at a rate of one per day.

For one week after a maurezhi consumes a creature in this manner, it gains access to the memories of all creatures it has consumed, can speak any language those creatures knew, and can assume any of those creatures' forms (see change shape). After a week has passed, it loses all these abilities.

Daemon, Mezzodaemon



Among the most numerous of Abbadon's horrors, mezzodaemons are brutish foot soldiers who form the backbone of many daemonic hordes. These daemons personify death from senseless violence; they care for nothing but inflicting pain through brute combat.

A mezzodaemon is a humanoid creature resembling an upright beetle with four clawed arms and a carapace of heavy chitin armor. Its head is set directly into its shoulders, with a fanged mouth and unblinking eyes that glow brightly when the creature experiences a rush of emotion, usually rage. Yellowish poison fumes leak from their mouths.

Mezzodaemons are simple grunts who concern themselves with violence and little else. In combat they weaken foes with their venomous breath before charging with their tridents. When not fighting, they sharpen their weapons and practice their martial skills. They fight for any master who gives them free reign to carry out wanton violence, and countless hordes of the creatures serve each of the Four Horsemen. Mezzodaemons particularly enjoy the company of derghodaemons, and frequently follow in the stronger daemons' wake like jackals following a lion.

MEZZODAEMON

CR: 6

XP: 2,400

NE Medium outsider (daemon, evil, extraplanar)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +10

AC: 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp: 66 (7 HD)

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

DR 10/good or silver; **Immune:** Acid, death effects, disease, poison; **Resist:** Cold 10, electricity 10, fire 10; **SR** 17

Speed: 40 ft.

Melee: Mwk trident +12/+7 (1d8+4/19-20), 2 claws +5 (1d4+1); or 4 claws +10 (1d4+3)

Ranged: Mwk trident +10 (1d8+3/19-20/10 ft.)

Special Attacks: Breath weapon (15 ft., poison, Reflex DC 17 negates, usable every 1d4 rounds)

Spell-Like Abilities (CL 10th, concentration +12, +10 melee touch, +8 ranged touch):

At will – *Cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*

3/day – *Dispell magic*

1/day – Summon (level 3, 1 mezzoloth, 40%)

Str 16, **Dex** 14, **Con** 19, **Int** 7, **Wis** 10, **Cha** 15

Base Atk: +7; **CMB:** +10; **CMD:** 22

Feats: Improved Critical (trident), Improved Initiative, Lightning Reflexes^B, Power Attack, Weapon Focus (trident)

Skills: Intimidate +12, Knowledge (planes) +8, Perception +10, Stealth +12

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

Environment: Any (Abaddon)

Organization: Solitary, squad (3-8), or platoon (10-18)

Treasure: Standard (masterwork trident, other treasure)

Poison (Ex): Breath weapon – inhaled; save Fort DC 17, frequency 1/round for 6 rounds, effect 1d2 Constitution damage, cure 2 consecutive saves.

Demon, Rutterkin



Rutterkins, also called wretch demons, are twisted demons formed from the damned souls of murderous bullies, or else molded from several manes whose tortured forms are fused together in unspeakable rituals. They are bestial creatures whose blasted frames inflict on them constant agony. They live only to exert brute force and make other beings suffer. Rutterkins form the backbone of many demonic hordes.

These petty demons often seek out other rutterkins to bully and torment, but when weaker creatures show themselves, they quickly band together, taking a perverse sense of fraternity from sharing in murder and dismemberment. When they find their way to the Material Plane, rutterkins seek out weaker villains they can lord over, most often goblins.

RUTTERKIN (Wretch Demon)

CR: 3

XP: 800

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +9

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

hp: 38 (4 HD)

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

DR 5/cold iron or good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 14

Speed: 20 ft.

Melee: Mwk snap-tong +8 (1d10+3) or 2 claws +7 (1d6+2)

Ranged: Tri-blade +7 (2d4+2/20 ft.)

Combat Gear: 5 tri-blades

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

At will - *Darkness*, *cause fear* (DC 12), *summon* (level 3, 1 rutterkin or 1d6 dretches, 35%)

Str 14, **Dex** 15, **Con** 17, **Int** 9, **Wis** 12, **Cha** 12

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

Feats: Exotic Weapon Proficiency (snap-tong), Exotic Weapon Proficiency (tri-blade), Toughness

Skills: Acrobatics +9, Climb +9, Intimidate +8, Perception +8, Stealth +9

Languages: Abyssal; telepathy 100 ft.

Environment: Any land (The Abyss)

Organization: Solitary or gang (3-10)

Treasure: Standard

Snap-tong: This short polearm ends in a sharp spike that has one or more crescent-shaped pincers designed close around it. A proficient wielder that hits an opponent of at least one size category smaller can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the snap-tong grabs the opponent and deals 1d10 points of damage (plus the wielder's Strength modifier) each round the hold is maintained. (Piercing, 10 lb., 250 gp)

Tri-blade: This thrown weapon consists of a three-bladed wedge launched from a slinglike device. (Slashing, 3 lb., 35 gp)

ALTERNATE EQUIPMENT

Some rutterkins are equipped differently from above. Change their statistics as follows:

Melee: Mwk orc double axe +5 (1d8+3/x3), mwk orc double axe +5 (1d8+1/x3); or 2 claws +6 (1d6+2)

Ranged: –

Feats: Exotic Weapon Proficiency (orc double axe), Toughness, Two-Weapon Fighting

Demon, Sarumzhi



Sarumzhis are demons of the air, embodiments of the storm's wrath given evil and destructive purpose. The first sarumzhis were created by the demon lord Pazuzu, King of the Wind Demons, by consuming evil souls and breathing them forth again in the form of avian terrors. Since then, sarumzhis have bred true throughout the Abyss, and while thousands of them flock to Pazuzu's side to join him in acts of destruction, millions more inhabit the wild places of the Abyss, seeking out titanic howling storms and reveling in the wind and lightning.

Given their birdlike appearance, sarumzhis are easily mistaken for vrocks, but sarumzhis hate and fear those more powerful demons, even when both serve under the same master. Sarumzhis most often live as little more than hateful animals, but some greater demons enslave them to use as messengers.

SARUMZHI

CR: 3

XP: 800

CE Medium outsider (air, chaotic, demon, evil, extraplanar)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +13

AC: 16, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +2 natural)

hp: 32 (5 HD)

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

DR 5/cold iron or good; **Immune:** Cold, electricity, poison; **Resist:** Acid 10, fire 10; **SR** 14

Speed: 30 ft., fly 80 ft. (perfect)

Melee: Bite +7 (1d6+2), 2 claws +7 (1d4+2)

Ranged: Air blast +8 (see below)

Str 14, **Dex** 16, **Con** 13, **Int** 5, **Wis** 15, **Cha** 10

Base Atk: +5; **CMB:** +6; **CMD:** 20

Feats: Dodge, Flyby Attack, Skill Focus (Perception)

Skills: Acrobatics +11, Fly +11, Perception +13, Survival +10

Languages: Abyssal; telepathy 100 ft.

Environment: Any land (The Abyss)

Organization: Solitary or flock (3-12)

Treasure: Standard

Air Blast (Su): At will, a sarumzhi can form a powerful sphere of fetid air and send it whistling toward a target as a ranged touch attack (maximum range 100 ft., no range increment). If the attack hits, the target takes 2d6 points of damage and must make a successful Strength check (DC 13) or be pushed 5 feet directly backward and knocked prone. The save DC is Constitution-based.

Daemon, Skerodaemon



Skerodaemons are the spies, thieves, and infiltrators of the daemonic hordes, embodying death from inaction – tragedies that could have been prevented if not for sloth, cowardice, or apathy. Skerodaemons are the dregs of Abaddon, bullied and despised by all other daemons.

A skerodaemon is an insectoid horror the size of a human child. It can move comfortably on two, four, or all six of its clawed legs. Although naturally red-gray, the creature's chitinous hide fades to milky white whenever it feels fear, such as when cringing before an opponent.

Skerodaemons are pathetic creatures, constantly skulking and shying away from stronger beings, but viciously take advantage of openings in their opponents' defense. They never pass an opportunity to stab an enemy in the back, even when pitifully begging for their lives. Skerodaemons are viewed with disgust by other daemons, who drive them ahead of more formidable armies merely to watch them get cut down en masse. Nonetheless, skerodaemons make useful spies and scouts thanks to their natural stealth and ability to worm their way out of confrontations.

SKERODAEMON

CR: 3

XP: 800

NE Small outsider (daemon, evil, extraplanar)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +6

AC: 20, touch 14, flat-footed 17 (+3 Dex, +6 natural, +1 size)

hp: 26 (4 HD)

Fort +5, **Ref** +4, **Will** +3

Defensive Abilities: Cringe; **Immune:** Acid, death effects, poison, disease; **Resist:** Cold 10, electricity 10, fire 10

Speed: 40 ft., burrow 20 ft., climb 20 ft.

Melee: 4 claws +8 (1d3+1)

Special Attacks: Sneak attack +1d6

Spell-Like Abilities (CL 4th, concentration +6):

At will – *Daze* (DC 12), *detect good*, *jump*

3/day – *Burning hands* (DC 14), *expeditious retreat*

1/day – *Summon* (level 2, 1 skerodaemon, 40%)

Str 13, **Dex** 16, **Con** 12, **Int** 5, **Wis** 8, **Cha** 15

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

Feats: Improved Initiative, Weapon Finesse

Skills: Climb +15, Perception +6, Stealth +14; Racial Modifiers: +4 Stealth

Languages: Abyssal, Draconic, Infernal; telepathy 100 ft.

Environment: Any (Abaddon)

Organization: Solitary, squad (4-8), or platoon (10-18 plus 1 piscodaemon)

Treasure: Standard

Cringe (Su): As a standard action, a skerodaemon can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skerodaemon, even with a targeted spell, must attempt a Will save (DC 14). If the save succeeds, the opponent can attack normally and is immune to the effect of that skerodaemon's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skerodaemon as long as it continues to cringe. If the skerodaemon stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Demon, Uridezu



Among the most wretched denizens of the Abyss, uridezus, commonly known as rat demons, are rodentlike fiends that serve as toadies to more powerful demons.

Standing over six feet tall (though their skulking posture makes them seem shorter), uridezus resemble hairless humanoid rats. Their grotesque forms are riddled with leprosy. Rat demons can be mistaken for naked wererats on sight, but their palpable aura of wrongness belies their fiendish nature.

Uridezus are ill-tempered scavengers who scrape a living off of other demons' leavings. They gladly become flunkies to stronger fiends, performing grunt work in exchange for a steady supply of food and, if possible, weaker victims to torment. Rat demons are valuable servants because of their ability to travel between the Abyss and the Material Plane, where they may serve their masters as messengers or assassins. On the Material Plane, uridezus often set up their own lairs, caves or sewers filled with the bones of their victims. Uridezus enjoy the company of the undead, especially ghouls and ghosts, who share their morbid tastes.

Like mundane rats, rat demons are harbingers of disease. Victims of their vicious bites often recover from their paralysis only to discover weeks later that they have been infected with an especially virulent strain of [leprosy](#). This malady can spread quickly; uridezus enjoy letting infected victims go and patiently watching as their communities wallow in disease.

URIDEZU (Rat Demon)

CR: 6

XP: 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init: +3; **Senses:** Darkvision 60 ft., scent; Perception +12

AC: 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp: 67 (9 HD)

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

DR 5/cold iron or good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 17

Speed: 40 ft.

Melee: Bite +12 (1d8+3 plus disease and paralysis), 2 claws +12 (1d6+3 plus disease), tail whip +10 (1d4+1 nonlethal)

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

Special Attacks: Paralysis (1d4 rounds, DC 16)

Spell-Like Abilities (CL 7th, concentration +9):

At will – *Darkness*, *desecrate*, *detect good*, *greater teleport* (self plus 50 lbs. of objects only)

1/day – Summon (level 3, 1 uridezu, 40%), *unholy blight* (DC 16)

1/week – Planar travel

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

Base Atk: +9; **CMB:** +12 (+14 disarm or trip with tail whip); **CMD:** 27

Feats: Blind-Fight, Dodge, Mobility, Multiattack, Skill Focus (Stealth)

Skills: Acrobatics +15, Climb +15, Perception +14, Stealth +18, Survival +14

Languages: Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ: Rat empathy

Environment: Any (The Abyss)

Organization: Solitary, pack (2-5), or troupe (2-5 plus 5-8 dire rats or rat swarms)

Treasure: Standard

Disease (Ex): *Leprosy*: Bite or claw – injury; save Fort DC 16, onset 2d4 weeks, frequency 1/week, effect 1d2 Cha damage; cure 2 consecutive saves.

When exposed to leprosy, a character must make a DC 12 **Fortitude** save to resist the disease. If he fails, once the affliction's incubation time passes and symptoms begin showing, the save to recover from the malady increases to DC 24.

Planar Travel (Sp): Once per week, an uridezu can shift to another plane of existence. This functions as *plane shift*, except it requires 1d4 rounds of uninterrupted concentration and can only transport the uridezu to the Material Plane or the Abyss.

Rat Empathy (Ex): Normal and dire rats instinctively recognize an uridezu as their lord and master. It can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

Tail Whip (Ex): An uridezu can wield its tail like a whip, generally to trip or disarm opponents. Its tail deals nonlethal damage, and deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. Its tail has a 10-foot reach; the uridezu can use it against foes anywhere within its reach (including adjacent foes). Using its tail provokes an attack of opportunity, just as if the uridezu had used a ranged weapon.

An uridezu gains a +2 racial bonus on disarm and trip attempts with its tail. (Even if it fails a trip or disarm attempt, the uridezu cannot lose its tail.)

Demon, Yaenit



One of the vilest acts committed by the demon goddess Lamashtu, the Mother of Monsters, was the corruption of a legion of holy hound archons when the forces of Heaven sent them to avenge her murder of Curchanus, the god of beasts. The archons profoundly underestimated Lamashtu's newfound power, and were devoured by the newly ascended goddess one and all. Lamashtu took their souls into herself and let them gestate for a year and a day, after which time she birthed them again as the first yaenits, demons with the heads of jackals or hyenas and consumed with lust and hatred.

Yaenits serve Lamashtu alone. They feel no purpose in life but to fight, breed, and spread fear, and are commonly conjured by Lamashtu's priests for those purposes. A great many half-fiend gnolls and fiendish hyenas owe their existence to these mockeries. Female yaenits are usually more powerful than the males; they often possess a third eye in reflection of their creator, and appear pregnant even when not; many gain class levels as clerics or antipaladins. Yaenits may be mistaken for gnolls at first glance, but the prevalence of random mutations and palpable aura of wrongness that hangs over them quickly dispels that illusion.

YAENIT

CR: 4

XP: 1.200

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init: +4; **Senses:** Darkvision 60 ft., *detect good*, scent; Perception +10

Aura: *Magic circle against good* (10 ft.)

AC: 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. good)

hp: 39 (6 HD)

Fort +6, **Ref** +5, **Will** +5; +2 resistance vs. good

DR 10/good; **Immune:** Electricity, poison; **Resist:** Acid 10, cold 10, fire 10; **SR** 15

Speed: 40 ft.

Melee: Bite +8 (1d8+3), slam +8 (1d4+1); or mwk falchion +9/+4 (2d4+3/18-20), bite +3 (1d8+2)

Spell-Like Abilities (CL 6th, concentration +6):

Constant – *Detect good*, *magic circle against good*

At will – *Continual flame*, *death knell* (DC 14), *message*

1/day – Summon (level 2, 1 yaenit, 40%)

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

Base Atk: +6; **CMB:** +8; **CMD** 18

Feats: Improved Initiative, Iron Will, Power Attack

Skills: Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; **Racial Modifiers:** +4 Stealth, +4 Survival

Languages: Abyssal, Common, Draconic; telepathy 100 ft.

SQ: Change shape (hyena or dire hyena; *beast shape II*)

Environment: Any (The Abyss)

Organization: Solitary, pair, or squad (3-5)

Treasure: Standard

Devil, Aminzu



Devil, Aminzu

This green-skinned humanoid has a face combining the worst features of a pig and a bat, with beady eyes and a pug nose on a grossly swollen head. It is stout-bodied but has thin limbs, and silver and black wings grow from its shoulders. Despite its grotesque appearance, it is clad in finery.

Aminzu, called gate devils or Styx devils by mortals, are charged with protecting gates, portals and other methods of entering and exiting Hell. This task requires a high level of responsibility and autonomy, and so aminzu are fairly high ranking in infernal hierarchy. Despite their freedoms and privileges, they covet the status of those higher ranked. Most aminzu maintain at least one scheme to undermine, discredit or even kill a more elite fiend in order to attain greater territory and status.

Many aminzu are found outside of Hell, warding over permanent hellmouths or at wayposts along the banks of the River Styx. They command the loyalty of barbed devils who serve them as security and cannon fodder while they themselves rarely deign to enter combat directly. The touch of a gate devil withers both the mind and body, and many aminzu keep a coterie of magically impaired mortals and monsters to serve as slaves and bargaining chips. Unusually for devils, they are capable of magical healing, but they typically reserve this right for themselves and resent being called in as medics to tend to their superiors.

Aminzu are short for a Medium creature, barely exceeding four feet in height. Aminzu are ostentatious creatures and typically bedeck themselves in fine jewelry and clothing, often times magical.

Aminzu (Gate Devil) CR 15
XP 51,200

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

Init +12; **Senses** darkvision 60 ft., Perception +25, see in darkness, *true seeing*

Defense

AC 35, touch 23, flat-footed 26 (+8 Dex, +12 natural, +1 dodge, +4 deflection)

hp 212 (17d10+119); regeneration 4 (good)

Fort +21, **Ref** +17, **Will** +19

DR 10/good and silver; **Immune** fire, mental ability damage and drain, negative levels, poison; **Resist** acid 10, cold 10; **SR** 26

Defensive Qualities secured spirit

Offense

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

Melee touch +25 (10d6 plus stupefy)

Spell-like Abilities CL 17th, concentration +23

Constant—*true seeing*, *unholy aura* (self only, DC 25)

At will—*arcane sight*, *charm monster* (DC 21), *dispel magic*

3/day—*enervation*, *feeblemind* (DC 22), quickened *fireball* (DC 20), *restoration*

1/day—*energy drain*, *heal*, *imprisonment* (DC 26), summon (2 barbed devils, 50%, 6th level), *summon hellmouth*

Statistics

Str 12, **Dex** 27, **Con** 24, **Int** 24, **Wis** 20, **Cha** 25

Base Atk +17; **CMB** +18; **CMD** 37

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Quicken SLA (*fireball*), Spring Attack, Vital Strike, Weapon Finesse, Whirlwind Attack

Skills Bluff +27, Diplomacy +27, Escape Artist +25, Fly +28, Intimidate +27, Knowledge (arcana) +27, Knowledge (planes) +27, Knowledge (religion) +27, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +28, Use Magic Device +24

Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft.

Ecology

Environment Hell

Organization solitary, conspiracy (2-4) or troupe (1-4 plus 2-8 barbed devils)

Treasure double standard

Special Abilities

Secured Spirit (Ex) An aminzu is immune to ability damage or drain to its mental ability scores, as well as penalties to these scores. It also is immune to negative levels.

Stupefy (Su) The touch of an aminzu deals 1d6 points of ability drain to each Intelligence, Wisdom and Charisma. A successful DC 25 Will save reduces this to 1 point of ability damage to each score. This is a mind-influencing effect.

Summon Hellmouth (Sp) This ability acts as the planar travel function of the *gate* spell, except that it can only allow travel to the Prime Material Plane or to any layer of Hell. This is the equivalent of a 7th level spell.

Devil, Chromatic



In the time before mortal history was reckoned, when the gods were young and their domains newly founded, in his mad rampage across the planes Dahak the dragon-god assaulted Hell, the demense of Asmodeus and his devils. Dahak's fiery breath engulfed the ninefold pit, transforming it into a molten inferno. Rather than return Hell to its former state, the Prince of Darkness saw promise in the raging flames, and incorporated this hellfire into the very fabric of his realm, and from Dahak's lingering essence he forged the chromatic devils, the abishai.

Chromatic devils are split into five divisions, aligning in color, elemental aspect, and general temperament to the five species of chromatic dragons (though these devils are always lawful)—white abishai are brutish grunts, black abishai sadists and corrupters, green abishai are smug and self-absorbed, blues obsessive schemers, and reds imperious and overbearing with explosive tempers. Their forms vary a great deal even within each breed, but all closely resemble the classic gargoyle form, perhaps more than any other type of devil. All chromatic devils are roughly human-sized, ranging from a little over four feet for white abishai to just under eight for reds. Each abishai regardless of form has a long tail with a barbed stinger that pulses with elemental energy.

Abishai serve a variety of roles in Hell, most often as jailers of infernal prisons. Countless strongholds dot Avernus, the uppermost layer of the Pit, manned almost entirely by abishai under the command of a cornugon or other greater devil for the purpose of holding prisoners of war, whether angels, demons, or mortals. Abishai wardens mercilessly torture their wards with sadistic glee. However, chromatic devils' most useful purpose, and the reason Asmodeus created them long ago, is as liaisons to powerful dragons to bring them under Hell's influence. Even the dimmest abishai possess silver tongues, and even the most chaotic red dragon may be swayed by their persuasive words towards infernal ends.

It is commonly believed that each breed of chromatic devil is a specific rank, and that individual devils rise through the ranks, being promoted from white to black, black to green, and so on.

This is not the case; each abishai is promoted from a lesser devil (typically an imp or [spinagon](#)) to a specific type of abishai based on their particular skills and temperaments, then promoted from there to a different type of devil entirely (often a barbazou or hamatula).

BLACK ABISHAI

CR: 5

XP: 1,600

LE Medium outsider (devil, [dragonblood](#), evil, extraplanar, lawful)

Init: +7; **Senses:** Darkvision 60 ft., see in darkness; Perception +9

AC: 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp: 51 (6 HD); regeneration 2 (good)

Fort +5, **Ref** +8, **Will** +6

DR 5/good; **Immune:** Acid, fire, poison; Resist: Cold 10; **SR** 16

Speed: 30 ft., fly 40 ft. (poor)

Melee: Bite +7 (1d6+2), 2 claws +7 (1d4+2), sting +5 (1d4+1 plus 2d4 acid and lingering damage)

Spell-Like Abilities (CL 5th, concentration +6):

3/day – *Command* (DC 12), *disguise self*, *scare* (DC 13)

1/day – *Charm person* (DC 12), *suggestion* (DC 14), summon (level 3; 1d6 lemures 50%; or 1d3 white abishai or 1 black abishai 20%), wrack

Str 15, **Dex** 16, **Con** 17, **Int** 10, **Wis** 12, **Cha** 13

Base Atk: +6; **CMB:** +8; **CMD:** 21

Feats: Improved Initiative, Multiattack, Persuasive

Skills: Bluff +10, Diplomacy +12, Disguise +10, Escape Artist +12, Fly -1, Intimidate +12, Perception +10

Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ: Draconic affinity

Environment: Any (Hell)

Organization: Solitary, flight (2-3), or wail (4-12)

Treasure: Standard

Draconic Affinity (Ex): Chromatic devils receive a +2 morale bonus to saving throws and a +1 morale bonus on attack rolls when within 30 feet of and with line of sight to an allied chromatic dragon.

Lingering Damage (Ex): Creatures struck by a black abishai's sting attack must succeed on a DC 16 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Wrack (Sp): Once per day as a standard action, a black abishai can cause one humanoid target within 35 feet to experience excruciating pain. For 5 rounds, the subject falls prone and is blinded and helpless unless it makes a DC 16 Fortitude save. Even when the effect ends, the subject is still shaken for 3d10 minutes. This is an evil necromancy effect equivalent to a 5th-level spell. The save DC is Charisma-based.

BLUE ABISHAI

CR: 7

XP: 3,200

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

Init: +8; **Senses:** Darkvision 60 ft., see in darkness; Perception +13

AC: 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp: 85 (9 HD); regeneration 4 (good)

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

DR 10/good; **Immune:** Electricity, fire, poison; **Resist:** Acid 10, cold 10; **SR** 18

Speed: 40 ft., fly 50 ft. (poor)

Melee: Bite +12 (1d6+3), 2 claws +12 (1d4+3), sting +10 (1d6+1 plus 2d6 electricity and lingering damage)

Spell-Like Abilities (CL 7th, concentration +9):

At will – *Charm person* (DC 13), *command* (DC 13), *disguise self*

3/day – *Scare* (DC 14), *suggestion* (DC 15), *wrack*

1/day – Summon (level 5; 2d6 lemures, 50%; or 1d3 green abishai or 1 blue abishai, 20%)

Str 16, **Dex** 18, **Con** 18, **Int** 11, **Wis** 13, **Cha** 15

Base Atk: +9; **CMB:** +12; **CMD:** 26

Feats: Improved Initiative, Lunge, Multiattack, Persuasive, Weapon Focus (sting)

Skills: Bluff +14, Diplomacy +16, Disguise +14, Escape Artist +16, Fly +0, Intimidate +16, Perception +13

Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ: Draconic affinity

Environment: Any (Hell)

Organization: Solitary, flight (2-3), or wail (4-12)

Treasure: Standard

Draconic Affinity (Ex): Chromatic devils receive a +2 morale bonus to saving throws and a +1 morale bonus on attack rolls when within 30 feet of and with line of sight to an allied chromatic dragon.

Lingering Damage (Ex): Creatures struck by a blue abishai's sting attack must succeed on a DC 18 Fortitude save or take 1d6 points of electricity damage in the following round. The save DC is Constitution-based.

Wrack (Sp): Three times per day as a standard action, a blue abishai can cause one humanoid target within 40 feet to experience excruciating pain. For 7 rounds, the subject falls prone and is blinded and helpless unless it makes a DC 17 Fortitude save. Even when the effect ends, the subject is still shaken for 3d10 minutes. This is an evil necromancy effect equivalent to a 5th-level spell. The save DC is Charisma-based.

GREEN ABISHAI

CR: 6

XP: 2,400

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

Init: +7; **Senses:** Darkvision 60 ft., see in darkness; Perception +10

AC: 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp: 76 (8 HD); regeneration 3 (good)

Fort +6, **Ref** +9, **Will** +7

DR 10/good; **Immune:** Acid, fire, poison; **Resist:** Cold 10; **SR** 17

Speed: 30 ft., fly 40 ft. (poor)

Melee: Bite +10 (1d6+2), 2 claws +10 (1d4+2), sting +9 (1d4+1 plus 2d6 acid and lingering damage)

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

At will – *Command* (DC 13), *disguise self*

3/day – *Charm person* (DC 13), *scare* (DC 14)

1/day – *Suggestion* (DC 15), summon (level 3; 1d6 lemures 50%; or 1d3 black abishai or 1 green abishai 20%), wrack

Str 15, **Dex** 16, **Con** 18, **Int** 11, **Wis** 13, **Cha** 14

Base Atk: +8; **CMB:** +10; **CMD:** 23

Feats: Improved Initiative, Multiattack, Persuasive, Weapon Focus (sting)

Skills: Bluff +13, Diplomacy +15, Disguise +13, Escape Artist +14, Fly -1, Intimidate +15, Perception +12

Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ: Draconic affinity

Environment: Any (Hell)

Organization: Solitary, flight (2-3), or wail (4-12)

Treasure: Standard

Draconic Affinity (Ex): Chromatic devils receive a +2 morale bonus to saving throws and a +1 morale bonus on attack rolls when within 30 feet of and with line of sight to an allied chromatic dragon.

Lingering Damage (Ex): Creatures struck by a green abishai's sting attack must succeed on a DC 18 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Wrack (Sp): Once per day as a standard action, a green abishai can cause one humanoid target within 40 feet to experience excruciating pain. For 6 rounds, the subject falls prone and is blinded and helpless unless it makes a DC 17 Fortitude save. Even when the effect ends, the subject is still shaken for 3d10 minutes. This is an evil necromancy effect equivalent to a 5th-level spell. The save DC is Charisma-based.

RED ABISHAI

CR: 8

XP: 4,800

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

Init: +8; **Senses:** Darkvision 60 ft., see in darkness; Perception +14

AC: 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp: 95 (10 HD); regeneration 5 (good)

Fort +7, **Ref** +11, **Will** +9

DR 10/good; **Immune:** Fire, poison; Resist: Acid 10, cold 10; **SR** 19

Speed: 40 ft., fly 50 ft. (poor)

Melee: Bite +14 (1d6+4), 2 claws +14 (1d4+4), sting +12 (1d6+2 plus 2d6 fire and lingering damage)

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

At will – *Charm person* (DC 14), *command* (DC 14), *disguise self*, *scare* (DC 15), *suggestion* (DC 16)

3/day – *Wrack*

1/day – *Summon* (CL 9th, level 5; 2d6 lemures, 50%; or 1d3 blue abishai or 1 red abishai, 20%)

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

Base Atk: +10; **CMB:** +13; **CMD:** 27

Feats: Improved Initiative, Lunge, Multiattack, Persuasive, Weapon Focus (sting)

Skills: Bluff +15, Diplomacy +17, Disguise +15, Escape Artist +17, Fly +0, Knowledge (planes) +14, Intimidate +17, Perception +14

Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ: Draconic affinity

Environment: Any (Hell)

Organization: Solitary, flight (2-3), or wail (4-12)

Treasure: Standard

Draconic Affinity (Ex): Chromatic devils receive a +2 morale bonus to saving throws and a +1 morale bonus on attack rolls when within

30 feet of and with line of sight to an allied chromatic dragon.

Lingering Damage (Ex): Creatures struck by a red abishai's sting attack must succeed on a DC 19 Fortitude save or take 1d6 points of fire damage in the following round. The save DC is Constitution-based.

Wrack (Sp): Three times per day as a standard action, a red abishai can cause one humanoid target within 45 feet to experience excruciating pain. For 8 rounds, the subject falls prone and is blinded and helpless unless it makes a DC 18 Fortitude save. Even when the effect ends, the subject is still shaken for 3d10 minutes. This is an evil necromancy effect equivalent to a 5th-level spell. The save DC is Charisma-based.

WHITE ABISHAI

CR: 4

XP: 1,200

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

Init: +6; **Senses:** Darkvision 60 ft., see in darkness; Perception +8

AC: 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp: 42 (5 HD); regeneration 1 (good)

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

DR 5/silver or good; **Immune:** Cold, fire, poison; **Resist:** Acid 10; **SR** 15

Speed: 30 ft., fly 40 ft. (poor)

Melee: Bite +6 (1d4+1), 2 claws +6 (1d4+1), sting +4 (1d3 plus 2d4 cold and lingering damage)

Spell-Like Abilities (CL 5th, concentration +6):

3/day – *Command* (DC 12), *disguise self*, *scare* (DC 13)

1/day – *Charm person* (DC 12), *summon* (level 3; 1d6 lemures 50% or 1 white abishai 20%)

Str 13, **Dex** 15, **Con** 17, **Int** 10, **Wis** 12, **Cha** 12

Base Atk: +5; **CMB:** +6; **CMD:** 18

Feats: Improved Initiative, Multiattack, Persuasive

Skills: Bluff +9, Diplomacy +11, Disguise +9, Escape Artist +10, Fly -2, Intimidate +11, Perception +9

Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ: Draconic affinity

Environment: Any (Hell)

Organization: Solitary, flight (2-3), or wail (4-12)

Treasure: Standard

Draconic Affinity (Ex): Chromatic devils receive a +2 morale bonus to saving throws and a +1 morale bonus on attack rolls when within 30 feet of and with line of sight to an allied chromatic dragon.

Lingering Damage (Ex): Creatures struck by a white abishai's sting attack must succeed on a DC 15 Fortitude save or take 1d6 points of cold damage in the following round. The save DC is Constitution-based.

Devil, Spined



Spined devils, known as spinagons to loremasters, are minor devils that serve as messengers and spies. They are among the weakest of Hell's legions and ruthlessly vent their frustrations on their victims.

A spined devil resembles a winged gargoyle covered in long, thorny spikes. Its head splits in a maniacal grin filled with wicked fangs. They often carry ranseurs, tridents, or other forked weapons. Spinagons cackle madly to themselves when not engaged in stealth, and their raucous laughter annoys even other devils.

Spined devils serve as messengers on missions deemed too important for imps, and they also commonly find employ as spies and saboteurs. Though not especially intelligent, they carry out their orders with diligence. Spinagons favor urban environments, especially Hell's capital city of Dis, where they easily blend into the nightmarish architecture. When not on duty, spined devils pass their time by torturing lemures, nupperibos, and the souls of the damned.

SPINED DEVIL (Spinagon)

CR: 4

XP: 1,200

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

Init: +8; **Senses:** Darkvision 60 ft., see in darkness; Perception +9

AC: 21, touch 15, flat-footed 17 (+4 Dex, +6 natural, +1 size)

hp: 42 (5 HD)

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

DR 5/good; **Immune:** Fire, poison; **Resist:** Acid 10, cold 10; **SR** 15

Speed: 20 ft., fly 120 ft. (average)

Melee: Ranseur +6 (1d6/x3) or talon +6 (1d4 plus 1d6 fire)

Ranged: 2 spines +10 (1d6 plus 1d6 fire; see below/60 ft.)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with ranseur)

Spell-Like Abilities (CL 5th, concentration +5, +6 melee touch, +10 ranged touch):

3/day – *Disguise self*, *produce flame*

1/day – *Stinking cloud* (DC 14), summon (level 3, 2 spined devils, 35%)

Str 10, **Dex** 19, **Con** 16, **Int** 8, **Wis** 13, **Cha** 13

Base Atk: +5; **CMB:** +4 (+6 disarm with ranseur); **CMD:** 21

Feats: Improved Initiative, Point Blank Shot, Precise Shot

Skills: Bluff +9, Fly +14, Perception +9, Sense Motive +9, Stealth +16

Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Environment: Any (Hell)

Organization: Solitary, pair, or flock (3-5)

Treasure: None

Spines (Ex): Each round, a spined devil can launch up to two spines from its body as a standard action. This is a ranged attack with a range of 60 feet and no range increment. Each round, the spined devil automatically regrows the lost spines. The spines cause intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 15 Fortitude save or take a -2 penalty to AC and a -10-foot penalty to speed (minimum 5 ft.). This penalty lasts for 1 minute or until the target receives healing of any sort. The effects of multiple failed saves do not stack. The save DC is Constitution-based.

Dinosaur, Hypsilophodon



The hypsilophodon is an herbivorous dinosaur native to tropical plains. These peaceful grazers travel in small family groups similar to mammalian herd animals, feeding on grass, ferns, and the occasional bit of carrion. About the size of a human, hypsilophodons are strong for their size and exceptionally fast, and some Mwangi halfling clans have domesticated them as mounts. They are commonly known as “fastieh”, a Halfling/Taldane creole word referring to their great speed.

These statistics can also be used for other small, bipedal, plant-eating dinosaurs. Halfling rangers, cavaliers, and paladins can select a hypsilophodon as an animal companion or mount, at the GM’s discretion.

HYSILOPHODON (Fastieh)

CR: ½

XP: 200

N Medium animal

Init: +1; **Senses:** Low-light vision, scent; Perception +4

AC: 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp: 11 (2 HD)

Fort +4, **Ref** +4, **Will** +0

Speed: 50 ft.

Melee: Bite -2 (1d3+1)

Str 15, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4

Base Atk: +1; **CMB:** +3; **CMD:** 14

Feats: Run

Skills: Acrobatics +5, Perception +4

SQ: Docile

Environment: Warm plains

Organization: Solitary, pair, or pack (3-6)

Treasure: None

Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Core Rulebook*), a hypsilophodon's bite is treated as a secondary attack.

HYPSILOPHODON COMPANIONS

Starting Statistics: **Size:** Medium; **Speed:** 50 ft.; **AC:** +3 natural armor; **Attack:** Bite* (1d3); **Ability Scores:** Str 15, Dex 13, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities:** Low-light vision, scent. *This is a secondary natural attack.

4th-Level Advancement: **Ability Scores:** Str +2, Con +2; **Special Qualities:** Combat trained (see the Handle Animal skill, *Core Rulebook*, pg. 97).

Dinosaur, Megalosaurus



The mighty megalosaurus is one of the least subtle of all predatory dinosaurs. These brutes, distant relatives of the allosaurus, share their cousins' taste for the flesh of large herbivores, but unlike the agile allosaurs the megalosaurus is a heavy, brutal ambusher.

The scaly beasts hunt in groups by rushing out of cover and savaging their prey with deep, lacerating wounds, then backing off and letting the prey slowly bleed to death. Packs of megalosaurus have been known to track prey for miles before their victims collapse. Though their eyesight is relatively poor, they use their keen sense of smell to follow the trail of blood until their prey is weak enough to finish off.

MEGALOSAURUS

CR: 7

XP: 3,200

N Huge animal

Init: +0; **Senses:** Low-light vision, scent; Perception +17

AC: 19, touch 8, flat-footed 19 (+11 natural, -2 size)

hp: 104 (11 HD)

Fort +11, **Ref** +7, **Will** +5

Speed: 40 ft.

Melee: Bite +15 (1d8+8 plus 1d4 bleed), 2 claws +15 (2d6+8 plus grab)

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

Special Attacks: Trample (1d8+8, DC 23)

Str 26, **Dex** 10, **Con** 19, **Int** 2, **Wis** 15, **Cha** 11

Base Atk: +8; **CMB:** +18 (+22 grapple); **CMD:** 28

Feats: Power Attack, Run, Skill Focus (Perception), Toughness, Weapon Focus (bite, claw)

Skills: Perception +18, Survival +2 (+6 scent tracking); **Racial Modifiers:** +2 Perception, +4 Survival when tracking by scent

Environment: Warm and temperate forests or plains

Organization: Solitary, pair, or pack (3-6)

Treasure: None

Displacer Beast



Ferocious feline predators, displacer beasts stalk the badlands seeking prey to rend and devour. These creatures, resembling gaunt six-legged pumas with a pair of tentacles above their shoulders, viciously kill and eat anything smaller than themselves. Their most distinctive trait is their ability to bend light around them with their latent magical or psionic abilities, making them appear to be several feet away from their actual location and giving them a vital edge against their prey.

Displacer beasts are more than dumb animals. They possess dim sentience and a festering hatred of other life, and they can even snarl a few words in humanoid languages. Unlike most felines, displacer beasts hunt in packs, to which they are fiercely loyal. They brutally maul any creatures that harm their packmates, and will go to the ends of the earth to avenge the slaughter of their young. Displacer beasts possess a deep-seated mutual hatred of blink dogs, and the two races will attack each other without provocation.

The displacer beast is thought to be a more primitive cousin of the coeurl, another tentacled feline hunter with greater intellect and more highly developed psionic powers. The two creatures are both common on the Green Planet, Castrovel. Displacer beasts are also fairly common on Golarion as well, especially in central Avistan, in the regions of Nidal, Molthune, Nirmathas, and Isgar. Displacer beast cubs are sometimes captured and indoctrinated into the Molthuni military, though their parents' thirst for vengeance makes this a dangerous prospect.

DISPLACER BEAST

CR: 4

XP: 1,200

LE Large magical beast

Init: +2; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +10

AC: 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, -1 size)

hp: 42 (5 HD)

Fort +8, **Ref** +7, **Will** +3

Defensive Abilities: Displacement, resistance to ranged attacks

Speed: 40 ft.

Melee: Bite +8 (1d8+4), 2 tentacles +8 (1d6+4)

Space: 10 ft.; **Reach:** 5 ft. (10 ft. with tentacles)

Str 18, **Dex** 15, **Con** 16, **Int** 5, **Wis** 12, **Cha** 8

Base Atk: +5; **CMB:** +10; **CMD:** 23 (31 vs. trip)

Feats: Dodge, Skill Focus (Perception, Stealth)

Skills: Perception +10, Stealth +12; **Racial Modifiers:** +8 Stealth

Languages: Common

Environment: Temperate hills

Organization: Solitary, pair, or pack (6-10)

Treasure: Half standard

Displacement (Su): A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

DISPLACER BEAST PACK LORD

CR: 12

XP: 19,200

LE Huge magical beast

Init: +2; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +15

AC: 29, touch 11, flat-footed 28 (+2 Dex, +1 dodge, +18 natural, -2 size)

hp: 184 (16 HD)

Fort +15, **Ref** +9, **Will** +8

Defensive Abilities: Displacement, resistance to ranged attacks

Speed: 40 ft.

Melee: Bite +23 (2d6+9), 2 tentacles +24 (1d8+9)

Space: 15 ft.; **Reach:** 10 ft. (15 ft. with tentacles)

Str 28, **Dex** 14, **Con** 20, **Int** 5, **Wis** 12, **Cha** 8

Base Atk: +16; **CMB:** +27; **CMD:** 40 (48 vs. trip)

Feats: Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (tentacle)

Skills: Perception +15, Stealth +16; **Racial Modifiers:** +8 Stealth

Languages: Common

Environment: Temperate hills

Organization: Solitary or with pack (1 plus 6-10)

Treasure: Half standard

Through a fluke of genetics, some displacer beasts grow to enormous size, more than 10 feet at the shoulder and over 20 feet in length. These mutants, known as pack lords, easily dominate other displacer beasts and make natural leaders.

Dragon, Orichalcum



Orichalcum dragons, named for a mysterious coppery-red metal used by the ancients, are obsessed with rooting out the secrets of the past and rebuilding the glory of fallen empires. They seek out ruined cities and temples to uncover ancient knowledge and magic. An orichalcum dragon's hoard is more than just gold and gems – its home is its hoard.

Orichalcum dragons were far more numerous in ancient times, and many bloodlines were sworn to the service of great empires, such as Azlant, the primeval elves, or the empires of the serpentfolk and cyclopes. Around the time of the rise of Thassilon, orichalcum dragons across the globe fell victim to plague, decimating their numbers. Some scholars blame Thassilon's First King Xin and his obsession with mysterious starmetals, including "horacalcum" (the Thassilonian name for orichalcum); using unheard-of quantities of the metal in a dark ritual, they say, he placed a curse on the dragons who served his rival empires.

In any case, orichalcum dragons today are a dying breed, obsessed with their race's past glories. More than anything, they wish to rebuild their standing in the world, and to do so they reconstruct ancient sites and build new (if petty) kingdoms on the ruins of the old. Because they were most closely associated with Azlant and the serpentfolk, orichalcum dragons are found in the greatest numbers in the jungles of Mwangi Expanse, where those two empires abutted one another, but individual dragons have staked out claims to ruins all over the world.

Once an orichalcum dragon claims a ruin as its own, driving off or killing any previous squatters, it sets about attracting new followers, typically humans, lizardfolk, goblins, or even gnolls, depending on what are closest at hand. Kobolds in particular are drawn to orichalcum dragons, and a kobold tribe under one's protection tends to be less vicious and more sophisticated. The dragon's followers may treat it as anything from a benign feudal lord to a violent god-king depending on the dragon's temperament. Orichalcum dragons may be either a friend or an enemy to adventurers – some eagerly recruit mercenaries to help clean out the deepest corners of its new home, while others viciously kill any intruders in their lairs.

Orichalcum dragons are vaguely feline in build, with clawed feet shaped more like a lion's paws than a lizard's talon. Their scales are dull brown at hatching, but take on a lustrous coppery-red shine as they age. Older orichalcum dragons enjoy embedding jewels in their scales in designs inspired by the art of their home ruins.

ORICALCUM DRAGON

LN dragon (earth)

Base Statistics

CR: 6; **Size:** Small; **Hit Dice:** 7d12

Speed: 40 ft.

Natural Armor: +6; **Breath Weapon:** Line, 2d8 acid

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

Ecology

Environment: Warm forests (ruins)

Organization: Solitary

Treasure: Triple

Corrosive Aura (Su): An old or older orichalcum dragon is surrounded by an aura of corrosive fumes. All creatures within 5 feet of the dragon take 1d6 points of acid damage at the beginning of the dragon's turn. An ancient dragon's aura extends to 10 feet. A great wyrm's aura damage increases to 2d6. An orichalcum dragon can suppress or activate this aura at will as a free action.

Animate Breath (Su): The acidic bile breathed by an orichalcum dragon does not simply disperse. Rather, it collapses in on itself, creating a serpent of magic vapor that attacks the dragon's enemies. The vaporous serpent appears in any unoccupied square (or squares for Large or larger serpents) in the area affected by the breath weapon and acts just after the dragon in the initiative order. See below for vaporous serpent statistics.

An orichalcum dragon can will its vaporous serpent to dissolve into nothing at will; otherwise it lasts until reduced to 0 hit points. An orichalcum dragon can have only one vaporous serpent in existence at a time.

Constrict (Ex): An ancient or older orichalcum dragon gains the grab special attack with its tail slap. It can constrict for an amount of damage equal to its tail slap.

Long Tail (Ex): A young or older orichalcum dragon's reach with its tail slap is 5 feet longer. An orichalcum dragon can affect a radius of 40 feet with its tail sweep if Gargantuan or 50 feet if Colossal.

Spell-Like Abilities (Sp): An orichalcum dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Its caster level for these effects is equal to its Hit Dice, and any save DCs are Charisma-based. An orichalcum dragon can use these abilities at will. Very young – *detect magic*; juvenile – *fire trap*; adult – *explosive runes*; old – *legend lore*; ancient – *teleport trap*; great wyrm – *maze*.

Summon Ruin Elemental (Sp): This ability, usable by a great wyrm orichalcum dragon once per day, works like a *summon monster* spell, except that it summons one [ruin elemental](#). This ability is the equivalent of a 9th-level spell.

AGE CATEGORIES

Wyrmling: Special Abilities: Animate breath, immune to acid; **Caster Level:** –

Very Young: Special Abilities: *Detect magic*; **Caster Level:** –

Young: Special Abilities: Long tail; **Caster Level:** 1st.

Juvenile: Special Abilities: *Fire trap*; **Caster Level:** 3rd.

Young Adult: Special Abilities: DR 5/magic, spell resistance; **Caster Level:** 5th.

Adult: Special Abilities: Frightful presence, *explosive runes*; **Caster Level:** 7th

Mature Adult: Special Abilities: DR 10/magic; **Caster Level:** 9th.

Old: Special Abilities: Corrosive aura, *legend lore*; **Caster Level:** 11th.

Very Old: Special Abilities: DR 15/magic; **Caster Level:** 13th.

Ancient: Special Abilities: Constrict, *teleport trap*; **Caster Level:** 15th.

Wurm: Special Abilities: DR 20/magic; **Caster Level:** 17th.

Great Wurm: Special Abilities: Summon [ruin elemental](#), *maze*; **Caster Level:** 19th.

VAPOROUS SERPENT

An orichalcum dragon's animated breath, referred to as a vaporous serpent, has the following statistics.

Type: Construct (earth).

Size: One size smaller than the orichalcum dragon.

Initiative: The vaporous serpent always acts immediately after the orichalcum dragon's initiative count.

Hit Dice: The vaporous serpent has 1/10 the orichalcum dragon's total hit points, plus bonus hit points based on its size (see *Bestiary*, pg. 307). For purposes of determining its saves and base attack bonus, its Hit Dice are equal to the number of dice of damage the orichalcum dragon's breath weapon deals.

Senses: The vaporous serpent has darkvision 60 ft. and low-light vision.

Speed: 30 ft.

AC: The vaporous serpent's natural armor bonus varies by size:

Tiny: +2

Small or Medium: +3

Large: +4

Huge: +8

Gargantuan: +10

Defensive Qualities: The vaporous serpent has construct traits and immunity to acid. It gains the following defensive quality.

Acid Body (Ex): Creatures that strike the vaporous serpent with natural weapons or unarmed attacks take 1d8 acid damage.

Attacks: The vaporous serpent has a bite attack that deals damage based on its size (see *Bestiary*, pg. 302) plus 1-½ its Strength modifier. This damage is half piercing and half acid.

Saves: The vaporous serpent has no good saving throws.

Abilities: The vaporous serpent's Strength and Dexterity scores are equal to the orichalcum dragon's. It has no Constitution or Intelligence score, its Wisdom score is 10, and its Charisma score is 1.

Alignment: Neutral.

YOUNG ORICHALCUM DRAGON

CR: 10

XP: 9,600

LN Large dragon (earth)

Init: +5; **Senses:** Dragon senses; Perception +16

AC: 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp: 104 (11 HD)

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

Immune: Acid, paralysis, sleep

Speed: 40 ft., fly 200 ft. (poor)

Melee: Bite +15 (2d6+7), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail slap +13 (1d8+7)

Space: 10 ft.; **Reach:** 5 ft. (10 ft. with bite or tail slap)

Special Attacks: Animate breath, breath weapon (80-ft. line, 6d8 acid damage, Reflex DC 18 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 11th, concentration +13):

At will – *Detect magic*

Spells Known (CL 1st, concentration +3):

1st (4/day) – *Identify, shield*

0 (at will) – *Dancing lights, mage hand, message, read magic*

Str 21, Dex 12, Con 17, Int 14, Wis 15, Cha 14

Base Atk: +11; **CMB:** +17; **CMD:** 28 (32 vs. trip)

Feats: Hover, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

Skills: Appraise +16, Diplomacy +16, Fly +11, Intimidate +16, Knowledge (engineering, history) +16, Perception +16, Spellcraft +16

Languages: Common, Draconic, one ancient language

YOUNG VAPOROUS SERPENT

N Medium construct (earth)

Init: as dragon; **Senses:** Darkvision 60 ft., low-light vision; Perception +0

AC: 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp: 30 (6 HD)

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

Defensive Abilities: Acid body (1d8 acid); **Immune:** Acid, construct traits

Speed: 30 ft.

Melee: Bite +11 (1d6+8 acid)

Str 21, Dex 12, Con –, Int –, Wis 10, Cha 1

Base Atk: +6; **CMB:** +11; **CMD:** 22 (can't be tripped)

ADULT ORICHALCUM DRAGON

CR: 14

XP: 38,400

LN Huge dragon (earth)

Init: +4; **Senses:** Dragon senses; Perception +21

Aura: Frightful presence (180 ft., DC 22)

AC: 29, touch 8, flat-footed 29 (+21 natural, -2 size)

hp: 195 (17 HD)

Fort +15, **Ref** +12, **Will** +16

DR 5/magic; **Immune:** Acid, paralysis, sleep; **SR** 25

Speed: 40 ft., 200 ft. (poor)

Melee: Bite +23 (2d8+12), 2 claws +23 (2d6+8), 2 wings +18 (1d8+4), tail slap +19 (2d6+12/19-20)

Space: 15 ft.; **Reach:** 10 ft. (15 ft. with bite or tail slap)

Special Attacks: Animate breath, breath weapon (100-ft. line, 12d6 acid damage, Reflex DC 23 for half, usable every 1d4 rounds), crush (2d8+12, DC 23)

Spell-Like Abilities (CL 17th, concentration +21):

At will – *Detect magic, explosive runes, fire trap*

Spells Known (CL 7th, concentration +11, +15 ranged touch):

3rd (5/day) – *Dispel magic, haste*

2nd (7/day) – *Make whole, scorching ray, see invisibility*

1st (7/day) – *Identify, mage armor, magic missile, shield, true strike*

0 (at will) – *Dancing lights, flare* (DC 14), *mage*

hand, message, open/close, prestidigitation, read magic

Str 27, Dex 10, Con 21, Int 18, Wis 19, Cha 18

Base Atk: +17; **CMB:** +27; **CMD:** 37 (41 vs. trip)

Feats: Hover, Improved Critical (tail slap), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (tail slap)

Skills: Appraise +21, Diplomacy +21, Fly +11, Intimidate +21, Knowledge (engineering, history, nobility) +21, Perception +21, Spellcraft +21, Use Magic Device +21

Languages: Common, Draconic, Elven, two ancient languages

ADULT VAPOROUS SERPENT

N Large construct (earth)

Init: as dragon; **Senses:** Darkvision 60 ft., low-light vision; Perception +0

AC: 14, touch 10, flat-footed (+4 natural)

hp: 49 (12 HD)

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

Defensive Abilities: Acid body (1d8 acid); **Immune:** Acid, construct traits

Speed: 30 ft.

Melee: Bite +19 (1d8+12 acid)

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

Str 27, Dex 10, Con –, Int –, Wis 10, Cha 1

Base Atk: +12; **CMB:** +21; **CMD:** 31 (can't be tripped)

ANCIENT ORICHALCUM DRAGON

CR: 19

XP: 204,800

LN Gargantuan dragon (earth)

Init: +3; **Senses:** Dragon senses; Perception +31

Aura: Corrosive (10 ft., 1d6 acid damage), frightful presence (300 ft., DC 28)

AC: 42, touch 9, flat-footed 42 (-1 Dex, +33 natural)
hp: 340 (25 HD)
Fort +21, **Ref** +15, **Will** +22
DR 15/magic; **Immune:** Acid, paralysis, sleep; **SR** 21

Speed: 40 ft., fly 250 ft. (clumsy)

Melee: Bite +33 (4d6+18/19-20), 2 claws +33 (2d8+12), 2 wings +31 (2d6+6), tail slap +31 (2d8+18 plus grab)

Space: 20 ft.; **Reach:** 15 ft. (20 ft. with bite or tail slap)

Special Attacks: Animate breath, breath weapon (120 ft. line, 20d8 acid damage, Reflex DC 29 for half, usable every 1d4 rounds), constrict (2d8+18), crush (4d6+18, DC 29), tail sweep (2d6+18, DC 29)

Spell-Like Abilities (CL 25th, concentration +31):

At will – *Detect magic, explosive runes, fire trap, legend lore, teleport trap*

Spells Known (CL 15th, concentration +21):

7th (4/day) – *Delayed blast fireball* (DC 23), *vision*

6th (6/day) – *Acid fog, antimagic field, guards and wards* (DC 22)

5th (6/day) – *Cone of cold* (DC 21), *polymorph, telekinesis* (DC 21), *waves of fatigue* (DC 21)

4th (6/day) – *Detect scrying, enervation* (DC 20), *hallucinatory terrain* (DC 20), *mass enlarge person*

3rd (6/day) – *Dispel magic, gaseous form, haste, slow* (DC 19)

2nd (6/day) – *Make whole, scorching ray, see invisibility, shatter* (DC 18), *web*

1st (6/day) – *Identify, mage armor, magic missile, shield, true strike*

0 (at will) – *Arcane mark, bleed* (DC 16), *dancing lights, flare* (DC 16), *mage hand, message, open/close, prestidigitation, read magic*

Str 35, **Dex** 8, **Con** 25, **Int** 22, **Wis** 23, **Cha** 22

Base Atk: +25; **CMB:** +41; **CMD:** 50 (54 vs. trip)

Feats: Critical Focus, Flyby Attack, Hover, Improved Critical (bite, tail slap), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (tail slap)

Skills: Appraise +31, Diplomacy +31, Fly +14, Intimidate +31, Knowledge (arcana, engineering, history, nobility, planes) +31, Perception +31, Spellcraft +31, Use Magic Device +31

Languages: Common, Draconic, Dwarven, Elven, three ancient languages

ANCIENT VAPOROUS SERPENT

N Huge construct (earth)

Init: as dragon; **Senses:** Darkvision 60 ft., low-light vision; Perception +0

AC: 19, touch 9, flat-footed 19 (-1 Dex, +10 natural)

hp: 74 (20 HD)

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

Defensive Abilities: Acid body; **Immune:** Acid, construct traits

Speed: 30 ft.

Melee: Bite +32 (2d8+18)

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

Str 35, **Dex** 8, **Con** –, **Int** –, **Wis** 10, **Cha** 1

Base Atk: +20; **CMB:** +34; **CMD:** 43 (can't be tripped)

Dragon, Steel



Where most dragons make their lairs in distant mountains, forbidding swamps, and the deepest forests, the rare steel dragons thrive in the company of humans and other “lesser races”. Steel dragons are born with the innate ability to assume the shape of humans, a talent they use to infiltrate human society and lead double lives as sages, scholars, and intellectuals while making occasional trips to the country to hunt in dragon form.

Steel dragons are insatiably curious and endlessly sociable, allowing them to fit in with humans with ease. They often seek to build great repositories of knowledge, valuing books and scrolls almost as much as their hoards of gold and jewels. Steel dragons also have a natural appreciation for law and ordered systems; with their skill at mind-bending magic, they make ruthless politicians, shaping their home cities’ politics for generations.

Due to their brightly reflective scales and generally nonviolent nature, steel dragons are typically categorized as metallic dragons. However, gold, silver, and other metallic dragons blanch at steels being lumped in with them due to the steels’ lack of commitment to good. Though they prefer peaceful solutions to their problems, steel dragons can be utterly ruthless when angered, and give little thought to the “little people” harmed by their pursuit of knowledge and power.

Steel dragons’ scales are dull blue-gray as hatchlings, gaining increased shine and luster as they age. In human form, a steel dragon always has one steel-gray feature, such as hair, eyes, or nails.

Steel dragons can be found in cities throughout Golarion, but they are closely associated with the City at the Center of the World, Absalom, which hosts multiple clans of the dragons. For this reason, they are sometimes known as “Absalom dragons”.

STEEL DRAGON (Absalom Dragon)
LN dragon (air, shapechanger)

Base Statistics

CR: 4; **Size:** Small; **Hit Dice:** 5d12

Speed: 60 ft., swim 60 ft.

Natural Armor: +4; **Breath Weapon:** 2d6 electricity

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

Ecology

Environment: Any hills or urban

Organization: Solitary

Treasure: Triple

Arcane Shield (Su): A very young or older steel dragon's spell resistance against spells of 2nd level or lower is +10 higher than normal. At young age, this applies against spells of 4th or lower.

Change Shape (Su): A steel dragon can assume human form at will as if using *polymorph*. A steel dragon's human form is fixed – it cannot assume different human forms.

Electricity Aura (Su): An old or older steel dragon has an aura of electricity. All creatures within 5 feet take 1d6 points of electricity damage at the start of the dragon's turn. An ancient dragon's aura is 10 feet. A great wyrm's damage increases to 2d6. A steel dragon can suppress this aura at will.

Enduring Authority (Ex): A great wyrm steel dragon doubles the duration of its enchantment spells and spell-like abilities.

Poison Breath (Ex): Three times per day, instead of a cone of electricity, a steel dragon can breathe a cone of toxic gas. Creatures who fail a Fortitude save take 1 point of Constitution damage per age category possessed by the dragon. A successful save reduces Con damage to 1d4 points. A *delay poison* or *neutralize poison* spell works against this effect. Creatures that are immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on the saving throw. The save DC is Constitution-based.

Spell-Like Abilities (Sp): A steel dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Juvenile – *enthrall*; adult – *charm person*; old – *suggestion*; ancient – *forcecage*, *mass suggestion*; great wyrm – *mass hold monster*.

Tight Squeeze (Ex): A young adult or older steel dragon is treated as a creature one size smaller when squeezing through tight spaces.

AGE CATEGORIES

Wyrmling: Special Abilities: Change shape, immune to electricity and poison, poison breath; **Caster Level:** –.

Very Young: Special Abilities: Arcane shield (2nd), spell resistance; **Caster Level:** –

Young: Special Abilities: Arcane shield (4th); **Caster Level:** 1st.

Juvenile: Special Abilities: *Enthrall*; **Caster Level:** 3rd.

Young Adult: Special Abilities: DR 5/magic, tight squeeze; **Caster Level:** 5th.

Adult: Special Abilities: *Charm person*, frightful presence; **Caster Level:** 7th.

Mature Adult: Special Abilities: DR 10/magic; **Caster Level:** 9th.

Old: Special Abilities: Electricity aura, *suggestion*; **Caster Level:** 11th.

Very Old: Special Abilities: DR 15/magic; **Caster Level:** 13th.

Ancient: Special Abilities: *Forcecage*, *mass suggestion*; **Caster Level:** 15th.

Wurm: Special Abilities: DR 20/magic; **Caster Level:** 17th.

Great Wurm: Special Abilities: Enduring authority, *mass hold monster*; **Caster Level:** 19th.

YOUNG STEEL DRAGON

CR: 8

XP: 4,800

LN Large dragon (air, shapechanger)

Init: +5; **Senses:** Dragon senses; Perception +15

AC: 21, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp: 76 (8 HD)

Fort +9, **Ref** +7, **Will** +8

Immune: Electricity, paralysis, poison, sleep; **SR** 19 (29 vs. 4th-level or lower)

Speed: 60 ft., swim 60 ft., fly 200 ft. (poor)

Melee: Bite +11 (2d6+6), 2 claws +11 (1d8+4), 2 wings +9 (1d6+2), tail slap +9 (1d8+6)

Space: 10 ft.; **Reach:** 5 ft. (10 ft. with bite)

Special Attacks: Breath weapon (40-ft. cone, DC 17, 6d6 electricity, once every 1d4 rounds), poison breath (3 Con, DC 17)

Spells Known (CL 1st, concentration +3, +8 ranged touch):

1st (4/day) – *Grease* (DC 14), *magic missile*

0 (at will) – *Dancing lights*, *detect magic*, *mage hand*, *read magic*

Str 19, **Dex** 12, **Con** 17, **Int** 12, **Wis** 15, **Cha** 16

Base Atk: +8; **CMB:** +13; **CMD:** 24 (28 vs. trip)

Feats: Alertness, Combat Casting, Improved Initiative, Multiattack

Skills: Appraise +12, Diplomacy +14, Fly +6, Intimidate +14, Perception +15, Sense Motive +15, Stealth +8, Swim +20

Languages: Common, Draconic, Elvish

SQ: Change shape (human, *alter self*)

ADULT STEEL DRAGON

CR: 12

XP: 19,200

LN Huge dragon (air, shapechanger)

Init: +4; **Senses:** Dragon senses; Perception +26

Aura: Frightful presence (180 ft., DC 22)

AC: 27, touch 8, flat-footed 27 (+19 natural, -2 size)

hp: 172 (15 HD)

Fort +14, **Ref** +9, **Will** +13

DR 5/magic; **Immune:** Electricity, paralysis, poison, sleep; **SR** 23 (33 vs. 4th-level or lower)

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee: Bite +20 (2d8+10), 2 claws +20 (2d6+7), 2 wings +18 (1d8+3), tail sweep +18 (2d6+10)

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

Special Attacks: Breath weapon (50-ft. cone, DC 22, 12d6 electricity, once every 1d4 rounds), crush (2d8+10, DC 22), poison breath (6 Con, DC 22)

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

At will – *Charm person* (DC 17), *enthrall* (DC 18)

Spells Known (CL 7th, concentration +12, +13 ranged touch):

3rd (5/day) – *Deep slumber* (DC 19), *haste*

2nd (7/day) – *Daze monster* (DC 18), *hideous laughter* (DC 18), *protection from arrows*

1st (8/day) – *Alarm*, *grease* (DC 16), *magic missile*, *obscuring mist*, *shield*

0 (at will) – *Bleed* (DC 14), *dancing lights*, *daze* (DC 15), *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

Str 25, **Dex** 10, **Con** 21, **Int** 16, **Wis** 19, **Cha** 20

Base Atk: +15; **CMB:** +24; **CMD:** 34 (38 vs. trip)

Feats: Alertness, Cleave, Combat Casting, Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Spell Focus (enchantment)

Skills: Appraise +21, Bluff +23, Diplomacy +23, Fly +10, Intimidate +23, Knowledge (local) +21, Perception +26, Sense Motive +26, Spellcraft +21, Stealth +16, Swim +25

Languages: Common, Draconic, Elvish, two human languages

SQ: Change shape (human, *alter self*), tight squeeze

ANCIENT STEEL DRAGON

CR: 17

XP: 102,400

LN Gargantuan dragon (air, shapechanger)

Init: +3; **Senses:** Dragon senses; Perception +36

Aura: Electrical (10 ft., 1d6 electricity), frightful presence (300 ft., DC 28)

AC: 36, touch 5, flat-footed 36 (-1 Dex, +31 natural, -4 size)

hp: 310 (23 HD)

Fort +20, **Ref** +12, **Will** +19

DR 15/magic; **Immune:** Electricity, paralysis, poison, sleep; **SR** 28 (38 vs. 4th-level or lower)

Speed: 60 ft., fly 250 ft. (clumsy), swim 60 ft.

Melee: Bite +30 (4d6+16/19-20), 2 claws +30 (2d8+11), 2 wings +28 (2d6+5), tail slap +28 (2d8+16/19-20)

Space: 20 ft.; **Reach:** 15 ft. (20 ft. with bite)

Special Attacks: Breath weapon (60-ft. cone, DC 28, 20d6 electricity, once every 1d4 rounds), crush (4d8+16, DC 28), poison breath (10 Con, DC 28), tail sweep (2d6+16, DC 28)

Spell-Like Abilities (CL 23rd, concentration +30):

At will – *Charm person* (DC 20), *enthrall* (DC 21), *forcecage* (DC 26), *mass suggestion* (DC 25), *suggestion* (DC 22)

Spells Known (CL 15th, concentration +22, ranged touch +18):

7th (5/day) – *Ethereal jaunt*, *greater teleport*

6th (7/day) – *Flesh to stone* (DC 23), *geas* (DC 25), *repulsion*

5th (7/day) – *Dominate person* (DC 24), *mind fog*, *prying eyes*, *telekinesis* (DC 22)

4th (7/day) – *Charm monster* (DC 23), *crushing despair* (DC 23), *rainbow pattern* (DC 21), *resilient sphere*

3rd (8/day) – *Deep slumber* (DC 20), *fireball* (DC 22), *haste*, *slow* (DC 22)

2nd (8/day) – *Daze monster* (DC 21), *eagle's splendor*, *hideous laughter* (DC 21), *protection from arrows*, *scorching ray*

1st (8/day) – *Alarm*, *grease* (DC 18), *magic missile*, *obscuring mist*, *shield*

0 (at will) – *Bleed* (DC 17), *dancing lights*, *daze* (DC 19), *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *resistance*

Str 33, **Dex** 8, **Con** 25, **Int** 20, **Wis** 23, **Cha** 24

Base Atk: +23; **CMB:** +38; **CMD:** 47 (51 vs. trip)

Feats: Alertness, Cleave, Combat Casting, Critical Focus, Greater Spell Focus (enchantment), Improved Critical (bite, tail slap), Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Spell Focus (enchantment)

Skills: Appraise +31, Bluff +33, Diplomacy +33, Fly +11, Intimidate +33, Knowledge (local, nobility) +31, Perception +36, Sense Motive +36, Spellcraft +31, Stealth +19, Swim +19, Use Magic Device +33

Languages: Common, Draconic, Elven, four human languages

SQ: Change shape (human, *alter self*), tight squeeze



Dragonborn



Dragonborn are a mysterious race who claim descent from mighty dragons. These steadfast people live in nomadic clans, selling their services as mercenaries or adventurers in a desperate attempt to reclaim their ancient glory.

Dragonborn are robust humanoids who stand half a head taller than most humans and weigh at least 300 pounds. They resemble their draconic ancestors, with horned snouts, frills above their ears, and small claws on their hands and feet, though they have no tails. A few “pure-blooded” dragonborn have scales that clearly match the color of one particular dragon breed or another, though generations of interbreeding have left most dragonborn with dull rust-brown, gray, or other scales with only subtle spots or other patterns indicating their draconic heritage. Male dragonborn have slightly more pronounced horns and frills, but otherwise the sexes are indistinguishable.

The clan is vital to dragonborn life, and most dragonborn can trace their ancestry back centuries. Most members of a clan have the same draconic heritage, though children hatched with a

different affinity than their parents are not uncommon or cause for concern except in the most pure-blooded clans. Self-sufficiency, honor, and self-improvement are valued above all else by dragonborn clans, traits that are often perceived as arrogance by other races. Most dragonborn are highly lawful and worship an aspect of Apsu (whom they refer to as Bahamut), though some evil clans who embrace the heritage of chromatic dragons worship aspects of Dahak or Tiamat.

Dragonborn are not native to Golarion, and no clans have been encountered there, only solitary individuals or small groups who traveled there from other worlds; they are often mistaken for lizardfolk or wyvarans. They are slightly more common on Triaxus, where a handful of dragonborn clans inhabit the Drakelands, many of them in service to draconic warlords, though even Triaxian dragonborn claim to have come there from another world or plane. Their place of origin is unknown.

DRAGONBORN

CR: ½

XP: 200

Dragonborn (gold) paladin 1

LG Medium humanoid (dragonblood, reptilian)

Init: +0; **Senses:** Darkvision 60 ft.; Perception +0

AC: 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp: 13 (1 HD)

Fort +4, **Ref** +0, **Will** +2

Resist: Fire 5

Speed: 30 ft.

Melee: Bastard sword +3 (1d10+2/19-20)

Ranged: Shortbow +1 (1d6/x3)

Special Attacks: Breath weapon (15-ft. cone, 2d6 fire damage, Reflex DC 12 for half, usable 1/day), smite evil (1/day, +3 atk, +1 dmg, +3 AC)

Paladin Spell-Like Abilities (CL 1st, concentration +4):

At will – *Detect evil*

Str 15, **Dex** 10, **Con** 15, **Int** 8, **Wis** 10, **Cha** 16

Base Atk: +1; **CMB:** +3; **CMD:** 13

Feats: Exotic Weapon Proficiency (bastard sword)

Skills: Diplomacy +7

Languages: Common, Draconic

Environment: Any

Organization: Gang (4-9), warband (10-24), or clan (25+ plus 50% noncombatants, 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, and 1 leader of 6th-8th level)

Treasure: NPC gear (bastard sword, shortbow with 20 arrows, masterwork scale mail, heavy steel shield, other treasure)

DRAGONBORN CHARACTERS (10 RP)

+2 Strength, +2 Charisma, -2 Dexterity (0 RP)

Medium (0 RP): Dragonborn are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Dragonborn have a base speed of 30 feet.

Darkvision (2 RP): Dragonborn can see in the dark up to 60 feet.

Draconic Heritage (1 RP): Each dragonborn chooses one type of dragon from the table below. The type chosen determines their energy resistance and the damage type and shape of their breath weapon.

Dragon Type – Damage Type – Breath Weapon

Black – Acid – 20-ft. line

Blue – Electricity – 20-ft. line

Brass – Fire – 20-ft. line

Bronze – Electricity – 20-ft. line

Copper – Acid – 20-ft. line

Gold – Fire – 15-ft. cone

Green – Acid – 15-ft. cone

Red – Fire – 15-ft. cone

Silver – Cold – 15-ft. cone

White – Cold – 15-ft. cone

A dragonborn with the Draconic bloodline, Dragon subdomain, or Dragon mystery treats her caster level as 1 higher when casting bonus or domain spells and using bloodline, domain, or mystery powers. This trait does not give dragonborn early access to level-based powers; it only affects powers that they could already use without this trait.

A dragonborn with the Draconic bloodline does not need to choose the same dragon type as its racial draconic heritage.

Breath Weapon (6 RP): Once per day as a standard action, a dragonborn can make a supernatural breath weapon attack that deals 2d6 points of damage. The type of damage dealt and the breath weapon's area depend on the dragonborn's draconic ancestry. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is $10 + \frac{1}{2}$ the dragonborn's character level + the dragonborn's Constitution modifier. Those who succeed instead take only half damage.

The damage dealt by the breath weapon increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

Dragonblood (0 RP): Dragonborn count as both dragons and humanoids for any effect related to race.

Energy Resistance (1 RP): Dragonborn gain resistance 5 to one type of energy, determined by their draconic ancestry.

Languages (0 RP): Dragonborn begin play speaking Common and Draconic. Dragonborn with high Intelligence scores can choose from among the following bonus languages: Celestial, Dwarven, Elven, Giant, Infernal, and Orc.

Dragorr



Dragorr are vicious dragon-like humanoids with a love of magic and battle. Distant relations of true dragons and drakes, dragorr tower over humans but still lack the raw strength and magical prowess of their mighty cousins.

Standing up to nine feet tall, a dragorr is a powerful figure with bat-like wings, a long tail, and a dragon-like face, with a long snout, a mane of thick hair, and short horns. Their scales range from dark yellow to reddish-brown, with greenish-yellow wings.

Dragorr live in small family units; their strong independent streak and lifelong feelings of envy make larger groupings difficult to maintain. The only remaining vestige of draconic power they possess is a natural ability to sniff out magical auras, and dragorr lust after magic items to increase their personal power. Dragorr have a mercenary streak, often hiring themselves out to humanoid spellcasters or true dragons who promise them the right amount of treasure. Dragorr leaders are usually barbarians, sorcerers, bloodragers, or clerics of Dahak.

Dragorr are all but unknown on Golarion. They are native to the wandering planet Triaxus, where they fill much the same role that ogres do on other worlds. Dragorr are common in the Drakelands, where they may mass in large numbers under chromatic dragon overlords. They fear and envy the likewise humanoid dragonkin, and may even turn against evil dragonkin who serve the same master as they do.

DRAGORR

CR: 3

XP: 800

CE Large dragon

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

AC: 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp: 30 (4 HD)

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

Immune: Paralysis, sleep

Speed: 30 ft., fly 40 ft. (good)

Melee: Spear +6 (1d10+6/x3) or 2 claws +6 (1d6+4)

Ranged: Spear +3 (1d10+4/x3/20 ft.)

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

Special Attacks: Rake (2 hind claws +1, 1d6+2)

Spell-Like Abilities (CL 4th, concentration +5):

At will – *Detect magic*

Str 19, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 13

Base Atk: +3; **CMB:** +8; **CMD:** 19

Feats: Flyby Attack, Improved Initiative

Skills: Appraise +7, Fly +8, Intimidate +8, Perception +9, Stealth +4, Use Magic Device +8

Languages: Common, Draconic

Environment: Any hills

Organization: Solitary, clutch (2-8), or clan (4-16 plus 1 humanoid spellcaster of 7th-11th level or young adult or older dragon)

Treasure: Standard

Rake (Ex): A dragorr can make rake attacks as part of a full attack while flying.

Drake, Ambush



Ambush drakes are stealthy draconic predators. Although they are among the most bestial of dragon-kin, they are still cunning hunters and highly social among their own kind.

An ambush drake is smaller than other drakes, with four legs instead of two. Its compact, muscular body has a distinctly canine build. Its scales are gray over most of its body, with orange patches on its head and front limbs. The ambush drake's wings are small and weak, affording it poor maneuverability in the air; the creatures prefer hunting prey down on foot for this reason.

As their name implies, ambush drakes stake out an area from hiding and then burst out of their cover when prey shows itself. They begin combat with their breath weapons, then focus their attacks on individuals who have been *slowed*. They favor rocky hills, where tumbled boulders grant them abundant hiding places.

Ambush drakes have a social structure similar to wolves, with an alpha of either gender (often with the advanced simple template) lording over a small pack of followers. They are vicious killers and enjoy toying with their prey before going in for the kill.

AMBUSH DRAKE

CR: 5

XP: 1,600

NE Medium dragon

Init: +6; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +12

AC: 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp: 57 (6 HD)

Fort +8, **Ref** +7, **Will** +5

Immune: Paralysis, sleep

Speed: 40 ft., fly 30 ft. (poor)

Melee: Bite +10 (1d6+3 plus poison), 2 claws +10 (1d4+3)

Special Attacks: Slow gas

Str 16, **Dex** 15, **Con** 16, **Int** 7, **Wis** 10, **Cha** 9

Base Atk: +6; **CMB:** +9; **CMD:** 21 (25 vs. trip)

Feats: Improved Initiative, Run, Skill Focus (Perception)

Skills: Acrobatics +11, Fly +7, Perception +12, Stealth +15; **Racial Modifiers:** +4 Stealth

Languages: Draconic; telepathic link 30 ft.

SQ: Speed surge

Environment: Temperate hills

Organization: Solitary, pair, or rampage (3-12)

Treasure: Standard

Poison (Ex): Bite – injury; save Fort DC 16, frequency 1/round for 6 rounds, effect 1d2 Dex, cure 1 save. The save DC is Constitution-based.

Slow Gas (Su): An ambush drake can, as a standard action, spit a ball of phlegm that bursts into a cloud on impact. This attack has a range of 60 feet and affects all creatures (except other ambush drakes) within the resulting 10-foot-radius spread with a *slow* spell (7 rounds, Will DC 16 negates). The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it does not afflict the slow effect after the initial impact), but a strong wind disperses it in a single round. Once an ambush drake has used its slow gas breath, it cannot do so again for 1d6 rounds. The Will save is Constitution-based.

Speed Surge (Ex): Three times per day as a swift action, an ambush drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Drake, Stone



Stone drakes are vicious, degenerate dragon-kin that dwell deep underground. Despite their small size (for dragons) they are deadly hunters who prey on both wild creatures and unfortunate sentients.

Stone drakes have no wings or a breath weapon, setting them apart from most other drakes, though their great stealth and acidic saliva partly make up for the lack. In spite of their bestial appearance, they are quite intelligent and avoid any fight that isn't on their terms.

Dwarves utterly loathe stone drakes for their tendency to infiltrate their holds' lower levels and pick off miners. Virtually all other dragons look down on the wingless drakes, and many stone drakes have a significant inferiority complex as a result.

Stone drakes do not covet treasure like true dragons do, though they may keep a small hoard of useful items – or bait.

STONE DRAKE

CR: 5

XP: 1,600

NE Medium dragon (earth)

Init: +6; **Senses:** Darkvision 120 ft., low-light vision; Perception +12

AC: 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp: 63 (6 HD)

Fort +9, **Ref** +7, **Will** +6

Immune: Acid, paralysis, sleep

Weakness: Light sensitivity

Speed: 40 ft., climb 40 ft.; perfect climbing

Melee: Bite +9 (1d8+4 plus 1d6 acid), 2 claws +9 (1d6+3)

Special Attacks: Ambush

Str 17, **Dex** 15, **Con** 19, **Int** 14, **Wis** 12, **Cha** 14

Base Atk: +6; **CMB:** +9; **CMD:** 21 (25 vs. trip)

Feats: Alertness, Combat Expertise, Improved Initiative

Skills: Acrobatics +8, Bluff +11, Climb +20, Intimidate +11, Perception +12, Sense Motive +12, Stealth +15, Survival +11 (+15 tracking); **Racial Modifiers:** +4 Stealth, +4 Survival when tracking

Languages: Draconic, Dwarven, Undercommon

Environment: Underground

Organization: Solitary, pair, or family (1-2 and 2-5 juveniles)

Treasure: Standard

Ambush (Ex): Any time a stone drake makes a successful charge attack against a flat-footed opponent, it deals double damage with its bite.

Perfect Climbing (Ex): A stone drake moves with perfect ease while climbing. It can move at full speed across ceilings, overhangs, and other slanted or vertical surfaces without making Climb checks, and it does not have to make a Climb check to avoid losing its grip when it takes damage.

Elf, Avariel



AVARIEL (Winged Elf)

Avariel cleric 1

CR: ½

XP: 200

CG Medium humanoid (elf)

Init: +2; **Senses:** Low-light vision; Perception +5

AC: 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp: 9 (1 HD)

Fort +2, **Ref** +2, **Will** +5; +2 vs. enchantment

Immune: Sleep

Speed: 20 ft., fly 40 ft. (average) (base speed 30 ft., fly 50 ft.)

Melee: Longsword +2 (1d8+1/19-20)

Ranged: Bolas +3 (1d4 nonlethal plus trip)

Special Attacks: Channel positive energy (5/day, 1d6, DC 12)

Domain Spell-Like Abilities (CL 1st, concentration +4):

6/day – Touch of good (+1), lightning arc (1d6+1)

Cleric Spells Known (CL 1st, concentration +4):

1st – *Bless, divine favor, protection from evil*^D

0 (at will) – *Detect magic, light, stabilize*

Domains: Air, Good

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

Base Atk: +1; **CMB:** +3; **CMD:** 15

Feats: Flyby Attack

Skills: Fly +2, Perception +5, Spellcraft +4; **Racial Modifiers:** +2 Perception

Languages: Elven

SQ: Jumper, spontaneous casting (cure)

Environment: Temperate or warm mountains

Organization: Squad (2-4), company (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Treasure: NPC gear (5 bolas, longsword, breastplate, other gear)

Jumper (Ex): Avariels are always considered to have a running start when making Acrobatics checks to jump.

AVARIEL CHARACTERS

+4 Dexterity, +2 Intelligence, +2 Wisdom, -2 Constitution

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

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

Flight: Avariels can fly at a speed of 50 feet with average maneuverability. Fly is always a class skill for avariels.

Low-Light Vision: Avariels can see twice as far as humans in conditions of dim light.

Elven Immunities: Avariels are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Jumper: Avariels are always considered to have a running start when making Acrobatics checks to jump.

Keen Senses: Avariels receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Avariels are proficient with bolas, lassos, longswords, and rapiers.

Languages: Avariels begin play speaking Elven. Avariels with high Intelligence scores can choose from the following: Auran, Common, Celestial, Draconic, Giant, and Sylvan.

ELYSIAN WARHORSE

CR: 3

XP: 800

CG Large magical beast (extraplanar)

Init: +2; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +8

AC: 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp: 34 (4 HD)

Fort +7, **Ref** +6, **Will** +4 (+8 vs. fear)

Speed: 60 ft., fly 120 ft. (average); night flight

Melee: Bite +7 (1d3+4), 2 hooves +2 (1d6+2)

Space: 10 ft.; Reach: 5 ft.

Str 18, **Dex** 14, **Con** 17, **Int** 6, **Wis** 13, **Cha** 10

Base Atk: +4; **CMB:** +9; **CMD:** 21 (25 vs. trip)

Feats: Endurance, Iron Will, Run^B

Skills: Fly +0, Perception +8

Languages: Celestial, Common (can't speak)

Environment: Any land (Elysium)

Organization: Solitary, pair, or herd (3-30)

Treasure: None

Night Flight (Su): Elysian warhorses can fly 60 feet per round with average maneuverability, but only when the sun is not in the sky.

These enchanted warhorses are bred as steeds for the noble knights of the azatas and are especially favored by knights of the shiere. These wondrous beasts have the power to gallop through the night sky.

CARRYING CAPACITY

A light load for an Elysian warhorse is up to 228 pounds; a medium load, 229-459 pounds; and a heavy load, 460-690 pounds. An Elysian warhorse can drag 3,450 pounds.

Elemental, Ruin



Originating as earth elementals, ruin elementals have been summoned and transfigured by the mysterious fey known as ruin chanters to protect their domains. Ruin elementals embody the natural world's tendency toward entropy, wearing down the works of sentient creatures. These creatures faithfully serve their ruin chanter "creators", impassively pummeling any humanoids who invade their demenses save those the ruin chanter designates as harmless.

A ruin elemental looks very similar to an earth elemental, save that its body is made up of great slabs and crumbling blocks of worked stone from the ruins into which they are conjured. Their bodies continue to wear away through the ages, and the oldest seem to be made of rough gravel.

On rare occasions, a ruin elemental may outlive its creator. Without a ruin chanter to guide it, a ruin elemental continues to protect its home, though the longer it lives the more distinct its personality becomes. Some masterless ruin elementals become helpful guides to their homes, while others ruthlessly track down and kill interlopers, even after they have left.

RUIN ELEMENTAL

CR: 10

XP: 9,600

N Large outsider (earth, elemental, extraplanar)

Init: +0; **Senses:** Darkvision 60 ft., low-light vision; Perception +19

AC: 23, touch 9, flat-footed 23 (+14 natural, -1 size)

hp: 147 (14 HD)

Fort +14, **Ref** +4, **Will** +11

DR 10/-; **Immune:** Elemental traits, *spike stones*

Speed: 40 ft.

Melee: 2 slams +25 (2d10+11)

Ranged: Rock +24 (2d6+11/150 ft.)

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

Special Attacks: Brutal throw, rock throwing, shock wave

Str 32, **Dex** 10, **Con** 21, **Int** 9, **Wis** 15, **Cha** 7

Base Atk: +14; **CMB:** +26 (+28 bull rush, overrun, sunder); **CMD:** 36 (38 vs. bull rush, overrun, sunder)

Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (slam)

Skills: Acrobatics +17, Climb +28, Intimidate +15, Perception +19, Stealth +13 (+17 in areas of ruined stone); **Racial Modifiers:** +4 Stealth in areas of ruined stone

Languages: Terran

Environment: Any land (ruins; Plane of Earth)

Organization: Solitary or with ruin chanter

Treasure: Half standard

Brutal Throw (Ex): A ruin elemental can add its Strength modifier (instead of its Dexterity modifier) to attack rolls with thrown weapons.

Immunities (Ex): Ruin elementals take no damage and suffer no impeded movement in the area of a spike stones spell.

Shock Wave (Ex): Once every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. Creatures affected by the bull rush are pushed back 5 feet and knocked prone.

Elemental, Smoke



The Plane of Fire is a constant conflagration of eternally burning flames. Though this landscape of fire needs no fuel to burn, it nonetheless releases vast billowing clouds of smoke that fill the sky above. This is the domain of the smoke elementals.

Smoke elementals are living clouds of semi-solid choking black vapor. They resemble air elementals at first glance, but two glowing eyes and a burning core of red-hot embers gives away their true nature. They can form wicked claws of solid smoke from their bodies. They believe that the first of their kind were elementals from the Plane of Air who found their way to the Plane of Fire ages ago, and the plane itself reshaped them according to its own needs and accepted them as native children, soon birthing new smoke elementals from its own fabric. Whether this is true or not, smoke elementals are almost as common in the skies of the Plane of Fire as fire elementals are on the ground.

Like fire and magma elementals, smoke elementals are neutral in the complex political machinations of the Plane of Fire, avoiding the efreet, mephits, azers, and minions of the elemental lord Ymeri. The belkers, evil smoke-creatures found on the Plane of Air, are thought to be smoke elementals who found their way back to their plane of origin and dwindled in power without a connection to the life-giving flames.

SMOKE ELEMENTAL

Languages: Ignan

Environment: Any (Plane of Fire)

Organization: Solitary, pair, or gang

Treasure: None

Smoke Claws (Ex): A smoke elemental using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing the indicated amount of damage per round as a swift action. If the target moves, the smoke elemental may automatically move with the target (this movement does not count toward the elemental's movement and does not provoke attacks of opportunity against the elemental). Each round, the target can attempt another Fortitude save to cough out the elemental's smoke, which ends the smoke claws attack and forces the elemental into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su): A smoke elemental can switch from its normal form to one of pure smoke or back again as a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the elemental acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 90 feet (good).

Smoke Vision (Ex): A smoke elemental can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

SMALL SMOKE ELEMENTAL

CR: 1

XP: 400

N Small outsider (air, elemental, extraplanar, fire)

Init: +6; **Senses:** Darkvision 60 ft., smoke vision; Perception +4

AC: 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp: 13 (2 HD)

Fort +4, **Ref** +5, **Will** +0

Immune: Elemental traits, fire

Weakness: Vulnerability to cold

Speed: Fly 50 ft. (good)

Melee: Claw +5 (1d4+1)

Special Attacks: Smoke claws (DC 12, 2d4+1)

Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

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

Feats: Dodge, Improved Initiative^B, Weapon Finesse^B

Skills: Acrobatics +6, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +4, Stealth +10

SQ: Smoke form

MEDIUM SMOKE ELEMENTAL

CR: 3

XP: 800

N Medium outsider (air, elemental, extraplanar, fire)

Init: +8; **Senses:** Darkvision 60 ft., smoke vision; Perception +7

AC: 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp: 30 (4 HD)

Fort +6, **Ref** +8, **Will** +1

Immune: Elemental traits, fire

Weakness: Vulnerability to cold

Speed: Fly 50 ft. (good)

Melee: Claw +8 (1d6+3)

Special Attacks: Smoke claws (DC 14, 2d6+3)

Str 14, **Dex** 19, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk: +4; **CMB:** +6; **CMD:** 22

Feats: Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills: Acrobatics +10, Escape Artist +8, Fly +12, Knowledge (planes) +1, Perception +7, Stealth +9

SQ: Smoke form

LARGE SMOKE ELEMENTAL

CR: 5

XP: 1,600

N Large outsider (air, elemental, extraplanar, fire)

Init: +10; **Senses:** Darkvision 60 ft., smoke vision; Perception +11

AC: 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp: 68 (8 HD)

Fort +9, **Ref** +12, **Will** +2

DR 5/-; **Immune:** Elemental traits, fire

Weakness: Vulnerability to cold

Speed: Fly 50 ft. (good)

Melee: 2 claws +13 (1d8+4)

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

Special Attacks: Smoke claws (DC 17, 2d8+6)

Str 18, **Dex** 23, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk: +8; **CMB:** +13; **CMD:** 31

Feats: Dodge, Flyby Attack, Improved Initiative^B, Mobility, Vital Strike, Weapon Finesse^B

Skills: Acrobatics +14, Escape Artist +14, Fly +16, Knowledge (planes) +5, Perception +11, Stealth +10

SQ: Smoke form

HUGE SMOKE ELEMENTAL

CR: 7

XP: 3,200

N Huge outsider (air, elemental, extraplanar, fire)

Init: +12; **Senses:** Darkvision 60 ft.; Perception +13

AC: 21, touch 17, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

hp: 95 (10 HD)

Fort +11, **Ref** +15, **Will** +5

DR 5/-; **Immune:** Elemental traits, fire

Weakness: Vulnerability to cold

Speed: Fly 50 ft. (good)

Melee: 2 claws +16 (2d6+6)

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

Special Attacks: Smoke claws (DC 19, 4d6+9)

Str 22, **Dex** 27, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk: +10; **CMB:** +18; **CMD:** 38

Feats: Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Vital Strike, Weapon Finesse^B

Skills: Acrobatics +17, Escape Artist +17, Fly +18, Knowledge (planes) +7, Perception +13, Stealth +8

SQ: Smoke form

GREATER SMOKE ELEMENTAL

CR: 9

XP: 6,400

N Huge outsider (air, elemental, extraplanar, fire)

Init: +13; **Senses:** Darkvision 60 ft., smoke vision; Perception +16

AC: 24, touch 18, flat-footed 14 (+9 Dex, +1 dodge, +6 natural, -2 size)

hp: 123 (13 HD)

Fort +12, **Ref** +17, **Will** +6

DR 10/–; **Immune:** Elemental traits, fire

Weakness: Vulnerability to cold

Speed: Fly 50 ft. (good)

Melee: 2 claws +21 (2d8+7)

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

Special Attacks: Smoke claws (DC 20, 4d8+10)

Str 24, **Dex** 29, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

Base Atk: +13; **CMB:** +22; **CMD:** 43

Feats: Blind-Fight, Dodge, Flyby Attack, Improved Initiative^B, Improved Vital Strike, Iron Will, Mobility, Vital Strike, Weapon Finesse^B

Skills: Acrobatics +24, Escape Artist +22, Fly +22, Knowledge (planes) +12, Perception +16, Stealth +14

SQ: Smoke form

ELDER SMOKE ELEMENTAL

CR: 11

XP: 12,800

N Huge outsider (air, elemental, extraplanar, fire)

Init: +14; **Senses:** Darkvision 60 ft., smoke vision; Perception +19

AC: 27, touch 19, flat-footed 1 (+10 Dex, +1 dodge, +8 natural, -2 size)

hp: 152 (15 HD)

Fort +14, **Ref** +20, **Will** +7

DR 10/-; **Immune:** Elemental traits, fire

Weakness: Vulnerability to cold

Speed: Fly 50 ft. (good)

Melee: 2 claws +24 (2d8+9)

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

Special Attacks: Smoke claws (DC 21, 4d8+13)

Str 28, **Dex** 31, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk: +16; **CMB:** +27; **CMD:** 49

Feats: Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Improved Vital Strike, Iron Will, Mobility, Vital Strike, Weapon Finesse^B

Skills: Acrobatics +29, Escape Artist +29, Fly +29, Knowledge (planes) +19, Perception +19, Stealth +21

SQ: Smoke form

Energons



Energons are beings of pure, living energy formed from the planes of the Inner Sphere. They resemble intangible spheres of shimmering color surrounded by writhing tendrils that expand and contract as they move, much like a jellyfish's tentacles. There are many different kinds of energons that form on different planes of existence, but all share many traits in common.

Though native to the Inner Sphere, energons can be found almost anywhere due to their fascination with planar portals and gates. They have an insatiable curiosity and are driven to seek out sources of their elemental energy. Energons are known to follow around spellcasters whom they observe casting spells attuned to their particular energy, such as a xac-yel being drawn to a wizard who casts *meteor swarm*. The reasons behind this are unknown, and could range from simple curiosity to needing that energy to grow and reproduce.

Energons grow continuously throughout their lives until they reach 15 HD, at which point they split into three 5 HD energons of the same type. Energons with the same parent recognize each other as kindred but display no drive to protect each other. These creatures are about as intelligent as a human child, but their mindset is so alien as to be incomprehensible. They appear to speak no language, not even amongst themselves.

Each energon is associated with one type of energy that defines its abilities. The known types of energons are listed below.

ENERGON

CR: 5

XP: 1,600

N Medium outsider (elemental, extraplanar, incorporeal)

Init: +5; **Senses:** Darkvision 60 ft.; Perception +8

AC: 19, touch 19, flat-footed 14 (+4 deflection, +5 Dex)

hp: 57 (5 HD)

Fort +6, **Ref** +7, **Will** +4

Defensive Abilities: Elemental traits, incorporeal

Speed: Fly 20 ft. (good)

Melee: 4 incorporeal touches +10 (2d6 energy)

Ranged: Energy ray +10 (2d8 energy)

Special Attacks: Explosion

Str –, **Dex** 21, **Con** 20, **Int** 7, **Wis** 10, **Cha** 18

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

Feats: Toughness plus two others (varies)

Skills: Fly +7, Knowledge (planes) +6, Perception +8, Sense Motive +8, Stealth +13

Environment: Any (plane varies)

Organization: Solitary or cluster (2-8)

Treasure: None

Energy Ray (Ex): An energon's energy ray has a range of 30 feet.

Explosion (Su): If an energon is reduced to 0 hit points its body is instantaneously destroyed in an explosion that deals damage of its energy types equal to 2d8 + ½ its Hit Dice + its Cha modifier (typically 4d8+6). A successful DC 16 Reflex save reduces the damage by half. The save DC is Charisma-based.

XAC-YEL

Xac-yels are formed from pure heat energy and hail from the Plane of Fire. Xac-yels have the fire subtype, and their attacks and explosion deal fire damage.

Immune: Fire

Weakness: Vulnerability to fire

Init: +9

AC: 18, touch 18, flat-footed 14

CMD: 21 (can't be tripped)

Feats: Dodge, Improved Initiative

XAC-YIJ

Xac-yijes are born from the Plane of Earth and are formed of entropic energy that mimics the properties of acid. Their attacks and explosion deal acid damage.

Immune: Acid

Melee: 4 incorporeal touches +11

Ranged: Energy ray +11

Feats: Weapon Focus (incorporeal touch, ray)

XAG-YA

Xag-yas are creatures of pure positive energy, and are naturally formed from the Positive Energy Plane.

Melee: 4 incorporeal touches +11

Positive Energy Lash (Su): A xag-ya's incorporeal touch and energy rays deal positive energy damage, and thus damage undead creatures, but heal living creatures of 2d6 points of damage. A xag-ya can control its positive energy enough to avoid healing living foes, however, dealing untyped damage (1d6 with an incorporeal touch or 1d8 with its energy ray).

A xag-ya can heal itself with its own positive energy as a standard action.

Feats: Combat Reflexes, Weapon Focus (incorporeal touch)

XAP-YAUP

Xap-yaups are living balls of electricity that coalesce in stormy regions of the Plane of Air. Their attacks and explosions deal electricity damage.

Ref +9

Immune: Electricity

Feats: Combat Reflexes, Lightning Reflexes

XEG-YI

Xeg-yis are blots of living negative energy budded from the Negative Energy Plane.

Ranged: Energy ray +11

Negative Energy Affinity (Ex): A xeg-yi is healed by negative energy and damaged by positive energy as if it were undead.

Negative Energy Lash (Su): A xeg-yi's incorporeal touch and energy rays deal negative energy damage, and thus damage living creatures, but heal undead creatures. A xeg-yi can control its negative energy enough to avoid healing undead foes, however, dealing untyped damage (1d6 with an incorporeal touch or 1d8 with its energy ray).

A xeg-yi can heal itself with its own negative energy as a standard action.

Feats: Combat Reflexes, Weapon Focus (energy ray)

XONG-YONG

Xong-yongs are formed of sonic energy in the deepest parts of the Ethereal Plane. Their attacks and explosions deal sonic damage.

Will +6

Immune: Sonic

Melee: 4 incorporeal touches +11

Feats: Iron Will, Weapon Focus (incorporeal touch)

XOR-YOST

Xor-yosts are, paradoxically, formed from a type of energy that is somehow inverse to heat energy. They hail from the Plane of Water. Xor-yosts have the cold subtype, and their attacks and explosion deal fire damage.

Immune: Cold

Weakness: Vulnerability to fire

Feats: Combat Reflexes, Stand Still

Equiceph

Remnants of a long-lost civilization, equicephs are merciless horse-headed giants who mercilessly seek out weaker races as slaves. To most of the modern world equicephs exist only as bones and legends, but the scattered outcasts of their ancient nation live on.

An equiceph is a massive humanoid with the head and legs of a mighty horse, covered in short brown hair and standing eleven feet or more in height. They take great pride in their appearance and keep meticulous care of their weapons and armor, favoring enormous glaives and heavy splint armor.

Long ago, the equicephs ruled a peaceful kingdom in the north of Tian Xia, in what is now Hongal and Chu Ye. Known for their wisdom and skill as peacekeepers, the equicephs maintained peace by exiling their worst criminals beyond the Embaral Ocean. Thousands of years ago, in the time of Yixing, the equicephs were ravaged by a supernatural plague that left none of their kind alive in Tian Xia. Today, equicephs are all but forgotten in Tian Xia, though every so often their ancient skeletons are animated by necromancers.

The equicephs' exiles in northeastern Casmaron, however, continue to loot and pillage their unfortunate neighbors. Retaining their ancestors' sophistication but none of their wisdom or mercy, the surviving equicephs are vicious slavers who ruthlessly seek out other races as laborers and conscripts. Equicephs favor hobgoblin slaves for their natural inclination to follow orders, but gladly subjugate any creature they can overpower.

Equicephs fight in tight coordination, training for combat at almost all times. They fight intelligently, using feints and pincer maneuvers to overwhelm their foes. When possible, equicephs use hobgoblins as a front line of defense, callously sacrificing their slaves if doing so gives them the upper hand.

EQUICEPH

CR: 3

XP: 800

LE Large monstrous humanoid

Init: +0; **Senses:** Darkvision 60 ft., low-light vision; Perception +8

AC: 19, touch 9, flat-footed 19 (+7 armor, +3 natural, -1 size)

hp: 26 (4 HD)

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

Speed: 30 ft. (40 ft. base)

Melee: Glaive +7 (2d8+6/x3)

Ranged: Javelin +3 (1d8+4)

Space: 10 ft.; **Reach:** 10 ft. (15 ft. with glaive)

Str 19, Dex 11, Con 12, Int 10, Wis 13, Cha 12

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

Feats: Ally Shield, Endurance^B, Shake it Off

Skills: Intimidate +8, Perception +8, Survival +8, Swim +4

Languages: Common, Sylvan

SQ: Solo tactics

Environment: Temperate forests

Organization: Solitary, slave band (1 plus 2-8 hobgoblins), or gang (2-6)

Treasure: Standard (glaive, 4 javelins, splint mail, other treasure)

Solo Tactics (Ex): All of an equiceph's allies are treated as if they possessed the same teamwork feats as the equiceph for the purpose of determining whether the equiceph receives a bonus from its teamwork feats, if any. Its allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the equiceph to receive the listed bonus.

EQUICEPH SKELETON

CR: 2

XP: 400

NE Large undead

Init: +5; **Senses:** Darkvision 60 ft., low-light vision; Perception +0

AC: 15, touch 10, flat-footed 14 (+3 armor, +1 Dex, +2 natural, -1 size)

hp: 18 (4 HD)

Fort +1, Ref +2, Will +4

DR 5/bludgeoning; **Immune:** Cold, undead traits

Speed: 30 ft. (40 ft. base)

Melee: Broken greataxe +5 (3d6+4) or 2 claws +7 (1d6+4)

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

Str 19, Dex 13, Con –, Int –, Wis 10, Cha 10

Base Atk: +4; CMB: +9; CMD: 20

Feats: Improved Initiative

Environment: Any

Organization: Any

Treasure: Broken greataxe, broken splint mail

Eye of Fear and Flame



An undead horror created by gods of evil and chaos, the eye of fear and flame delights in corruption and ruin. These blasphemous creatures seek to lead the pure and righteous into evil, and destroy those who will not follow their malevolent commands.

An eye of fear and flame covers its skeletal form in a ragged, hooded cloak when it first approaches a victim. It may appear to two lovers alone in the woods and command one to kill the other, or else both will die; or it may demand that a goodly cleric betray her religion. In any case, should the victim resist, the eye of fear and flame reveals its true nature by moving the hood aside to reveal its true visage: a skull with two shining gems, one red and one black, glittering in the eye sockets. It instills magical fear in its victims until they submit, and destroys them with fire if they cannot be corrupted. Should an eye of fear and flame be overpowered, it flees to the Ethereal Plane.

Eyes of fear and flame are creations of evil gods. When the whim strikes such a deity, they may send the soul of one of their most depraved worshipers back to the mortal coil to inhabit a skeletal corpse. Should an eye of fear and flame be destroyed, its gem-eyes lose their magical properties, though each is still worth 2,000 gp.

EYE OF FEAR AND FLAME

CR: 8

XP: 4,800

CE Medium undead

Init: +2; **Senses:** Darkvision 60 ft.; Perception +18

AC: 23, touch 13, flat-footed 20 (+2 Dex, +1 dodge, +10 natural)

hp: 102 (12 HD)

Fort +8, **Ref** +6, **Will** +11

Defensive Abilities: Channel resistance +4, spell deflection; **DR** 5/bludgeoning; **Immune:** Cold, undead traits

Speed: 30 ft.

Melee: 2 claws +12 (1d4+3)

Special Attacks: Eye of fear, eye of flame, flames of corruption

Spell-Like Abilities (CL 15th, concentration +19):

At will – *Detect good*, *detect law*, *detect thoughts* (DC 16), eye of fear, eye of flame, *true seeing*
3/day – Empowered eye of fear, *ethereal jaunt*

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

Base Atk: +9; **CMB:** +12; **CMD:** 25

Feats: Combat Casting, Combat Expertise, Dodge, Empower Spell-Like Ability (eye of fear), Mobility, Skill Focus (Intimidate)

Skills: Climb +18, Bluff +16, Disguise +19, Intimidate +22, Knowledge (arcana) +19, Knowledge (religion) +19, Perception +18, Stealth +17

Languages: Abyssal, Common, Infernal

Environment: Any

Organization: Solitary

Treasure: None (2 gems worth 2,000 gp each)

Eye of Fear (Sp): Once per round as a free action, an eye of fear and flame can produce an effect identical to that of a *fear* spell out of its black gem-eye (Will DC 18 negates).

Eye of Flame (Sp): Once every 1d4 rounds, as a standard action, an eye of fear and flame can produce a *fireball* from its red gem-eye (Reflex DC 17 half). The *fireball* deals 10d6 points of fire damage, or 15d6 if empowered.

Flames of Corruption (Su): Three times per day, an eye of fear and flame can infuse its eye of fire (with or without its Empowered Spell-Like Ability feat) with truly vile energy, causing half of the damage dealt by its *fireball* effect to be unholy damage that affects even those immune to fire.

Spell Deflection (Su): If any sort of vision-affecting spell such as *blindness* or *power word blind* is cast on an eye of fear and flame, it is reflected back upon the caster (as the *spell turning* spell), who must save against the effect of her own spell.

Fell Beast



Fell beasts are wretched dragon-kin bred as mounts for undead masters. Though they are living creatures, these carrion-feeding drakes are infused with negative energy and tolerate the life-draining touch of the unliving.

A great winged creature, a fell beast resembles something halfway between a wyvern and a vulture swollen to gigantic size. It stoops with an avian gait, but its vast pinions are as webs of hide between horned fingers. A choking miasma surrounds the beast, and its ragged jaws drip with diseased saliva.

Fell beasts descend from some degenerate cousin of the wyvern, bred for use as beasts of war by some ancient necromancer-king – possibly the Whispering Tyrant himself, though some scholars point to Runelord Zutha of Thassilon or Geb of Mechitar. To this day they are most common in areas of extreme malignance, such as the haunted peaks of Ustalav, the undead kingdom of Geb, and the demon-twisted Worldwound. Fell beasts are most commonly found in small flights in the wild, but intelligent undead like lichs, vampires, and graveknights seek out hatchlings to raise as mounts.

FELL BEAST

CR: 8

XP: 4,800

CE Huge dragon

Init: +5; **Senses:** Darkvision 120 ft., low-light vision, scent; Perception +22

Aura: Stench (30 ft., DC 19)

AC: 23, touch 7, flat-footed 22 (+1 Dex, +16 natural, -4 size)

hp: 103 (9 HD)

Fort +11, **Ref** +7, **Will** +9

Defensive Abilities: Negative energy affinity; **Immune:** Paralysis, sleep, undead acclimation

Speed: 20 ft., fly 80 ft. (average)

Melee: Bite +15 (2d8+7 plus disease), 2 wings +9 (1d8+3), tail slap +9 (2d6+3)

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

Special Attacks: Crush, rake (2 talons +14, 1d8+7)

Str 25, **Dex** 12, **Con** 20, **Int** 5, **Wis** 16, **Cha** 9

Base Atk: +9; **CMB:** +18; **CMD:** 29

Feats: Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Focus (bite)

Skills: Fly +9, Intimidate +11, Perception +22; **Racial Modifiers:** +4 Perception

Languages: Abyssal, Draconic (can't speak)

Environment: Any land

Organization: Solitary, pair, or flock (4-10)

Treasure: Half

Crush (Ex): A flying or jumping fell beast can land on foes as a standard action, using its whole body to crush them. Unlike true dragons, a fell beast can crush larger creatures: its crush attacks are effective against opponents one or more size categories smaller than the fell beast.

A crush attack affects as many creatures as fit in the fell beast's space. Creatures in the effected space must succeed on a Reflex save (DC 19) or be pinned, automatically taking bludgeoning damage equal to 2d8 + the 1-½ the fell beast's Strength modifier (2d8+10 for a typical fell beast) during the next round unless the fell beast moves off them. If the fell beast chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Disease (Ex): *Black death:* Bite – injury; save Fort DC 19, onset 1 day, frequency 1/day, effect 1d4 Con damage and 1 Cha damage and target is fatigued; cure 2 consecutive saves.

Undead Acclimation (Ex): Fell beasts are bred to tolerate undead masters. They are immune to harmful auras and touch attacks from undead sources (but not spells, spell-like abilities, or other forms of attack).

Firbolg



Firbolgs are powerful giant-kin native to the First World of the fey. They are thought to be a “reflection” – or perhaps a prototype – of the true giants native to the Material Plane.

Firbolgs are wild, rowdy, and violent, but fiercely loyal to any outsiders who give them aid. They have a strong sense of honor, and their word is as strong as any oath. They hate the vile [fomorian](#)s with every fiber of their being, but lacking the fomorian’s numbers of raw power the firbolgs can rarely strike against them.

Living in great barricaded steadings, firbolgs are masterful hunters and trackers who can eke out a living from even the harshest environments, but they are not above raiding the settlements of other races to get what they want. The most accomplished warrior in a clan is selected as chieftain. Firbolgs’ spiritual needs are seen to by druids who revere the moon and the raven as feminine and masculine creator spirits respectively; male druids typically select a giant raven animal companion (use stats for a [roc](#)), while female firbolg druids can take the [Moon](#) subdomain.

Firbolgs are rare on Golarion, living in small numbers in the Lands of the Linnorm Kings and the islands of the Ironbound Archipelago in the Steaming Sea.

FIRBOLG

CR: 12

XP: 19,200

N Large humanoid (giant)

Init: +2; **Senses:** Darkvision 60 ft., low-light vision; Perception +23

AC: 27, touch 12, flat-footed 24 (+3 armor, +2 Dex, +1 dodge, +12 natural, -1 size)

hp: 168 (16 HD); fast healing 5

Fort +16, **Ref** +7, **Will** +9

Weakness: Vulnerable to negative energy

Speed: 40 ft. (8 squares)

Melee: Greatsword +22/+17/+12 (2d8+15/19-20) or unarmed strike +21/+16/+11 (1d4+10)

Ranged: Javelin +13 (1d8+10/30 ft.)

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

Special Attacks: Trample (1d8+15, DC 28)

Combat Gear: 3 javelins

Spell-Like Abilities (CL 13th, concentration +15):

3/day – *Glitterdust* (DC 14)

1/day – *Alter self*, *detect magic*, *know direction*

Str 30, **Dex** 14, **Con** 23, **Int** 14, **Wis** 19, **Cha** 14

Base Atk: +12; **CMB:** +23; **CMD:** 36

Feats: Deflect Arrows, Dodge, Improved Unarmed Strike, Martial Weapon Proficiency (greatsword), Mobility, Power Attack, Stunning Fist (4/day, DC 22), Weapon Focus (greatsword)

Skills: Acrobatics +10, Knowledge (nature) +18, Perception +23, Stealth +14, Survival +15

Languages: Common, Giant, Sylvan

SQ: Planar acclimation

Environment: Temperate hills and forest (First World)

Organization: Solitary, pair, gang (3-8), squad (9-16 plus 1 3rd-level captain), or troop (20-40 plus 2-5 3rd-level captains and 1 5th-level chieftain)

Treasure: Standard (mwk studded leather armor)

Planar Acclimation (Ex): Firbolgs treat both the Material Plane and the First World as their home plane, and do not have the extraplanar subtype when on either of these planes.

Vulnerable to Negative Energy (Ex): Firbolgs are filled with the pure, vital energy of the world of the fey, but this makes them vulnerable to the powers of undeath. If a firbolg takes negative energy damage, such as from an evil cleric's channel energy ability, its fast healing does not function on its next turn.

Firbolgs cannot become undead of any kind.

Fire Bat



Minor fire elementals in the shape of chiropterans, fire bats are pests native to the Plane of Fire that can very quickly become a major threat when left unchecked.

A fire bat looks like a flesh-and-blood bat, two feet long with a wingspan of over four feet, totally engulfed in flames. Indeed it appears to be made entirely of living fire until killed, when its flames extinguish and its charcoal-like true body is revealed. Unlike true bats, fire bats do not usually flap their wings; they are propelled by jets of heated gasses expelled from tiny tubes along its wingtips.

Fire bats feed on flesh, particularly that of fiery humanoids such as efreet, azers, and salamanders, swooping down and latching onto their victims. When a fire bat is sated, it flies off to a safe place and reproduces through fission, splitting down the middle into two separate fire bats. In this way fire bats can quickly overwhelm a region unless dealt with quickly, and even vile creatures like salamanders and efreet may put aside their differences to destroy them. True fire elementals, who lack flesh, enjoy the company of fire bats and revel in their vast flights.

Despite their bestial appearance, fire bats are semi-intelligent and possess an evil will, seeming to target intelligent creatures over dumb beasts and enjoying the chance to attack humanoid settlements. They are thought to be creations of the demonic bat-god Camazotz, who made them as gifts to Ymeri, the elemental queen of fire. To be sure, they flock in huge numbers in both Camazotz and Ymeri's domains and never knowingly attack servants of either deity.

FIRE BAT

CR: 3

XP: 800

NE Small outsider (elemental, extraplanar, fire)

Init: +7; **Senses:** Blindsight 40 ft.; Perception +7

AC: 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp: 27 (6 HD); regeneration 5 (cold)

Fort +4, **Ref** +5, **Will** +3

Immune: Elemental traits, fire

Weakness: Vulnerability to cold

Speed: 10 ft., fly 50 ft. (good)

Melee: Bite +11 (1d6 plus 1d6 fire and attach)

Special Attacks: Burn (1d6, DC 14), devour

Str 10, **Dex** 17, **Con** 8, **Int** 6, **Wis** 7, **Cha** 5

Base Atk: +6; **CMB:** +8 (+12 grapple); **CMD:** 18

Feats: Agile Maneuvers, Flyby Attack, Improved Initiative, Weapon FinesseB

Skills: Escape Artist +12, Fly +18, Perception +7 (+11 when using blindsense), Stealth +16; **Racial Modifiers:** +4 Perception when using blindsense

Languages: Ignan (cannot speak)

Environment: Any (Plane of Fire)

Organization: Solitary or swarm (11-20)

Treasure: None

Attach (Ex): A fire bat automatically latches onto its target when it successfully makes a bite attack. The fire bat is considered grappling, but the target is not. The target can attack or grapple the fire bat as normal, or break the attach with a successful grapple or Escape Artist check. A fire bat gains a +4 racial bonus to maintain a grapple.

Burn (Ex): The save DC for a fire bat's burn attack includes a +2 racial bonus.

Devour (Ex): Once it is attached, a fire bat devours its opponent's flesh, automatically dealing 1d6 points of bite damage and 1d6 points of fire damage each round it remains attached. After dealing 6 points of damage, the fire bat is sated; on the next round it detaches and flies away to digest the meal.

Firenewt & Giant Strider



Warlike, fire-breathing humanoids native to volcanic regions, firenewts are feared for their cruelty. These creatures, possibly descendants of lizardfolk who mated with salamanders, delight in crushing their enemies and feasting on their flesh. Firenewts are almost always found fighting astride huge featherless birds called giant striders.

Standing just under human height, firenewts appear as humanoid lizards or amphibians with smooth scaleless red skin and short spikes running down their backs. A firenewt has a wide-eyed, emotionless face resembling an eel's; its teeth are sharp but too small to inflict bite attacks. They wear no clothing besides their armor, and favor heavy swords. Firenewts' bodies are hot to the touch, and they can breath short bursts of fire.

Each firenewt tribe is a martial theocracy ruled by the strongest warrior, supported by a corps of elite troops and and a cruel priesthood. Most firenewt tribes fanatically worship Ymeri, the elemental lord of fire, and are centered around a temple complex featuring a golden idol in her image. The vilest tribes worship archfiends associated with fire or warfare, such as Moloch, Flauros, or Szuriel. Firenewts are cannibals, eating not just other races but even members of enemy firenewt tribes. It is considered the height of glory to destroy a rival tribe's egg chamber, denying them their future.

Though they fight in organized ranks, firenewts are prone to infighting, and surreptitiously sabotage their opponents at every turn. A firenewt warrior may deny one of her rivals aid in combat, allowing them to be overwhelmed and killed, while a jealous priest may see to it that his enemies' eggs conveniently fail to hatch.

FIRENEWT

CR: 1

XP: 400

NE Medium monstrous humanoid (fire)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +4

AC: 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp: 13 (2 HD)

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

Immune: Fire

Weakness: Vulnerability to cold

Speed: 30 ft. (20 ft. in scale mail)

Melee: Longsword +2 (1d8+1)

Special Attacks: Breath weapon (5-ft. cone, 1d6 fire damage, Reflex DC 12 for half, usable every 1d4 rounds)

Str 12, **Dex** 13, **Con** 13, **Int** 7, **Wis** 10, **Cha** 8

Base Atk: +1; **CMB:** +1; **CMD:** 12

Feats: Mounted Combat

Skills: Intimidate +3, Perception +4, Ride +2

Languages: Ignan

Environment: Warm mountains

Organization: Solitary, gang (5-10), warband (16-35), or tribe (81-100, including 2-4 clerics or warpriests of 1st-4th level, 4 elite warriors of 2nd or 3rd level, and 1 overlord of 4th-6th level)

Treasure: NPC gear (scale mail)

FIRENEWT FOOT SOLDIERS

About 30% of firenewt soldiers fight on the ground instead of riding giant striders. These foot soldiers have Weapon Focus (longsword) instead of Mounted Combat.



These scaly, featherless, bird-reptile hybrids are native to the same volcanic regions as firenewts, and often serve them as mounts. A giant strider looks like a cross between a lizard and an ostrich, with red and white scales, a black beak, and tiny useless wing-arms.

Domesticated giant striders are bonded with their firenewt master at birth, and serve them faithfully even in death, the master using its bones to craft new weapons. The direst punishment for firenewt traitors is to be tortured, mutilated, and then treated with herbs that giant striders find irresistible, then fed alive to their own mount.

GIANT STRIDER

CR: 2

XP: 600

N Large magical beast (fire)

Init: +1; **Senses:** Darkvision 60 ft., low-light vision; Perception +4

AC: 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp: 17 (2 HD)

Fort +6, **Ref** +4, **Will** +0; +2 resistance vs. spells and supernatural attacks

Defensive Abilities: Fiery healing; **Immune:** Fire

Weakness: Vulnerability to cold

Speed: 40 ft.

Melee: Bite +5 (1d8+4), claw +5 (1d8+4)

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

Special Attacks: Fire blast

Str 18, **Dex** 12, **Con** 17, **Int** 1, **Wis** 9, **Cha** 8

Base Atk: +2; **CMB:** +7; **CMD:** 18

Feats: Run

Skills: Perception +4

Environment: Warm mountains

Organization: Solitary or flock (2-6)

Treasure: None

Fiery Healing (Ex): Giant striders are immune to fire. If a giant strider would take fire damage, it is instead healed for an equal amount of damage.

Fire Blast (Su): Once every 1d4 rounds, a giant strider can emit a small fireball from ducts near its eyes. Each fire blast has a range of 60 feet and a burst radius of 10 feet. Creatures caught in the blast must make a Reflex save (DC 14) or take 1d6 points of fire damage. A successful save negates all damage. The save DC is Constitution-based.

Forge Spurned

Cursed by a dark god, forge spurned are undead dwarves who toil for eternity at the whims of their master.

A forge spurned resembles the dwarf it was in life, but significantly larger, wrapped in barbed chains whose hooks dig into its charred flesh. The chains binding its form smolder with heat and in many places are half-melted into the creature's body. In place of a beard, a cloud of ash and smoke constantly obscures its lower face. A forge spurned stinks of molten steel, burned hair, and charred flesh.

Forge spurned are created by Droskar the Dark Smith, the dwarven god of slavery, toil, and deceit. When one of Droskar's followers dies, their souls are judged by the Master of the Dark Furnace, and those who are found wanting are pierced with burning barbs and sent back to the Material Plane as undead terrors to do Droskar's bidding until they have paid their dues in the blood of his enemies. Each forge spurned must fashion a chain from the souls of their victims, and only when they have forged a number of links commanded by Droskar—as few as ten or as many as fifty or more—does the Dark Smith grant them reprieve from their torment with the gift of oblivion.

As the Master of the Dark Furnace is worshiped primarily by the duergar, the vast majority of forge spurned were gray dwarves in life, and lurk in subterranean lairs near magma vents or lakes of lava where the heat of their environs facilitate their smithwork. Other duergar revere them, but give them wide berth lest they become the forge spurned's victims. A few renegade surface dwarves have turned to Droskar's worship as well, and those who become forged spurned haunt dwarven ruins, especially desecrated temples of the other dwarven gods.

FORGE SPURNED

CR: 5

XP: 1,600

NE Medium undead (fire)

Init: +4; **Senses:** Darkvision 60 ft.; Perception +11

AC: 18, touch 10, flat-footed 18 (+6 armor, +2 natural)

hp: 44 (7 HD); fast healing 5

Fort +4, **Ref** +2, **Will** +7; +2 vs. spells

Defensive Abilities: Burning barbs, eternal damnation; **Immune:** Fire, undead traits

Speed: 20 ft.

Melee: Mwk adamantite warhammer +10 (1d8+6/x3), soul chain +12 (2d4+9 plus 1d6 fire)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with soul chain)

Special Attacks: Forge breath

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

Base Atk: +5; **CMB:** +9 (+11 sunder, +11 disarm with soul chain); **CMD:** 19 (21 vs. sunder)

Feats: Blind-Fight, Improved Initiative, Improved Sunder, Power Attack

Skills: Appraise +6, Climb +14, Craft (blacksmithing) +8, Intimidate +12, Perception +12

Languages: Common, Dwarven

Gear: Mwk adamantite warhammer

Burning Barbs (Su): Anyone grappling a forge spurned or striking it with an unarmed or natural strike takes 1d6 points of fire damage and 1d6 points of piercing damage from the barbs.

Eternal Damnation (Su): A slain forge spurned rises again at full hit points on the next sundown unless its chain is broken (hardness 8, hp 24, break DC 20). If a forge spurned's chain is sundered, it is instantly slain (even if it has not yet been reduced to 0 hp), never to rise again. When a forge spurned's chain is destroyed, the souls bound within are released at long last.

Forge Breath (Su): A forge spurned may exhale a cloud of stinging soot, ash, and glowing embers as a standard action either in a 30-foot cone or a 20-foot-radius spread centered on the forge spurned. Any living creature in the area is blinded by burning cinders and takes 1d6 points of fire damage per round of exposure (DC 15 Reflex save negates the blindness but not damage. Anyone in the thick smoky cloud benefits from concealment as well. The forge spurned may not breathe again until it fills its flaccid undead lungs with its bellows (a full-round action that provokes attacks of opportunity). The save DC is Charisma-based.

Soul Chain (Su): A forge spurned's soul chain wraps around a forge spurned's burning body, granting it a +2 armor bonus per ten soul links in the chain. The chain also attacks once per round independently of its forge spurned master (using its master's melee attack bonus). The soul chain is treated as a *flaming spiked chain* with an enhancement bonus equal to +1 per ten soul links (the forge spurned may command the chain not to deal fire damage if it wishes, thus allowing the soul chain to drag captives to its forge alive). This forge spurned's chain has 30 links.

Any slain victim may be soul bound into the chain (as per *soul bind*), but this necessitates a day of work at a forge or similar environ and requires a DC 20 Craft (blacksmithing) check. If the check fails, the dead soul escapes. If the victim is alive during the binding process the check DC is only 15 and may be reattempted the following day if it fails. Anyone may claim a felled forge spurned's chain, and will serve its new master willingly, although the wielder must make a DC 20 Will save each sundown or be hideously transformed into a forge spurned.

Foulspawn, Dolgaunt



Probably the most iconic of the daelkyr's servants, dolgaunts were created from mutated hobgoblins. They are more prone to advance in class levels than other foulspawn and can be found acting on their own volition more often. Like their forebears, dolgaunts have a natural tendency to lord over the goblin-derived [dolgrims](#), as well as the halfling-derived chokers (properly called "dolroks").

DOLGAUNT

CR: 2

XP: 600

LE Medium aberration (foulspawn)

Init: +3; **Senses:** Blindsight 360 ft.; Perception +11

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

hp: 19 (3 HD)

Fort +3, **Ref** +4, **Will** +5

DR 5/cold iron or magic

Speed: 30 ft.

Melee: 2 tentacles +4 (1d4+2)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with tentacles)

Special Attacks: Vitality drain

Str 14, **Dex** 16, **Con** 14, **Int** 13, **Wis** 15, **Cha** 11

Base Atk: +2; **CMB:** +4 (+6 trip); **CMD:** 17 (19 vs. trip)

Feats: Combat Reflexes, Improved Trip^B, Skill Focus (Perception)

Skills: Acrobatics +9 (+13 balance), Climb +12, Escape Artist +9, Perception +11, Stealth +9; **Racial Modifiers:** +4 Acrobatics to balance, +4 Climb

Languages: Common, Daelkyr; dolgaunt sign language

Environment: Underground

Organization: Solitary, cell (2-12), or company (7-12 plus 2-5 4th-level monks plus 20-50 [dolgrims](#))

Treasure: Standard

Dolgaunt Sign Language (Ex): Dolgaunts have developed a mode of communication that uses subtle movements of their skin tendrils; this allows a dolgaunt to silently communicate with other dolgaunts within 30 feet and line of sight.

Vitality Drain (Ex): If a dolgaunt gets hold of an opponent, it can burrow into the flesh of its victim and draw out vital fluids using the tendrils that cover its skin. On a successful grapple check, the dolgaunt deals 1 point of Constitution damage in addition to normal damage. An injured dolgaunt recovers 2 hit points every time it successfully uses this ability.

DOLGAUNT MONK

CR: 4

XP: 1,200

Dolgaunt monk 4

LE Medium aberration ([foulspawn](#))

Init: +8; **Senses:** Blindsight 360 ft.; Perception +15

AC: 23, touch 20, flat-footed 19 (+4 Dex, +1 monk, +3 natural, +5 Wis)

hp: 56 (7 HD)

Fort +8, **Ref** +9, **Will** +12 (+14 vs. enchantment)

Defensive Abilities: Evasion, slow fall; **DR** 5/cold iron or magic

Speed: 40 ft.

Melee: 2 tentacles +9 (1d4+4), unarmed strike +9/+4 (1d8+4; +8/+8/+3 flurry of blows)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with tentacles)

Special Attacks: *Ki* pool (7 points; magic), vitality drain

Str 18, **Dex** 18, **Con** 16, **Int** 13, **Wis** 20, **Cha** 11

Base Atk: +5; **CMB:** +8 (+10 grapple, trip); **CMD:** 20 (22 vs. grapple, trip)

Feats: Combat Reflexes, Deflect Arrows^B, Improved Grapple^B, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Skill Focus (Perception), Snatch Arrows, Stunning Fist^B (4/day, DC 18)

Skills: Acrobatics +14 (+18 balance), Climb +18, Escape Artist +14, Perception +15, Stealth +14

Languages: Common, Daelkyr; dolgaunt sign language

Dolgaunts live lives of strict asceticism in subterranean monastic cells, and their leaders commonly become monks.

Foulspawn, Dolgrue

The most inhuman of all foulspawn, dolgrues were mutated from bugbear stock and twisted to be almost unrecognizable. Their bodies are so warped from what nature intended that they are in constant pain and agony that can only be relieved for mere moments by inflicting it on their victims. Due to their insane, unpredictable behavior, even other foulspawn avoid dolgrues unless ordered to work with them by daelkyr.

DOLGRUE

CR: 5

XP: 1,600

CE Large aberration (foulspawn)

Init: +0; **Senses:** Darkvision 60 ft.; Perception +13

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

hp: 57 (6 HD); fast healing 5

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

DR 5/cold iron or magic; **SR** 16

Speed: 40 ft.

Melee: Bite +8 (1d8+5), 2 claws +9 (1d6+6 plus pain plus grab)

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

Special Attacks: Rake (2 claws +9, 1d6+3)

Str 20, **Dex** 11, **Con** 18, **Int** 5, **Wis** 12, **Cha** 7

Base Atk: +4; **CMB:** +11 (+15 grapple); **CMD:** 21

Feats: Diehard^B, Skill Focus (Perception), Toughness, Weapon Focus (claw)

Skills: Perception +13

Languages: Daelkyr

Environment: Underground

Organization: Solitary, gang (2-8), or band (10-20)

Treasure: Half standard

Pain (Su): A dolgrue can transfer the pain of its very existence to an opponent. Any creature hit by a dolgrue's claw attack must make a DC 17 Fortitude save or take 1d6 points of nonlethal damage. Creatures immune to nonlethal damage are immune to a dolgrue's pain touch. The save DC is Constitution-based.

Foulspawn, Dolghast



The dolghasts were an early experiment by the daelkyr, after the creation of the deathspawn but before the more successful [dolgrims](#) and [dolgaunts](#). The process of creating foulspawn was yet to be perfected, requiring necromancy to keep a dolghast's body from destroying itself. However, the daelkyr succeeded in granting dolghasts regenerative abilities to offset necrosis. The result was a creature split between living and undead. The line at which living and dead flesh meet is a mass of twitching, rotting meat that produces a vomit-inducing stench. Originally human, dolghasts are now revolting aberrations that live in constant agony, rage, and envy for all living things.

DOLGHAST

CR: 4

XP: 1,200

LE Medium aberration ([foulspawn](#))

Init: +2; **Senses:** Darkvision 60 ft., scent; Perception +9

Aura: Stench (DC 15, 1d6+4 minutes)

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

hp: 39 (6 HD); fast healing 5

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

Defensive Abilities: Half-dead

Speed: 30 ft.

Melee: Bite +8 (1d6+4), 2 claws +8 (1d6+4)

Special Attacks: Dissolution

Str 19, **Dex** 14, **Con** 14, **Int** 6, **Wis** 11, **Cha** 14

Base Atk: +4; **CMB:** +8; **CMD:** 20

Feats: Lightning Reflexes, Power Attack, Skill Focus (Perception)

Skills: Perception +9, Survival +9

Languages: Daelkyr

Environment: Underground

Organization: Solitary, band (2-5 plus 2-5 [dolgrims](#)), or company (2-5 plus 7-12 [dolgaunts](#) and 20-50 [dolgrims](#))

Treasure: Standard

Dissolution (Ex): If a dolghast hits with both claw attacks, a living opponent must succeed on a DC 15 Fortitude save or its flesh begins to boil away. The target takes 1d4 points of Constitution damage and is stunned for 1 round. On a successful save, the target takes only 1 point of Constitution damage and is not stunned. The save DC is Charisma-based.

Half-Dead (Ex): A dolghast shares some of the traits of both living and undead creatures. They are immune to death effects, disease, paralysis, poison, sleep effects, stunning, fatigue, and exhaustion. A dolghast uses either its Charisma or Constitution score, whichever is higher, to modify its hit points, Fortitude save, and dissolution and stench save DCs.

A dolghast can be healed by both negative energy (such as from an *inflict* spell) and positive energy (such as from a *cure* spell), but only if it successfully saves against the spell (using the spell's normal DC). If the save fails, the spell deals damage as if the dolghast were living (for *inflict* spells) or undead (for *cure* spells).

Foulspawn, Dolgrim



Though the [dolgaunts](#) were the first dolspawn to be successfully created on Aucturn, the dolgrims quickly outbred them and now make up the vast majority of the daelkyr's servitors. Dolgrims were created from goblins by literally fusing two goblins together into a single tortured entity. Most of these small brutes are simple foot soldiers, though a few advance in class levels (typically barbarian or fighter) and become leaders in their own right. Like goblins to hobgoblins, they usually defer to dolgaunts.

DOLGRIM

CR: 1

XP: 400

CE Small aberration (foulspawn)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +4

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

hp: 14 (2 HD)

Fort +2, **Ref** +1, **Will** +4

DR 5/cold iron or magic

Speed: 20 ft.

Melee: Morningstar +3 (1d6+1), spear +3 (1d6+1)

Ranged: Light crossbow +3 (1d6/19-20/80 ft.)

Combat Gear: 20 crossbow bolts

Str 12, **Dex** 13, **Con** 12, **Int** 8, **Wis** 9, **Cha** 6

Base Atk: +1; **CMB:** +2 (+6 grapple); **CMD:** 13

Feats: Toughness

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

Languages: Daelkyr

SQ: Dual consciousness, four arms

Environment: Underground

Organization: Solitary, pair, band (3-12 plus 2-5 4th-level dolgaunt monks or 2-5 chokers), or company (20-50 plus 7-12 [dolgaunts](#) and 2-5 4th-level dolgaunt monks)

Treasure: Standard (light steel shield)

Dual Consciousness (Ex): A dolgrim has two brains coordinating its attacks. In addition to providing a +2 racial bonus on Will saves, the dual brain enables a dolgrim to make attacks with one off-hand weapon with no penalty.

Four Arms (Ex): A dolgrim's four arms grant it a +4 racial bonus on Climb checks and to its CMB to grapple.

Fomorian



Fomorians are a race of twisted giant-kin native to the First World of the fey. Once, the fomorians were titans gifted with great beauty and magical prowess, but they were cursed by the Eldest, the godlike rulers of the fey, for attempting to rise up and steal their power. Now the hideous, twisted fomorians wallow in their misery and plot to regain their lost glory.

Fomorians are massive humanoids that stand between 20 and 30 feet in height. No two fomorians look alike, possessing deformities such as limbs of different lengths, hides covered in warts and tumors, bone spurs erupting from their joints, or misplaced facial features, though all fomorians have purple skin and one eye much larger than the other, with a slit pupil. This “evil eye” is a focus for their last vestiges of arcane power, with which they can spread their curse to other creatures. Fomorians dress in only the finest clothing and armor.

On the Material Plane, fomorians live as solitary brutes much like other evil giants, but they flourish on the First World. Wishing to relive their past, fomorians surround themselves with beauty completely at odds with their horrifying visages. On the First World, fomorians inhabit vast subterranean caverns of eerie natural beauty, filled with glowing mushroom forests and otherworldly crystalline spires. The fomorians rule decadent courts of enslaved fey from darkly beautiful fortresses, occasionally sallying forth to make war on the fairy courts above.

Most fomorians have been reduced to a mere shadow of their former glory, but some of the oldest and most potent of their race, the [fomorian titans](#), remain in their original beautiful forms. These titans of myth were too powerful for the Eldest to destroy, so they locked them away in prisons across the planes. Should the fomorians ever release their ancient masters from bondage, it would spell doom for the world of the fey.

FOMORIAN

CR: 13

XP: 25,600

NE Huge humanoid (extraplanar, giant)

Init: +5; **Senses:** Low-light vision, scent; Perception +30

AC: 28, touch 9, flat-footed 27 (+4 armor, +1 Dex, +15 natural, -2 size)

hp: 218 (19 HD); fast healing 5

Fort +17, **Ref** +9, **Will** +11

DR 5/-

Speed: 40 ft.

Melee: Mwk heavy flail +25/+20/+15 (3d8+18/19-20); or 2 slams +24 (2d6+12)

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

Special Attacks: Evil eye, trample (2d6+18, DC 30)

Str 34, **Dex** 12, **Con** 22, **Int** 11, **Wis** 21, **Cha** 15

Base Atk: +14; **CMB:** +28 (+30 bull rush, sunder); **CMD:** 39 (41 vs. bull rush, sunder)

Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Lightning Reflexes, Martial Weapon Proficiency (heavy flail), Power Attack, Skill Focus (Stealth), Toughness

Skills: Perception +30, Stealth +24; **Racial Modifiers:** +4 Stealth

Languages: Giant, Sylvan, Undercommon

Environment: Underground (First World)

Organization: Solitary, pair, gang (3-5 plus 1 3rd-level captain), or court (6-12 plus 2-5 3rd-level captains and 1 5th-level chieftain)

Treasure: Standard (mwk hide armor)

Evil Eye (Su): As a standard action, a fomorian may induce wracking pain in any single creature within 60 feet to which it has line of sight. The creature takes 12d8 points of damage. A DC 20 Will save halves the damage. A creature that fails its saving throw is subject to the curse of the evil eye. This is a transmutation effect. The save DC is Charisma-based.

Curse of the Evil Eye: *save* Fort DC 20; *effect* A creature cursed by a fomorian's evil eye is inflicted with hideous deformities. The creature's speed is halved and it takes a -4 penalty to Strength and Dexterity. The cursed creature can repeat the saving throw after 8 hours of rest, ending the effect on a successful save.

Formian, Armadon



Armadons are a highly specialized caste of formians who serve their hives as shock troops and living siege engines. Unlike other formians, there is nothing humanoid about armadons, which resemble monstrous armored fleas or ticks more than ants. All armadons are sterile females.

Though animalistic in appearance, armadons are as intelligent as an average human. They jockey for position in their hive's hierarchy, each striving to prove herself the most loyal to her queen. Armadons are fanatical and merciless on the battlefield, but form surprisingly deep bonds with their companions.

Most armadons advance by growing larger and gaining more racial Hit Dice, but a rare few take class levels, typically fighter.

ARMADON

CR: 8

XP: 4,800

LN Huge magical beast (formian)

Init: +5 (+9 with hive mind); **Senses:** Blindsight 30 ft., darkvision 60 ft.; Perception +12

AC: 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp: 95 (10 HD)

Fort +11, **Ref** +8, **Will** +6

Defensive Abilities: Hive mind; **Immune:** Acid; **Resist:** Sonic 20

Speed: 40 ft.

Melee: Bite +13 (2d6+6/17-20/x3), 2 claws +12 (1d8+6), sting +10 (2d4+3 plus poison)

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

Special Attacks: Acid spray

Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 11

Base Atk: +8; CMB: +16 (+18 sunder); CMD: 27 (29 vs. sunder, 31 vs. trip)

Feats: Improved Critical (bite), Improved Initiative, Improved Sunder^B, Iron Will, Multiattack, Power Attack^B, Weapon Focus (bite)

Skills: Climb +19, Perception +14 (+18 with hive mind)

Languages: Formian (can't speak); telepathy 60 ft.

SQ: Augmented critical, telepathic caster

Environment: Any

Organization: Solitary, team (2-4), or troop (6-11)

Treasure: None

Acid Spray (Ex): As a standard action, an armadon can spray a 20-foot cone of acid from glands in its tail, dealing 6d6 points of acid damage to everything in the area. Once an armadon uses this ability, it can't use it again for 1d4 rounds. A successful Reflex save (DC 18) halves the damage. The save DC is Constitution-based.

Augmented Critical (Ex): An armadon's bite attack threatens a critical hit on a natural attack roll of 19-20. (The Improved Critical feat increases the threat range to 17-20.) On a successful critical hit with a bite, an armadon deals triple damage.

Poison (Ex): Sting – injury; save Fort DC 18, frequency 1/round for 6 rounds, effect 1d4 Str, cure 2 saves. The save DC is Constitution-based.

Galeb Duhr



Reclusive but unrelenting, the living boulders known as galeb duhrs call the mountains their home and protect their stones and boulders with the same tenacity as a treant protecting its beloved trees.

A galeb duhr typically stands between eight and twelve feet in height, though individuals with the young or giant simple templates are not uncommon. It resembles nothing so much as a huge stone with small white eyes and stumpy arms and legs. A galeb duhr can hold itself so still as to appear one with the surrounding rocks, and many a traveler was walked right by one without ever realizing.

Galeb duhrs congregate in small groups of up to five, quietly appreciating each other's company as they sit motionless on their mountainsides. Often the only sign of their presence is the palpably sad songs they rumble to themselves – galeb duhrs are accomplished singers, with beautifully deep, rumbling voices. Galeb duhrs know every inch of their mountains and collect gemstones for the simple pleasure of staring into their facets. Unscrupulous humanoids sometimes try to force galeb duhrs to part with their knowledge of precious stones and veins of gold, but the peaceful elementals will not hesitate to defend themselves with violence if need be.

GALEB DUHR

CR: 9

XP: 6,400

N Large outsider (earth, elemental, extraplanar)

Init: +0; **Senses:** Darkvision 60 ft., tremorsense 300 ft.; Perception +22

AC: 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp: 126 (12 HD)

Fort +13, **Ref** +4, **Will** +13

DR 10/magic; **Immune:** Elemental traits, petrification; **Resist:** Fire 10; **SR** 20

Speed: 20 ft., burrow 30 ft.

Melee: 2 slams +20 (1d8+9)

Ranged: Rock +11 (1d8+13/120 ft.)

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

Special Attacks: Earthen grasp, powerful charge (slam, 1d8+13), rock throwing

Spell-Like Abilities (CL 9th, concentration +11):

At will – *Animate objects* (boulders only), *spike stones* (DC 15), *stone shape*

1/day – *Move earth*, *passwall*, *transmute rock to mud* (DC 16), *wall of stone*

Str 29, **Dex** 10, **Con** 20, **Int** 13, **Wis** 17, **Cha** 12

Base Atk: +12; **CMB:** +19 (+23 bull rush); **CMD:** 29 (33 vs. bull rush)

Feats: Alertness, Cleave, Greater Bull Rush, Improved Bull Rush, Iron Will, Power Attack

Skills: Knowledge (geography) +16, Perception +22, Perform (oratory, poetry, sing) +16, Sense Motive +22, Stealth +15 (+19 in stony environs); **Racial Modifiers:** +4 Stealth (+8 in stony environs)

Languages: Dwarven, Giant, Terran

SQ: Freeze

Environment: Any mountains (Plane of Earth)

Organization: Solitary, pair, or tumble (3-5)

Treasure: Standard

Earthen Grasp (Su): Three times per day as a standard action, a galeb duhr can conjure a huge hand of stone to grasp its foes. This functions as the *grasping hand* spell (CL 9th), except that the hand is made of solid stone, not magical force; it cannot move; and it cannot interpose or bull rush, only grapple.

Freeze (Ex): A galeb duhr can hold itself so still it appears to be a boulder. A galeb duhr that uses freeze can take 20 on its Stealth check to hide in plain sight as a boulder.

Giant, Fog



Fog giants are cousins of cloud giants with surprising stealth and cunning for their size. They lack their kindred's magical aptitude but are adept hunters with the ability to slip unseen through the mist.

A fog giant stands about 18 feet tall and is heavily muscled, though not quite as strong as a cloud giant. Fog giants have milky white skin and silver hair that aids them in blending in with the mists of their homes. They favor crude leather armor, though many tribes pass down white dragonscale armor in their ruling families. They typically use huge clubs as weapons, but sword-wielding fog giants are not unheard of.

Fog giants inhabit lowland marshes and mountain valleys where thick mists gather in the morning when they launch their raids. Fog giants are semi-nomadic hunter-gathers who range over large areas, often marked by ornately carved standing-stones and trapped with rockslides and deadfalls that can be set off by a carefully thrown boulder. They share cloud giants' ideological split between good and evil. Evil fog giants are merciless raiders no better than hill giants, while good fog giants will kindly guide travelers through their territory for a nominal fee.

They remain on good terms with their cloud giant cousins, and many tribes include one or two cloud giant emissaries from their highland fortresses as advisers or war leaders. Cloud giants are deeply respected by fog giants for their ability to magically summon fog and mist, aiding the fog giants in their hunts. Fog giants despise the degenerate marsh giants with whom they sometimes compete for territory, and even evil fog giants will seek outside aid to drive off marsh giants.

It is believed that fog giants are descended from a sect of cloud giant slaves in the ancient empire of Thassilon who attempted to throw off the chains of oppression and overthrow the empire's

tyrannous runelords. Their revolution was quashed, and the rebellious cloud giants were stripped of their magical abilities as punishment. The nascent fog giants retreated from cloud giant society in shame, though they remained in contact with their cousins and were caught up in the same civil war between the altruistic and pragmatic cloud giant factions that led to both races' ideological split between good and evil. To this day fog giants are most common in Varisia where Thassilon once stood, especially in the lowlands of the Mindspin Mountains around Bloodsworn Vale.

FOG GIANT

CR: 9

XP: 6,400

NG or NE Huge humanoid (giant)

Init: +0; **Senses:** Low-light vision, mist vision; Perception +17

AC: 21, touch 8, flat-footed 21 (-2 size, +2 armor, +11 natural)

hp: 114 (12 HD)

Fort +13, **Ref** +4, **Will** +6

Defensive Abilities: Rock catching

Speed: 40 ft.

Melee: Greatclub +16/+11 (2d8+13) or 2 slams +16 (2d6+9)

Ranged: Rock +8 (2d6+13/140 ft.)

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

Special Attacks: Rock throwing

Str 29, **Dex** 11, **Con** 21, **Int** 12, **Wis** 14, **Cha** 10

Base Atk: +9; **CMB:** +20 (+22 bull rush, overrun); **CMD:** 30 (32 vs. bull rush, overrun)

Feats: Awesome Blow, Improved Bull Rush, Improved Overrun, Martial Weapon Proficiency (greatclub), Power Attack, Skill Focus (Stealth)

Skills: Intimidate +15, Perception +17, Stealth +10 (+18 in foggy conditions); **Racial**

Modifiers: +8 Stealth in foggy conditions

Languages: Common, Giant

Environment: Temperate swamp or forest

Organization: Solitary, hunting group (2-5), raiding party (2-5 plus 1-2 cloud giants), or clan (11-20)

Treasure: Standard (leather armor)

Mist Vision (Ex): Fog giants can see perfectly in foggy conditions.

Giant, Mountain

Among the largest and strongest of the true giants, mountain giants claim to be the oldest of their kind and favored by the gods. Their ability to summon and control other giants may be proof that this is true.

Mountain giants stand 20 feet tall and weigh several tons. Males often have thick facial hair and full beards. Mountain giants tend toward obesity and give off a powerful musky odor with which they can identify each other. They wear crudely-stitched hides and wield whole trees as clubs. Their favored lairs are simple caves high up on mountain slopes, sometimes with heavy fur curtains to keep out the wind.

Mountain giants are less social than most giants, preferring to live alone or in pairs, or at most in a small family. They recognize blood ties between distant families, and all giants within a given mountain range tend to consider themselves a single tribe, though they meet only once per year on the summer solstice to share news and find mates. Each tribe recognizes a single shaman as a de facto leader who presides over such gatherings, usually a spellcaster of 5th level or higher, who lives as a hermit on an isolated peak. Such elders are sought out for their wisdom but do not lightly suffer intruders.

Though they are not evil, mountain giants are short-tempered and territorial, and none too bright. It is possible to deal peacefully with them, though they are resentful of outsiders and quick to take insult.

MOUNTAIN GIANT

CR: 12

XP: 19,200

CN Huge humanoid (giant)

Init: +0; **Senses:** Low-light vision, scent; Perception +15

AC: 26, touch 8, flat-footed 26 (+28 natural, -2 size)

hp: 178 (17 HD)

Fort +16, **Ref** +5, **Will** +5

Defensive Abilities: Rock catching

Speed: 50 ft.

Melee: Greatclub +24/+19/+14 (3d8+21/19-20) or 2 slams +24 (2d6+14 plus grapple)

Ranged: Rock +10 (2d6+18/140 ft.)

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

Special Attacks: Rock throwing (140 ft.), trample (2d8+21, DC 32)

Spell-Like Abilities (CL 15th, concentration +13):

1/day – Summon (level 4; 1d8+1 ogres, 1d6+1 trolls, or 1d4+1 hill giants, 25%)

Str 39, **Dex** 10, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk: +12; **CMB:** +28 (+30 sunder, +32 grapple); **CMD:** 38 (40 vs. sunder)

Feats: Cleave, Combat Reflexes, Intimidating Prowess, Improved Sunder, Great Cleave,

Improved Critical (greatclub), Martial Weapon Proficiency (greatclub), Power Attack, Skill Focus (Perception)

Skills: Climb +21, Intimidate +19, Perception +15

Languages: Giant

Environment: Any mountains

Organization: Solitary, pair, or family (2-4 plus 1 shaman of 2nd-5th level)

Treasure: Standard

Fling (Ex): A mountain giant that successfully grapples a foe two or more size categories smaller than itself can hurl the creature as a standard action. A flung creature travels up to 140 feet and takes falling damage equal to the distance it was thrown plus the giant's Strength modifier (+14 for a typical mountain giant). A creature that is flung over a cliff or ledge takes this amount of damage or the appropriate falling damage, whichever is greater. The giant can also throw the flung creature as though it were a boulder. In this case, the flung creature takes damage as normal, and any opponent it strikes takes half that damage.

ELDER MOUNTAIN GIANT

An elder mountain giant has the advanced and giant simple templates and the following additional special attack. An elder mountain giant's CR is 14.

Crush (Ex): An elder mountain giant that jumps jumps down from a height of at least 20 feet can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the giant (Medium or smaller). A crush attack affects as many creatures as fit in the giant's space. Creatures in the affected area must succeed on a Reflex save (DC 28) or be pinned, automatically taking 4d6+27 points of bludgeoning damage during the next round unless the giant moves off them. If the giant chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Try as I might I couldn't find an illustration that I thought looked right, wasn't too huge, and didn't just look like a hill giant. I just settled with the one above.

This is a sort of compromise between the original 14-foot-tall 1E/2E AD&D mountain giant and the 40-foot-tall 3.0 mountain giant (which was NOT CR 26 – running the numbers, it was at most CR 17 with an absurd number of hit points).

I think the mountain giant fills a good niche in the game, standing among other “mythical” giants like cloud and storm giants while retaining the earthy feel of smaller hill and stone giants.

Giant, Sand



Sand giants are disciplined and honorable beings that dwell deep in the desert. These cautious and lawful giants make worthy guides and allies to those lost in their territory.

Standing 12 to 14 feet tall, sand giants have broad, squat features and flat faces; females are slightly larger than males. Their skin ranges from rich mahogany to light beige, and their hair tends to be dark brown or black. They favor loose garments in desert colors such as beige or khaki and avoid heavy metal armor. Sand giants are noted for their use of the sand blaster, a unique weapon that sprays stinging sand at enemies.

Unlike most desert natives, sand giants are not nomads, living in large, well-ordered communities carved into the rock of mountains and hills bordering the desert. Their dwellings are neatly ordered and organized, with strong defenses. Each settlement is ruled by a hereditary king or queen, with each member of the community knowing their place in the order of succession.

Although they live far from civilization, sand giants are not isolationist, and are friendly to travelers with good intentions, often hiring their services as guides to those who pay well. Sand giants consider the nomadic desert giants to be honored cousins, and the desert giants are their main source of news and goods from beyond the wastes. Long ago, human sorcerers forced enslaved sand giants to mate with humans, producing the half-giant race; today, sand giants view half-giants with a mixture of pity and revulsion, as the hybrids are a painful reminder of darker times. On Golarion, sand giants can be found in deserts throughout Casmaron, Garund, Tian Xia, and possibly even Sarusan.

SAND GIANT

CR: 10

XP: 9,600

LN Large humanoid (giant)

Init: +5; **Senses:** Low-light vision; Perception +13

AC: 25, touch 13, flat-footed 21 (+4 armor, +3 Dex, +1 dodge, +8 natural, -1 size)

hp: 127 (15 HD)

Fort +13, **Ref** +12, **Will** +9

Defensive Abilities: Rock catching; **Immune:** Fire

Speed: 40 ft., burrow 10 ft. (sand only)

Melee: +1 *scimitar* +20/+15/+10 (1d8+9/15-20)

Ranged: Sand blaster (see text, DC 21)

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

Spell-Like Abilities (CL 15th, concentration +16):

1/day – *Meld into stone*, *statue*, *thunderstomp*

Str 27, **Dex** 21, **Con** 19, **Int** 10, **Wis** 14, **Cha** 12

Base Atk: +11; **CMB:** +20; **CMD:** 36

Feats: Cleave, Dodge, Exotic Weapon Proficiency (sand blaster)^B, Improved Critical (scimitar), Iron Will, Martial Weapon Proficiency (scimitar), Mobility, Power Attack, Weapon Focus (scimitar)

Skills: Knowledge (nature) +7, Perception +13, Stealth +8 (+16 in deserts), Survival +12; **Racial**

Modifiers: +8 Stealth in deserts

Languages: Common, Giant

SQ: Heat shimmer, sandswimmer

Environment: Warm deserts

Organization: Solitary, gang (2-5), band (6-9 plus 35% noncombatants), or settlement (10-40 plus 35% noncombatants plus 1 monarch of up to 7th level plus 3-4 fighters of 3rd-5th level)

Treasure: Standard (+1 *studded leather armor*, +1 *scimitar*, sand blaster, other treasure)

Heat Shimmer (Su): At will as a swift action, a sand giant can create a shimmering effect around itself that functions like a *blur* spell (CL 15th).

Sand Blaster: A sand blaster is an exotic ranged weapon made from long tubes. A sand blaster creates a 10-foot cone of sand, doing 1d8 points of piercing damage; a successful Reflex save halves the damage. Living creatures that fail their saves are tormented by itching skin and burning eyes, imposing a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based. (It relies on the user's ability to blow a hearty gust of air through the tube.) A sand blaster uses 5 pounds of sand as ammunition, and packing a sand blaster with one charge of ammunition is a full-round action. If used as a melee weapon, a sand blaster is treated as an improvised weapon that deals damage as if it were one size smaller. A sand blaster costs 30 gp.

Medium or smaller sand blasters are rare. A Medium sand blaster deals 1d6 points of damage in a 5-ft. cone, requires 2 pounds of sand, and costs 15 gp. A Small sand blaster deals 1d4 points of damage in a 5-ft. cone, requires 1 pound of sand, and costs 7 gp. Tiny or smaller sand blasters are too small to function efficiently.

Sand blasters can be constructed as masterwork weapons, but the masterwork quality does not change its effects in any way, only increasing its resale value. A sand blaster cannot be made a magic weapon.

Sandswimmer (Ex): Sand giants have a burrow speed of 10 ft., but only through sand.

Sand giant champions are the personal guard of their tribe's monarch, serving their liege with distinction and skill at arms.

SAND GIANT CHAMPION

CR: 15

XP: 9,600

Sand giant fighter 5

LN Large humanoid (giant)

Init: +4; **Senses:** Low-light vision; Perception +17

AC: 32, touch 13, flat-footed 28 (+7 armor, +3 Dex, +1 dodge, +8 natural, +4 shield, -1 size)

hp: 244 (20 HD)

Fort +23, **Ref** +13, **Will** +12; +1 vs. fear

Defensive Abilities: Bravery +1, rock catching; **Immune:** Fire

Speed: 40 ft., burrow 10 ft. (sand only)

Melee: +2 *scimitar* +29/+24/+19 (1d8+16/15-20)

Ranged: +1 *distance composite longbow* +18/+13/+8 (2d6+12/x3) or sand blaster (DC 27)

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

Special Attacks: Weapon training (heavy blades +1)

Spell-Like Abilities (CL 15th, concentration +17):

1/day – *Meld into stone, statue, thunderstomp*

Str 32, **Dex** 19, **Con** 24, **Int** 10, **Wis** 16, **Cha** 14

Base Atk: +15; **CMB:** +27 (+29 bull rush or sunder); **CMD:** 41 (43 vs. bull rush or sunder)

Feats: Awesome Blow, Cleave, Dodge, Exotic Weapon Proficiency (sand blaster)^B, Great Cleave, Improved Critical (scimitar), Improved Bull Rush, Intimidating Prowess, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills: Acrobatics +4 (+14 long or high jumps), Intimidate +26, Perception +17, Stealth +9 (+17 in deserts), Survival +17

Languages: Common, Giant

Combat Gear: *Potion of cure serious wounds (2), potion of protection from energy, potion of remove curse*; **Other Gear:** +3 *chain shirt*, +2 *heavy steel shield*, +2 *scimitar*, +1 *distance composite longbow* (+11 Str bonus) with 20 arrows, sand blaster, *cloak of resistance +1*, *ring of improved jumping*, other treasure worth 499 gp

SQ: Armor training 1, heat shimmer, sandswimmer

Gardhyi (Starfinder)



Skulking in the shadows of humanity, the gardhyi are beings from the darkest depths of space sent to inhabited worlds to collect knowledge—and to collect people. They resemble tall humans in almost all aspects, save for their blank white eyes and an extra pair of thumbs and big toes on each hand and foot, which they typically conceal with dark glasses, broad boots, and the heavy black coats they almost always wear. Despite commonly being known as “men in black”, female and non-binary gardhyi also exist.

The gardhyi’s mission is to observe other species and gather information about the activities of the Pact Worlds, using their psychic abilities to pry knowledge from unwilling minds. Why they do this is unknown, but they are rumored to have some connection to the mysterious Dominion of the Black, and may in fact be among the few humanoids employed by that strange alien empire. Despite their otherworldly origin and strange powers, gardhyi are beings of flesh and blood and can be killed as easily as other mortals.

GARDHYI (Man in Black)

CR: 2

XP: 600

NE Medium humanoid (gardhyi)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +12

HP: 21

EAC: 12; **KAC:** 13

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

Speed: 30 ft.

Ranged: Azimuth laser pistol +6 (1d4+2 F; critical burn 1d4)

Offensive Abilities: Create darkness

Spell-Like Abilities (CL 2nd):

1/day - *Detect thoughts* (DC 15), *identify*, *mind thrust* (DC 15)

At will - *Detect magic*, *telepathic message*

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

Skills: Bluff +7, Disguise +7, Intimidate +12, Perception +12, Stealth +12

Languages: Aklo, Common

Gear: Azimuth laser pistol with 2 batteries (20 charges each)

Environment: Any

Organization: Solitary, pair, or squad (3-5)

GARDHYI SUBTYPE

This subtype is applies to gardhyi and creatures related to gardhryi.

Traits: Darkvision 60 ft.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Wis, -2 Cha

Hit Points: 4

Size and Type: Gardhyi are Medium humanoids.

Alien Mind: Gardhyi gain a +1 racial bonus on Reflex saving throws.

Darkvision: Gardhyi have darkvision to a range of 60 feet.

Gardhyi Magic: Gardhyi gain the following spell-like abilities. The caster level for these effects is equal to the gardhyi's level.

At will - *detect magic*, *telepathic message*

In addition, gardhyi count as having the Minor Psychic Power feat for the purpose of meeting prerequisites, and if a gardhyi takes the Psychic Power feat, he can add *detect thoughts* to the list of spell-like abilities available to him.

GARDHYI (*Pathfinder*)

CR: 2

XP: 400

NE Medium humanoid (gardhyi)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +4

AC: 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp: 19 (3 HD)

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

Speed: 30 ft.

Melee: Longsword +4 (1d8+2/19-20)

Ranged: Light crossbow +6 (1d8/19-20/80 ft.)

Psychic Magic (CL 2nd, concentration +3):

9 PE - *Clairaudience/clairvoyance* (3 PE), *darkness* (2 PE), *detect magic* (0 PE), *detect psychic significance* (0 PE), *inflict pain* (2 PE, DC 13), *message* (0 PE), *object reading* (2 PE)

Spell-Like Abilities (CL 9th, concentration +10):

1/day - *Mind probe* (DC 17)

Str 14, **Dex** 16, **Con** 15, **Int** 15, **Wis** 14, **Cha** 13

Base Atk: +2; **CMB:** +4; **CMD:** 17

Feats: Weapon Focus (light crossbow)

Skills: Bluff +4, Intimidate +4, Perception +5, Stealth +6

Languages: Aklo, Common

Environment: Any urban

Organization: Solitary, pair, or squad (3-5 plus 6th-level leader)

Treasure: NPC gear (padded armor, longsword, light crossbow with 20 bolts)

Gas Spore



When a **beholder** dies, the dissipating arcane energy generated by its many eyes sometimes flows into the mold growing on its decomposing corpse. In such cases, the fungus grows and buds into a gas spore, a huge fungus that closely resembles the aberration that spawned it.

Gas spores grow into a shape that closely mimics that of a beholder, but they are completely mindless hollow shells filled with a lighter-than-air gas that allows them limited flight. A gas spore's chitinous "skin" is extremely fragile and bursts open at the slightest injury, spreading its spores onto the unfortunate creature that popped it. Although they are mindless, gas spores instinctively home in on living creatures to reproduce. Gas spores are a mere nuisance to experienced adventurers, but can take neophyte dungeon crawlers by surprise, first by appearing as a deadly beholder and then with its noxious spores.

On rare occasions, a gas spore retains psychic impressions of the beholder that spawned it that are released as arcane visions upon its death burst. Such visions can lead to the dead beholder's lair - and its treasure.

GAS SPORE

CR: 3

XP: 800

N Large plant

Init: -3; **Senses:** Blindsight 30 ft.; Perception +4

AC: 6, touch 6, flat-footed 6 (-3 Dex, -1 size)

hp: 15 (10 HD)

Fort +4, **Ref** +0, **Will** +3

Defensive Abilities: Plant traits

Speed: 5 ft., fly 20 ft. (poor)

Melee: Slam +9 (1d6+4 plus infestation)

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

Special Attacks: Death burst

Str 16, **Dex** 4, **Con** 4, **Int** –, **Wis** 10, **Cha** 1

Base Atk: +7; **CMB:** +11; **CMD:** 18

Skills: Disguise -5 (+15 to appear as a beholder), Fly -7, Perception +4; **Racial Modifiers:** +20 Disguise to appear as a beholder, +4 Perception

SQ: Flight

Environment: Cold hills and underground

Organization: Solitary, pair, or cluster (3-6)

Treasure: Spores (see below)

Death Burst (Ex): A gas spore reduced to 0 or fewer hit points immediately explodes in a powerful burst of spores and foul-smelling gas. This blast affects all creatures in a 10-foot radius, dealing 6d6 points of sonic damage and exposing them to the spores (see infestation, below). A DC 15 Reflex save halves the damage. The save DC is Constitution-based and includes a +8 racial bonus. The spores are dispersed in this explosion and cannot be harvested thereafter.

Infestation (Ex): Any living nonplant creature that is damaged by a gas spore's slam attack or its death throes must immediately succeed on a DC 15 Fortitude save or become infested with spores. An infested creature takes 1d4 points of Constitution damage every hour that follows as the spores rapidly grow and consume flesh. The save DC is Constitution-based and includes a +8 racial bonus.

These spores are similar to poison, and anything that delays, neutralizes, or prevents poisoning has a similar effect on the spores. Creatures immune to extra damage from critical hits or immune to poison are immune to a gas spore's infestation.

When the victim's Constitution score is reduced to 0, it dies. Its body immediately dissolves into a formless mush that transforms into 1d4 Small gas spores over the course of 1 minute. Each Small gas spore has 1 Hit Die. These gas spores grow rapidly, gaining 1 Hit Die per minute, becoming Medium size at 5 HD, stopping at their maximum size of Large at 10 HD.

Beholders and beholder-kin are immune to gas spore infestation, and gas spores know intrinsically to ignore such creatures.

Flight (Ex): A gas spore's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

HARVESTING GAS SPORES

A typical gas spore yields 1d4 doses of usable gas spore powder with a DC 20 Craft (alchemy) check; failure by 5 or more results in the gas spore's explosion and the destruction of its supply of spores (and possible infestation of the harvester). Gas spore powder is a dangerous poison that costs 500 gp per dose. Anyone who dies of this poison quickly deteriorates into 1d4 Small gas spores as detailed above under the creature's infestation attack.

Poison (Ex): Contact; save Fort DC 12, frequency 1/round for 4 rounds, 1d2 Con, cure 2 saves.

Gibberling



Gibberlings are loathsome little creatures that gather in vast hordes to kill, wreck, and eat everything in their path like humanoid army ants. They surge with single-minded purpose through deep forests and caverns, stopping only to burrow into the ground with the coming of the sun, then immediately resuming their rampage with the coming of nightfall.

Standing just under three feet tall, a single gibberling is hardly a threat on its own, but in packs they can be truly devastating. They have a vaguely simian appearance, with a doglike muzzle, huge bat-ears, and a mane of stiff black hair. Coarse brown fur covers their bodies. Gibberlings appear to have no reproductive organs at all and lack any apparent gender. They attack with needle-sharp teeth or daggers and shortswords scavenged from victims.

“Gibberling society” is an oxymoron, the creatures having no discernible language or culture. They live only to eat and spread chaos. How they reproduce is unclear, though tales tell of highly intelligent “brood gibberlings” responsible for creating more of their race. Given their racial madness and twisted form, sages postulate a connection to the mysterious world of Aucturn on the fringes of Golarion’s solar system.

GIBBERLING

CR: 1/3

XP: 135

CN Small monstrous humanoid

Init: +0; **Senses:** Darkvision 60 ft.; Perception -2

Aura: Gibber (200 ft.)

AC: 12, touch 11, flat-footed 11 (+1 natural, +1 size)

hp: 5 (1 HD)

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

Immune: Mind-affecting effects

Weakness: Light sensitivity, vulnerability to fire

Speed: 30 ft.

Melee: Dagger +1 (1d4), bite -3 (1d3)

Special Attacks: Swarming, teamwork

Str 10, **Dex** 11, **Con** 10, **Int** 5, **Wis** 7, **Cha** 2

Base Atk: +1; **CMB:** +0; **CMD:** 10

Feats: Weapon Focus (bite)

Skills: Climb +4, Stealth +4

Environment: Temperate forest and underground

Organization: Pack (5-19), horde (20-100), or wave (101-500)

Treasure: None

Gibber (Ex): Gibberlings' continual insane muttering and shrieking can unnerve creatures with fewer than 2 HD within 200 feet, requiring them to make a Will save (DC 10) or be shaken. Creatures with 2 or more HD do not have to make a Will save. All concentration checks by creatures who can hear gibberlings within 200 feet suffer a -2 penalty. This is a mind-affecting fear effect. The save DC is Constitution-based.

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

Teamwork (Ex): For every two gibberlings that are grappling a foe, all gibberlings get a +2 competence bonus on attacks against that foe.

GIBBERLING MOB

CR: 7

XP: 3,200

CN Small monstrous humanoid (troop)

Init: +; **Senses:** Darkvision 60 ft.; Perception -2

Aura: Gibber (200 ft.)

AC: 19, touch 14, flat-footed 16 (+2 Dex, +1 dodge, +5 natural, +1 size)

hp: 96 (9 HD)

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

Defensive Abilities: Troop traits; **Immune:** Mind-affecting effects

Weakness: Light sensitivity, vulnerability to fire

Speed: 30 ft.

Melee: Troop (3d6+5)

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

Str 20, **Dex** 15, **Con** 20, **Int** 5, **Wis** 7, **Cha** 2

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

Feats: Ability Focus (gibber), Combat Reflexes, Dodge, Skill Focus (Climb), Toughness

Skills: Climb +20, Stealth +6

Gibber (Ex): A gibberling mob's continual insane muttering and shrieking can terrify creatures with within 200 feet, requiring them to make a Will save (DC 21) or be frightened, creatures that successfully save, and creatures with 10 or more Hit Dice, are shaken instead. All concentration checks by creatures who can hear gibberlings within 200 feet suffer a -2 penalty. This is a mind-affecting fear effect. The save DC is Constitution-based and includes a +2 bonus from the Ability Focus feat.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop makes saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point

does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice, as shown in the table on page 313 of the *Pathfinder RPG Bestiary*.

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Giff



Giff are blustering humanoid hippopotamuses who sail the space lanes looking for employment, fights, and loud explosions. No one knows where the giff came from, including themselves - they've been moving from planet to planet, moon to asteroid in their ostentatious space galleons for as long as they can remember.

The giff are a race of consummate soldiers, dedicated to order, the chain of command, and glory in combat. They demand proper military decorum, and wear heavily decorated uniforms at all times, often completely covering suits of armor with a mess of campaign ribbons. They have a near-pathological love of firearms and explosives, and value such ordnance more highly than money. Nothing excites a giff more than a new gun or an opportunity to blow things up.

Giff are highly valued as mercenaries, and they are found in small platoons fighting alongside all kinds of creatures, from elves to mind flayers. Despite their relative lack of intelligence, they are extremely loyal to their employers and never break their contracts. The exception is when two giff platoons find themselves on opposite sides of a battle: giff will never fight giff, and both platoons may well simply desert.

GIFF

CR: 2

XP: 600

LN Medium monstrous humanoid

Init: +0; **Senses:** Darkvision 60 ft.; Perception +3

AC: 13, touch 10, flat-footed 13 (+2 natural, +1 shield)

hp: 22 (3 HD)

Fort +3, Ref +3, Will +1; +2 vs. spells and spell-like abilities

Speed: 30 ft.

Melee: Longsword +6 (1d8+4/19-20), head butt +1 (1d6+2)

Ranged: Blunderbuss +2 (1d8/10 ft./1 shot/misfire on 1-2)

Str 19, Dex 10, Con 15, Int 9, Wis 6, Cha 10

Base Atk: +2; **CMB:** +7; **CMD:** 17

Feats: Exotic Weapon Proficiency (firearms)^B, Power Attack, Rapid Reload

Skills: Intimidate +4, Perception +3

Languages: Common, Giff

SQ: Powerful build

Environment: Outer space

Organization: Solitary, platoon (2-6 plus 1 2nd-level lieutenant), or company (4-20 plus 2 2nd-level lieutenants and 1 4th-level captain)

Treasure: NPC gear (longsword, blunderbuss with 10 bullets, 10 doses of black powder, light wooden shield, powder horn, other treasure)

Head Butt (Ex): As part of a full attack, a giff can make a head butt as a secondary attack. A head butt deals 1d6 damage plus ½ the giff's Strength modifier (1d8 if the giff is wearing a metal helmet).

Powerful Build (Ex): Giffs count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Gith



Thousands of years in the past, the githyanki empire sent a force to establish a beachhead on Akiton with the aim of long-term observation and possible full-scale invasion of its star system. At that time, the great empire of Azlant also held colonies on the Red Planet. In their arrogance, the githyanki underestimated the skill of Azlanti diviners and were caught unawares shortly after arrival on the Material Plane. Azlanti mages weaved a great *dimensional anchor* over the githyanki outpost and fell on the invaders. Their astral ships were smashed, their dragon allies driven off, and their outpost ruined before it was fully constructed. The fighting was over in hours, and was relegated to but a footnote in the annals of Azlanti history.

The githyanki were stranded, and somehow psychic communication with their home plane proved impossible, perhaps due to retribution by the Azlanti or their aboleth masters. The few thousand remaining githyanki had no choice but to eke out a living in the deserts of Akiton, and as centuries passed, they went native. They were forced to hone their mental powers in baser ways, meddling with their own genetics to produce stronger offspring. Each generation was more resilient than the last, but at the cost of intellect and sophistication.

Over hundreds of generations, the now-native invaders forgot where they came from, and simply called themselves “gith”. The gith spread across the deserts of the Red Planet, relegating themselves to the wastes that no civilized race would claim, warring with the Shobhad-neh and other savages over scant resources.

Gith are a race of savage cannibals, endowed with violent telekinetic powers they use only to lash out at prey. They shun cities and towns, and even shobhads find them uncouth. They have no interest in trade, prisoners, or slaves - to them, all other races are nothing but food. Some have

taken up the worship of Lamashtu or various dark spirits, but most have little to no concept of gods.

The gith have fallen far and pose little threat to the world at large - but if the githyanki of the Astral Plane ever return to Golarion and reunite with their feral kin, they could reform into a force to be reckoned with.

GITH

CR: ½

XP: 200

Gith barbarian 1

CE Medium humanoid (gith)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +2

AC: 11, touch 9, flat-footed 10 (+2 armor, +1 Dex, -2 rage)

hp: 17 (1 HD)

Fort +6, **Ref** +1, **Will** +4

Speed: 40 ft.

Melee: Battleaxe +6 (1d8+5/x3), claw +1 (1d3+2); or 2 claws +6 (1d3+5)

Special Attacks: Basic pyrokinesis, rage (6 rounds/day)

Spell-Like Abilities (CL 1st, concentration +0):

3/day - *Burning hands* (DC 11)

Str 21, **Dex** 13, **Con** 18, **Int** 6, **Wis** 14, **Cha** 10

Base Atk: +1; **CMB:** +6; **CMD:** 17

Feats: Power Attack, Psychic Sensitivity^B

Skills: Acrobatics +5, Stealth +2

Languages: Akitonian Common, Gith

SQ: Fast movement

Environment: Any desert or underground

Organization: Solitary, warband (4-9), or clan (10-40 plus 1 4th-level shaman and 1-3 2nd-level barbarians)

Treasure: NPC gear (leather armor, other treasure)

Rage (Ex): The statistics presented here assume the gith is in its barbarian rage. If the gith is encountered at another time, adjust its statistics accordingly:

AC: 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp: 15 (1 HD)

Fort +4, **Will** +2

Melee: Battleaxe +4 (1d8+3/x3), claw -1 (1d4+1); or 2 claws +4 (1d4+3)

Str 17, **Con** 14

CMB: +4; **CMD:** 15

GITH CHARACTERS

+2 Strength, +2 Wisdom, -2 Intelligence

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

Normal Speed: Gith base land speed is 30 feet.

Darkvision: Gith can see in the dark up to 60 feet.

Gith Magic: Gith gain the following spell-like abilities based on their class level. The caster level for these effects is equal to the gith's level. The DC for these abilities is equal to 10 + the spell's level + the gith's Charisma modifier.

Level - Psi-Like Abilities

1st - 3/day - *Burning hands*

3rd - 3/day - *Cushioning bands* (self only)

5th - 3/day - *Ego whip I*

7th - 3/day - *Telekinetic maneuver*

9th - 3/day - *Telekinesis*

Natural Attack: A gith has two claw attacks that deal 1d3 points of damage.

Pyrokinetic Adept: A gith has access to the basic pyrokinesis wild talent with an effective kineticist level equal to its total character level.

Psychic Attunement: Gith receive Psychic Virtuoso as a bonus feat at 1st level. Those who can't use occult skill unlocks instead gain Psychic Sensitivity as a bonus feat.

Languages: Gith begin play speaking Akitonian Common and Gith. Gith with high Intelligence scores can choose from the following: Abyssal, Draconic, Ignan, Ratfolk, and Shobhad.

Gith Pirate



The pirates of Gith are a race of marauders who ply the vast, empty stretches of the void seeking bounty to steal and victims to kill. These space-faring humanoids are an offshoot of the [githyanki](#) race who believe only they are the true heirs to Gith's legacy.

When the civil war between Gith and [Zerthimon](#) was settled, Gith's faction, the githyanki, removed to the Astral Plane to heal their wounds. The nascent pirates of Gith, however, wished to continue the war against their former masters, the [mind flayers](#). They remained on the Material Plane, taking to the stars in the commandeered nautilus-ships of the illithids and following them into the Dark Tapestry. They were not renegades, however – they remained fanatically loyal to Gith and served as her arm in the void.

This changed with Gith's disappearance following her pact with Dahak and the coronation of Queen Vlaakith I. The pirates refused to accept Vlaakith's rule, branding her a usurper and turning their backs on the emerging githyanki empire. They reject the tale of Gith's death at Dahak's jaws as heresy penned by Vlaakith and name the githyanki race traitors to Gith's memory. So great is their devotion to Gith that the pirates worship her as a god-queen, though the clerics of her faith receive no spells, instead beseeching various archdevils and infernal dukes as "intermediaries".

Though not as regimented as the githyanki, Gith pirates are still organized and ruthless. Each ship is a clan unto itself, with the captain (often a powerful cleric) the ultimate authority, and each clan constantly seeks a bigger and better ship to call their own. Stolen illithid nautiloids are their typical means of transport, though neogi mindspiders are common as well, and Vercite aethershops are considered top of the line. Gith pirates are xenophobes who never tolerate other sentient life near their asteroid port-lairs, killing intruders with abandon. They still burn with hatred for mind flayers and launch frequent raids to root out the aberrations.

In Golarion's star system, the asteroid belt known as the Diaspora is infested with pirates of Gith. Countless asteroids have been hollowed out by the pirates or stolen from other races. The pirates have a special fondness for raiding ships from Verces for their advanced technology, as well as Eoxian bone-ships for necromantic relics. Gith pirates are known to inhabit thousands of other

star systems, but contact between systems is rare – pirate captains are capable of traveling to other stars through the Astral Plane, but such voyages are long, dangerous, and rarely attempted. Tales tell of pirate ships lost in the Dark Tapestry, their crews reappearing years later twisted, insane, and utterly devoted to the blasphemous Outer Gods of the void.

GITH PIRATE

CR: ½

XP: 200

Gith pirate rogue 1

LE Medium humanoid (gith)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +4

AC: 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp: 11 (1 HD)

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

SR 7

Speed: 30 ft.

Melee: Shortsword +2 (1d6+2/19-20) or dagger +3 (1d4+2)

Ranged: Dagger +3 (1d4+2)

Special Attacks: Sneak attack +1d6

Combat Gear: 3 daggers

Spell-Like Abilities (ML 1st, concentration +0):

3/day – *Mindlink*, *true strike*

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

Base Atk: +0; **CMB:** +2; **CMD:** 15

Feats: Improved Initiative, *Psychic Sensitivity*^B

Skills: Acrobatics +7, Climb +6, Escape Artist +7, Intimidate +4, Perception +4 (+5 trapfinding), Profession (sailor) +4, Stealth +7

Languages: Common, Gith

SQ: Trapfinding +1

Environment: Outer space

Organization: Company (2 to 4 3rd-level fighters), boarding party (11 to 20 3rd level fighters, plus 2 7th-level officers, 1 9th-level mate), or crew (30 to 100 3rd-level fighters, plus 1 7th-level leader per 10 members, 5 7th-level officers, 3 9th-level mates, 1 16th-level captain)

Treasure: NPC gear (studded leather armor, shortsword, 3 daggers, other treasure)

GITH PIRATE CHARACTERS

+2 Dexterity, +2 Constitution, -2 Wisdom

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

Normal Speed: Gith pirate base land speed is 30 feet.

Darkvision: Gith pirates can see in the dark up to 60 feet.

Attune Ship: When a Gith pirate is 5th level in any class combination, it can attune itself to a vehicle (almost always a spacecraft). Three times per day as a full-round action, the Gith pirate can cause the vessel and all creatures and objects aboard to enter either the Astral Plane or Material Plane, as by *plane shift*. A vehicle can have only one Gith pirate attuned to it at a time. The Gith pirate can attune itself to a new vehicle by performing a psychic ritual that takes 1 hour to complete; once the pirate has so attuned itself, it is no longer attuned to its previous vehicle.

Gith Pirate Magic: Pirates of Gith gain the following spell-like abilities based on their class level. The caster level for these effects is equal to the Gith pirate's level. The DC for these powers is equal to 10 + the power's level + the Gith pirate's Charisma level.

Level – Spell-Like Abilities

1st – 3/day – *Mindlink*, *true strike*

3rd – 3/day – *Detect thoughts*

7th – 3/day – *Dimension door*

9th – 3/day – *Telekinesis*; 1/day – *Plane shift*

Psychic Attunement: Gith pirates receive **Psychic Virtuoso** as a bonus feat at 1st level. Those who can't use occult skill unlocks instead gain **Psychic Sensitivity** as a bonus feat.

Spell Resistance: A Gith pirate has spell resistance equal to its Hit Dice + 6.

Languages: Pirates of Gith begin play speaking Common and Gith. Gith pirates with high Intelligence scores can choose from the following: Abyssal, Celestial, Draconic, Infernal, and Undercommon.

Githyanki



Githyanki are psychic humanoids who dwell in the Astral Plane. Long ago, the ancestors of the githyanki were primitive humans (or a race very like humans), enslaved en masse by the star-spanning Illithid Empire. The downfall of the [illithids](#) came when, through centuries of breeding programs, they endowed their slaves with psychic powers to make them more useful. A woman named Gith arose among the slaves and led them in revolt, successfully breaking the chains that bound their race. The Illithid Empire crumbled not long after.

Gith wanted to exterminate all illithids forever, but the war hero Zerthimon believed they should isolate themselves and focus on introspection. There was a civil war and Gith killed Zerthimon; when it was over Gith's followers became the githyanki and colonized the Astral Plane, while Zerthimon's followers, the [githzerai](#), fled to the Maelstrom.

After the war, Gith went to make a deal with the dragon god Dahak. No one knows the details of their deal, but Dahak promised Gith that her people would always have the aid of red dragons to serve as mounts and guardians. Gith never returned; some say she agreed to be devoured by Dahak for the sake of her people. However, Gith left her second-in-command, the sorceress Vlaakith the First, to become the first queen of the githyanki. Vlaakith's descendants, all of whom took her name in her honor, continued to rule the githyanki in unbroken succession for millennia.

However, the last, Vlaakith CLVII, bore no children, so instead of letting the line die she turned herself into a lich. She has continued to rule the githyanki for thousands of years and has killed any githyanki who rises above 16th level. Her ultimate goal is to become a god and rule for eternity.

The githyanki still inhabit the Astral Plane. Their capital, the floating city of Tu'narath, is the greatest citadel in that dimension. The githzerai constantly plot to expand their control over the entire multiverse, launching frequent raids against the Material Plane with flying ships and red dragon mounts. Githyanki have a highly lawful, martial society in which almost all individuals are combat-trained either as githwarriors (fighters, rangers, rogues, and other martial classes), warlocks (arcane and psychic classes like wizards, sorcerers, psychics, and kineticists), or the highly respected gish, who combine both disciplines (including magi, bards, alchemists, occultists, and various multiclassed combinations).

Among the githyanki, all religion is outlawed, save for the worship of Queen Vlaakith; a handful of clerical githyanki heretics may worship Asmodeus or other fiends, but they are slain on discovery. Most githyanki healers are occultists or telekineticists.

GITHYANKI

CR: ½

XP: 200

Githyanki fighter 1

LE Medium humanoid (extraplanar, gith)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +0

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

hp: 12 (1 HD)

Fort +4, **Ref** +3, **Will** +0

SR 7

Speed: 20 ft. (base speed 30 ft.)

Melee: Masterwork greatsword +5 (2d6+3/19-20)

Ranged: Composite longbow (+2 Str bonus) +4 (1d8+2/x3)

Spell-Like Abilities (CL 1st, concentration +0):

3/day – *Daze* (DC 9), *mage hand*

Str 15, **Dex** 16, **Con** 15, **Int** 10, **Wis** 10, **Cha** 8

Base Atk: +1; **CMB:** +3; **CMD:** 16

Feats: Power Attack, **Psychic Sensitivity**^B, Weapon Focus (greatsword)

Skills: Craft (armor or weapons) +4, Diplomacy -1 (+3 vs. red dragons), Intimidate +3; **Racial**

Modifiers: +4 Diplomacy vs. red dragons

Languages: Common, Gith

Environment: Any (Astral Plane)

Organization: Company (2-4 3rd-level fighters), squad (11-20 3rd-level fighters, plus 2 7th-level sergeants, 1 9th-level captain, and 1 young red dragon), or regiment (30-100 3rd-level fighters, plus 1 7th-level sergeant per 10 members, 5 7th-level lieutenants, 3 9th-level captains, 1 16th-level supreme leader, and 1 adult red dragon per 30 members)

Treasure: NPC gear (breastplate)

GITHYANKI CHARACTERS

+2 Dexterity, +2 Constitution, -2 Wisdom

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

Normal Speed: Githyanki base land speed is 30 feet.

Darkvision: Githyanki can see in the dark up to 60 feet.

Githyanki Magic: Githyanki gain the following spell-like abilities based on their class level. The caster level for these effects is equal to the githyanki's level. The DC for these powers is equal to 10 + the power's level + the githyanki's Charisma level.

Level – Spell-Like Abilities

1st – 3/day – *Daze, mage hand*

3rd – 3/day – *Blur*

7th – 3/day – *Dimension door*

9th – 3/day – *Telekinesis*; 1/day – *Plane shift*

Psychic Attunement: Githyanki receive [Psychic Virtuoso](#) as a bonus feat at 1st level. Those who can't use occult skill unlocks instead gain [Psychic Sensitivity](#) as a bonus feat.

Red Dragon Pact: Githyanki gain a +4 racial bonus on Diplomacy checks when dealing with red dragons.

Spell Resistance: A githyanki has spell resistance equal to its Hit Dice + 6.

Languages: Githyanki begin play speaking Common and Gith. Githyanki with high Intelligence scores can choose from the following: Abyssal, Celestial, Draconic, Infernal, and Undercommon.

GITHYANKI SILVER SWORDS

These impressive weapons are typically carried by githyanki combatants of 9th level and higher. Of githyanki make, a *silver sword* is a +1 *silvered greatsword* that looks like a standard weapon while still in its sheath, but when drawn, the *silver sword* transforms into a column of silvery liquid, altering the weapon's balance round by round as the blade's shape flows and shimmers. A *silver sword* has the additional quality of reaching into the minds of the foes it strikes, disrupting their psychic abilities. A target hit by the weapon must succeed on a DC 17 Fortitude save or lose the ability to use psychic spells, psychic magic, wild talents, mind-affecting spell-like abilities, or occult skill unlocks for 1d4 rounds.

High-level githyanki often take the Improved Sunder feat, using their *silver swords* to attack astral travelers' silver cords (see the [astral projection](#) spell). The normally insubstantial cord is treated as a tangible object with the owner's AC, hardness 10, and 20 hit points. A silver cord visibly trails 5 feet behind an astral traveler before fading into the astral medium. Attacking it draws an attack of opportunity from the astral traveler.

When the cord is damaged, the astral traveler must succeed at a Fortitude save (DC 13) or be immediately forced to return to its body. Severing the silver cord destroys the astral form and kills the body on the Material Plane.

Some *silver swords* (belonging to particularly high-level githyanki) have additional enhancements. Enhancing a *silver sword* is just like working with any other weapon that has existing abilities. A normal githyanki *silver sword* is treated as having a +2 enhancement bonus for this purpose: +1 for its bonus on attack and damage rolls and another +1 for the sword's anti-psychoic ability.

Githzerai



Cousins of the [githyanki](#), githzerai inhabit islands of order in the swirling chaos of the Maelstrom. The schism between the gith races came following their revolt against the [mind flayers](#) who had enslaved them and endowed them with their psychic abilities. Gith, the leader of the rebellion, desired to continue the war and utterly destroy the illithids, while another war hero, Zerthimon, wished to end the fighting and enter a state of isolation to develop their powers and seek perfection. This sparked a civil war, which ended when Gith killed Zerthimon. Gith's faction then founded their empire on the Astral Plane and became the githyanki, while Zerthimon's followers, the githzerai, fled to the Maelstrom to escape their cousins' wrath.

Today the githzerai live in isolated monastery-cities scattered throughout the Maelstrom. Roughly half of their people devote themselves to order and become highly disciplined monks, while the remainder give in to their home plane's chaos and become wild sorcerers. There is little friction between the two halves of githzerai society, as each respects the others' talents. Lawful githzerai ascetics often devote themselves to the god Irori, while the chaotic anarchists worship various chaotic gods, demons, and angels, depending on their whims. Nethys, the dualistic god of creation and destruction, appeals to both factions.

The githzerai have a complex relationship with the Maelstrom's native proteans. The anarchists view the proteans as paragons of chaos to be emulated and respected, while the ascetics seek to find threads of order in the proteans' philosophy of chaos. Conversely, the githzerai have nothing but animosity for the insane [slaadi](#) (save for the strangely lawful [gormeel](#), who often serve githzerai as mounts and cohorts).

Though they lost their war with the githyanki, the githzerai have not forgotten their ancient feud. Bands of githzerai warriors, known as *rrakma*, surreptitiously hunt down and kill githyanki and illithids wherever they are found, including on the Material Plane. Such hunting bands are often merely the lesser of two evils, as they do not hesitate to kill innocent creatures that get in their way.

GITHZERAI

CR: ½

XP: 200

Githzerai monk 1

LN Medium humanoid (extraplanar, gith)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +5

AC: 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 Wis)

hp: 9 (1 HD)

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

SR 7

Speed: 30 ft.

Melee: Unarmed strike +3 (1d6+2; flurry of blows +3/+3)

Spell-Like Abilities (CL 1st, concentration +0):

3/day – *Daze* (DC 9), *feather fall*

Str 15, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk: +0; **CMB:** +1; **CMD:** 15

Feats: Dodge^B, **Psychic Sensitivity**^B, Stunning Fist^B (1/day, DC 11), Weapon Finesse

Skills: Acrobatics +7, Climb +6, Perception +5, Stealth +7

Languages: Common, Gith

Environment: Any (the Maelstrom)

Organization: Fellowship (3-12 3rd-level students), sect (12-24 3rd-level students, plus 2 7th-level teachers and 1 9th-level mentor), or order (30-100 3rd-level students, plus 1 7th-level teacher per 10 adults, 5 9th-level mentors, 2 13th-level masters, and 1 16th-level sensei)

Treasure: NPC gear

GITHZERAI CHARACTERS

+2 Dexterity, +2 Wisdom, -2 Intelligence

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

Normal Speed: Githzerai base land speed is 30 feet.

Darkvision: Githzerai can see in the dark up to 60 feet.

Githzerai Magic: Githzerai gain the following spell-like abilities based on their class level. The caster level for these effects is equal to the githzerai's level. The DC for these powers is equal to 10 + the power's level + the githzerai's Charisma level.

Level – Spell-Like Abilities

1st – 3/day – *Daze*, *feather fall*

3rd – 3/day – *Mage armor*, *shatter*

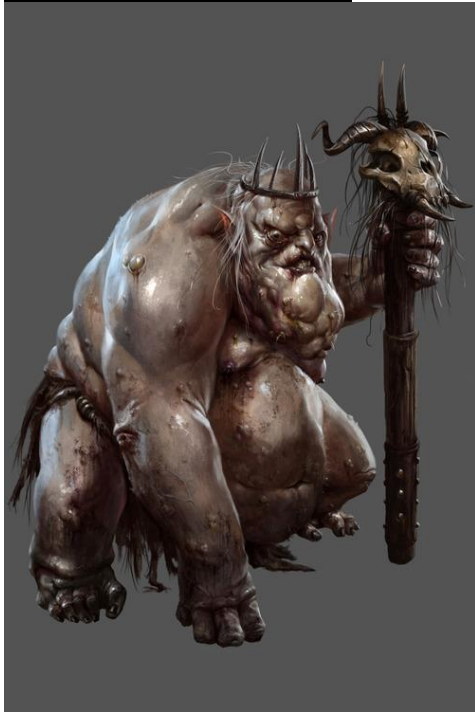
9th – 1/day – *Plane shift*

Psychic Attunement: Githzerai receive **Psychic Virtuoso** as a bonus feat at 1st level. Those who can't use occult skill unlocks instead gain **Psychic Sensitivity** as a bonus feat.

Spell Resistance: A githzerai has spell resistance equal to its Hit Dice + 6.

Languages: Githzerai begin play speaking Common and Gith. Githzerai with high Intelligence scores can choose from the following: Abyssal, Celestial, Draconic, Slaad, and Undercommon.

Goblin, Great



Although goblins are a persistent menace to humans and elves, their numbers on the surface are as nothing compared to the teeming hordes of the Darklands. Far underground, there are vast warrens ringing with the clangs of hammers and gongs, cracking whips, the screams of tortured souls, and the raucous laughter of the goblins. The most vile of these goblin-towns are ruled by great goblins.

Also known as “cave lords” or “goblin giants”, the origins of great goblins are a mystery. These truly tremendous goblinoids are born to normal goblins; whether ordained by fate, blessed by Lamashtu, or simply random mutations, none can say. In any case, great goblins tower over common goblins and humans alike, and are a match in size and strength for ogres or trolls. They are vast, corpulent masses of muscle and fat, both from genetics and the vast amounts of food they consume. Cave lords inevitably rise to positions of great power and influence and their tribes, thanks in part to their physical power as well as the supernatural ability to influence other goblinoids.

A tribe ruled by a great goblin is vicious and greedy, even by goblin standards, and raids neighboring humanoidly incessantly. Many great goblins have delusions of sophistication and surround themselves with trappings of high culture pillaged from other races, festooning their throne rooms with tattered tapestries, bent candelabras, and piles of tarnished jewelry. Despite their grotesque appearance, great goblins are highly intelligent and not to be trifled with.

Although goblins fawn over their cave lords, other goblinoids despise great goblins. Hobgoblins in particular hate and fear goblin giants, whose powers of enchantment can easily ensnare these

willful warriors. Hobgoblins go out of their way to overthrow great goblins, sometimes going so far as to hire members of other races to do the dirty work for them.

GREAT GOBLIN (Cave Lord, Goblin Giant)

CR: 5

XP: 1,600

NE Large humanoid (goblinoid)

Init: +5; **Senses:** Darkvision 60 ft.; Perception +10

Aura: Inspiring presence (30 ft.)

AC: 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural)

hp: 52 (8 HD)

Fort +6, **Ref** +7, **Will** +4

Weakness: Light sensitivity

Speed: 40 ft.

Melee: Greatclub +9/+4 (2d8+6)

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

Spell-Like Abilities (CL 11th, concentration +14):

3/day – *Mass suggestion* (DC 19, goblinoids only)

Str 19, **Dex** 13, **Con** 15, **Int** 14, **Wis** 14, **Cha** 16

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

Feats: Great Fortitude, Improved Initiative, Martial Weapon Proficiency (greatclub), Power Attack

Skills: Bluff +11, Intimidate +11, Perception +10, Stealth +8; **Racial Modifiers:** +4 Stealth

Languages: Common, Goblin, Undercommon

SQ: Gluttony

Environment: Underground

Organization: Solitary, gang (1 great goblin plus 4-9 goblins), warband (1 great goblin plus 10-16 goblins with goblin dog mounts), or tribe (1-4 great goblins plus 17+ goblins plus 100% noncombatants; 1 goblin sergeant of 3rd level per 20 adults; and 10-40 goblin dogs, wolves, or worgs)

Treasure: Standard

Gluttony (Su): A great goblin can viciously devour a deceased humanoid to heal itself. It gains 3d8+3 hit points from any goblinoid devoured within the minute and 1d8+1 hit points from all other humanoids. A great goblin can devour all of the sustainable flesh from a Small creature in one minute and the flesh from a Medium creature over the course of three minutes. A creature must be dead for the great goblin to use this ability.

Inspiring Presence (Ex): A great goblin bolsters its subjects with its very presence. All goblinoids within 30 feet of a great goblin and with line of sight to it gain a +1 morale bonus on attack rolls and a +2 morale bonus on saving throws against fear.

Goliath



Goliaths are large, rugged humanoids that inhabit the tallest, most inhospitable mountain ranges, higher than even most dwarves find tolerable. These daring nomads follow herds of wild sheep and other game up and down the mountain slopes, fearlessly braving cliffs and ledges to survive.

Standing 7 to 8 feet tall, goliaths are large, muscular people with pale gray skin covered in darker patterns and dotted with bony growths called lithoderms. Goliath women typically have long black hair, while male goliaths are usually hairless. Goliaths take pride in their body markings, and prefer light clothing that shows off as much skin as possible. Although they are a spartan people, many goliaths wear jewelry such as ear, nose, or brow rings.

Goliaths push themselves to the point of foolhardiness, competing against their clanmates and their own past achievements. Competition is the heart of goliath culture, ranging from friendly games like races and tug-of-war to deadly serious attempts to prove themselves best at combat. Just as important is the concept of a level playing ground, and goliaths look down on other races' kings and lords who hoard wealth without having earned it. Goliaths who cannot or will not push themselves this way are seen as lazy and useless and face exile. A few such exiles become adventurers; most die in the wild. Few goliaths reach old age.

Goliaths can be found in mountain ranges throughout Golarion's northern hemisphere, from Varisia to Casmaron to Tian Xia, but their homeland is thought to be the Rimethirst Mountains between Avistan and the Crown of the World. This forbidding range is home to the only known goliath city in the world: Thella-Lu, in the Plain of Standing Stones. This sprawling tent city's population fluctuates constantly as nomadic goliath clans come and go, trading dwarven or giantcraft goods and engaging in every conceivable sport and game.

GOLIATH

CR: ½

XP: 200

Goliath barbarian 1

N Medium humanoid (goliath)

Init: +1; Perception +1

AC: 15, touch 11, flat-footed 15 (+4 armor, +1 Dex)
hp: 16 (1 HD)
Fort +5, **Ref** +1, **Will** +1
Defensive Abilities: Stone's endurance (1d12+3)

Speed: 30 ft. (40 ft. base)
Melee: Greataxe +4 (1d12+4/19-20)
Ranged: Longbow +2 (1d8/x3)
Special Attacks: Rage (7 rounds/day)

Str 17, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8
Base Atk: +1; **CMB:** +4; **CMD:** 15
Feats: Power Attack
Skills: Acrobatics +2, Climb +4, Sense Motive +4, Survival +5; **Racial Modifiers:** +2 Sense Motive
Languages: Common, Gol-Kaa
SQ: Fast movement, mountaineer, powerful build

Environment: Cold mountains
Organization: Solitary, pair, gang (2-4), clan (11-20 plus 2 sergeants of 3rd level and 1 leader of 3rd-6th-level), or tribe (30-100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)
Treasure: NPC gear (greatsword, longbow, 20 arrows, hide armor, other treasure)

Mountaineer (Ex): Goliaths are skilled at climbing and navigating narrow ledges. Goliaths are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces.
Powerful Build (Ex): Goliaths count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
Stone's Endurance (Ex): Goliaths can focus themselves to occasionally shrug off injury. Once per day as an immediate action, when a goliath takes damage, he can roll 1d12 + his Constitution modifier, and reduce the damage by that total.

GOLIATH CHARACTERS (9 RP) **+2 Strength, +2 Constitution (2 RP)**

Medium: Goliaths are Medium creatures.

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

Athletic (1 RP): Acrobatics and Climb are always class skills for goliaths.

Insightful (2 RP): Goliaths receive a +2 racial bonus on Sense Motive checks.

Mountaineer (1 RP): See above.

Powerful Build (1 RP): See above.

Stone's Endurance (2 RP): See above.

Languages: Goliaths begin play speaking Common and Gol-Kaa. Goliaths with high Intelligence scores can choose from the following: Aklo, Dwarven, Giant, Orc, Sylvan, and Terran.

Grell

Grell are fearsome alien predators who exist only to devour other living beings. These aberrations divide all creatures into two categories, the eaters and the eaten, and humans fall into the latter.

With their bulbous head-body and trailing tentacles, grell resemble bloated flying jellyfish about five feet in diameter. Their gray-green mass is covered in folds and wrinkles and appears like nothing so much as an enormous brain with a hard bony beak. The creatures have no eyes, instead perceiving the world by receiving sound waves and electrical impulses through their skin, which functions as a single huge ear. A grell has ten pink or purple prehensile tentacles with retractable barbs that inject a paralytic toxin. Grell grow continuously, reaching a maximum size of fifteen feet in diameter before their bodies become too large for their organs to support around their 250th year.

Most of these creatures are “feral” grell, solitary or pack hunters that live in ruins or caverns and hunt by dropping down on unsuspecting prey, then carrying them off while they are paralyzed. On occasion, though, grell come together in large colonies led by “philosophers” with magical talent under the will of a single patriarch of advanced age, size, and intelligence. Such “colonial” grell have access to magic items and benefit from organized leadership, but are otherwise no different from their feral cousins. The distinction between feral and colonial grell is an artificial one, and a single grell may go back and forth between the two lifestyles several times in its lifetime.

Grell are as intelligent as humans and possess an alien tradition of magic, but have little in the way of society or culture. They do not build any structures save for the occasional low wall or shelf in their lairs (made from “grell crystal”, a substance grown from the grell’s own powdery excrement mixed with water) and only craft strange magical weapons such as the wand-like *lightning lance*. Grell concern themselves entirely with the consumption of live flesh, and do not treat with humanoids unless completely overpowered – and even then, the more powerful party is still seen as a potential meal. At most, humanoids and animals are kept in underground pens for later eating, but grell are neglectful keepers and such “livestock” often die of starvation.

The origin of grell is a mystery, with no record of them on Golarion going back more than a few centuries, though they are known on other worlds in the star system as well. They have no presence in outer space besides a few colonies in the asteroid belt of the Diaspora, leading sages to hypothesize that the creatures spread from world to world by planar travel, either through magical portals or the Plane of Shadow. Grell have no ambitions of conquest or slavery, desiring only food, making a grell colony a purely local problem, but left unchecked it can represent a plague of predation capable of depopulating an entire area.

FERAL GRELL

CR: 3

XP: 800

NE Medium aberration

Init: +2; **Senses:** Blindsight 60 ft.; Perception +8

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

hp: 32 (5 HD)

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

Immune: Blind, electricity, paralysis

Weaknesses: Electroreception

Speed: 5 ft., fly 30 ft. (perfect)

Melee: Bite +5 (1d6+1), tentacles +6 (1d4+1 plus grab plus paralysis)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with tentacles)

Special Attacks: Constrict (1d6+1), expert grappler, paralysis (2d4 rounds, DC 14)

Str 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 11, **Cha** 9

Base Atk: +3; **CMB:** +4 (+14 grapple); **CMD:** 16 (can't be tripped)

Feats: Flyby Attack, Weapon Finesse, Weapon Focus (tentacles)

Skills: Escape Artist +10, Fly +10, Perception +8, Stealth +12, Spellcraft +8; **Racial**

Modifiers: +2 Stealth

Languages: Grell; Undercommon (can't speak)

SQ: Compression, flight

Environment: Underground

Organization: Solitary, pair, pack (3-7); patrol (3-6 plus 1 grell philosopher), or colony (20-40 plus 3-5 grell philosophers plus 1 grell patriarch)

Treasure: Standard (plus lightning lance)

Blind (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Compression (Ex): A grell can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Electroreception (Ex): A grell's blindsense functions by way of electrical reception, which can be shorted out. Although they are immune to electricity, if a grell would have taken 20 points or more points of electricity damage in a single round, the monster must make a DC 15 Fortitude save or lose its blindsense for 1d4 rounds, effectively blinding it. If it would have taken 40 points or more, the save DC is 20, and it is blinded for 2d4 rounds.

Expert Grapppler (Ex): A grell that chooses to grapple with its tentacles and remain ungrappled itself takes a -10 penalty on its combat maneuver checks instead of the normal -20 penalty.

Flight (Ex): A grell's body is naturally buoyant. This buoyancy allows it to fly at a speed of 30 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

COLONIAL GRELL

Colonial grell have the same statistics as feral grell, but are led by grell philosophers and patriarchs, and have access to magical weaponry such as *lightning lances*.

Ranged: *Lightning lance* +5 touch (3d6 electricity)

Lightning Lance: This is a silver tubelike device about 3 feet in length. These weapons deal 3d6 points of electricity damage (no save) to a single enemy within 60 feet with a successful ranged touch attack. A *lightning lance* functions only in the grasp of a grell, although a DC 25 Use Magic Device check allows a creature of a different race to employ the weapon. A *lightning lance* has 5 charges. Spent charges are renewed each day, so a wielder can expend up to 5 charges in any 24-hour period.

A *lightning lance* radiates an aura of faint evocation (CL 3rd).

GRELL PHILOSOPHER

CR: 5

XP: 1,600

Grell wizard 4

NE Medium aberration

Init: +5; **Senses:** Blindsight 60 ft.; Perception +10

AC: 16, touch 12, flat-footed 15 (+1 deflection, +1 Dex, +4 natural)

hp: 59 (8 HD)

Fort +5, **Ref** +6, **Will** +10

Immune: Blind, electricity, paralysis

Weaknesses: Electroreception

Speed: 5 ft., fly 30 ft. (perfect)

Melee: Bite +7 (1d6+2), tentacles +7 (1d4+2 plus grab plus paralysis)

Ranged: *Lightning lance* +6 touch (3d6 electricity)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with tentacles)

Special Attacks: Constrict (1d6+2), expert grappler, hand of the apprentice (6/day, +8 attack), paralysis (2d4 rounds, DC 14)

Combat Gear: *Potions of cat's grace* (2), *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potion of protection from arrows*, *scroll of hold portal*, *scrolls of shield* (2), *scroll of whispering wind*, *wand of scorching ray* (20 charges)

Wizard Spells Prepared (CL 4th, concentration +7, +7 melee touch, +6 ranged touch):

2nd – *Invisibility*, *protection from arrows*, *summon monster II*

1st – *Charm person* (DC 14), *mage armor*, *obscuring mist*, *ray of enfeeblement*

0 (at will) – *Daze* (DC 13), *detect magic*, *mage hand*, *touch of fatigue*

Arcane School: Universalist

Str 14, **Dex** 12, **Con** 14, **Int** 16, **Wis** 13, **Cha** 13

Base Atk: +5; **CMB:** +7 (+17 grapple); **CMD:** 18 (can't be tripped)

Feats: Combat Casting, Flyby Attack, Improved Initiative, Lightning Reflexes, Scribe Scroll^B

Skills: Craft (alchemy) +12, Fly +18, Knowledge (arcana) +12, Knowledge (dungeoneering) +8, Knowledge (nature) +8, Perception +10, Stealth +12; **Racial Modifiers:** +2 Stealth

Languages: Grell; Common, Draconic, Undercommon (can't speak)

Gear: Spellbook, *cloak of resistance +1*, *ring of protection +1*

SQ: Arcane bond (bonded ring), compression, flight, grell alchemy

Grell Alchemy (Ex): A grell philosopher's spells are based partially on obscure physical laws, as opposed to magic alone; it gains a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel; Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty.

GRELL PATRIARCH

CR: 10

XP: 9,600

Advanced HD grell wizard 7

NE Large aberration

Init: +6; **Senses:** Blindsight 60 ft.; Perception +23

AC: 21, touch 14, flat-footed 18 (+2 deflection, +2 Dex, +1 dodge, +7 natural, -1 size)

hp: 164 (19 HD)

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

Immune: Blind, electricity, paralysis

Weaknesses: Electroreception

Speed: 5 ft., fly 30 ft. (perfect)

Melee: Bite +15 (1d8+4), tentacles +16 (1d6+4 plus grab plus paralysis)

Ranged: *Greater lightning lance* +12 touch (5d6 electricity)

Space: 10 ft.; **Reach:** 10 ft. (15 ft. with tentacles)

Special Attacks: Constrict (1d6+4), expert grappler, paralysis (2d4 rounds, DC 20)

Combat Gear: *Potions of cure moderate wounds* (2), *potion of blur*, *potion of displacement*

Wizard Spells Prepared (CL 7th, concentration +12, +15 melee touch, +13 ranged touch):

4th – *Greater invisibility*, *summon monster IV*

3rd – *Dispelling magic*, *protection from energy*, *slow* (DC 18)

2nd – *Invisibility*, *protection from arrows*, *touch of idiocy*, *web* (DC 17)

1st – *Charm person* (DC 16), *grease* (DC 16), *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement*

0 (at will) – *Detect magic*, *mage hand*, *ray of frost*, *read magic*

Arcane School: Universalist

Str 18, **Dex** 14, **Con** 18, **Int** 20, **Wis** 13, **Cha** 12

Base Atk: +12; **CMB:** +17 (+27 grapple); **CMD:** 30 (can't be tripped)

Feats: Ability Focus (paralysis), Brew Potion^B, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Mobility, Scribe Scroll^B, Weapon Focus (tentacles)

Skills: Escape Artist +24, Fly +23, Knowledge (arcana) +26, Knowledge (dungeoneering) +19, Knowledge (nature) +26, Knowledge (planes) +26, Perception +23, Spellcraft +26, Stealth +22; **Racial Modifiers:** +2 Stealth

Gear: *Brooch of shielding*, *headband of vast intelligence* +2, *ring of protection* +2

Languages: Grell; Common, Draconic, Elven, Undercommon (can't speak)

SQ: Arcane bond (bonded amulet), compression, flight, grell alchemy

Grell Alchemy (Ex): A grell patriarch's spells are based partially on obscure physical laws, as opposed to magic alone, and therefore gains a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel; Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty.

Greater Lightning Lance: This is a silver tubelike device about 5 feet in length. These weapons

deal 5d6 points of electricity damage (no save) to a single enemy within 60 feet with a successful ranged touch attack. If this touch attack hits, the electricity bolt then arcs to a second target of the user's choice within 30 feet of the primary target, dealing 5d6 points of damage (no save) to the secondary target with a second successful ranged touch attack.

A *greater lightning lance* functions only in the grasp of a grell, although a DC 25 Use Magic Device check allows a creature of a different race to employ the weapon. A *greater lightning lance* has 7 charges. Spent charges are renewed each day, so a wielder can expend up to 7 charges in any 24-hour period.

A *greater lightning lance* radiates an aura of faint evocation (CL 5th).

Spellbook: As above plus:

4th – *Confusion, polymorph, solid fog*

3rd – *Blink, hold person, lightning bolt, nondetection, summon monster III*

2nd – *Blur, daze monster, scorching ray, summon monster II*

1st – *Color spray, detect secret doors, protection from good*

0 (at will) – All

GRENDEL

CR: 9

XP: 6,400

CE Large monstrous humanoid

Init: +2; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +0

AC: 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp: 137 (11 HD)

Fort +10, **Ref** +9, **Will** +7

DR 15/bludgeoning

Speed: 40 ft., swim 40 ft.

Melee: 2 claws +17 (1d6+7), bite +17 (1d8+7)

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

Special Attacks: Blood frenzy, rend (2 claws, 2d6+10)

Str 24, **Dex** 15, **Con** 25, **Int** 6, **Wis** 11, **Cha** 10

Base Atk: +10; **CMB:** +18; **CMD:** 30

Feats: Cleave, Diehard^B, Intimidating Prowess, [Nightstalker](#), Power Attack, Skill Focus (Intimidate, Stealth)

Skills: Intimidate +28, Stealth +20 (+26 in darkness, increases to +30 in marshes); **Racial**

Modifiers: +4 Stealth (+8 in marshes)

Languages: Common, Giant

SQ: Hold breath

Environment: Cold marshes

Organization: Solitary or with Grendel's mother

Treasure: Standard (*dragonskin bag of Grendel*, other treasure)

Blood Frenzy (Ex): When Grendel takes damage in combat, on his next turn he can fly into a rage as a free action. He gains +2 Constitution and +2 Strength, but takes a -2 penalty to his AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. Grendel cannot end his rage voluntarily.

DRAGONSKIN BAG OF GRENDEL

Aura: Faint transmutation; **CL** 5th

Slot: none; **Price:** 18,000 gp; **Weight:** 8 lbs.

This large sack is crafted from the hides of black dragons and swamp serpents. The bag acts like a *bag of holding* (type IV), with the exception that it does not open into a non-dimensional space. Instead, any item placed inside the bag is shrunk to 1/16 normal size. This bag does not shrink living creatures or spell effects. If dispelled, all objects within the bag immediately return to normal size, ruining the bag. The bag can no more than 1,500 lbs. of material, although the bag's weight never exceeds 8 lbs. This bag can be placed inside a nondimensional space such as a *bag of holding*, but it cannot be further reduced, such as through a *glove of storing*.

Requirements: Craft Wondrous Item, shrink item; **Cost:** 9,000 gp

GRENDEL'S MOTHER

CR: 13

XP: 25,600

CE Large monstrous humanoid

Init: +5; **Senses:** Darkvision 60 ft., scent; Perception +26

AC: 26, touch 10, flat-footed 26 (+1 Dex, +16 natural, -1 size)

hp: 189 (15 HD)

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

DR 15/adamantine

Speed: 20 ft., swim 40 ft.

Melee: 2 claws +26 (1d6+11 plus grab), bite +25 (1d8+11); or +2 *short sword* +27/+22/+17 (1d8+13/19-20), bite +23 (1d8+5)

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

Special Attacks: Death curse, rake (2 claws +26, 1d6+11)

Str 32, **Dex** 12, **Con** 24, **Int** 13, **Wis** 15, **Cha** 20

Base Atk: +15; **CMB:** +23 (+31 grapple); **CMD:** 34 (36 vs. grapple)

Feats: Combat Expertise, Great Fortitude^B, Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes^B, Multiattack, Skill Focus (Perception), Weapon Focus (claw)

Skills: Knowledge (arcana) +9, Knowledge (history) +8, Perception +26, Stealth +15, Survival +20, Swim +37

Languages: Abyssal, Common, Giant

SQ: Hold breath

Environment: Cold marsh

Organization: Solitary or with Grendel

Treasure: Double standard (*Large* +2 *short sword*, *Large* +1 *adamantine monstrous humanoid bane greatsword*, other treasure)

Death Curse (Su): Grendel's mother is protected by a vindictive curse, should she happen to die. Any slashing or piercing weapon that deals the killing blow to Grendel's mother is utterly destroyed, melting into a puddle of bloody metal. Magic weapons receive a DC 22 Fortitude save to avoid this effect. The save DC is Charisma-based.

Grimlock



In the ancient past, many survivors of lost Azlant fled deep underground in the wake of the cataclysm that destroyed their empire. Over thousands of years, these once-human creatures mutated into debased races such as morlocks, dark stalkers, and mongrelfolk, but none have so thoroughly lost their humanity as the pitiful grimlocks.

The grimlocks' human ancestors had already fallen into cannibalism and animalistic savagery when they were found by [mind flayers](#). The grimlocks, overwhelmed by the aberrations' intellect, worshiped the mind flayers as gods, and the mind flayers found them useful. Remembering the mistake of imbuing their slaves of old, the [gith races](#), with psychic might, the illithids instead bred the grimlocks for strength, submissiveness, and adaptation to their environment, resulting in a race of blind brutes, fanatically devoted to their masters and perfectly suited to life in the lightless depths.

Grimlocks have flourished even as the mind flayers' numbers have declined, and they can now be found throughout the upper reaches of Golarion's Darklands. Most grimlocks live in small, barbaric tribes led by the strongest warrior. They favor twisting tunnels, especially those with interesting acoustics. Grimlocks litter the outskirts of their territory with pungent dung and offal, which helps them track intruders by scent.

Whenever possible grimlocks seek out illithids to serve with religious fervor. A lone mind flayer can easily bend a tribe of grimlocks to its service. Such grimlocks take prisoners alive so their masters can devour their brains; the grimlocks then partake of the victim's flesh as a sacrament to their illithid masters. Other powerful monsters, such as medusas (which appreciate easily-cowed minions immune to their petrifying gaze), beholders, and fiends also occasionally press grimlocks into servitude.

Grimlocks resemble humans in form, but their features are twisted and distended. Their gray skin is hard and leathery, protecting them from blows and helping them blend in with their subterranean surroundings. Their most notable feature is their complete lack of eyes: where human eyes should be, they have only blank hollows covered by skin and bone. Grimlocks are totally sightless, but perceive the world through batlike echolocation and a keen sense of smell. Their sense of touch is also heightened, and grimlocks enthusiastically practice ritual scarification, their leaders often displaying elaborate patterns of scar tissue that can be recognized by touch in the same way other races appreciate tattoos.

GRIMLOCK

CR: 1

XP: 400

NE Medium monstrous humanoid

Init: +1; **Senses:** Blindsight 40 ft., scent; Perception +6

AC: 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp: 13 (2 HD)

Fort +1, **Ref** +4, **Will** +2

Immune: Blind

Speed: 30 ft.

Melee: Battleaxe +4 (1d8+3/x3)

Str 15, **Dex** 13, **Con** 13, **Int** 10, **Wis** 8, **Cha** 6

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

Feats: Skill Focus (Perception)

Skills: Climb +6, Perception +6, Stealth +1 (+9 in rocky environments), Survival +1; **Racial**

Modifiers: +8 Stealth in rocky environments, +2 Survival

Languages: Undercommon

Environment: Underground

Organization: Gang (2-4), pack (10-20), tribe (10-60 plus 1 leader of 3rd-5th level per 10 adults), or cult (10-80 plus 1 leader of 3rd-5th level per 10 adults and 1 mind flayer)

Treasure: Standard

Blind (Ex): A grimlock is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Guild Navigator



Beyond the Dark Tapestry of space spin distant worlds beyond numbering. The ability to travel through the interstellar void is all but unheard of, and contact between solar systems is virtually nonexistent. In recent years, however, emissaries from beyond the stars have begun appearing in immense metal spacecraft: scouting parties for a body known as the Guild of Navigators.

The navigators themselves are deformed creatures vaguely resembling the human form bloated into the shape of an immense slug. Their enormous heads hint at their vast psychic abilities, while their tiny limbs are virtually useless; their great bulk instead levitates by psychokinetic means. Though capable of slow flight, guild navigators spend virtually all their time within huge glass and metal tanks, constantly surrounded in an orange mist of the substance that grants them their psychic powers: the Spice Melange. A single navigator is almost always accompanied by an armed guard of fanatically loyal warriors hired from various planets.

Having opened their minds to the limitless possibilities of the future, Guild navigators are highly sought after as advisers, but only the wealthiest organizations can afford even one navigator's counsel for long. Their psychic abilities also make them highly effective spies and manipulators, and their vast intellect allows them to coordinate many complicated plots at once. Navigators are unscrupulous and slippery, putting the needs of the Guild above all else and keeping multiple contingencies in case of trouble.

Of course, the most sought-after power of the navigators' is their ability to safely travel beyond the bounds of Golarion's solar system. To date, they have refused all requests for extrasolar passage. Whether out of fear of the unknowable Outer Gods of the Void or a simple desire to keep others out of their business, they have kept their knowledge of other solar systems a closely-guarded secret, preferring to limit their services to counsel and espionage.

GUILD NAVIGATOR

CR: 7

XP: 3,600

LN Large monstrous humanoid

Init: +11; **Senses:** Perception +16

AC: 20, touch 16, flat-footed 20 (-1 Dex, +8 dodge, +4 natural, -1 size)

hp: 85 (10 HD)

Fort +8, **Ref** +6, **Will** +12

Defensive Abilities: Future sight, uncanny dodge; **DR** 5/magic; **Immune:** Disease, mind-affecting effects, poison; **SR** 18

Weakness: Spice dependence

Speed: 20 ft., fly 10 ft. (clumsy)

Melee: 2 claws +9 (1d6)

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

Spell-Like Abilities (CL 13th, concentration +17, +9 melee touch):

Constant - *Tongues*

At will - *Augury*, *divination*, *guidance*

3/day - *Charm person* (DC 15), *commune*, *daze monster* (DC 16), *dimension door*, *touch of idiocy*

1/day - *Greater scrying* (DC 21), *hold person* (DC 17), *interstellar teleport*, *suggestion* (DC 17)

Str 11, **Dex** 8, **Con** 17, **Int** 26, **Wis** 17, **Cha** 18

Base Atk: +10; **CMB:** +11; **CMD:** 20

Feats: Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Spell Penetration

Skills: Diplomacy +14, Fly -11, Intimidate +17, Knowledge (arcana, geography, history, nobility, planes) +18, Perception +16, Profession (navigator) +13, Sense Motive +13, Spellcraft +18, Use Magic Device +15

Languages: Common, eight others; *tongues*

Environment: Outer space

Organization: Solitary, detachment (1 plus 4-6 1st-level warrior attendants), or envoy (2-6 plus 3-7 3rd-level warrior sergeants and 12-36 1st-level warrior attendants)

Treasure: None

Future Sight (Su): A Guild navigator constantly sees several possible futures simultaneous with its view of the present. This ability grants the navigator a dodge bonus to Armor Class and an insight bonus on initiative rolls equal to its Intelligence modifier (usually +8).

Immunity to Disease: Guild navigators are immune to all diseases except spice addiction (see below).

Interstellar Teleport (Sp): This ability functions as the *interplanetary teleport* spell, except it requires an hour to perform and teleports the entire vessel helmed by the Guild navigator plus all

creatures on board, and deposits them in orbit around the destination planet.

Spice Dependence (Ex): A Guild navigator must consume a dose of the Spice Melange hourly. Because of its extreme reliance on the Spice, it automatically fails all Fortitude saves related to the drug. Navigators spend most of their time in tanks filled with Spice vapor, negating this weakness but limiting their mobility. If you wish not to introduce Spice into your campaign, ignore this ability.

SPICE MELANGE

The Spice Melange is a mysterious drug of unknown origin. The Guild of Navigators possesses Spice in vast quantities, as it is absolutely essential to the navigators' ability to travel between worlds. This strangely glowing, vaguely cinnamon-like narcotic opens neural pathways in the user's mind, unlocking hidden precognitive potential, while also strengthening the body and extending the user's lifespan. The Spice induces a near-ecstatic reaction in the user, and never tastes the same twice.

The Spice is also incredibly addictive. Long-term abuse permanently taints the user's eyes a glowing blue. The navigators themselves are created by subjecting humans to years of constant Spice immersion, mutating them into bloated slug-like creatures; they are incapable of surviving without the drug.

The origin of the Spice is a mystery to all but the navigators. The Guild itself sometimes sells Spice to interested (and wealthy) parties, hooking them on the drug so as to create easily manipulated addicts who can do their bidding.

Type: Ingested or inhaled; **Addiction:** special; **Price:** 500 gp; **Effects:** The chart below indicates the abilities you gain and how much your lifespan is extended by the Spice you consume based on your frequency of use, as well as the caster level of those abilities. The spell-like abilities are cumulative, so you gain all of the spell-like abilities higher on the list. You may use a particular spell-like ability once per dose you consume.

The spice also grants a longer life if you're exposed to it for your entire life. Your GM adds the indicated number of years onto your maximum age when he or she makes your maximum age rolls.

Damage: See below.

SPICE ADDICTION

Type: Disease, variable; **Save:** variable

Onset: 1 day; **Frequency:** The chart below lists how often you must either consume a dose of Spice or else make a Fortitude save. You set this frequency by the length of time between your previous two doses of spice, although they can never move higher on the chart (you cannot wean yourself off of spice over time). Once you've established a frequency of use, you can only maintain that frequency, increase the frequency of use, or quit Spice altogether. If your frequency of consumption falls between two levels on the chart, use the more frequent level. For instance, if you consume two doses of spice 6 months apart, your frequency becomes 1 month, and you must thereafter either consume a dose of spice or make a Fortitude save every month.

Effect: -2 penalty to Dex, Con, Str, and Wis; you cannot naturally heal ability damage caused by spice; **Cure:** See below; the listed number is how many consecutive Fortitude saves you must make in order to break your reliance on Spice. If you later take a dose of Spice after making the appropriate number of saves in a row, your frequency reverts to its previous level and you must succeed at this number of consecutive Fortitude saves to quit again.

SPICE EFFECTS

Frequency: Year; **Spell-Like Ability:** –; **Save:** 8; **Cure:** 2; **Damage:** 1d2 Wis; **Lifespan Increase:** –

Frequency: Month; **Spell-Like Ability:** *Guidance* (CL 1st); **Save:** 16; **Cure:** 3; **Damage:** 1d2 Wis, 1d4 Str; **Lifespan Increase:** 10d2 years

Frequency: Week; **Spell-Like Ability:** *Augury* (CL 3rd); **Save:** 24; **Cure:** 4; **Damage:** 1d2 Wis*, 1d4 Str, 1d6 Con; **Lifespan Increase:** 10d6 years

Frequency: Day; **Spell-Like Ability:** *Divination* (CL 7th); **Save:** 32; **Cure:** 5; **Damage:** 2d2 Wis*, 2d4 Str*, 2d6 Con; **Lifespan Increase:** 10d10 years

* Permanent drain, not temporary damage

Intellect Devourer, Ustilagor



The ustilagor is the larval form of the intellect devourer, nearly mindless but still endowed with rudimentary psychic abilities.

Only six inches long, the ustilagor resembles a human brain even more closely than its adult form. It lacks adult intellect devourers' powerful claws, advanced intelligence, and body-stealing abilities, but its tentacle-like proboscis is much longer and secretes a potent acid. Ustilagors are covered in a stringy mold-like fungus that protects their fragile bodies from disease and poison. They gradually shed this fungal covering upon adulthood.

Intellect devourers reproduce by budding, giving birth to one to three larvae in their lifetimes. They abandon their offspring once they are capable of independent movement a few days after birth, and may even devour ustilagors they come across. Ustilagors can be found skittering in the shadows of intellect devourer lairs and surrounding caves, feeding on vermin which they reduce to a slurry with their acid. They reach adulthood in roughly three years.

Ustilagors are considered a delicacy by [mind flayers](#) for their taste, though they do not provide sufficient nutrition like real brains. Illithids often "farm" ustilagors for food, and occasionally raise them to adulthood, indoctrinating the mature intellect devourers into service as fanatical guards whom they occasionally reward with captured humanoids for them to "wear". Free intellect devourers have no love for such thralls and kill them given the chance.

USTILAGOR

CR: 2

XP: 600

N Diminutive aberration

Init: +7; Senses: Blindsight 60 ft.; Perception +5

AC: 21, touch 21, flat-footed 17 (+7 Dex, +4 size)

hp: 22 (3 HD)

Fort +3, **Ref** +8, **Will** +4

Defensive Abilities: Symbiotic fungus; Immune: Mind-affecting effects

Speed: 20 ft.

Melee: Proboscis +4 touch (2d4 acid)

Space: 1 ft.; **Reach:** 0 ft. (5 ft. with tendril)

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

At will – Fungal aversion (DC 14), *lesser confusion* (DC 13), *telepathic projection* (DC 13)

Str 7, **Dex** 25, **Con** 15, **Int** 1, **Wis** 12, **Cha** 14

Base Atk: +2; **CMB:** +5; **CMD:** 11 (15 vs. trip)

Skills: Acrobatics +7 (+11 to jump), Perception +5; **Racial Modifiers:** +4 Acrobatics to jump

Feats: Toughness

Environment: Underground

Organization: Solitary or pod (2-3)

Treasure: None

Fungal Aversion (Sp): This functions as *aversion*, except the target has a general aversion to fungus of any kind, including the ustilagor's symbiotic fungus.

Proboscis (Ex): An ustilagor's proboscis deals 2d4 points of acid damage with a successful melee touch attack. The target must succeed on a DC 13 Reflex save to avoid having the acid stick to it; unless somehow neutralized, the acid deals another 2d4 points of acid damage in the following round. The save DC is Constitution-based.

Symbiotic Fungus (Ex): An ustilagor is covered with a symbiotic fungal growth that keeps the creature from drying out. This fungus makes an ustilagor immune to special attacks from fungus creatures, such as poison, disease, and spore- or seed-based attacks.

Hag, Dune



Scourges of the waste, dune hags are giant crones who haunt the desert seeking human flesh to sate their hunger. Thought to be a weaker offshoot of the more powerful annis hags, dune hags possess powerful claws and fangs but prefer subterfuge over open combat. A dune hag uses illusions to disguise herself as an attractive man or woman, trying to get close enough to plant a kiss on her victim, thus enslaving him or her. Such unfortunates follow the hag back to her lair, where she eats them.

Dune hags look very similar to annis hags, eight-foot-tall old women whose wizened appearance belies their inhuman strength. Their skin ranges from sickly greenish-brown to blackish-purple like a fresh bruise, and their hair is always iron-gray.

A dune hag typically stakes out a section of desert as her own and waylays unfortunate travelers, though every so often she may wander into desert villages in disguise, looking for unwitting victims to lure into a tryst. Settlements that know a dune hag's depredations are often cold or even hostile to outsiders, whom they fear may be hags in disguise.

Although dune hags are usually solitary, they can sometimes be coaxed into joining a coven with other hags, usually by intimidation from a more powerful annis or night hag. Resentful dune hags are quick to betray their covens, though, so other hags seek alliances with them at their peril.

DUNE HAG

CR: 4

XP: 1,200

CE Large monstrous humanoid

Init: +1; **Senses:** Darkvision 60 ft.; Perception +14

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

hp: 42 (5 HD)

Fort +4, **Ref** +5, **Will** +7

DR 2/-; **SR** 15

Speed: 40 ft.

Melee: Bite +10 (1d6+5), 2 claws +10 (1d6+5 plus grab)

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

Special Attacks: Enthrall

Spell-Like Abilities (CL 7th, concentration +9):

3/day – *Disguise self*, haboob (DC 15), skin of the cactus

1/day – *Hallucinatory terrain* (DC 16)

Str 21, **Dex** 13, **Con** 16, **Int** 12, **Wis** 16, **Cha** 15

Base Atk: +5; **CMB:** +11 (+15 grapple); **CMD:** 22

Feats: Endurance, Intimidating Prowess, Skill Focus (Perception)

Skills: Bluff +7, Climb +13, Intimidate +15, Perception +14, Stealth +5, Survival +11

Languages: Common, Giant

Environment: Warm deserts

Organization: Solitary or coven (3 hags of any kind)

Treasure: Standard

Enthrall (Su): A dune hag can mentally enslave any humanoid it kisses. If the target is not willing to be kissed, the dune hag must start a grapple with the target. Once kissed, the target must succeed on a DC 14 Will save to negate the effect of the enthrallment. The save DC is Charisma-based.

An enthralled target sees the dune hag as a beautiful desert prince or princess, and firmly believes that the hag form everyone else sees is an illusion. The effect is otherwise like a *charm person* spell, except that the target can attempt a new save whenever he sees the dune hag in her true form, or is presented with incontrovertible evidence that she means to harm the victim.

Haboob (Sp): Three times per day as a standard action, a dune hag can cause a thick haze of swirling dust and sand 20 ft. high and in a 20-ft radius swirls out from the point she designates within 170 ft. The effect lasts for 7 minutes. The effect obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. Unprotected, nonmagical flames are automatically extinguished, and there is a 50% chance that protected flames will be snuffed.

In addition to obscuring sight, the swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 3d4 points of damage, with no save

allowed. If the dune hag conjures the haboob so that it appears where creatures are located, each creature takes damage as if passing through the haze. Such creatures take half damage with a successful Reflex save (DC 15, Charisma-based), but if these creatures do not leave the affected area at their next opportunity, they take full damage from the abrading sands (no save) as if they had voluntarily entered the area. Any creature that remains within the affected area for more than 1 round likewise takes damage automatically (no save).

A moderate wind (11+ mph) disperses the dust in 8 rounds; a strong wind (21+ mph) disperses it in 4 rounds. This ability does not function underwater. This is a conjuration (creation) [air, earth] effect and the equivalent of a 3rd-level spell.

Skin of the Cactus (Sp): Three times per day as a standard action, a dune hag can touch a living creature (including herself), granting it the toughness, resilience, and needles of a cactus. This effect lasts for 70 minutes. The effect grants a +3 enhancement bonus to the creature's existing natural armor bonus.

In addition to the enhancement bonus, this effect causes the subject to grow needles from its skin, clothing, or armor. Any creature grappling the subject or striking it with natural weapons takes 1d6 points of piercing damage from the needles.

Finally, the subject of this spell is protected from nonlethal damage due to dehydration. This effect provides the subject with a +4 bonus on Constitution checks to resist taking nonlethal damage from thirst and on saves against spells and effects that cause dessication (like *horrid wilting*).

The enhancement bonus provided by this effect stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. This is an abjuration effect and the equivalent of a 4th-level spell.

Half-Elemental



Half-elementals are the issue of mortals and elemental beings such as genies, or else created by the magical infusion of elemental power into a mortal at birth. Usually raised among their mortal kin, some half-elementals are shunned and others prized, but all are marked for greatness. The primal forces that pulse through their veins imbue them with great strength and power over the elements.

Half-elementals always clearly display their birthright in their appearance. Air half-elementals have unnaturally pale skin and hair that seems to blow about even in still air. Earth half-elementals seem carved from living stone, with bits of crystal embedded in their flesh. Fire half-elementals have bright red skin, and may even burst into flame in fits of emotion. Water half-elementals have deep blue-green skin and hair that flows as if underwater. Half-elementals may also sometimes display traits of their specific parentage, such as horns on the child of an efreet or small claws and pointed facial features on a half-mephit.

The so-called “genie-kin” – ifrits, oroads, sylphs, and undines – can all trace their descent from half-elemental sires, their elemental affinity more watered down with mortal blood.

CREATING A HALF-ELEMENTAL

“Half-elemental” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the base creature). A half-elemental uses the base creature’s stats and abilities except as noted here.

When creating a half-elemental, choose one elemental affinity from among the following: air, earth, fire, or water.

Challenge Rating: HD 5 or less, as base creature +1; HD 6-10, as base creature +2; HD 11 or more, as base creature +3.

Type: The creature's type changes to outsider (native). Do not recalculate HD, BAB, or saves.
Senses: A half-elemental gains darkvision 60 ft.

Armor Class: Natural armor improves by +1 (+3 for earth half-elementals).

Defensive Abilities: A half-elemental gains immunity to disease; +4 racial bonus on saves vs. poison; DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more); and SR equal to CR +11 (maximum 35). In addition, it gains immunity to spells, effects, and energy damage and based on its elemental affinity:

Element Immunity

Air Air, electricity

Earth Acid, earth

Fire Fire

Water Cold, water

Special Attacks: A half-elemental gains the following.

Elemental Strike (Su): Once per day, a half-elemental can deal extra energy damage equal to its HD (maximum of +20) with a melee attack. The energy damage is dependent on its elemental affinity: electricity for air, acid for earth, fire for fire, or cold for cold.

Spell-Like Abilities: A half-elemental with an Intelligence or Wisdom score of 8 or higher has a cumulative number of spell-like abilities depending on its elemental affinity and Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD (or the caster level of the base creature's spell-like abilities, whichever is higher).

Air

HD Abilities

1-2 *Obscuring mist*

3-4 *Wind wall*

5-6 *Gaseous form*

7-8 *Air walk*

9-10 *Control winds*

11-12 *Chain lightning*

13-14 *Control weather*

15-16 *Whirlwind*

17-18 *Elemental swarm* (air only)

19+ *Plane shift*

Earth

HD Abilities

1-2 *Magic stone*

3-4 *Soften earth and stone*

5-6 *Stone shape*

7-8 *Spike stones*

9-10 *Wall of stone*

11-12 *Stoneskin*

13-14 *Earthquake*

15-16 *Iron body*

17-18 *Elemental swarm* (earth only)

19+ *Plane shift*

Fire

HD Abilities

- 1-2 *Burning hands*
- 3-4 *Produce flame*
- 5-6 *Flaming sphere*
- 7-8 *Wall of fire*
- 9-10 *Fire shield*
- 11-12 *Fire seeds*
- 13-14 *Firestorm*
- 15-16 *Incendiary cloud*
- 17-18 *Elemental swarm* (fire only)
- 19+ *Plane shift*

Water

HD Abilities

- 1-2 *Hydraulic push*
- 3-4 *Fog cloud*
- 5-6 *Aqueous orb*
- 7-8 *Control water*
- 9-10 *Geyser*
- 11-12 *Fluid form*
- 13-14 *Vortex*
- 15-16 *Horrid wilting*
- 17-18 *Elemental swarm* (water only)
- 19+ *Plane shift*

Ability Scores: A half-elemental's ability scores are modified according to its elemental affinity.

Air: Str +2, Dex +4, Con +2, Int +4, Wis +2, Cha +4.

Earth: Str +4, Dex +0, Con +4, Int +2, Wis +4, Cha +2.

Fire: Str +2, Dex +4, Con +2, Int +4, Wis +2, Cha +4

Water: Str +4, Dex +4, Con +2, Int +2, Wis +4, Cha +2.

Skills: A half-elemental with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier.

AIR HALF-ELEMENTAL GIANT EAGLE

CR: 4

XP: 1,200

NG Large outsider (native)

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

AC: 18, touch 14, flat-footed 13 (+5 Dex, +4 natural, -1 size)

hp: 30 (4 HD)

Fort +6 (+10 vs. poison), **Ref** +9, **Will** +4

Defensive Abilities: Evasion; **DR** 5/magic; **Immune:** Air spells and effects, disease, electricity; **SR** 15

Speed: 10 ft., fly 80 ft. (average)

Melee: 2 claws +8 (1d8+5), bite +8 (1d6+5)
Space: 10 ft.; **Reach:** 5 ft.
Special Attacks: Elemental strike (+4 electricity)
Spell-Like Abilities (CL 4th, concentration +6):
1/day – *Obscuring mist, wind wall* (DC 15)

Str 20, Dex 21, Con 14, Int 14, Wis 17, Cha 15
Base Atk: +4; **CMB:** +12; **CMD:** 25
Feats: Alertness, Flyby Attack
Skills: Acrobatics +9, Fly +10, Intimidate +9, Knowledge (geography, nature) +9, Perception +16, Sense Motive +12, Survival +10; **Racial Modifiers:** +4 Perception
Languages: Auran (can't speak)

Environment: Temperate mountains
Organization: Solitary, pair, or eyrie (3-12)
Treasure: None

EARTH HALF-ELEMENTAL MINOTAUR

CR: 6
XP: 2,400
NE Large outsider (native)
Init: +0; **Senses:** Darkvision 60 ft.; Perception +15

AC: 17, touch 9, flat-footed 17 (+8 natural, -1 size)
hp: 57 (6 HD)
Fort +8 (+12 vs. poison), **Ref** +5, **Will** +7
Defensive Abilities: Natural cunning; **DR** 5/magic; **Immune:** Acid, earth spells and effects, disease; **SR** 17

Speed: 30 ft.
Melee: Greataxe +11/+6 (3d6+9/x3), gore +6 (1d6+3)
Space: 10 ft.; **Reach:** 10 ft.
Special Attacks: Elemental strike (+6 acid), powerful charge (gore +13, 2d6+9)
Spell-Like Abilities (CL 6th, concentration +6):
1/day – *Magic stone, soften earth and stone* (DC 12), *stone shape*

Str 23, Dex 10, Con 19, Int 9, Wis 14, Cha 10
Base Atk: +6; **CMB:** +13; **CMD:** 23
Feats: Great Fortitude, Improved Bull Rush, Power Attack
Skills: Intimidate +9, Knowledge (dungeoneering) +8, Perception +15, Stealth +5, Survival +15; **Racial Modifiers:** +4 Perception, +4 Survival
Languages: Giant

Environment: Temperate ruins or underground
Organization: Solitary, pair, or gang (3-4)
Treasure: Standard

FIRE HALF-ELEMENTAL SORCERER

CR: 8

XP: 4,800

Fire half-elemental human sorcerer 7

N Medium outsider (native)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +8

AC: 17, touch 15, flat-footed 13 (+1 deflection, +3 Dex, +1 dodge, +2 natural)

hp: 67 (7 HD)

Fort +4 (+8 vs. poison), **Ref** +5, **Will** +8

DR 5/magic; **Immune:** Disease, fire; **SR** 19

Speed: 30 ft.

Melee: Mwk quarterstaff +8 (1d6+6)

Ranged: Mwk heavy crossbow +7 (1d10/19-20)

Special Attacks: Elemental strike (+7 fire)

Combat Gear: 10 crossbow bolts, *potion of cure moderate wounds*, *scroll of fly* (2)

Spell-Like Abilities (CL 7th, concentration +12, +7 melee touch, +6 ranged touch):

6/day – Elemental ray (1d6+5 fire)

1/day – *Burning hands* (DC 17), *flaming sphere* (DC 18), *produce flame*, *wall of fire*

Sorcerer Spells Known (CL 7th, concentration +12, +6 ranged touch):

3rd (5/day) – *Fireball* (DC 19), *haste*, *protection from energy*

2nd (7/day) – *Blur*, *false life*, *glitterdust* (DC 17), *scorching ray*

1st (7/day) – *Burning hands* (DC 17), *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement* (DC 16), *shield*

0 (at will) – *Bleed* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 16), *light*, *ray of frost* (fire), *read magic*

Bloodline: Elemental (fire)

Str 18, **Dex** 16, **Con** 15, **Int** 12, **Wis** 12, **Cha** 20

Base Atk: +3; **CMB:** +7; **CMD:** 22

Feats: Combat Casting, Dodge, Eschew Materials, Iron Will, Power Attack, Spell Focus (evocation), Toughness

Skills: Intimidate +12, Knowledge (arcana) +10, Linguistics +2, Perception +8, Spellcraft +11

Languages: Common, Ignan

SQ: Bloodline arcana (change energy damage spells to fire)

Environment: Any

Organization: Solitary

Treasure: NPC gear (*amulet of natural armor* +1, *ring of protection* +1)

WATER HALF-ELEMENTAL BLACK DRAGON

CR: 14

XP: 38,400

CE Large outsider (native, water)

Init: +7; **Senses:** Dragon senses; Perception +28

Aura: Frightful presence (180 ft., DC 20)

AC: 31, touch 12, flat-footed 28 (+3 Dex, +19 natural, -1 size)

hp: 175 (14 HD)

Fort +15 (+19 vs. poison), **Ref** +12, **Will** +14

DR 10/magic; **Immune:** Acid, cold, disease, paralysis, sleep, water spells and effects; **SR** 25

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee: Bite +23 (2d6+13), 2 claws +22 (1d8+9), 2 wings +17 (1d6+4), tail +17 (1d8+13)

Space: 10 ft.; **Reach:** 5 ft. (10 ft. with bite)

Special Attacks: Breath weapon (80 ft. line, DC 23, 12d6 acid), corrupt water, elemental strike (+14 cold)

Spell-Like Abilities (CL 14th, concentration +17):

Constant – Speak with reptiles

At will – *Darkness* (60 ft. radius)

1/day – *Aqueous orb* (DC 16), *control water*, *fluid form*, *fog cloud*, *geyser* (DC 18), *hydraulic push* (CMB +19)

Spells Known (CL 3rd, concentration +6):

1st (6/day) – *Alarm*, *mage armor*, *obscuring mist*

0 (at will) – *Dancing lights*, *detect magic*, *mending*, *message*, *read magic*

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

Base Atk: +14; **CMB:** +26; **CMD:** 37 (41 vs. trip)

Feats: Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Perception, Stealth), Vital Strike, Weapon Focus (bite)

Skills: Fly +14, Handle Animal +17, Intimidate +20, Knowledge (arcana, planes) +20, Perception +28, Spellcraft +20, Stealth +22, Swim +26

Languages: Aquan, Common, Draconic

SQ: Swamp stride, water breathing

Environment: Warm marshes

Organization: Solitary

Treasure: Triple

Half-giant

For centuries, cruel humans have captured [sand giants](#) to breed with humans to create a slave race of powerful warriors and laborers. The result, the half-giant people, have only recently broken the chains of their slavery, and struggle to find a place for themselves in the wide world.

Half-giants live up to their name, standing 9 feet tall on average and weighing 500 pounds at the least. They resemble their sand giant forebears in coloration, but are less squat and their faces are not so wide. Because their enslaved ancestors were forced to keep their hair shaven, many half-giants now take pride in their long flowing locks.

Like half-orcs, half-giants face prejudice from both their parent species, and prefer to live in isolated communities in the deserts and badlands outside their ancient homelands in Casmaron and Garund. Half-giant towns are small but expansive, with a great deal of space between the giant-sized ceramic buildings for public gatherings and competitions.

As mutual care and compassion kept them afloat through their long years of slavery, half-giants are generally a kindly people, eager to help travelers in need. An uncommon number of half-giants are predisposed toward psychic magic; this talent, unseen in either of their ancestor races, is a source of pride for half-giants, as many half-giant occultists and geokineticists were instrumental in freeing their people. Few half-giants become mentalists, however, as the bending of minds to one's will is antithetical to their freedom-loving culture.

HALF-GIANT

CR: ½

XP: 200

Half-giant occultist (battle host) 1

NG Large humanoid (giant, human)

Init: +0; **Senses:** Low-light vision; Perception +5

AC: 14, touch 8, flat-footed 14 (+5 armor, -1 Dex, -1 size)

hp: 10 (1 HD)

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

Resist: Fire 5

Speed: 20 ft. (30 ft. base)

Melee: Greatsword +3 (3d6+7/19-20)

Ranged: Javelin -1 (1d8+5)

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

Half-giant Spell-Like Abilities (CL 1st, concentration +1):

1/day – *Thunderstomp*

Implement Schools:

Transmutation (3 points) – Resonant: Physical enhancement (+2 Str); Focus: Legacy weapon (+1), sudden speed

Occultist Spells Known (CL 1st, concentration +3):

1st (2/day) – *Break* (DC 13)

0 (at will) – *Mending*

Str 21, Dex 8, Con 12, Int 14, Wis 10, Cha 10

Base Atk: +0; **CMB:** +6; **CMD:** 15

Feats: Intimidating Prowess

Skills: Intimidate +9, Knowledge (history) +7, Perception +5, Sense Motive +5, Spellcraft +7, Stealth -8, Survival +4; **Racial Modifiers:** +2 Survival

Languages: Common, Giant, Ignan, Sphinx

SQ: Implements 2, mental focus (3), panoply bond (greatsword)

Environment: Warm deserts

Organization: Team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Treasure: NPC gear (Large greatsword, 3 Large javelins, Large masterwork scale mail, other treasure)

HALF-GIANT CHARACTERS (14 RP)

+4 Strength, +2 Wisdom, -4 Dexterity (0 RP)

Large (8 RP): Half-giants are Large creatures and gain a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A half-giant takes up a space that is 10 feet by 10 feet and has a reach of 10 feet.

Normal Speed (0 RP): Half-giants have a base speed of 30 feet.

Low-Light Vision (1 RP): Half-giants can see twice as far as humans in conditions of dim light.

Fire Resistance (1 RP): Half-giants have fire resistance 5.

Giant Blood (1 RP): Half-giants count as both giants and humans for any effect related to race. Intimidate and Perception are always class skills for half-giants.

Survivor (2 RP): Half-giants receive a +2 racial bonus on Survival checks.

Thunderstomp (1 RP): Half-giants can use *thunderstomp* as a spell-like ability once per day. The caster level for this effect is equal to the half-giant's level. A half-giant can apply either its Strength or Charisma modifier, whichever is higher, to the trip attempt.

Languages (0 RP): Half-giants begin play speaking Common and Giant. Half-giants with high Intelligence scores can choose from the following: Draconic, Gnoll, Ignan, Orc, Sphinx, and Terran.

Half-ogre



Most offspring of humans and ogres are twisted and degenerate ogrekin, but a rare few are born with an ogre's strength and a human's intelligence with no crippling deformities. Although they are shunned by both sides of their heritage, many such half-ogres find a place for themselves as adventurers.

Half-ogres look mostly human, only far larger and more muscular, with an ogre's crude and distended facial features. Most half-ogres stand 8 to 9 feet tall and weigh upward of 450 pounds. They often inherit their ogre forebears' short temper and uncouth nature, but are no less intelligent than the average human. Half-ogres are much like half-orcs on a larger scale, and members of the two races unsurprisingly often form close friendships.

Half-ogres are almost always the result of forced unions and are usually seen as shameful reminders of such horrors by humans. The few half-ogres who find acceptance by humans typically do so by aggressively demonstrating as much piety and good-heartedness as possible, and even this is no guarantee against prejudice; many half-ogres simply stop caring and act as much like ogres as possible. For their part, ogres and ogrekin look down on the weaker half-ogres and often subject them to sick tortures; few half-ogres born to ogre mothers reach adulthood. The only race that treats half-ogres with genuine respect are orcs, who recognize their greater intelligence as a boon and may even elect human-born half-ogres as leaders over their own kind.

HALF-OGRE

CR: ½

XP: 200

Half-ogre fighter 1

CE Large humanoid (human, giant)

Init: +0; **Senses:** Low-light vision; Perception +0

AC: 14, touch 9, flat-footed 14 (+4 armor, -1 Dex, +1 natural)

hp: 14 (1 HD)

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

Speed: 20 ft. (30 ft. base)

Melee: Greataxe +5 (3d6+6/x3)

Ranged: Javelin +0 (1d8+4)

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

Str 19, **Dex** 11, **Con** 16, **Int** 8, **Wis** 10, **Cha** 10

Base Atk: +1; **CMB:** +6; **CMD:** 16

Feats: Power Attack, Weapon Focus (greataxe)

Skills: Intimidate +4, Stealth -6

Languages: Common, Giant

Environment: Any

Organization: Solitary or gang (2-8)

Treasure: NPC gear (masterwork hide armor, greataxe, 4 javelins, other treasure)

HALF-OGRE CHARACTERS (12 RP)

+4 Strength, +2 Constitution, -2 Dexterity, -2 Charisma (1 RP)

Large (7 RP): Half-ogres are Large creatures and gain a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A half-ogre takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

Normal Speed (0 RP): Half-ogres have a base speed of 30 feet.

Low-Light Vision (1 RP): Half-ogres can see twice as far as humans in conditions of dim light.

Giant Blood (1 RP): Half-ogres count as both giants and humans for any effect related to race. Intimidate and Perception are always class skills for half-ogres.

Natural Armor (2 RP): Half-ogres gain a +1 natural armor bonus to their Armor Class.

Languages (0 RP): Half-ogres begin play speaking Common and Giant. Half-ogres with high Intelligence scores can choose from the following: Abyssal, Draconic, Gnoll, Goblin, and Orc.

Helmed Horror



A helmed horror is an animated suit of armor, imbued with magic abilities to carry out their creator's commands. No mere mindless golems, helmed horrors are intelligent and free-willed beings capable of nuanced judgment and creative tactics.

A helmed horror appears as an armored figure with a strange purple radiance shining from within. Its armor is empty, yet the creature weighs as much as a fully armored human. Its armor may be old and rusted or shiny and well-kept, but is always impressive and ornately decorated. When a helmed horror is destroyed, its animating spirit melts its armor into useless slag.

The method for creating helmed horrors was first discovered in the Jistka Imperium, but quickly spread far and wide, and now the constructs can be found throughout the Inner Sea region. They are especially common in Cheliah, where many Jistkan ruins still stand.

HELMED HORROR

CR: 8

XP: 4,800

N Medium construct

Init: +6; **Senses:** Darkvision 60 ft., low-light vision, *see invisibility*; Perception +20

AC: 22, touch 17, flat-footed 25 (+10 armor, +2 Dex)

hp: 104 (13 HD); rapid repair

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

Immune: Construct traits, spell immunities

Speed: 30 ft., *air walk* 30 ft.

Melee: Mwk greatsword +19/+14/+9 (2d6+7/17-20)

Ranged: Heavy crossbow +15 (1d10/19-20)

Special Attacks: Weapon power

Combat Gear: 20 crossbow bolts

Spell-Like Abilities (CL 13th):

Constant – *Air walk*, *see invisibility*

Str 20, Dex 15, Con –, Int 13, Wis 16, Cha 16

Base Atk: +13; **CMB:** +18; **CMD:** 30

Feats: Alertness, Cleave, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Toughness, Weapon Focus (greatsword)

Skills: Intimidate +16, Perception +20, Sense Motive +20

Languages: Common, one of its creator's languages (can't speak)

Environment: Any

Organization: Solitary

Treasure: Standard (+1 full plate)

Rapid Repair (Ex): A helmed horror that rests for 1 full hour regains 1 point of damage, so long as it has at least 1 hit point remaining. Rapid repair does not allow a helmed horror to regrow or reattach lost body parts.

Spell Immunities (Ex): A helmed horror is immune to *magic missile*. In addition, its maker can give it immunity to three other spells chosen at the moment of its creation. Typical immunities are *fireball*, *lightning bolt*, and *ice storm*.

Weapon Power (Su): The magic that creates a helmed horror endows it with the ability to imbue a melee weapon it is holding with a magical power. The effect comes from the helmed horror, not the weapon, and can be called forth as a free action. Roll 1d10 each time this ability is activated and consult the following table to determine the special ability granted.

d10 Roll Ability

1-3	None
4	Flaming
5	Flaming burst
6	Frost
7	Shock
8	Shocking burst
9	Speed
10	Thundering

CONSTRUCTION

A helmed horror is built from a suit of masterwork full plate armor. After procuring the armor, the creator must animate it via an extended magical ritual that requires a specially prepared laboratory or workroom that is similar to an alchemist's laboratory and costs 500 gp to establish. The ritual also gives the armor a +1 enhancement bonus. A helmed horror with more than 13 Hit Dice can be created, but each additional Hit Die adds +5,000 gp to the price.

HELMED HORROR

CL: 15th; **Price:** 75,000 gp

Requirements: Craft Construct, Craft Magic Arms and Armor, *air walk* or *fly*, *limited wish*, *spell turning*; **Skill:** Craft (armor) DC 20; **Cost:** 39,150 gp

BATTLE HORROR

On rare occasions, the process to create a helmed horror goes awry and the armor is inhabited by a fiendish spirit, becoming a battle horror. A battle horror is a neutral evil helmed horror with the advanced and fiendish simple templates. It gains the unholy toughness special quality and several spell-like abilities (see below). A battle horror is CR 10.

Battle horrors serve their creator initially, often as assassins or roaming war machines to destroy their enemies, but they always seek to undermine their orders in the cruelest ways possible. A battle horror that grows tired of its creator may simply kill them and go its own way to sow violence and discord.

BATTLE HORROR

CR: 10

XP: 4,800

NE Medium construct

Init: +8; **Senses:** Darkvision 60 ft., low-light vision, *see invisibility*; Perception +22

AC: 26, touch 14, flat-footed 22 (+10 armor, +4 Dex, +2 natural)

hp: 143 (13 HD); rapid repair

Fort +6, **Ref** +7, **Will** +9

DR 10/good; **Immune:** Construct traits, spell immunities; **Resist:** Cold 15, fire 15; **SR** 15

Speed: 30 ft., *air walk* 30 ft.

Melee: Mwk greatsword +21/+16/+11 (2d6+9/17-20)

Ranged: Heavy crossbow +17 (1d10/19-20)

Special Attacks: Smite good (+5 atk, +13 dmg), weapon power

Combat Gear: 20 crossbow bolts

Spell-Like Abilities (CL 13th, concentration +18):

Constant – *Air walk*, *see invisibility*

At will – *Magic missile*

3/day – *Blink*

1/day – *Dimension door*

Str 24, **Dex** 19, **Con** –, **Int** 17, **Wis** 20, **Cha** 20

Base Atk: +13; **CMB:** +20; **CMD:** 34

Feats: Alertness, Cleave, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Toughness, Weapon Focus (greatsword)

Skills: Acrobatics +17, Climb +20, Intimidate +16, Perception +22, Sense Motive +22

Languages: Common, Infernal, one of its creator's languages (can't speak)

Environment: Any

Organization: Solitary

Treasure: Standard (+1 *full plate*)

Unholy Toughness (Ex): A battle horror gains bonus hit points based on its Charisma modifier, as if it were undead.

Herd Animal, Giraffe

Giraffes are tall herbivores related to antelopes. Found throughout Garund on the continent's endless savannahs, giraffes wander in small herds and feed almost exclusively on the succulent upper leaves of the acacia tree. These majestic creatures are desired as exotic trophies by cultures far and wide, and giraffes can be found grazing in royal gardens as far away as Tian Xia.

GIRAFFE

CR: 3

XP: 800

N Huge animal

Init: +1; **Senses:** Low-light vision, scent; Perception +10

AC: 14, touch 9, flat-footed 13 (+1 Dex, +5 natural, -2 size)

hp: 37 (5 HD)

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

Speed: 50 ft.

Melee: 2 hooves +6 (1d8+5)

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

Special Attacks: Trample (1d8+7, DC 17)

Str 21, **Dex** 13, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6

Base Atk: +3; **CMB:** +10; **CMD:** 21 (25 vs. trip)

Feats: Endurance, Run, Skill Focus (Perception)

Skills: Perception +10

Environment: Warm plains

Organization: Solitary or herd (10-40)

Treasure: None

GIRAFFE COMPANIONS

Starting Statistics: **Size:** Medium; **Speed:** 50 ft.; **AC:** +1 natural armor; **Attack:** 2 hooves (1d6); **Ability Scores:** Str 12, Dex 15, Con 13, Int 2, Wis 13, Cha 4; **Special Qualities:** Low-light vision.

4th-Level Advancement: **Size:** Large; **AC:** +2 natural armor; **Attack:** 2 hooves (1d8); **Ability Scores:** Str +8, Dex -2, Con +4; **Special Attacks:** Trample (1d8).

Herd Animal, Reindeer



Reindeer (also known as caribou in some regions) are a type of herd animal native to subarctic regions. They feed on grass and other scrub during the summer and lichens during the winter. Some northern people, most notably the Varki of Icemark, have semi-domesticated reindeer and herd them for meat, fur, and milk.

REINDEER (Caribou)

CR: 1/3

XP: 135

N Medium animal

Init: +1; **Senses:** Low-light vision, scent; Perception +5

AC: 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp: 11 (2 HD)

Fort +4, **Ref** +4, **Will** +0

Speed: 40 ft.

Melee: Gore +2 (1d4+1)

Str 13, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4

Base Atk: +1; **CMB:** +2; **CMD:** 13 (17 vs. trip)

Feats: Endurance

Skills: Perception +5

Environment: Cold plains

Organization: Herd (11-20)

Treasure: None

Hill Giants

HILL GIANT BRUTE

CR: 9

XP: 6,400

Hill giant barbarian 2

CE Large humanoid (giant)

Init: +0; **Senses:** Low-light vision; Perception +8

AC: 21, touch 7, flat-footed 21 (-1 size, +5 armor, +9 natural, -2 rage)

hp: 160 (12 HD)

Fort +16, **Ref** +4, **Will** +7

Defensive Abilities: Rock catching, uncanny dodge

Speed: 50 ft.

Melee: +1 *greatclub* +21/+16 (2d8+17) or 2 slams +19 (1d8+11)

Ranged: Rock +8 (1d8+16)

Special Attacks: Rage (10 rounds/day), rage power (superstition +1), rock throwing (120 ft.)

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

Base Statistics: When he's not raging, the barbarian's statistics are: **AC:** 23, touch 9, flat-footed 23; **hp:** 136; **Fort** +14, **Will** +5; **Melee:** +1 *greatclub* +19/+14 (2d8+14) or 2 slams +17 (1d8+9); **Ranged:** Rock +9 (1d8+12/130 ft.); **Str** 29, **Con** 23; **CMB:** +16 (+18 bull rush, sunder); **CMD:** 26 (28 vs. bull rush, sunder); **Skills:** Climb +15, Intimidate +14

Str 33, **Dex** 10, **Con** 27, **Int** 6, **Wis** 12, **Cha** 5

Base Atk: +9; **CMB:** +18 (+20 bull rush); **CMD:** 28 (30 vs. bull rush)

Feats: Cleave, Giant's Smash (see below), Improved Bull Rush, Intimidating Prowess, Power Attack, Weapon Focus (*greatclub*)

Skills: Acrobatics -1 (+3 to jump), Climb +17, Intimidate +16, Perception +8

Combat Gear: 3 noxious pigs (see below), *potion of bull's strength*, *potion of cure serious wounds*, *potion of displacement*, *potion of false life*; **Other Gear:** +1 *greatclub*, +1 *chain shirt*, *amulet of natural armor* +1, *handy haversack*, 260 gp

Languages: Giant

SQ: Fast movement

Giant's Smash: When the hill giant brute attacks an inanimate, unattended object, he ignores the first 5 points of its hardness. He also receives a +5 bonus on Strength checks to knock down or break open doors.

Noxious Pig: A noxious pig is a greater splash weapon (see below). It deals no damage, but those within its primary area of effect—the target and those within 5 feet of the target or those within 5 feet of the intersection—must succeed at a DC 20 Fortitude save or be nauseated for 1d4 rounds. **Weight:** 25 lbs.; **Price:** 150 gp.

HILL GIANT BEAR CULTIST

CR: 9

XP: 6,400

Hill giant cleric of Urazra 4

CE Large humanoid (giant)

Init: +4; **Senses:** Low-light vision; Perception +15

AC: 24, touch 9, flat-footed 24 (+6 armor, +9 natural, -1 size)

hp: 126 (14 HD)

Fort +16, **Ref** +8, **Will** +10

Defensive Abilities: Rock catching

Speed: 30 ft. (40 ft. base)

Melee: +1 *spiked gauntlet* +20/+15 (1d6+11), bite +17 (1d8+5, 5/day), slam +17 (1d8+5)

Ranged: Rock +9 (1d8+15)

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

Special Attacks: Channel negative energy (2/day, 2d6, DC 11), ferocious strike +2 (5/day), rock throwing (120 ft.)

Domain Spell-Like Abilities (CL 4th, concentration +6):

5/day – Battle rage +2

Cleric Spells Prepared (CL 4th, concentration +6):

2nd – *Aid*, *bear's endurance*, *bull's strength*^D, *cure moderate wounds*

1st – *Bless*, *cure light wounds* (2), *divine favor*, *enlarge person*^D

0 (at will) – *Create water*, *detect magic*, *detect poison*, *guidance*

^D Domain spell; **Domains:** **Ferocity**, War

Str 30, **Dex** 10, **Con** 19, **Int** 4, **Wis** 14, **Cha** 9

Base Atk: +10; **CMB:** +21; **CMD:** 31

Feats: Endurance, Improved Initiative, Intimidating Presence, Lightning Reflexes, Multiattack, Run, Skill Focus (Perception)

Skills: Acrobatics -4 (+0 to jump), Perception +15, Intimidate +19

Combat Gear: *Potion of cure serious wounds*, *potion of longstrider*, *potion of magic fang*, *potion of protection from arrows*, *potion of protection from energy*; **Other Gear:** +1 *spiked gauntlet*, mwk chainmail, *boots of the winterlands*, *cloak of fangs*, necklace of engraved dire bear teeth worth 90 gp

Languages: Giant

SQ: Spontaneous casting (*inflict*)

HILL GIANT CHIEFTAIN

CR: 16

XP: 76,800

Advanced hill giant barbarian 8

CE Large humanoid (giant)

Init: +2; **Senses:** Low-light vision; Perception +10

AC: 29, touch 10, flat-footed 28 (+7 armor, +1 deflection, +2 Dex, +12 natural, -2 rage, -1 size)

hp: 318 (18 HD)

Fort +27, **Ref** +9, **Will** +12

Defensive Abilities: Improved uncanny dodge, rock catching, trap sense +2; **DR** 1/–

Speed: 40 ft. (50 ft. base)

Melee: +3 *greatclub* +32/+27/+22 (2d8+25) or 2 slams +30 (1d8+15)

Ranged: Rock +16 (1d8+22)

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

Special Attacks: Rage (28 rounds/day), rage powers (powerful blow +3, no escape, scent, unexpected strike), rock throwing (120 ft.)

Base Statistics: When he's not raging, the barbarian's statistics are: **AC:** 31, touch 12, flat-footed 29; **hp:** 282; **Fort** +25, **Will** +10; **Melee:** +3 *greatclub* +30/+25/+20 (2d8+22) or 2 slams +27 (1d8+13); **Ranged:** Rock +16 (1d8+19); **Str** 36, **Con** 30; **CMB:** +29; **CMD:** 41; **Skills:** Climb +24, Intimidate +34

Str 40, **Dex** 14, **Con** 34, **Int** 8, **Wis** 16, **Cha** 13

Base Atk: +15; **CMB:** +31; **CMD:** 43

Feats: Cleave, **Furious Focus**, Giant's Crush (see below), Great Cleave, Greater Vital Strike, Improved Vital Strike, Intimidating Prowess, Power Attack, Vital Strike

Skills: Acrobatics +0 (+4 to jump), Climb +26, Intimidate +36, Perception +10, Survival +10

Combat Gear: *Potion of bear's endurance, potion of bull's strength, potion of cure serious wounds (2), potion of displacement, potion of false life, potion of haste*; **Other Gear:** +3 *greatclub*, +3 *hide armor*, *amulet of natural armor* +1, *belt of physical perfection* +2, *cloak of resistance* +2, *ring of protection* +1, treasure chest containing 3110 gp

Languages: Giant

SQ: Fast movement

Giant's Crush: If the hill giant chieftain hits a creature at least one size category smaller than himself with a melee attack while using both Power Attack and Vital Strike, the creature that he attacked is also knocked prone. A successful Reflex save negates this effect (DC 25). The hill giant chieftain must choose to use this feat before making the attack roll.

HILL GIANT HURLER

CR: 14

XP: 38,400

Hill giant ranger (skirmisher) 7

CE Large humanoid (giant)

Init: +2; Senses: Low-light vision; Perception +16

AC: 28, touch 12, flat-footed 26 (+6 armor, +1 deflection, +1 Dex, +10 natural, -1 size)

hp: 190 (17 HD)

Fort +19, **Ref** +12, **Will** +10

Defensive Abilities: Rock catching

Speed: 40 ft. (50 ft. base)

Melee: +2 *greatclub* +26/+21/+16 (2d8+17) or 2 slams +23 (1d8+10)

Ranged: Rock +15 (1d8+15)

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

Special Attacks: Favored enemy (dwarves +4, gnomes +2), hunter's tricks (aiding attack, trick shot), rock throwing (120 ft.)

Str 30, **Dex** 14, **Con** 22, **Int** 6, **Wis** 12, **Cha** 5

Base Atk: +14; **CMB:** +25 (+29 bull rush); **CMD:** 37 (39 vs. bull rush)

Feats: Awesome Throw (see below), Endurance, **False Opening**, Greater Bull Rush, Improved Awesome Throw (see below), Improved Bull Rush, Iron Will, Power Attack, Precise Shot, Quick Draw, Weapon Focus (rock)

Skills: Acrobatics +7 (+16 to jump), Climb +23, Perception +16, Survival +11 (+14 to track)

Combat Gear: 5 fiery boulders (see below), 3 noxious pigs (see below), *potion of cure light wounds*, *potion of cure serious wounds*, *potion of divine favor*, *potion of rage*; **Other Gear:** +2 *greatclub*, +2 *light fortification hide armor*, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *boots of striding and springing*, *boulder bag* (see below), *cloak of resistance +2*, *ring of protection +1*, carved stone worth 10 gp

Languages: Giant

SQ: Combat style (thrown weapon), favored terrain (hills +2), hunter's bond (companions), track +3, wild empathy +4, woodland stride

Awesome Throw: As a standard action, the hill giant hurler can perform the awesome throw combat maneuver. She does this by making a thrown weapon attack; she must use a large, bulky, and relatively regular-shaped object with a hardness of at least 5 (such as a rock or treasure chest). If that attack hits a corporeal opponent smaller than the hill giant hurler, the opponent takes damage and is knocked away, flying 10 feet in a straight line away from her and falling prone. If an obstacle prevents the completion of your target's move, the target and the obstacle each take 1d6 points of damage, and the target is knocked prone in a space adjacent to the obstacle.

Boulder Bag: This immense bag is always full of hefty, good-sized rocks and can be carried over the shoulder or on the belt of a Large or larger creature, though doing so does not take up an item slot. On command as a swift action, a Large or larger creature wearing the boulder bag can reach into the bag and pull out a rock two size categories smaller than itself that is suitable for use of the rock throwing ability (*Bestiary* 303). No matter how many rocks are taken out, the bag never empties. Furthermore, if a boulder-shaped alchemical item (such as a fiery boulder or noxious pig) is placed in the bag, it takes up no weight within the bag, and can also be drawn on command as a swift action, as if it were one of the rocks the bag normally produces. **Price:** 3,000 gp; **CL:** 9th; **Weight:** 200 lbs.; **Aura:** Moderate conjuration.

Fiery Boulder: A fiery boulder is a greater splash weapon (see below). A direct hit from a fiery boulder deals 2d6 points of fire damage and 5 points of fire damage to every creature affected by its splash damage. All creatures affected by a fiery boulder's direct damage take an additional 2d6 points of fire damage the following round; affected creatures can use a full-round action to attempt to extinguish the flames before taking this additional damage. **Weight:** 10 lbs.; **Price:** 100 gp.

Improved Awesome Throw: When the hill giant hurler makes an awesome throw combat maneuver, for every 5 by which her combat maneuver check exceeds the target's CMD, she sends the target flying 5 additional feet. Furthermore, this movement provokes attacks of opportunity from her allies.

Noxious Pig: A noxious pig is a greater splash weapon (see below). It deals no damage, but those within its primary area of effect—the target and those within 5 feet of the target or those within 5 feet of the intersection—must succeed at a DC 20 Fortitude save or be nauseated for 1d4 rounds. **Weight:** 25 lbs.; **Price:** 150 gp.

GREATER SPLASH WEAPON RULES

This splash weapon works in some ways like a normal splash weapon (*Core Rulebook* 202), but its effects cover a larger area. Like a normal splash weapon, a greater splash weapon requires no weapon proficiency, and you throw it by making a ranged touch attack. A hit deals direct hit damage to the target and to creatures and objects in squares within 5 feet of that target. It then deals splash damage to all creatures within 10 feet of the target. If the target takes up more than a 5-foot square, you can choose one of its squares as the center of the effect. The direct damage affects the squares normally, so a Large or larger creature could take both the direct damage and the splash damage depending on the square you choose. The splash damage for a greater splash weapon is 5 points of the appropriate damage type for the weapon.

Like a normal splash weapon, you can also choose to target a specific grid intersection (treating it as a ranged attack against AC 5). If it hits, the greater splash weapon deals direct damage to creatures and objects in squares within 5 feet of the targeted intersection, and splash damage to creatures within 10 feet of the targeted intersection. As with a normal splash weapon, you cannot target a grid intersection occupied by a creature.

Greater splash weapons can be thrown as if they were a rock using the rock throwing universal monster rule (*Bestiary* 303), and caught with rock catching (*Bestiary* 303), though the DC to catch a greater splash weapon is 10 higher than normal due to its fragile and volatile nature. If a creature fails its Reflex saving throw to catch a greater splash weapon, the weapon automatically breaks, treating the creature attempting to catch it as the splash weapon's target.

HILL GIANT MAMMOTH WRANGLER

CR: 14

XP: 38,400

Hill giant druid 9/mammoth rider 1

NE Large humanoid (giant)

Init: +5; **Senses:** Low-light vision; Perception +2

AC: 29, touch 11, flat-footed 28 (+6 armor, +1 deflection, +1 Dex, +9 natural, +3 shield, -1 size)
hp: 243 (20 HD)

Fort +23, **Ref** +11, **Will** +13; +4 vs. enchantment

Defensive Abilities: Resist nature's lure, rock catching; **Immune:** Poison

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

Melee: +2 *dwarf bane lance* +25/+20/+15 (2d6+12) or 2 slams +23 (1d8+10)

Ranged: Rock +14 (1d8+15)

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

Special Attacks: Rock throwing (120 ft.), wild shape (3/day; *beast shape III, elemental body II, plant shape I*)

Druid Spells Prepared (CL 9th, concentration +11):

5th – *Animal growth*

4th – *Cure serious wounds, summon nature's ally IV*

3rd – *Cure moderate wounds, greater magic fang, protection from energy*

2nd – *Barkskin* (2), *bear's endurance, bull's strength* (2)

1st – *Cure light wounds* (3), *obscuring mist, speak with animals*

0 (at will) – *Create water, detect magic, guidance, resistance*

Str 30, **Dex** 12, **Con** 24, **Int** 6, **Wis** 15, **Cha** 5

Base Atk: +14; **CMB:** +25; **CMD:** 36

Feats: Animal Affinity, Endurance, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, **Trick Riding**

Skills: Acrobatics -1 (+3 to jump), Handle Animal +16 (+20 with steed), Ride +15, Survival +15

Combat Gear: *Potion of bear's endurance, potion of blur, potion of cure serious wounds* (2), *potion of heroism, oil of greater magic weapon, potion of rage, potion of true strike*; **Other Gear:** +2 *dwarf bane lance*, +2 *hide armor*, +1 *heavy wooden shield, belt of physical might* +2 (*Dex and Con*), *cloak of resistance* +2, *ring of protection* +1, 236 gp

Languages: Druidic, Giant

SQ: Nature bond (animal companion), nature sense, steed, trackless step, wild coercion +6, wild empathy +6 (+10 with steed), woodland stride

MAMMOTH STEED

CR: –

N Huge animal

Init: +; **Senses:** Low-light vision, scent; Perception +10

AC: 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp: 94 (9 HD)

Fort +11, **Ref** +7, **Will** +6; +4 vs. enchantment

Defensive Abilities: Evasion

Speed: 40 ft.

Melee: Gore +14/+9, (2d8+9), slam +13 (2d6+9)

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

Special Attacks: Trample (2d6+13, DC 23)

Str 28, **Dex** 13, **Con** 20, **Int** 2, **Wis** 13, **Cha** 7

Base Atk: +6; **CMB:** +17; **CMD:** 28 (32 vs. trip)

Feats: Improved Bull Rush, Iron Will, Power Attack, Toughness, Weapon Focus (gore)

Skills: Perception +13

SQ: Tricks ([aid](#), attack [any creature], come, defend, heel, [maneuver](#) [bull rush], stay, work)

HILL GIANT SHAMAN

CR: 11

XP: 12,800

Hill giant **shaman 8**

CE Large humanoid (giant)

Init: +4; **Senses:** Low-light vision; Perception +19

AC: 25, touch 9, flat-footed 25 (+7 armor, +9 natural, -1 size)

hp: 203 (18 HD)

Fort +16, **Ref** +8, **Will** +13

Defensive Abilities: Rock catching; **DR** 3/magic

Speed: 35 ft. (45 ft. base)

Melee: +1 *spell-storing morningstar* +20/+15/+10 (2d6+7 plus *bestow curse*), slam +18 (1d8+6); or 2 slams +18 (1d8+6)

Ranged: Rock +12 (1d8+9)

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

Special Attacks: Hexes (bone ward, fearful gaze, fury), rock throwing, shard soul (3/day, 4d6, DC 17), spirit magic (animate dead, cause fear, false life, fear), touch of the grave (2/day, +18 melee touch, 1d4+4), wandering hex (ward of stone), wandering spirit (**Stone**)

Shaman Spells Prepared (CL 8th, concentration +12):

4th – *Ball lightning* (DC 19), *divine power*, *greater false life*

3rd – *Bestow curse* (DC 18), *call lightning* (DC 18), *cure serious wounds*, *stinking cloud* (DC 17)

2nd – *Barkskin*, *bull's strength*, *burning gaze* (DC 17), *cure moderate wounds*

1st – *Bane* (DC 15), *bless*, *doom* (DC 15), *magic weapon*, *protection from good*

0 (at will) – *Bleed* (DC 15), *dancing lights*, *detect magic*, *guidance*

Spirit: **Bones**

Str 23, **Dex** 10, **Con** 23, **Int** 6, **Wis** 18, **Cha** 9

Base Atk: +13; **CMB:** +20; **CMD:** 30

Feats: Cleave, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Longshanks (see below), Power Attack, Spell Focus (evocation, necromancy), Weapon Focus (morningstar)

Skills: Acrobatics -3 (+1 to jump), Intimidate +21, Perception +19

Combat Gear: *Elixir of fire breath*, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of protection from energy*, *scroll of font of spirit magic*, *scroll of persistent vigor*, *wand of obscuring mist* (32 charges); **Other Gear:** +1 *spell-storing morningstar*, +1 *breastplate*, *cloak of resistance* +1, *headband of inspired wisdom* +2, gold dust worth 50 gp (for *scroll of font of spirit magic*), 58 gp

Languages: Giant; speak with spirit animal

SQ: Spirit animal (**chicken**)

Longshanks: The hill giant shaman's land speed increases by 5 feet, and he can ignore up to 20 feet of nonmagical difficult terrain each round he moves.

CHICKEN SPIRIT ANIMAL

CR: –

N Tiny outsider (native)

Init: +4; **Senses:** Empathic link with master, low-light vision; **Perception** +13

AC: 16, touch 12, flat-footed 16 (+4 natural, +2 size)

hp: 101 (8 HD)

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

Defensive Abilities: *Blur* (20% miss chance), improved evasion

Speed: 30 ft., fly 20 ft. (clumsy); drift

Melee: Bite +15 (1d3-4)

Space: 2-½ ft.; **Reach:** 0 ft.

Str 3, **Dex** 11, **Con** 12, **Int** 9, **Wis** 12, **Cha** 13

Base Atk: +13; **CMB:** +11; **CMD:** 4

Feats: Improved Initiative

Skills: Fly -4, Intimidate +10, Perception +13

Languages: Speak with chickens, speak with master

SQ: Deliver touch spells

Drift (Ex): A chicken flies in short bursts, and can't use its fly speed to hover. When it flies, a chicken must end its move action by landing or perching on a solid surface.

DIRE WOLF COMPANION

CR: –

N Large animal

Init: +5; **Senses:** Low-light vision, scent; **Perception** +8

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

hp: 76 (8 HD)

Fort +11, **Ref** +11, **Will** +3

Defensive Abilities: Evasion

Speed: 50 ft.

Melee: Bite +15 (1d8+13 plus trip)

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

Str 29, **Dex** 20, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6

Base Atk: +6; **CMB:** +16; **CMD:** 31 (35 vs. trip)

Feats: Blind-Fight, [Coordinated Charge](#), [Distracting Charge](#), Dodge, [Intercept Charge](#), [Outflank](#), Run, [Share Healing](#), Weapon Focus (bite)

Skills: Perception +8, Survival +8

SQ: Animal focus (bull, tiger), tricks ([aiding attack](#), attack [any creature], come, defend, fetch, guard, heel, [hobbling attack](#), seek, stay)

HILL GIANT WOLFKEEPER

CR: 13

XP: 25,600

Hill giant hunter 9

CE Large humanoid (giant)

Init: +4; **Senses:** Low-light vision; Perception +9

AC: 26, touch 10, flat-footed 26 (+6 armor, +1 deflection, +10 natural, -1 size)

hp: 184 (19 HD)

Fort +19, **Ref** +12, **Will** +11

Defensive Abilities: Rock catching

Speed: 30 ft. (40 ft. base)

Melee: +2 *greataxe* +25/+20/+15 (3d6+17/x3), 2 slams +22 (1d8+10)

Ranged: Rock +12 (1d8+15)

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

Special Attacks: Rock throwing (120 ft.)

Hunter Spells Known (CL 9th, concentration +11):

3rd (3/day) – *Call lightning* (DC 15), *cure moderate wounds*, *greater magic fang*, *summon nature's ally III*

2nd (5/day) – *Barkskin*, *bear's endurance*, *cat's grace*, *snare*

1st (6/day) – *Alarm*, *cure light wounds*, *speak with animals*, *longstrider*, *obscuring mist*

0 (at will) – *Create water*, *detect magic*, *guidance*, *mending*, *purify food and drink*, *stabilize*

Str 30, **Dex** 10, **Con** 20, **Int** 4, **Wis** 14, **Cha** 8

Base Atk: +13; **CMB:** +24; **CMD:** 34

Feats: Blind-Fight, **Coordinated Charge**, Dazzling Display, **Distracting Charge**, Improved Initiative, **Intercept Charge**, Intimidating Prowess, Iron Will, Lightning Reflexes, **Outflank**, Power Attack, **Share Healing**, Shattered Defenses, Skill Focus (Handle Animal, Intimidate), Weapon Focus (*greataxe*)

Skills: Acrobatics -2 (+2 to jump), Climb +15, Handle Animal +22, Intimidate +25, Perception +9, Survival +14 (+18 to track), Swim +15

Combat Gear: *Potion of bull's strength* (2), *potion of cure serious wounds*, *potion of haste*; **Other Gear:** +2 *greataxe*, +2 *hide armor*, *amulet of natural armor* +1, *cloak of resistance* +1, *gloves of swimming and climbing*, *ring of protection* +1, 380 gp

Languages: Giant

SQ: Animal companion, animal focus (2, 6 minutes/day), hunter tactics, improved empathic link, nature training, precise companion (**Outflank**), swift tracker, teamwork feat (2/day), track +4, wild empathy +8, woodland stride

Hook Horror



The hook horror is a subterranean omnivore with a voracious appetite. These powerful creatures will eat almost anything, primarily subsisting on carrion and fungus, but they have a taste for fresh meat and will not hesitate to attack travelers.

A hook horror stands over nine feet tall and weighs more than four-hundred pounds. Its bulky shelled body resembles a giant bipedal beetle, but it has a head strikingly similar to a vulture and powerful clawed feet. Its most distinctive features, however, are its hands, which are shaped into massive bony hooks perfect for rending flesh.

Hook horrors hunt in large packs led by the largest egg-laying female. Despite their bestial appearance, the creatures are sentient and clever hunters, using pack tactics such as flanking their foes, tripping them, sundering shields and armor, and bull rushing or flinging their opponents towards their packmates. They communicate with each other in a complex language of clicks and whistles; while their beaked mouths cannot speak humanoid languages, they understand bits and pieces of Undercommon and can be reasoned with if given a good reason not to eat a victim.

Hook horrors live in the upper to middle reaches of the Darklands and can be found across Golarion, as well as a few other planets, including Akiton. Evil subterranean races like drow and [mind flayers](#) sometimes enslave them as guards or attack beasts. For their part, hook horrors find drow meat especially tasty and go out of their way to hunt the dark elves.

HOOK HORROR

CR: 6

XP: 2,400

N Large aberration

Init: +3; **Senses:** Blindsight 60 ft.; Perception +20

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

hp: 65 (10 HD)

Fort +5, **Ref** +6, **Will** +8

Weakness: Light sensitivity

Speed: 20 ft., climb 20 ft.

Melee: Bite +13 (1d8+7), 2 claws +13 (1d6+7 plus grab)
Space: 10 ft.; **Reach:** 10 ft.
Special Attacks: Power sunder, rend (2 claws, 1d6+10)

Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9

Base Atk: +7; **CMB:** +15 (+17 bull rush, sunder, trip; +19 grab); **CMD:** 28 (32 vs. bull rush, sunder, trip)

Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder^B, Improved Trip^B, Power Attack, Skill Focus (Perception)

Skills: Climb +15, Perception +20, Stealth +12 (+20 underground); **Racial Modifiers:** +8 Stealth underground

Languages: Undercommon (can't speak)

Environment: Underground

Organization: Solitary, pack (5-20), or clan (21-40)

Treasure: Standard

Power Sunder (Ex): A hook horror deals double damage on a successful sunder attempt.

Human, Illumian



<http://thecreaturechronicle.tumblr.com/post/57338359267/illumian-pantheon>

Illumians are a race created by magic. Roughly one thousand years ago, a Varisian monk and scholar named Tarmuid began his studies into the rune-magic of ancient Thassilon. A natural linguist, he was fascinated by the ancient culture's use of words and symbols to evoke magic, and he soon discerned a pattern to how many ancient languages expressed magical concepts. Delving into studies of Thassilonian, Ancient Osirian, Azlanti, and even the Draconic dialect of the primeval serpentfolk, he devised a written and spoken language based on the underpinnings of magical theory derived from all these dead languages and named it Illumian.

Tarmuid realized that each word he spoke in Illumian resonated with residual magic that infused both speakers and listeners. After years of experiments, Tarmuid created the Ritual of Words Made Flesh, a rite that could transform any human into a living vessel of the Illumian language. Performing the ritual on himself, Tarmuid became the first member of the illumian race, and he quickly shared his discovery with the other members of his monastery, then sent out a call for new supplicants.

After creating several hundred illumians, Tarmuid realized the potential danger of reckless use of the Ritual. He gathered his most trusted colleagues, gave each a single isolated part of the Ritual, and bade each take a number of followers, and scatter across Golarion. They founded numerous cabals throughout the Inner Sea region and beyond to safeguard their knowledge. It soon became clear that the illumians bred true, negating the need for further uses of the Ritual, and thus the illumian race as it is known today was born.

Outwardly, illumians are identical to humans, save for their most significant feature: a halo of glowing magical runes that constantly circle above their heads. One or two of these sigils are especially large and bright: these are the illumian's power sigils, and they grant her magical abilities. Owing to their origin in Varisia, most physically resemble Varisian or Shoanti humans, with olive skin and dark hair (most shave their heads bald and spurn facial hair), though as they've spread across Golarion and intermarried with humans of different ethnicities, their

appearance can be just as varied as their human cousins. Illumians favor heavy, layered clothes and armor that make them seem bulkier and more imposing than they actually are. Some illumians, especially older ones, wear elaborate, intimidating facial makeup to signal their desire to be left alone.

The defining trait of the illumian people is their desire for mastery, to prove to themselves and others their skill at their chosen profession or ability to solve any problem. Winning and losing matter less to an illumian than simply showing off their skill. Once an illumian is satisfied with their level of competence in one area, she enthusiastically moves on to another (leading to a preponderance of multiclassed illumian characters). In this way, illumians represent an almost exaggerated picture of human ambition and adaptability.

Illumians organize into cabals: combination fortress/monasteries inhabited by a few hundred related individuals, usually built in isolated wilderness so as not to attract attention. Each cabal is devoted to a specific purpose, such as chain cabals (using espionage to maintain the status quo in their region), gauntlet cabals (covertly manipulating their region to gain influence and control), root cabals (protecting nature), quill cabals (collecting knowledge), and so on.

Illumians have a complex, hierarchical society in which each member is acutely aware of her position. Each cabal is ruled by its own Black Table, a council of three to twelve elders who make all important decisions for the cabal. Beneath the Black Table are the heads of the cabal's numerous directorates who act as supervisors and commanders to the rest of the cabal's members, each of whom belong to one directorate or another. Each cabal contains a directorate for defense, child rearing, magical research, espionage, internal loyalty, resource management, and religion; individual cabals have additional, situational directorates, such as one devoted to monitoring a nearby goblin tribe or one that manipulates events in a nearby human city.

The illumian people are split in their religious views. Roughly one-fourth worship the gods of their human neighbors, with Irori attracting the largest number, though Nethys, Pharasma, Asmodeus, and Abadar have numerous illumian worshipers as well. Another fourth devote themselves to abstract philosophy, such as ethical atheism, diabolism, or the Whispering Way. The remaining half of illumians worship the nascent illumian pantheon, a loose collection of illumians who ascended to demigodhood after their mortal death, led by Tarmuid himself, who rules the race from the shadow-city of Elirhondas. All illumians respect Tarmuid and include a small shrine to him in their cabals.

Owing to their shared origins, illumians find it easy to deal with humans, but find their cousins annoyingly flighty and undisciplined. They respect elves' long memories and mastery of magic and dwarves' great skill at craftwork. The illumians' greatest enemies, however, are the githyanki, who pillaged and destroyed their race's greatest achievement, the Library of the Sublime on the Astral Plane in the same year as the death of Aroden. Illumians undermine the githyanki wherever they are found, sometimes making alliances with the githzerai and even, in desperation, mind flayers to do so.

The center of illumian society, and the only real illumian city in existence, is Elirhondas on the Shadow Plane. Founded and ruled by Tarmuid himself just over a century ago following the sack of the Library of the Sublime, Elirhondas is a refuge for all members of the illumian race. Almost every illumian cabal contains a portal to the extraplanar city through which they can send delegates or flee in times of danger.

ILLUMIAN

CR: 1

XP: 200

Illumian sorcerer (wildblooded) 1/wizard 1

LN Humanoid (human)

Init: +1; **Senses:** Perception +4

AC: 11, touch 11, flat-footed 10 (+1 Dex)

hp: 13 (2 HD)

Fort +1, **Ref** +1, **Will** +3; +2 vs. shadow spells

Weakness: Glyphic resonance

Speed: 30 ft.

Melee: Heavy mace +0 (1d8)

Ranged: Mwk heavy crossbow +2 (1d10/19-20)

Special Attacks: Hand of the apprentice (+3 atk)

Combat Gear: 20 crossbow bolts, *potion of cure light wounds*, *scroll of magic missile*

Bloodline Spell-Like Abilities (CL 1st, concentration +4):

6/day - Arcane bolt (1d4+1, level 1)

Sorcerer Spells Known (CL 1st, concentration +4, +1 ranged touch):

1st (4/day) - *Burning hands* (DC 14), *magic missile*

0 (at will) - *Daze* (DC 13), *detect magic*, *ray of frost*, *read magic*

Bloodline: Sage

Wizard Spells Prepared (CL 1st, concentration +4):

1st - *Mage armor*, *shield*

0 (at will) - *Arcane mark*, *bleed* (DC 13), *resistance*

Arcane School: Universalist

Str 10, **Dex** 12, **Con** 13, **Int** 17, **Wis** 8, **Cha** 14

Base Atk: +0; **CMB:** +0; **CMD:** 11

Feats: Eschew Materials^B, Scribe Scroll^B, Skill Focus (Perception)

Skills: Knowledge (arcana) +10, Linguistics +10, Perception +4, Spellcraft +10, Use Magic Device +9

Languages: Common, Draconic, Illumian, four others

SQ: Arcane bond (bonded mace), bloodline arcana, final utterance, illumian word, luminous sigils, power sigils

Environment: Any land

Organization: Squad (2-4), company (11-20 plus 2 3rd-level sergeants and 1 leader of 4th-6th level), or cabal (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-

level lieutenants, and 3 7th-level captains)

Treasure: NPC gear (spellbook)

Final Utterance (Ex): See below. This illumian's final utterance lasts for 2 rounds.

Glyphic Resonance (Ex): See below. This illumian is immune to symbol-based spells of 2nd level or lower.

Illumian Word (Su): This illumian's power sigils form the illumian word *Vaulnaen*. Twice per day, the illumian can use a spell slot (but not a slot holding a prepared spell) to spontaneously cast any of her prepared spells of the same spell level. The spell is cast using the caster level at which it is prepared.

Luminous Sigils (Su): See below.

Power Sigils (Su): This illumian has the *naen* and *vaul* sigils, granting her a +2 bonus on Intelligence checks, Charisma checks, and Intelligence- and Charisma-based skill checks.

Spellbook: This illumian's spellbook contains the following spells.

1st - *Comprehend languages, expeditious retreat, identify, mage armor, protection from evil, ray of enfeeblement, shield*

0 - All

ILLUMIAN CHARACTERS

+2 to One Ability Score (0 RP)

Medium (0 RP): Illumians are Medium creatures and have no bonuses or penalties due to size.

Normal Speed (0 RP): Illumians have a base speed of 30 feet.

Multitalented (2 RP): Illumians choose two favored classes at 1st level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Final Utterance (0 RP): When an illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the illumian, anyone within earshot hears ululating Illumian syllables - usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a *disintegrate* spell, her disembodied voice still utters strange gibberish for several rounds.

Glyphic Resonance: Illumians interact strangely with symbol-based spells. This group includes all spells whose names contain the word "glyph", "rune", "sigil", or "symbol". When an illumian encounters such magic, one of two things happens: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a -4 racial penalty on saving throws against these effects if their character level is less than the caster level of the spell. If an illumian's level equals or exceeds the spell's caster level, she is immune to the effect.

Human Blood (0 RP): Illumians count as humans for any effect related to race. An illumian does not need to make Disguise checks to pass as human.

Luminous Sigils (0 RP): The supernatural sigils that orbit an illumian's head provide illumination equal to a candle. She can make these sigils disappear as a standard action, but loses

the sigils' benefits and can't use any special abilities granted by power sigils or illumian words while they're doused. Restoring the sigils to visibility is a free action.

Power Sigil: In addition to the array of dimly glowing luminous sigils that orbits its head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Perception check, and identified with a DC 15 Knowledge (arcana) check.

On attaining her 2nd character level, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian Words, below). The benefit of each power sigil is given below, along with the Common translation of each sigil's Illumian name.

See below for descriptions of power sigils and Illumian words.

Shadow Resistant (1 RP): Illumians receive a +2 racial bonus on saving throws against spells with the shadow descriptor.

Superior Literacy (1 RP): Literacy and one Knowledge skill chosen at 1st level are class skill for illumians.

Languages (1 RP): Illumians begin play speaking Common and Illumian. Illumians with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

POWER SIGILS

- *Aesh* ("vigor"): +1 bonus on Strength checks and Strength-based skill checks.
- *Hoon* ("life"): +1 bonus on Wisdom checks, Constitution checks, and Wisdom-based skill checks.
- *Krau* ("magic"): +1 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).
- *Naen* ("mind"): +1 bonus on Intelligence checks and Intelligence-based skill checks.
- *Uur* ("grace"): +1 bonus on Dexterity checks and Dexterity-based skill checks.
- *Vaul* ("soul"): +1 bonus on Charisma checks and Charisma-based skill checks.

ILLUMIAN WORDS

Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of each word of power is described below.

- *Aeshkrau*: The illumian can use her Strength score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Strength score in place of any or all

of the ability scores used by those classes for this purpose.

- *Aeshoon*: Twice per day, the illumian can spend a channel energy attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.
- *Aeshuur*: When the illumian deals damage to a target with a sneak attack or a critical hit, she gains a +2 dodge bonus to her AC against that target until the beginning of her next turn.
- *Hoonkrau*: The illumian can spend a channel positive energy attempt as a swift action to add 1d8 points to the damage healed by any *cure* spell she casts before the end of her next turn, or a channel negative energy attempt as a swift action to add 1d8 points to the damage dealt by any *inflict* spell she casts before the end of her next turn. The illumian may use this ability twice per day.
- *Hoonvaul*: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as a swift action to gain a bonus equal to the spell's level on channel energy save DCs, channel energy damage rolls, and on attack and damage rolls when using a smite attack. This effect lasts until the beginning of the illumian's next turn.
- *Naenaesh*: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to gain the ability to cast any other prepared spell (or spells) of the same level as if it had been prepared with the Still Spell feat. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.
- *Naenhoon*: Twice per day, the illumian can spend one or more channel energy attempts as a swift action to add a metamagic effect to a spell she is casting, with no effect on the spell's casting time or effective level. She must have the metamagic feat whose effect she wants to apply. The illumian must expend a number of turn or channel attempts equal to the normal level adjustment of the metamagic feat (for example, it costs two channel attempts to apply an Empower Spell effect). If she chooses to apply the Heighten Spell effect, it costs her one channel attempt per level that she heightens the spell, up to a maximum of 9th level.
- *Naenkrau*: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.
- *Uurhoon*: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as a swift action to gain an insight bonus equal to her Wisdom bonus on Reflex saves and her Dexterity bonus on caster level checks to overcome spell resistance. This effect lasts for 1 minute per level of the spell slot expended.

- *Uurkrau*: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability scores used by her classes for this purpose.
- *Uurnaen*: During the time when the illumian prepares spells, she can choose to leave a 1st-level or 2nd-level spell slot unfilled to add an insight bonus equal to the spell slot's level on attack rolls when making an unarmed strike or a sneak attack. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot until the next time she prepares spells.
- *Vaulaesh*: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as a swift action to gain an insight bonus equal to the spell's level to AC and on weapon damage rolls. This effect lasts until the beginning of the illumian's next turn, and the damage bonus applies only to weapons with which she has selected the Weapon Focus feat.
- *Vaulkrau*: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her next turn.
- *Vaulnaen*: Twice per day, the illumian can use a spell slot (but not a slot holding a prepared spell) to spontaneously cast any of her prepared spells of the same spell level. For example, a 3rd-level bard/1st-level wizard who had prepared *burning hands* as a wizard spell could use one of her 1st-level bard spell slots to cast *burning hands*. The spell is cast using the caster level at which it is prepared (the bard/wizard in the above example would cast *burning hands* as a 1st-level caster).
- *Vauluur*: The illumian may expend a spell slot (but not a prepared spell) as a swift action to add 1d6 per spell level to her unarmed strike damage rolls and her sneak attack damage rolls. This effect lasts until the beginning of her next turn, and she may use it twice per day.

Ixitxachitl



More commonly known simply as “demon rays”, ixitxachitl (pronounced “ish-it-SHACH-itl”) are manta-shaped slavers and murderers fanatically loyal to their creator, the demon lord Demogorgon. Outwardly, ixitxachitl are difficult to distinguish from large black rays or skates, but their fang-filled mouths give them away.

Ixitxachitl gather in vast shoals of up to two-hundred individuals, dwelling in undersea tunnel complexes dug for them by slaves gathered from other aquatic races, especially merfolk, locathahs, and aquatic elves. Smaller pods of demon rays may be found swimming freely in the tropical ocean waters they call home. Ixitxachitl often have an understanding with other evil races such as sahuagin, though alliances tend to fall apart quickly due to the demon rays’ tendency to turn on their allies when sources of slaves and sacrifices dry up.

Ixitxachitl are devoted worshipers of Demogorgon and seek a constant supply of captives to sacrifice in his name; many of their kind have levels in cleric and are formidable spellcasters. Demon rays who question Demogorgon are immediately killed without mercy. Many ixitxachitl collect magical rings to wear on their tails and other magic items that do not require hands to use.

Ixitxachitl can be found throughout the warmer reaches of the Arcadian and Obari Oceans, especially the Fever Sea off western Garund, where they are a frequent danger for the pirates of the Shackles. They are most plentiful, however, in the waters off central Arcadia, whose human inhabitants gave them their name.

IXITXACHITL (Demon Ray)

CR: 1

XP: 400

CE Small aberration (aquatic)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +6

AC: 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp: 13 (2 HD)

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

Speed: Swim 30 ft.

Melee: Bite +3 (1d6+1), sting +3 (1d6+1)

Str 12, **Dex** 16, **Con** 15, **Int** 12, **Wis** 13, **Cha** 7

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

Feats: Dodge

Skills: Acrobatics +8, Knowledge (religion) +6, Perception +6, Stealth +12, Survival +6, Swim +9

Languages: Abyssal, Aquan

Environment: Warm ocean

Organization: Solitary, pair, pod (5-12 plus 1 2nd-level cleric), or shoal (10-100 plus 5 2nd-level clerics, 2 5th-level clerics, and 20-200 slaves of various aquatic races)

Treasure: Standard

VAMPIRIC IXITXACHITL

Despite their name, vampiric ixitxachitl are not undead. These demon rays, slightly smaller but more robust than others, are gifted by Demogorgon with the ability to drain the life energy from their victims. Only one in a hundred ixitxachitl is born with this blessing, seemingly at random, and they inevitably become leaders and champions among their kind.

VAMPIRIC IXITXACHITL

CR: 3

XP: 800

CE Small aberration (aquatic)

Init: +3; **Senses:** Darkvision 60 ft.; Perception +8

AC: 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp: 30 (4 HD)

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

Speed: Swim 30 ft.

Melee: Bite +8 (1d6+2 plus energy drain), sting +8 (1d6+2)

Special Attacks: Energy drain (1 level, DC 14)

Str 14, **Dex** 16, **Con** 17, **Int** 12, **Wis** 13, **Cha** 15

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

Feats: Dodge, Weapon Finesse

Skills: Acrobatics +10, Knowledge (religion) +8, Perception +8, Stealth +14, Survival +8, Swim +10

Languages: Abyssal, Aquan

Environment: Warm ocean

Organization: Solitary, pair, pod (1-2 plus 5-12 average ixitxachitls and 1 2nd-level cleric), or shoal (1-2 plus 10-100 average ixitxachitls, 5 2nd-level clerics, and 20-200 slaves of various aquatic races)

Treasure: Standard

GREATER VAMPIRIC IXITXACHITL (CR 5)

Greater vampiric ixitxachitl have the advanced and giant simple templates plus the following abilities.

Demogorgon's Blessing (Su): Other demon rays within 10 ft. of a greater vampiric ixitxachitl gain a +2 profane bonus on attack and damage rolls. Bonuses from multiple greater vampiric ixitxachitls do not stack.

Poison (Ex): Sting – injury; save Fort DC 17, frequency 1/round for 6 rounds, effect 1d2 Con, cure 2 saves. The save DC is Constitution-based.

Jarilith



Apex predators of the Abyss, jariliths stalk sun-beaten savannahs and poisonous jungles in search of fresh meat. These feline fiends are born from the nightmares of thousands of generations of mortals, the concept of predation given flesh.

A jarilith resembles a great cat with obvious fiendish traits such as horns, spiked tails, bone spurs erupting from their joints, or an ever-present odor of sulfur. Jariliths may look like lions, tigers, jaguars, or other feline predators, or may mix traits from multiple species, but all have the same statistics. They exude both majesty and terror, inspiring palpable fear in those who witness them. Jariliths cannot speak, but are deceptively intelligent and capable of telepathy and several magical abilities that aid them in hunting their prey.

Jariliths are not true demons, taking shape from the fabric of the Abyss itself rather than the souls of mortals, and they exist outside Abyssal politics. Jariliths spend most of their time hunting weaker demons for sustenance, but stronger demons often subjugate them as guards or warbeasts, though they are notoriously difficult to control. The demon lord Nurgal, who appears as a flaming leonine humanoid, has a special affection for jariliths and gives them free reign in his desert realm of Kuthan. Huge prides of the creatures prey on the fiendish gnolls of Lamashtu's realm of Kurnugia, while countless numbers of these fiends stalk the Screaming Jungle in Gaping Maw, the realm of Demogorgon.

JARILITH

CR: 13

XP: 25,600

CE Large outsider (chaotic, evil, extraplanar)

Init: +11; **Senses:** Darkvision 60 ft., scent; Perception +27

Aura: Frightful presence (30 ft., DC 21)

AC: 29, touch 16, flat-footed 22 (+9 Dex, +13 natural, -1 size)

hp: 184 (16 HD)

Fort +16, **Ref** +17, **Will** +9

DR 15/good; **Immune:** Fire, poison; **Resist:** Acid 10, cold 10, electricity 10; **SR** 24

Speed: 60 ft.

Melee: Bite +25 (2d8+4/15-20/x3 plus grab), 2 claws +26 (2d6+4/18-20/x3)

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

Special Attacks: Pounce, rake (2 claws +26, 2d6+4/18-20/x3)

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

At will – *Clairaudience/clairvoyance*, *darkness*, *detect good*, *detect thoughts* (DC 14), *doom* (DC 14)

1/day – Summon (level 4, 1 jarilith, 35%)

Str 31, Dex 25, Con 23, Int 8, Wis 14, Cha 16

Base Atk: +16; **CMB:** +27 (+31 grapple); **CMD:** 44 (48 vs. trip)

Feats: Critical Focus, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Run, Skill Focus (Perception), Weapon Focus (claw)

Skills: Acrobatics +26 (+30 to balance), Climb +29, Perception +27, Stealth +26 (+34 in heavy undergrowth or tall grass), Survival +21; **Racial Modifiers:** +4 Acrobatics to balance, +4 Stealth (+12 in heavy undergrowth or tall grass)

Languages: Abyssal (cannot speak); telepathy 100 ft.

SQ: Augmented critical

Environment: Any (The Abyss)

Organization: Solitary, pair, or pride (6-10)

Treasure: Standard

Augmented Critical (Ex): A jarilith threatens a critical hit on a natural attack roll of 18-20. On a successful critical hit with a bite or claw attack, it deals triple damage.

Kank



Kanks are large beetle-like insects that wander in herds across the arid plains of Akiton, the Red Planet. These large herbivores have been domesticated by the native humans and provide a vital role in Akitonian society similar to cattle on Golarion.

Kanks have a social structure similar to ants, but they travel in nomadic herds rather than build hives. There are four specialized castes: worker, soldier, drone, and queen. A single breeding female leads each herd as the queen, laying all the herd's eggs and directing the others with pheromone emissions. A small court of male drones (use stats for workers) mates with her and tends to her needs. A caste of large, powerful female soldier kanks defends the herds with their poisonous bites. Finally, the vast majority of each herd is made up of sterile female workers. The workers consume great quantities of grass that they process into a sweet, nutritious honey that feeds the rest of the herd.

Each worker kank produces two or three melon-sized globules of green honey per day that they store underneath their abdomen. Kank honey provides both nutrition and moisture, and millions of Akitonian humans rely on it as a staple food source, eating it as is or baking it into bread. Domesticated kanks are better fed than those in the wild, and produce more honey as a result. Kank meat, however, is foul and nausea-inducing, and only the most desperate creatures consume it.

Soldier kanks are also valued by humanoids, as these insects can be trained as mounts, beasts of burden, or guard animals. Kanks are marginally smarter than most vermin, possessing

intelligence on par with reptiles, and their social structure makes them receptive to orders. Soldier kanks are reliable desert mounts that fill much the same role as Golarion's camels.

KANK WORKER

CR: 1

XP: 200

N Medium animal

Init: +1; **Senses:** Low-light vision, scent; Perception +4

AC: 13, touch 10, flat-footed 13 (+3 natural)

hp: 13 (2 HD)

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

Speed: 30 ft.

Melee: Bite +3 (1d6+3 plus grab)

Ranged: Spit +2 touch (1d3 acid, range 10 ft.)

Str 14, **Dex** 12, **Con** 15, **Int** 1, **Wis** 13, **Cha** 6

Base Atk: +1; **CMB:** +2 (+6 grapple); **CMD:** 12 (20 vs. trip)

Feats: Endurance

Skills: Acrobatics +1 (+5 to jump), Perception +4; **Racial Modifiers:** +4 Acrobatics to jump

KANK SOLDIER

CR: 2

XP: 400

N Large animal

Init: +1; **Senses:** Low-light vision, scent; Perception +5

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

hp: 22 (3 HD)

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

Speed: 40 ft.

Melee: Bite +4 (1d8+4 plus grab and poison)

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

Str 16, **Dex** 12, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

Base Atk: +2; **CMB:** +6 (+10 grapple); **CMD:** 17 (25 vs. trip)

Feats: Endurance, Run

Skills: Acrobatics +6 (+10 to jump), Perception +5; **Racial Modifiers:** +4 Acrobatics to jump

Poison (Ex): Sting – injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

KANK QUEEN

CR: 4

XP: 1,200

N Large animal

Init: +0; **Senses:** Low-light vision, scent; Perception +9

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

hp: 47 (5 HD)

Fort +10, **Ref** +4, **Will** +1

Speed: 30 ft.

Melee: Bite +9 (1d8+10 plus grab)

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

Special Attacks: Gas cloud

Str 24, **Dex** 10, **Con** 19, **Int** 1, **Wis** 13, **Cha** 6

Base Atk: +3; **CMB:** +11 (+15 grapple); **CMD:** 21 (29 vs. trip)

Feats: Endurance, Great Fortitude, Toughness

Skills: Perception +9

Gas Cloud (Ex): Once per day as a standard action, a kank queen can release a cloud of foul-smelling, opaque gas in a 15-foot radius centered on herself. Non-kanks in the cloud's area must make a DC 16 Fortitude save or become nauseated for 1 minute. Creatures within the cloud also have concealment, and the queen typically uses this ability to escape a predator that has destroyed her eggs. The save DC is Constitution-based.

Environment: Any desert

Organization: Pack (3-6 workers plus 1 soldier) or herd (10-100 workers plus 7-18 soldiers and 1 queen)

Treasure: None

KANK ANIMAL COMPANIONS

Soldier kanks may be selected by druids and rangers from Akiton as animal companions and by cavaliers and paladins as mounts.

Starting Statistics: **Size:** Large; **Speed:** 40 ft.; **AC:** +4 natural armor; **Attack:** Bite (1d6 plus grab); **Ability Scores:** Str 16, Dex 11, Con 15, Int 1, Wis 12, Cha 6; **Special**

Attacks: Grab; **Special Qualities:** Low-light vision, scent.

4th-Level Advancement: **Attack:** Bite (1d8 plus grab and poison); **Ability Scores:** Str +2, Con +2; **Special Attacks:** Poison (Frequency 1/round for 4 rounds, effect 1d2 Str damage, cure 1 save, Con-based DC).

CARRYING CAPACITY

A light load for a soldier kank is up to 200 pounds; a medium load 201-400 pounds; and a heavy load 401-600 pounds. A soldier kank can drag 3,000 pounds.

Kopru



Koprus are savage amphibian slavers who once ruled a great undersea empire. Though reduced to scattered clans of barbaric hunters, they retain their cunning, ambition, and powers of mental domination.

Slightly over ten feet in length, koprus have a vaguely humanoid upper body with two clawed forelimbs and a bulbous yellow-eyed head. Their faces bear a superficial resemblance to [illithids](#), with forked octopoid tentacles surrounding a lampreylike maw, but the two aberrations are unrelated and the kopru's tentacles are not strong enough to attack prey. Below its waist, a kopru has two sharklike fins, and its tail splits into three long, hooked ribbons with which it can grapple its prey. Most koprus have greenish-yellow skin, though clans in warmer waters are more reddish-brown.

Koprus have a matriarchal society in which powerful female shamans or oracles lord over loosely-organized colonies of up to two dozen. Female koprus are predominantly divine spellcasters or warriors, while males can win renown with stealth or arcane prowess. Each kopru colony has an assortment of slaves of various aquatic races, typically merfolk, aquatic elves, and locathahs; coastal locathahs sometimes abduct surface-dwelling humanoids and corral them on isolated islands to farm for them. Koprus thrive in heat and prefer to lair near volcanic vents.

The empire of the koprus once spread across Golarion's tropical oceans, their cities built near ocean currents that facilitated quick travel across vast distances. These creatures were and remain fanatically devoted to the demon lord Demogorgon, whom they believe created them and blessed them with their mental powers. The koprus ruled as the priesthood and nobility of a multi-species society, with the [morkoths](#) serving as the sages, the [ixitxachitl](#) as the warriors, and various enslaved humanoids as the workforce. Roughly two-thousand years ago, a period of natural disasters, civil war between the empire's constituent races, and wars with the aboleths rocked the

kopru empire, and over the course of a few centuries their cities fell into disrepair and the koprus scattered across the five oceans.

KOPRU

CR: 6

XP: 2,400

CE Medium aberration (aquatic)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +13

AC: 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

hp: 75 (10 HD)

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

Resist: Fire 5

Speed: 5 ft., swim 40 ft.

Melee: Bite +10 (1d4+3), 2 claws +10 (1d4+3), tail slap +9 (1d6+3 plus grab)

Special Attacks: Constrict (1d6+3), dominate person

Str 17, **Dex** 14, **Con** 15, **Int** 11, **Wis** 12, **Cha** 12

Base Atk: +7; **CMB:** +10; **CMD:** 22 (can't be tripped)

Feats: Combat Reflexes, Great Fortitude, Iron Will, Multiattack, Weapon Focus (tail slap)

Skills: Escape Artist +13, Intimidate +14, Perception +13, Stealth +13, Swim +15

Languages: Aquan, Common

SQ: Amphibious

Environment: Warm ocean and marsh

Organization: Solitary, pair, patrol (3-5), or colony (6-24)

Treasure: Standard (chain shirt)

Dominate Person (Su): Once per day, a kopru can produce an effect like that of a *dominate person* spell (CL 10th, Will save DC 16), except that the range is 180 feet and the duration is eight days. The save DC is Charisma-based.

Powerful Tail (Ex): Although its tail slap is a secondary weapon, a kopru adds its full Strength modifier to tail slap and constrict attacks.

NOBLE KOPRU

At the height of their empire, koprus practiced ritual cranial binding on the offspring of their noble families, exerting pressure on certain cerebral glands in conjunction with a regime of hypernutrition to cause the young to grow especially large and intelligent. Such noble koprus were the rulers of their empire, but proved part of its undoing with their constant scheming and infighting.

Few noble koprus exist today, since the diet instrumental in creating them was made up largely of kopura, a type of mollusk now teetering near extinction due to climactic changes over the last two millennia. Kopru colonies led by a noble are significantly better organized, often courting ixitxachitls as guards and enforcers.

NOBLE KOPRU

CR: 9

XP: 6,400

CE Large aberration (aquatic)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +13

AC: 23, touch 12, flat-footed 21 (+6 armor, +2 Dex, +5 natural)

hp: 110 (13 HD)

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

Resist: Fire 5

Speed: 5 ft., swim 40 ft. (30 ft. in breastplate)

Melee: Bite +16 (1d6+7), 2 claws +16 (1d6+7), tail slap +15 (1d8+7 plus grab)

Special Attacks: Constrict (1d8+7), dominate person (DC 20)

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

Str 25, **Dex** 14, **Con** 19, **Int** 15, **Wis** 12, **Cha** 16

Base Atk: +9; **CMB:** +16; **CMD:** 28 (can't be tripped)

Feats: Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (tail slap)

Skills: Escape Artist +14, Intimidate +19, Knowledge (history) +18, Perception +16, Stealth +10, Swim +15

Languages: Abyssal, Aklo, Aquan, Common

SQ: Amphibious, powerful tail

Environment: Warm ocean and marsh

Organization: Solitary, pair, or colony (2-5 plus 6-24 common kopru)

Treasure: Standard (breastplate)

KOPURA

Kopuras are large black-shelled clams with bitter crimson meat, called “Demogorgon’s scales” in kopru legends. Kopura shells are used by kopru spellcasters in their magic, and the clams’ flesh is used in conjunction with various rituals to create kopru nobles. Any spell with the evil descriptor cast using a kopura shell as an additional material component has its effective caster level increased by +2. The shell is destroyed in the spell’s casting. Kopura shells are exceedingly rare and cost upward of 100 gp.

Kuo-toa



Neither quite fish nor frog, reptile nor human, kuo-toas are degenerate ichthyoids that inhabit the deep places of the world.

The kuo-toas are an ancient race whose history stretches back before the memory of the surface races. Their primeval empire, coexistent with the prehistoric cultures of the serpentfolk and troglodytes, was once powerful and sophisticated, but due to external pressures and internal conflicts, the kuo-toas have been reduced to scattered tribes wallowing in brutality and insanity.

Kuo-toa settlements function as city-sized temples to their alien goddess and her merciless priests, known as whips, are absolute rulers. Enforcing the whips' edicts are orders of monks known as monitors who act as secret police, punishing the insufficiently servile and corralling the insane into gibbering mobs. Squads of elite fighters protect the settlement's outskirts and raid other subterranean races for slaves. Kuo-toas must live near water to lay their eggs, but most of their settlements are above ground to house their air-breathing slaves, with only the hatcheries and central shrine fully submerged.

To the kuo-toas, all other races are inferior and exist only as potential slaves. The sole exception are the drow, with whom the kuo-toa have a lucrative slave trade, though they will enslave lone dark elves without hesitation. Svirfneblin, duergar, orcs, mongrelmen, and vegepygmies are common targets for kuo-toa slave raids. The only race they never enslave are the skum, whom they destroy on sight.

Kuo-toas originated in the Sightless Sea of darkest Orv, but driven out in a genocidal war by the monstrous aboleths, they spread throughout Golarion's Darklands, and even into the deepest crevices of the surface oceans. The aboleths cursed the kuo-toas with near-contagious insanity that has prevented them from rebuilding their ancient empire. Furthermore, the aboleths are thought to have bred kuo-toas with humans to create their slave race, the ulat-kini, known on the surface as skum. Kuo-toas despise skum above all other enemies and will not suffer the deep ones to live.

KUO-TOA

CR: 3

XP: 800

NE Medium monstrous humanoid (aquatic)

Init: +0; **Senses:** Darkvision 60 ft., keen sight; Perception +13

AC: 16, touch 10, flat-footed 16 (+6 natural)

hp: 30 (4 HD)

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

Defensive Abilities: Slippery; **Immune:** Paralysis, poison; **Resist:** Electricity 10

Weakness: Light blindness

Speed: 20 ft., swim 50 ft.

Melee: Spear +6 (1d8+3/x3), bite +4 (1d4+2)

Ranged: Spear +4 (1d8+2/x3/20 ft.)

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

Base Atk: +4; **CMB:** +5; **CMD:** 15

Feats: Great Fortitude, Multiattack

Skills: Craft (any one) +8, Escape Artist +12, Perception +13, Stealth +7, Swim +16; **Racial**

Modifiers: +8 Escape Artist, +4 Perception

Languages: Aquan, Undercommon

SQ: Amphibious, weapon familiarity

Environment: Temperate ocean or underground

Organization: Patrol (2-4 plus 1 3rd-level cleric), squad (6-11 plus 1 or 2 3rd-level clerics, 1 or 2 4th-level monks, and 1 8th-level fighter), band (20-50 plus 100% noncombatants plus 2 3rd-level clerics, 2 8th-level fighters, and 1 10th-level fighter), or tribe (40-400 plus 1 3rd-level cleric per 20 adults, 1 4th-level monk, 4 8th-level fighters, 1 10th-level cleric, and 2 10th-level fighters)

Treasure: Standard

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects avoid their notice.

Slippery (Ex): Kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise, don't affect kuo-toas, and they gain a +8 racial bonus on Escape Artist checks.

Weapon Familiarity (Ex): Kuo-toas treat pincer staffs as martial weapons.

ADVANCED KUO-TOAS

Kuo-toas have two abilities that grant benefits to individuals with class levels. The adhesive special quality is of use to kuo-toas of any class that grants proficiency with shields, while the lightning bolt special attack is usable only by kuo-toas with cleric levels.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an

unsuccessful melee attack against a kuo-toa holding a shield must succeed on a Reflex save (DC 10 + ½ the kuo-toa's racial Hit Dice + the kuo-toa's Constitution score; DC 14 for a standard kuo-toa), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck.

A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Lightning Bolt (Su): Two or more kuo-toa clerics, operating together, can generate a stroke of lightning every 1d4 rounds. The clerics must join hands to launch the bolt but need merely be within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of electricity damage per cleric, but a successful Reflex save (DC 13 + number of clerics) halves this amount.

PINCER STAFF

A pincer staff is an exotic two-handed weapon that costs 8 gp and weighs 8 lb. Many kuo-toa fighters and all clerics of 7th level or higher wield this weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a natural 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size with a pincer staff can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Lemorian Idol



Created in the image of the Prince of Demons, Lemorian idols are constructs fashioned in the depths of the Abyss according to Demogorgon's will and given to his mortal followers as focuses for their unholy rites.

Lemorian idols resemble black stone images of the demon lord Demogorgon: a bipedal reptilian body with four tentacles and two glowering baboon heads, standing at least fifteen feet tall. At most times it appears to be merely a statue, but during rituals or when outsiders intrude upon its fane, the stone monstrosity comes to life with bone-shaking howls.

Named for Lemoriax, Demogorgon's crown city in the Abyss, Lemorian idols are created in vile workshops by Demogorgon's most trusted servants. They can be found patrolling Lemoriax's anarchic streets as guardians or soldiers, but are more often sent to the Material Plane to serve as centerpieces for Demogorgon's cults. Lemorian idols are deceptively intelligent, and if deems its cult unworthy of their master, it may brutally slay its own flock, confident that Demogorgon will send it worthier followers in the future.

LEMORIAN IDOL

CR: 10

XP: 9,600

CE Large construct (extraplanar)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +13

AC: 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp: 96 (12 HD)

Fort +3, **Ref** +5, **Will** +4

DR 10/adamantine or good; **Immune:** Construct traits; **SR** 21

Speed: 40 ft., climb 20 ft.

Melee: 4 tentacles +20 (1d8+8/19-20 plus grab and rot)

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

Special Attacks: Constrict (1d8+12 plus rot), howl

Str 26, **Dex** 14, **Con** –, **Int** 11, **Wis** 12, **Cha** 11

Base Atk: +12; **CMB:** +21 (+25 grapple); **CMD:** 33

Feats: Ability Focus (howl), Combat Reflexes, Improved Critical (tentacle), Improved Initiative, Power Attack, Weapon Focus (tentacle)

Skills: Climb +28, Perception +13

Languages: Abyssal

SQ: Dual nature

Environment: Any (The Abyss)

Organization: Solitary

Treasure: None

Dual Nature (Ex): A Lemorian idol has two minds. As such, it retains the ability to fight and defend itself while grappling a single foe, also retaining its Dexterity bonus to AC. If a Lemorian idol grapples two foes, it loses its ability to make attacks with its tentacles and its Dexterity bonus to AC.

Howl (Su): A Lemorian idol can howl as a standard action (or as part of a full-attack action due to its dual nature), causing all those within 50 feet to become shaken for 1d6 rounds (DC 18 Will save negates). Each head can howl once per day. A shaken creature becomes panicked for 1d6 rounds if affected by a second howl. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Rot (Su): Anyone struck by a Lemorian idol must make a DC 16 Fortitude save or take 1d4 points of Constitution damage as their flesh rots and turns gangrenous from the unholy contact. The save DC is Charisma-based.

Larger and stronger than Lemorian idols, Lemorian sentinels are created by Demogorgon himself in his twin-peaked stronghold of Abysm. These unholy constructs serve as guardians of Demogorgon's most profane sanctums.

LEMORIAN SENTINEL

CR: 17

XP: 102,400

CE Large construct (extraplanar)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +31

AC: 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)

hp: 235 (30 HD)

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

DR 10/adamantine and good; **Immune:** Construct traits; **SR** 28

Speed: 40 ft., climb 20 ft.

Melee: 4 tentacles +41 (2d6+13/19-20 plus grab and rot)

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

Special Attacks: Constrict (2d6+19 plus rot), howl

Str 36, **Dex** 14, **Con** –, **Int** 11, **Wis** 12, **Cha** 11

Base Atk: +30; **CMB:** +45 (+49 grapple); **CMD:** 57

Feats: Ability Focus (howl), Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Critical (tentacle), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (tentacle), Vital Strike

Skills: Climb +51, Perception +31

Languages: Abyssal

SQ: Dual nature

Environment: Any (The Abyss)

Organization: Solitary

Treasure: None

Howl (Su): The save DC for a Lemorian sentinel's howl is 27. The DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Rot (Su): The save DC for a Lemorian sentinel's rot is 25. The DC is Charisma-based.

Lizard, Inix



Inixes are large, belligerent lizards from the planet Akiton. These aggressive omnivores are domesticated by the native humans, lizardfolk, and Shobad-neh as mounts and beasts of burden, similar to draft oxen on Earth. The inix's great strength and endurance makes it a valuable draft animal, though the cost of upkeep is high due to the animal's vast appetite. They become cantankerous when hungry, and are rarely taken on long desert journeys where food may be scarce.

In the wild, inixes eat anything they can find, typically scrub plants and carrion. Like some smaller lizards, a female inix can produce viable eggs in the absence of males, allowing the species to spread to many remote locations on the desert world.

INIX

CR: 5

XP: 1,600

N Large animal

Init: +0; **Senses:** Low-light vision, scent; Perception +13

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

hp: 57 (6 HD)

Fort +10, **Ref** +5, **Will** +3

Speed: 40 ft.

Melee: Bite +10 (1d8+7), tail slap +10 (1d6+7)

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

Str 24, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 2

Base Atk: +4; **CMB:** +12; **CMD:** 22 (26 vs. trip)

Feats: Endurance, Power Attack, Skill Focus (Perception)

Skills: Perception +13

Environment: Any desert
Organization: Solitary or herd (2-8)
Treasure: None

CARRYING CAPACITY

A light load for an inix is up to 699 pounds; a medium load 700-1,398 pounds; and a heavy load 1,399-2,100 pounds. An inix can drag 10,500 pounds.

INIX ANIMAL COMPANIONS

Inixes may be selected as animal companions by druids from Akiton.

Starting Statistics: **Size:** Medium; **Speed:** 40 ft.; **AC:** +6 natural; **Attack:** Bite (1d6), tail slap (1d4); **Ability Scores:** Str 15, Dex 12, Con 15, Int 2, Wis 13, Cha 2; **Special Qualities:** Low-light vision, scent.

7th-Level Advancement: **Size:** Large; **AC:** +3 natural; **Attack:** Bite (1d8), tail slap (1d6); **Ability Scores:** Str +8, Dex -2, Con +4; **Special Attacks:** 10-ft. reach with tail slap.

JUVENILE INIXES

A young inix is sleeker than an adult and feeds on live prey; its diet shifts to plants and carrion as it ages. Its bite contains painful blood-poisoning agents that disappear as the beast matures. For juvenile inix statistics, use stats for a monitor lizard (*Bestiary*, pg. 194), with the following changes:

Fort +6

Speed: 30 ft. The juvenile inix has no swim speed.

Melee: Bite +5 (1d6+4), tail slap +5 (1d4+4)

Feats: Replace Great Fortitude with Endurance.

Skills: The juvenile inix's racial bonus to Stealth checks applies in desert terrain, not in undergrowth.

Lizard, Subterranean



The subterranean lizard, or *sivalith* as it is called by the drow, is a powerful predator of the Darklands that is valued as a mount by the dark elves. They produce a mild venom in their saliva that weakens their prey, making their victims more vulnerable to their vicious claws, teeth, and froglike tongue. Subterranean lizards also heal at an astounding rate, with only fire and acid leaving lasting wounds, and their scales (normally green or blue) can change color to blend into rocky terrain, making them adept ambush predators.

Subterranean lizards are frequently tamed by the dark elves, and owning one is a mark of prestige among drow knights.

SUBTERRANEAN LIZARD (Sivalith)

CR: 4

XP: 1,200

N Large magical beast

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

AC: 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp: 43 (6 HD); regeneration 2 (acid, fire)

Fort +7, **Ref** +8, **Will** +4

Speed: 40 ft., climb 40 ft.

Melee: Bite +9 (1d8+6 plus poison)

Ranged: Tongue +10 touch (1d6+4 nonlethal plus poison plus grab)

Space: 10 ft.; **Reach:** 10 ft. (20 ft. with tongue)

Special Attacks: Pull (tongue, 10 ft.)

Str 18, **Dex** 16, **Con** 15, **Int** 2, **Wis** 14, **Cha** 2

Base Atk: +6; **CMB:** +11 (+15 grapple); **CMD:** 24 (28 vs. trip)

Feats: Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (tongue)

Skills: Acrobatics +3 (+7 to balance), Climb +12, Perception +11, Stealth +9 (+13 in rocky terrain); **Racial Modifiers:** +4 Acrobatics to balance, +4 Stealth (improves to +8 in rocky terrain)

Environment: Underground

Organization: Solitary

Treasure: Incidental

Poison (Ex): Bite or tongue – injury or contact; save Fort DC 16, frequency 1/round for 6 rounds, effect 1d2 Str, cure 1 save.

Tongue (Ex): A subterranean lizard can grab a foe with its tongue and draw the victim to its mouth. This tongue attack has a reach of 20 feet. The attack deals 1d6+4 nonlethal damage, afflicts the victim with poison, and allows the lizard to grab. A subterranean lizard does not gain the grappled condition while using its tongue in this manner.

Lizardfolk, Blackscale



Giant relatives of common lizardfolk, blackscals are proud fighters who seek glory in battle. These ogre-sized reptiles resemble their smaller kindred but are roughly nine feet tall and weigh 600 pounds, with glossy black scales and pronounced leathery crests on their heads. Their flat nostrils and sunken eyes give their faces a skull-like appearance.

Blackscals prefer drier ground than other lizardfolk and live in forests or jungles rather than swamps, often inhabiting ruins. Proud and arrogant, they drive off any non-reptiles that enter their territory and exact tribute from smaller lizardfolk who live nearby. Blackscals exult in battle and love showing off their prowess, fighting as disorganized individuals unless under the command of a stronger leader (often a blackscale with levels of fighter, ranger, or barbarian).

Like many reptilian humanoids, blackscals feel a kinship with dragons, especially black dragons, who share their coloration and cadaverous faces. A blackscale tribe under the leadership of a black dragon is unusually cruel, carrying out raids and taking prisoners to satisfy their master's sadistic whims. Green or [orichalcum dragons](#) also commonly attract blackscale servants.

Left to their own devices, blackscals are aggressive but not needlessly violent, typically following the directives of a small enclave of druid or shaman leaders. Blackscals consider other subspecies of lizardfolk to be less worthy than themselves, with the exception of lizardfolk priests, whose power they revere. A tribe of common lizardfolk with a spellcasting leader often counts a small group of elite blackscale guards.

BLACKSCALE LIZARDFOLK

CR: 3

XP: 800

N Large humanoid (reptilian)

Init: +0; **Senses:** Darkvision 60 ft.; Perception +4

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

hp: 26 (4 HD)

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

Resist: Acid 5

Speed: 40 ft.

Melee: Greatclub +6 (2d8+6), bite +1 (1d6+2); or bite +6 (1d6+4), 2 claws +6 (1d6+4)

Ranged: Javelin +2 (1d8+4/30 ft.)

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

Str 19, **Dex** 10, **Con** 16, **Int** 8, **Wis** 11, **Cha** 7

Base Atk: +3; **CMB:** +8; **CMD:** 18

Feats: Iron Will, Power Attack

Skills: Acrobatics +2 (+6 to balance or swim), Perception +4, Swim +10; **Racial Modifiers:** +4 Acrobatics to balance or jump, +4 Swim

Languages: Draconic

SQ: Hold breath

Environment: Temperate or warm forests

Organization: Solitary, gang (2-3), band (3-6 plus 1 leader of 3rd-6th level), or tribe (20-40 plus 50% noncombatants plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

Treasure: Standard (greatclub, 4 javelins, other treasure)

Hold Breath (Ex): A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Losel



Losels are vicious crossbreeds of orcs and baboons created by demonic magic. They were only created in the recent past, less than a century ago, but are quickly spreading throughout the jungles and savannas of the sweltering south.

Appearing more simian than humanoid, losels strongly resemble oversized short-tailed baboons, but with the underslung jaws, tusks, and wolflike ears of orcs. Unlike either orcs or baboons, their fingers and toes have razor-sharp claws. They possess shaggy brown fur and pale green skin. Losels rarely wear clothing or armor and only use manufactured weapons when given them by more intelligent masters.

These ill-tempered hybrids are easily bullied into submission by true orcs, who sometimes outfit losels with crude weapons and train them as guards. On their own, losels congregate into crude tribes ruled by the strongest individual; losels do not share their orc ancestors' misogyny, and leaders may just as likely be female as male. They do not build structures, instead sleeping in caves or in tree branches. Rogue losels sometimes dominate bands of baboons; such baboon troops are always far more aggressive and wantonly violent than normal under a losel's influence.

Losels are creations of Angazhan, the demon lord of apes and jungles. The sentient apes who worship Angazhan frequently take captives to the temple-city of Usaro deep in the Mwangi Expanse, indiscriminately sacrificing orcs, elves, humans, and other races to their demonic lord, but Angazhan looked on the ferocious orcs with admiration. The demon forced many orc captives to partake in unholy rituals with base animals, bringing about the race of losels. Since then, losels have spread throughout Garund in the service of the ape-folk of Usaro or in the wild. The offspring of a losel with either an orc or a baboon is always another losel, ensuring the continued existence of this newly-birthered race on Golarion.

LOSEL

CR: 1

XP: 400

CE Medium humanoid (orc)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +4

AC: 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp: 11 (2 HD)

Fort +1, **Ref** +4, **Will** +0

Defensive Abilities: Ferocity

Speed: 30 ft., climb 20 ft.

Melee: Light mace +3 (1d6+2), claw -2 (1d4+1), bite -2 (1d4+1); or 2 claws +3 (1d4+2) and bite +3 (1d4+2)

Ranged: Light crossbow +2 (1d8)

Combat Gear: 20 crossbow bolts

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

Base Atk: +1; **CMB:** +3; **CMD:** 14

Feats: Skill Focus (Perception)

Skills: Climb +10, Diplomacy -2 (+2 with baboons), Perception +4, Stealth +2; **Racial**

Modifiers: +4 Diplomacy with baboons

Languages: Orc

SQ: Baboon empathy

Environment: Temperate and warm land

Organization: Gang (3-8) or band (5-30 plus 1 3rd-level leader)

Treasure: NPC gear

Baboon Empathy (Ex): A losel can communicate and empathize with baboons. They can use Diplomacy to alter a baboon's mood, and when so doing gain a +4 racial bonus on the check.

Orc Blood (Ex): Losels are considered orcs for all effects related to race.

Lupin



Lupins are a race of proud, strong warriors native to the hills, forests, and tundras of the north. These humanoids are unsophisticated hunters, living in loose clans or packs modeled after the wolves they resemble. Due to their resemblance to werewolves, humans often assume that lupins are evil savages similar to gnolls or orcs, but in fact the wolf-people are brave and loyal protectors of the frozen frontier who constantly battle frost giants, ice trolls, winter wolves, and worse evils. Though often aggressive toward outsiders, once gained, a lupin's respect is eternal.

Lupins are seminomadic. During the summer the clan ranges across large stretches of forest or tundra, living off the land, but when winter approaches they retreat to small villages centered around a large communal longhouse. Each clan is governed by an elder who is democratically elected and serves for one year. Once per year, under a full moon, all lupin clans in an area gather for three nights in a festival called the White Howl, in which news is shared, young braves choose mates, and the clans reaffirm their ties. Most lupins are nature worshippers; they practice the Green Faith (as druids) or venerate ancestors and animal spirits (as oracles) rather than revering specific gods. Lupins often capture and tame the wolves to ride as mounts.

Lupins despise werewolves. The lupins believe that the first werewolves were descended from lupins who mated with humans, for which they were cursed by the wolf spirits for polluting their bloodline. They also hate werewolves for the grief caused to them by humans mistaking them for lycanthropes. Lupins believe they have a sacred duty to exterminate all lycanthropes, and this zeal sometimes brings them into conflict with nonevil shapechangers such as werebears.

Lupins can be found throughout Golarion's northern hemisphere. They are extremely common in northern Arcadia. In Avistan, lupins are the primary inhabitants of the Ice Steppes to the north of Irrisen and the Lands of the Linnorm Kings, and they sometimes come south to trade. They are also found in smaller numbers around the edges of the Crown of the World and in northern Casmaron and Tian Xia.

A wide variety of lupin subraces exist, most of them resembling dogs of various breeds. Most such subraces are extremely limited in numbers and geographical scope, usually limited to only a few thousand individuals.

LUPIN

CR: ½

XP: 200

Lupin fighter 1

LG Medium humanoid (lupin)

Init: +4; **Senses:** Low-light vision, scent; Perception +4

AC: 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp: 13 (1 HD)

Fort +4, **Ref** +0, **Will** +1

Speed: 30 ft.

Melee: Longsword +5 (1d8+3/19-20)

Ranged: Longbow +1 (1d8/x3/100 ft.)

Special Attacks: Hatred

Str 17, **Dex** 11, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk: +1; **CMB:** +4; **CMD:** 14

Feats: Improved Initiative, Weapon Focus (longsword)

Skills: Perception +4, Ride +7; **Racial Modifiers:** +2 Perception, +2 Ride

Languages: Common, Lupin

SQ: Hatred

Environment: Cold forests or plains

Organization: Hunting party (2-4), pack (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Treasure: NPC gear (longsword, longbow with 20 arrows, masterwork chain shirt, heavy wooden shield, other treasure)

Hatred (Ex): Lupins receive a +1 bonus on attack rolls against humanoids with the gnoll or shapechanger subtype.

LUPIN CHARACTERS (10 RP)

+2 Strength, +2 Wisdom, -2 Intelligence (0 RP)

Medium (0 RP): Lupins are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Lupins have a base speed of 30 feet.

Low-Light Vision (1 RP): Lupins can see twice as far as humans in conditions of dim light.

Expert Rider (2 RP): Lupins receive a +2 racial bonus on Ride checks.

Hatred (1 RP): See above.

Keen Senses (2 RP): Lupins receive a +2 racial bonus on Perception skill checks.

Scent (4 RP): Lupins gain the scent ability (see *Bestiary* pg. 304)

Languages (0 RP): Lupins begin play speaking Common and Lupin. Lupins with high Intelligence scores can choose from the following: Elven, Gnoll, Gnome, Goblin, Halfling, and Sylvan.

LUPIN BREEDS

Numerous breeds, or subraces, of lupins exist. The statistics above are for the most common breed: **wild lupins**, also known as **wolvenfolk**, which resemble humanoid wolves. Other lupin subraces have different racial traits, as follows.

MONGREL LUPINS

Mongrel lupins are the second most common subrace and resemble dogs of no particular breed. These lupins are integrated into human society, living in small family units in cities and towns throughout the world. They are humble people and wear the name of “mongrel” with pride. They have the same racial traits as wild lupins except as follows.

Skilled Laborer: Common lupins receive a +2 racial bonus on a Craft or Profession skill of their choice. This replaces the wild lupin’s expert rider racial trait.

FERAL LUPINS

Feral lupins resemble various types of wild canines; the wolf-like wild lupins fall into this group. Contrary to popular belief, gnolls have no relation to lupins. Most feral lupins have very different statistics from common lupins, and the adlet and tanuki are not suitable as player characters.

Adlet: These rare lupins resemble winter wolves and have powerful supernatural abilities. Replace adlet subtype with lupin subtype.

Hutaakan: These rare lupins resemble jackals. They are devout servants of their gods and skilled astrologers.

Kitsune: Kitsune resemble foxes and are skilled shapeshifters. Replace kitsune subtype with lupin subtype.

Nuwisha: These merry tricksters resemble coyotes.

Simensi (Ethiopian Wolf): These plains-dwelling lupins have vibrant red-brown fur. They protect the savannahs from gnoll slavers and marauding lycanthropes. They are typically chaotic good and have the same statistics as wolvenfolk, except they gain a +2 bonus to Acrobatics instead of Ride.

Tanuki: These shapeshifting lupins resemble raccoon dogs; they are consummate hedonists. Although they are monstrous humanoids, tanukis count as lupins for any effect related to race.

Zerda: These small desert-dwelling lupins resemble fennecs. They can impart luck on their companions.

GUARDIAN LUPINS

Guardian lupins are big, strong warriors. They include the following breeds.

Doggerman (Doberman Pinscher): This lupin breed receives a +2 racial bonus on Intimidate and Sense Motive checks instead of the expert rider and keen senses racial traits.

Maremma: This lupin breed gains a +2 competence bonus on Perception checks made to oppose other creatures' Stealth checks; this ability replaces the expert rider racial trait and stacks with keen senses.

Mastiff: This lupin breed receives Endurance as a bonus feat instead of the expert rider and keen senses racial traits.

Pit-bull: This lupin breed receives a +2 racial bonus on Intimidate checks and a +2 racial bonus on saving throws against fear instead of the expert rider and keen senses racial traits.

Shar-pei: This lupin breed is proficient with spears, shortspears, longspears, and tridents; this replaces the expert rider racial trait.

Ye Great Dogge (Great Dane): This lupin breed receives a +2 racial bonus on Diplomacy and Heal checks instead of the expert rider and keen senses racial traits.

HUNTER LUPINS

Hunter lupins are clever trackers; they have the following ability score modifiers: +2 Dexterity, +2 Wisdom, -2 Strength. They include the following breeds.

Basset: This lupin breed receives a +2 racial bonus on Stealth checks instead of the expert rider racial trait.

Beagle: This lupin breed receives a +2 racial bonus on Knowledge (geography) and one Perform skill instead of the expert rider and keen senses racial traits.

Chow Chow: This lupin breed's hatred ability applies against native outsiders instead of gnolls.

Cocker (Cocker Spaniel): This lupin breed receives a +2 racial bonus on initiative checks and increases the range increment of any ranged weapon it wields by 10 feet; these abilities replace the expert rider and keen senses racial traits.

Golden Lupin (Golden Retriever): This lupin breed is proficient with longbows, shortbows, throwing daggers, and slings; this replaces the expert rider trait.

Pharoah: This lupin breed receives a +2 racial bonus on Knowledge (history) and Use Magic Device checks instead of the expert rider and keen senses racial traits.

Tricolore (Français Tricolore): This lupin breed receives Taunt as a bonus feat instead of the expert rider racial trait. Tricolores ignore the Small size prerequisite for Taunt.

SHEPHERD LUPINS

Shepherd lupins are quiet, reliable people. They include the following breeds.

Boreal Shepherd (German Shepherd): This lupin breed receives a +2 racial bonus on Handle Animal checks and a +2 racial bonus on initiative checks instead of the expert rider and keen senses racial traits.

Hill Herder (Puli): This lupin breed receives a +2 racial bonus on Handle Animal and Sense Motive checks instead of the expert rider and keen senses racial traits.

Shag-head (Old English Sheepdog): This lupin breed receives a +2 racial bonus on Knowledge (religion) and Spellcraft checks instead of the expert rider and keen senses racial traits.

WORKER LUPINS

Worker lupins are solid and hard-working; they receive a +2 bonus to Constitution instead of Strength. They include the following breeds.

Bloodhound: This lupin breed receives Endurance as a bonus feat instead of the expert rider racial trait.

Bulldog: This lupin breed receives a +2 racial bonus on Intimidate checks and a +2 racial bonus on saving throws against fear instead of the expert rider and keen senses racial traits.

Mountaineer (Saint Bernard): This lupin breed gains the mountaineer and terrain stride (mountains) racial traits (*Advanced Race Guide* pg. 231). This replaces the expert rider racial traits.

Malamute: This lupin breed gains the desert runner racial trait (*Advanced Race Guide* pg. 222). This replaces the expert rider racial traits.

Sentinel (Dalmatian): This lupin breed receives a +2 racial bonus on saving throws against attacks that deal fire damage (including spells with the fire descriptor) instead of the expert rider racial trait.

Snoutzer (Schnauzer): This lupin breed gains the terrain stride (forest) and weather savvy racial traits (*Advanced Race Guide* pg. 231).

STALKER LUPINS

Stalker lupins are quick and adroit; they have the following ability score modifiers: +2 Dexterity, +2 Charisma, -2 Strength. They include the following breeds.

Blue Bandit (Kerry Blue Terrier): This lupin breed receives a +2 racial bonus on Bluff and Disguise checks instead of the expert rider and keen senses racial traits.

Bonnie Bandit (Scottish Terrier): This lupin breed receives a +2 racial bonus on Knowledge (dungeoneering) checks instead of the expert rider racial trait, and its hatred ability applies

against undead instead of gnolls and shapechangers.

Burrow Bandit (Jack Russell Terrier): This lupin breed receives a +2 racial bonus on Escape Artist checks instead of the expert rider racial trait.

Das Hund (Dachshund): This lupin breed receives a +2 racial bonus on Sleight of Hand checks instead of the expert rider racial trait.

NOMAD LUPINS

Nomad lupins are tall, lanky travelers; they receive a +2 bonus to Constitution instead of Strength. They include the following breeds.

Borzoi: This lupin breed has a natural bite attack that deals 1d3 points of damage. This is a primary attack, or a secondary attack if the shere khan is wielding manufactured weapons. This ability replaces the expert rider racial trait.

Long-runner (Grayhound): This lupin breed gains Endurance as a bonus feat instead of the expert rider racial trait.

WEE FOLK

Wee lupins are frail but gifted; they are Small, have a base speed of 20 feet, and have the following ability score modifiers: +2 Dexterity, +2 Charisma, -2 Strength. They include the following breeds.

Bouchon (Bichon Frisé): This lupin breed gains the hardy racial trait (*Advanced Race Guide*, pg. 223) instead of expert rider.

Carrasquito (Chihuahua): This lupin breed receives Taunt as a bonus feat instead of the expert rider racial traits.

Crested (Chinese Hairless): This lupin breed receives a +2 racial bonus on Knowledge (arcana) and Spellcraft checks instead of the expert rider and keen senses racial traits.

Hairless (Mexican Hairless): This lupin breed has darkvision 60 ft. in addition to low-light vision. This replaces the expert rider racial trait.

Papillon: This lupin breed receives a +2 racial bonus on Disable Device and Escape Artist checks instead of the expert rider and keen senses racial traits.

Pug: This lupin breed receives a +2 racial bonus on Diplomacy and Knowledge (nobility) checks instead of the expert rider and keen senses racial traits.

Lupin, Nuwisha



The nuwisha are merry tricksters native to the vast plains and forests of the western continent of Arcadia. Close relatives of the warrior [lupins](#), the coyote-folk do not get along with their bigger, stronger cousins, who find them downright insufferable. For their part, nuwisha greatly enjoy knocking a lupin down a few pegs.

Nuwisha are not brave warriors, nor are they particularly proud. They fight to win, not for honor, and can be treacherous in a fight. Still, they are good folk who root out evil wherever they find it, preferably leaving it utterly humiliated in the process. Nothing delights a nuwisha more than making an enemy look like a fool.

Nuwisha live in small hunting packs led by a shaman elder. They are more individualistic than lupins, and nuwisha commonly leave their packs to take up a solitary existence for a few months or years before settling back in with another pack. They are strictly nomadic, building only temporary shelters.

Humor is all-important in nuwisha culture. They see themselves as teachers, and humor is their most important tool. Nuwisha make a clear distinction between tricks and pranks: a trick is played on one's friend to teach them a lesson, while a prank is played on one's enemy to put them in their place. Nuwisha pranks often feature death as their punchline.

Despite their irreverence, the nuwisha are a deeply spiritual people. Nuwisha elders are often powerful witches or oracles who spend much of their time exploring the spirit world through mind-altering substances or mystic rituals. The nuwisha have a monotheistic religion, worshipping a trickster god known simply as Coyote, but they habitually "adopt" other gods as Coyote's aspects. The rare nuwisha who make their way to the Inner Sea region typically worship Cayden Cailean, Desna, Calistria, or even Norgorber as faces of Coyote.

NUWISHA

CR: ½

XP: 200

Nuwisha rogue 1

CG Medium humanoid (lupin)

Init: +3; **Senses:** Low-light vision, scent; Perception +7

AC: 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp: 10 (1 HD)

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

Speed: 30 ft.

Melee: Spear +1 (1d8+1/x3)

Ranged: Shortbow +4 (1d6/x3/60 ft.) or spear +3 (1d8+1/x3/20 ft.)

Special Attacks: Sneak attack +1d6

Nuwisha Spell-Like Abilities (CL 1st, concentration +1):

1/day – *Disguise self*, *ventriloquism* (DC 11)

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 11

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

Feats: Weapon Focus (shortbow)

Skills: Acrobatics +7, Bluff +6, Climb +5, Disable Device +8, Perception +7 (+8 trapfinding), Sleight of Hand +7, Stealth +9, Swim +5; **Racial Modifiers:** +2 Bluff, +2 Perception, +2 Stealth

Languages: Common, Lupin

SQ: Trapfinding +1

Environment: Any temperate

Organization: Solitary, hunting party (2-4), or pack (11-20 plus 2 3rd-level braves and 1 leader of 4th-8th level)

Treasure: NPC gear (spear, shortbow with 20 arrows, masterwork studded leather armor)

NUWISHA CHARACTERS (10 RP)

+2 Dexterity, +2 Intelligence, -2 Constitution (0 RP)

Medium (0 RP): Nuwisha are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Nuwisha have a base speed of 30 feet.

Low-Light Vision (1 RP): Nuwisha can see twice as far as humans in conditions of dim light.

Keen Senses (2 RP): Nuwisha receive a +2 racial bonus on Perception skill checks.

Nuwisha Magic (3 RP): Nuwisha add +1 to the caster level of any conjuration (teleportation) spells they cast, as well as any spells that allow them to travel between planes (such as *etherealness*, *shadow walk*, or *astral projection*). Nuwisha with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day – *disguise self* and *ventriloquism*. The caster level for these effects is equal to the nuwisha's level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier.

Trickster (4 RP): Nuwisha receive a +2 racial bonus on Bluff and Stealth checks.

Languages (0 RP): Nuwisha begin play speaking Common and Lupin. Nuwisha with high Intelligence scores can choose from the following: Auran, Catfolk, Elven, Gnome, Goblin, Halfling, and Sylvan.

Lycanthrope, Dire Wereboar

Dire wereboars are a breed of lycanthrope found almost exclusively among hill giants. Combining the ferocity of a dire boar with the brute cunning and malice of hill giants, dire wereboars are a menace capable of devastating an entire countryside if left unchecked.

Dire wereboars spend most of their time in their humanoid form, looking, like normal hill giants, if somewhat stockier than normal, with coarser, stiffer hair. When entering combat, or attempting to intimidate rivals, they change into hybrid form, appearing as a gigantic pig-headed humanoid with razor-sharp tusks and powerful hooves. In either form, dire wereboars favor crude greatclubs in addition to their natural weapons.

Living in small clans with rarely more than four members, dire wereboars are scavengers who share hill giants' ravenous appetites. Their clans are egalitarian, with little difference between males and females. In battle, dire wereboars take advantage of their enormous size and strength to bull rush their victims or sunder their weapons and armor, taking pleasure in smaller creatures' suffering.

Dire wereboars are a distinct breed of lycanthropes from common wereboars: a human infected with lycanthropy from a dire wereboar transforms into a dire boar rather than a common boar. Because they lack bite attacks, dire wereboars rarely spread their curse accidentally, instead carefully choosing willing hill giants to join their clans. A dire wereboar in hybrid or animal form can make a bite attack against a willing or helpless creature at a -5 penalty, dealing 1d8 damage + ½ its Strength modifier (bite +16, 1d8+4 for a typical dire wereboar) to attempt to infect it with lycanthropy. A dire wereboar that somehow gains a bite attack (such as from a template or the animal fury barbarian rage power) spreads the curse of lycanthropy normally.

DIRE WEREBOAR (Hill Giant Form)

CR: 11

XP: 12,800

Advanced HD hill giant natural dire wereboar

CE Large humanoid (giant, shapechanger)

Init: -1; **Senses:** Low-light vision, scent; Perception +11

AC: 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp: 137 (14 HD)

Fort +14, **Ref** +3, **Will** +7

Defensive Abilities: Rock catching

Speed: 30 ft. (40 ft. base)

Melee: Greatclub +20/+15/+10 (2d8+10) or 2 slams +20 (1d8+7)

Ranged: Rock +12 (1d8+10)

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

Special Attacks: Rock throwing (120 ft.)

Str 25, **Dex** 8, **Con** 21, **Int** 6, **Wis** 12, **Cha** 5

Base Atk: +14; **CMB:** +22 (+24 bull rush, sunder); **CMD:** 31 (33 vs. bull rush, sunder)

Feats: Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack

Skills: Acrobatics -4 (+0 to jump), Climb +14, Perception +11

Languages: Giant

SQ: Change shape (hill giant, hybrid, and dire boar; *polymorph*), lycanthropic empathy (boars and dire boars)

Environment: Temperate hills

Organization: Solitary, pair, brood (3-4), or clan (2-4 plus 1-4 dire boars)

Treasure: Standard (hide armor, greatclub, other treasure)

DIRE WEREBOAR (Hybrid Form)

CE Large humanoid (giant, shapechanger)

Init: +0; **Senses:** Low-light vision, scent; Perception +11

AC: 24, touch 9, flat-footed 24 (+4 armor, +11 natural, -1 size)

hp: 151 (14 HD)

Fort +15, **Ref** +4, **Will** +7

Defensive Abilities: Ferocity, rock catching; **DR** 10/silver

Speed: 30 ft. (40 ft. base)

Melee: Greatclub +21/+16/+11 (2d8+12), gore +16 (2d6+4); or 2 slams +21 (1d8+8), gore +21 (2d6+8)

Ranged: Rock +13 (1d8+12)

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

Special Attacks: Rock throwing (120 ft.)

Str 27, **Dex** 10, **Con** 23, **Int** 6, **Wis** 10, **Cha** 5

Base Atk: +14; **CMB:** +23 (+24 bull rush, sunder); **CMD:** 33 (35 vs. bull rush, sunder)

Feats: Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack

Skills: Acrobatics -3 (+1 to jump), Climb +15, Perception +11

Languages: Giant

SQ: Change shape (hill giant, hybrid, an dire boar; *polymorph*), lycanthropic empathy (boars and dire boars)

DIRE WEREBOAR (Dire Boar Form)

CE Large humanoid (giant, shapechanger)

Init: +0; **Senses:** Low-light vision, scent; Perception +11

AC: 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp: 151 (14 HD)

Fort +15, **Ref** +4, **Will** +7

Defensive Abilities: Ferocity; **DR** 10/silver

Speed: 40 ft.

Melee: Gore +21 (2d6+8)

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

Str 27, **Dex** 10, **Con** 23, **Int** 6, **Wis** 10, **Cha** 5

Base Atk: +14; **CMB:** +23 (+24 bull rush, sunder); **CMD:** 33 (35 vs. bull rush, sunder; 37 vs. trip)

Feats: Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack

Skills: Acrobatics +0 (+4 to jump), Climb +18, Perception +11

Lycanthrope, Dire Werelion



Dire werelions are the noblest of lycanthropes. These noble defenders of the meek take up blade and claw to fight for justice and slay evil wherever they find it. Dire werelions are proud – some might say arrogant – but not without cause. Each one is a hero, and even the least carries herself with regal bearing.

Dire werelions live in prides similar to common werelions, but smaller and more egalitarian. The alpha male acts as an enlightened monarch and the women are valued warriors. Young men are not driven out, but instead leave to take up lives of knight-errantry before settling down with a new pride.

Among the rarest of the changing breeds, dire werelions are found in small pockets in southern and eastern Garund, though a handful of prides inhabit Qadira and Taldor. They are despised by [common werelions](#), who burn with envy at their greater kindred's power and nobility; for their part, dire werelions see their lesser kin as an embarrassment.

DIRE WERELION (Human Form)

CR: 7

XP: 3,600

Human natural dire werelion cavalier 7

LG Medium humanoid (human, shapechanger)

Init: +5; **Senses:** Low-light vision, scent; Perception +1

Aura: Banner (line of sight, +2 vs. fear, +1 atk on charge)

AC: 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)

hp: 57 (7 HD)

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

Speed: 20 ft. (30 ft. base)

Melee: +1 *greatsword* +12/+7 (2d6+7/19-20)

Ranged: Mwk composite longbow (+4 Str) +9/+4 (1d8+4/x3/110 ft.)

Special Attacks: Cavalier's charge, challenge (3/day, +2 dodge)

Combat Gear: 20 arrows, *potion of cure moderate wounds*

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

Base Atk: +7; **CMB:** +11; **CMD:** 22

Feats: Blind-Fight, Cleave, Improved Initiative, **Pack Attack**^B, Power Attack, **Rending Claws**, Weapon Focus (claw)^B

Skills: Diplomacy +7, Intimidate +8, Knowledge (nobility) +5 (+8 regarding sovereign), Sense Motive +8

Languages: Common

SQ: Cavalier order (order of the lion), change shape (human, hybrid, and dire lion; *polymorph*), expert trainer +3, lion's call, lycanthropic empathy (lions and dire lions), mount, tactician (2/day)

Environment: Warm plains or hills

Organization: Solitary, pair, or pride (3-8)

Treasure: NPC gear (banner, +1 *breastplate*, *cloak of resistance* +1, *ring of protection* +1)

DIRE WERELION (Hybrid Form)

LG Large humanoid (human, shapechanger)

Init: +6; **Senses:** Low-light vision, scent; Perception +1

Aura: Banner (line of sight, +2 vs. fear, +1 atk on charge)

AC: 18, touch 12, flat-footed 16 (+1 deflection, +2 Dex, +6 natural, -1 size)

hp: 71 (7 HD)

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

Speed: 20 ft. (30 ft. base)

Melee: Bite +13 (1d8+7 plus grab), 2 claws +14 (1d6+7)

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

Special Attacks: Cavalier's charge, challenge (3/day, +2 dodge), pounce, rake (2 claws +14, 1d6+7)

Combat Gear: *Potion of cure moderate wounds*

Str 25, **Dex** 15, **Con** 17, **Int** 8, **Wis** 12, **Cha** 12

Base Atk: +7; **CMB:** +15 (+19 grapple); **CMD:** 27

Feats: Blind-Fight, Cleave, Improved Initiative, **Pack Attack^B**, Power Attack, **Rending Claws**, Weapon Focus (claw)^B

Skills: Diplomacy +7, Intimidate +8, Knowledge (nobility) +5 (+8 regarding sovereign), Sense Motive +8

Languages: Common

SQ: Cavalier order (order of the lion), change shape (human, hybrid, and dire lion; *polymorph*), expert trainer +3, lion's call, lycanthropic empathy (lions and dire lions), mount, tactician (2/day)

DIRE WERELION (Dire Lion Form)

LG Large humanoid (human, shapechanger)

Init: +6; **Senses:** Low-light vision, scent; Perception +1

Aura: Banner (line of sight, +2 vs. fear, +1 atk on charge)

AC: 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp: 71 (7 HD)

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

Speed: 40 ft.

Melee: Bite +13 (1d8+7 plus grab), 2 claws +14 (1d6+7)

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

Special Attacks: Cavalier's charge, challenge (3/day, +2 dodge), pounce, rake (2 claws +14, 1d6+7)

Str 25, **Dex** 15, **Con** 17, **Int** 8, **Wis** 12, **Cha** 12

Base Atk: +7; **CMB:** +15 (+19 grapple); **CMD:** 27 (31 vs. trip)

Feats: Blind-Fight, Cleave, Improved Initiative, **Pack Attack**^B, Power Attack, **Rending Claws**, Weapon Focus (claw)^B

Skills: Diplomacy +7, Intimidate +8, Knowledge (nobility) +5 (+8 regarding sovereign), Sense Motive +8

Languages: Common

SQ: Cavalier order (order of the lion), change shape (human, hybrid, and dire lion; *polymorph*), expert trainer +3, lion's call, lycanthropic empathy (lions and dire lions), mount, tactician (2/day)

Lycanthrope, Werebadger



Tenacious killers, werebadgers are vicious outcasts that live on the fringes of society. The vast majority of werebadgers are dwarves; for unknown reasons, their curse is rarely transmitted to members of other races.

Some werebadgers pursue professions that allow them to be alone, such as trapping or prospecting, or that give them frequent opportunities for outbursts of violence; werebadgers that try to fit in with society are often scouts or skirmishers in dwarven armies. Most werebadgers, however, simply shun society and live as feral hunters or bandits.

Conventional wisdom among dwarves is that werebadgers in dwarf form always have a white stripe running down the middle of their hair and beard. This is sometimes true, but not always, and innocent dwarves are sometimes wrongly persecuted.

WEREBADGER (Dwarf Form)

CR: 5

XP: 1,600

Dwarf natural werebadger fighter 5

CE Medium humanoid (dwarf, shapechanger)

Init: +5; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +11

AC: 18, touch 11, flat-footed 17 (+7 armor, +1 Dex); +4 dodge vs. giants

hp: 52 (5 HD)

Fort +7 (+9 vs. poison), **Ref** +2, **Will** +4

Defensive Abilities: Stability

Speed: 20 ft.

Melee: +1 *greataxe* +9 (1d12+5/x3)

Ranged: Mwk composite longbow (+3 Str) +7 (1d8+3)

Special Attacks: Hatred (+2 atk vs. orcs and goblinoids), weapon training (natural +1)

Combat Gear: 20 arrows, *potion of cure light wounds* (2), *potion of longstrider* (2)

Str 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 16, **Cha** 6

Base Atk: +5; **CMB:** +8; **CMD:** 19

Feats: Blind-Fight, Improved Initiative, Improved Natural Weapon (claw), Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Skills: Perception +11 (+13 relating to stonework)

Languages: Common, Dwarven

SQ: Armor training +1, change shape (dwarf, hybrid, or badger; *polymorph*), lycanthropic empathy (badgers and dire badgers), slow and steady, stonecunning

Environment: Temperate hills and underground

Organization: Solitary, pair, or clan (3-5)

Treasure: NPC gear (+1 breastplate)

WEREBADGER (Hybrid Form)

CR: 5

XP: 1,600

CE Medium humanoid (dwarf, shapechanger)

Init: +6; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +11

AC: 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +4 natural); +4 dodge vs. giants

hp: 57 (5 HD)

Fort +8 (+10 vs. poison), **Ref** +3, **Will** +4 (+5 vs. fear)

Defensive Abilities: Ferocity, stability; **DR** 10/silver

Speed: 30 ft., burrow 10 ft.

Melee: Bite +10 (1d4+5 plus curse of lycanthropy), 2 claws +11 (1d4+7)

Special Attacks: Blood rage, hatred (+2 atk vs. orcs and goblinoids), weapon training (natural +1)

Combat Gear: *Potion of cure light wounds* (2), *potion of longstrider* (2)

Str 18, **Dex** 15, **Con** 19, **Int** 8, **Wis** 16, **Cha** 6

Base Atk: +5; **CMB:** +9 (+10 with natural weapons); **CMD:** 21

Feats: Blind-Fight, Improved Initiative, Improved Natural Weapon (claw), Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Skills: Perception +11 (+13 relating to stonework)

Languages: Common, Dwarven

SQ: Armor training +1, change shape (dwarf, hybrid, or badger; *polymorph*), lycanthropic empathy (badgers and dire badgers), slow and steady, stonecunning

Blood Rage (Ex): When a werebadger takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The blood rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its blood rage voluntarily.

Curse of Lycanthropy (Su): This strain of lycanthropy disproportionately affects dwarves. Non-dwarves receive a +4 bonus on saves against a werebadger's curse.

WEREBADGER (Badger Form)

CR: 5

XP: 1,600

CE Medium humanoid (dwarf, shapechanger)

Init: +6; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +11

AC: 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); +4 dodge vs. giants

hp: 57 (5 HD)

Fort +8 (+10 vs. poison), **Ref** +3, **Will** +4 (+5 vs. fear)

Defensive Abilities: Ferocity, stability; **DR** 10/silver

Speed: 30 ft., burrow 10 ft.

Melee: Bite +10 (1d4+5 plus curse of lycanthropy), 2 claws +11 (1d4+7)

Special Attacks: Blood rage, hatred (+2 atk vs. orcs and goblinoids), weapon training (natural +1)

Str 18, **Dex** 15, **Con** 19, **Int** 8, **Wis** 16, **Cha** 6

Base Atk: +5; **CMB:** +9 (+10 with natural weapons); **CMD:** 21 (25 vs. trip)

Feats: Blind-Fight, Improved Initiative, Improved Natural Weapon (claw), Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Skills: Perception +11 (+13 relating to stonework)

Languages: Common, Dwarven

SQ: Armor training +1, change shape (dwarf, hybrid, or badger; *polymorph*), lycanthropic empathy (badgers and dire badgers), slow and steady, stonecunning

Lycanthrope, Werecat



Werecats are mysterious shapeshifters given to vanity and fickle moods. Though not always evil, werecats are highly mercurial and quick to change sides, making them dangerous allies. They live solitary lives, blending into humanoid society by day and prowling the streets by night as thieves or killers. Werecats love creature comforts, and many werecats are notorious burglars.

Werecats have a long history on Golarion stretching back to the time of Ancient Osirion, where many werecats set themselves up as cult leaders and pretty “gods”. Some werecats remember these glory days, and werecat spellcasters are still known to gather cults of human minions.

Other feline lycanthropes look down on the relatively weaker werecats and often kill them on sight. Wealthy werecats sometimes hire adventurers to protect them from weretigers, [werelions](#), and other stronger shapeshifters. Werecats and werewolves despise each other: werewolves see their feline counterparts as preening idiots, while werecats see the wolves as slobbering brutes. Finally, werecats often share their territory with wererats, whom they see as dangerous vermin; a single wererat is rarely a match for a werecat, but a hungry pack of wererats can reduce one to a pile of bloody bones in a matter of minutes.

WERECAT (Human Form)

CR: 2

XP: 400

Human natural werecat rogue (acrobat) 2

CN Medium humanoid (human, shapechanger)

Init: +3; **Senses:** Low-light vision, scent; Perception +5

AC: 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp: 13 (2 HD)

Fort +0, **Ref** +6, **Will** +0

Defensive Abilities: Evasion

Speed: 30 ft.

Melee: Mwk rapier +4 (1d6+2/18-20)

Ranged: Light crossbow +4 (1d8/19-20/80 ft.)

Special Attacks: Sneak attack +1d6

Combat Gear: 20 crossbow bolts, *oil of magic weapon* (2), *potion of cure moderate wounds*, *potion of invisibility*, holy water

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

3/day – *Ghost sound* (DC 11)

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

Base Atk: +1; **CMB:** +3; **CMD:** 16

Feats: Multiattack, Toughness

Skills: Acrobatics +10, Bluff +5, Climb +7, Diplomacy +5, Escape Artist +8, Knowledge (religion) +3, Perception +5, Sense Motive +5, Sleight of Hand +8, Stealth +8

Languages: Common, Elven

SQ: Change shape (human, hybrid, or cat; *polymorph*), expert acrobat, lycanthropic empathy (cats and wildcats), rogue talents (minor magic [*ghost sound*])

Environment: Any

Organization: Solitary

Treasure: NPC gear (mwk studded leather armor)

WERECAT (Hybrid Form)

CR: 2

XP: 400

CN Medium humanoid (human, shapechanger)

Init: +4; **Senses:** Low-light vision, scent; Perception +5

AC: 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural)

hp: 17 (2 HD)

Fort +2, **Ref** +7, **Will** +0

Defensive Abilities: Evasion; **DR** 10/silver

Speed: 30 ft., climb 20 ft.

Melee: Mwk rapier +5 (1d6+3/18-20), bite +2 (1d6+1 plus curse of lycanthropy), claw +2 (1d4+1)

Ranged: Light crossbow +5 (1d8/19-20/80 ft.)

Special Attacks: Pounce, sneak attack +1d6

Combat Gear: 20 crossbow bolts, *oil of magic weapon* (2), *potion of cure moderate wounds*, *potion of invisibility*, holy water

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

3/day – *Ghost sound* (DC 11)

Str 16, **Dex** 19, **Con** 15, **Int** 13, **Wis** 10, **Cha** 10

Base Atk: +1; **CMB:** +4; **CMD:** 18

Feats: Multiattack, Toughness

Skills: Acrobatics +11, Bluff +5, Climb +16, Diplomacy +5, Escape Artist +9, Knowledge (religion) +3, Perception +5, Sense Motive +8, Sleight of Hand +9, Stealth +9

Languages: Common, Elven

SQ: Change shape (human, hybrid, or cat; *polymorph*), expert acrobat, lycanthropic empathy (cats and wildcats), rogue talents (minor magic [*ghost sound*])

WERECAT (Cat Form)

CR: 2

XP: 400

CN Small humanoid (human, shapechanger)

Init: +4; **Senses:** Low-light vision, scent; Perception +5

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

hp: 17 (2 HD)

Fort +2, **Ref** +7, **Will** +0

Defensive Abilities: Evasion; **DR** 10/silver

Speed: 30 ft., climb 20 ft.

Melee: Bite +5 (1d4+3 plus curse of lycanthropy), 2 claws +5 (1d3+3)

Special Attacks: Pounce, sneak attack +1d6

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

3/day – *Ghost sound* (DC 11)

Str 16, **Dex** 19, **Con** 15, **Int** 13, **Wis** 10, **Cha** 10

Base Atk: +1; **CMB:** +3; **CMD:** 17 (21 vs. trip)

Feats: Multiattack, Toughness

Skills: Acrobatics +11, Bluff +5, Climb +16, Diplomacy +5, Escape Artist +9, Knowledge (religion) +3, Perception +5, Sense Motive +8, Sleight of Hand +9, Stealth +13

Languages: Common, Elven (can't speak)

SQ: Change shape (human, hybrid, or cat; *polymorph*), expert acrobat, lycanthropic empathy (cats and wildcats), rogue talents (minor magic [*ghost sound*])

Lycanthrope, Werelion



Werelions are gluttonous bullies with an inflated sense of pride. Styling themselves the lords of all lycanthropes, werelions launch frequent raids to put other creatures in their place – and steal their food and goods while they're at it.

Werelions organize into small families ruled by a single adult male; other males are driven out of the pride as soon as they reach maturity unless they can kill their patriarch and take his place. Male werelions are lazy, vainglorious gluttons who push around the women and take the greater part of their bounty after every raid. Female werelions are overworked and undervalued, and take out their frustration with bloodlust in combat. A werelion pride is a festering mass of resentment held together only by their mutual sense of superiority over other creatures.

Two other breeds of lycanthropes drive werelions to murderous violence. Werelions despise [werehyenas](#) for their insolence and slovenly nature and kill them on sight. However, no other creature inflames their hatred more than the rare and powerful [dire werelions](#), who embody the nobility that common werelions only pretend at.

WERELION (Human Form)

CR: 4

XP: 1,200

Human natural werelion ranger 3/rogue 1

LE Medium humanoid (human, shapechanger)

Init: +2; **Senses:** Low-light vision, scent; Perception +10

AC: 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp: 32 (4 HD)

Fort +4, **Ref** +7, **Will** +2

Speed: 30 ft.

Melee: Mwk spear +8 two-handed (1d8+6/x3)

Ranged: Spear +5 (1d8+4/x3/20 ft.)

Special Attacks: Favored enemy (human +2), sneak attack +1d6

Combat Gear: 4 spears, 1 mwk spear

Str 18, **Dex** 14, **Con** 13, **Int** 8, **Wis** 14, **Cha** 8

Base Atk: +3; **CMB:** +7; **CMD:** 19

Feats: Blind-Fight, Cleave, Endurance^B, Power Attack, **Rending Claws**^B

Skills: Acrobatics +9, Climb +7, Escape Artist +5, Perception +10 (+11 trapfinding), Sense Motive +6, Stealth +9, Survival +10, Swim +7

Languages: Common

SQ: Change shape (human, hybrid, and lion; *polymorph*), combat style (natural weapon), favored terrain (plains), lycanthropic empathy (lions and dire lions), trapfinding +1, wild empathy +3

Environment: Warm plains

Organization: Solitary, pair, or pride (3-10)

Treasure: NPC gear (mwk chain shirt)

WERELION (Hybrid Form)

LE Medium humanoid (human, shapechanger)

Init: +3; **Senses:** Low-light vision, scent; Perception +10

AC: 22, touch 13, flat-footed 19 (+4 armor, +3 Dex, +5 natural)

hp: 40 (4 HD)

Fort +6, **Ref** +8, **Will** +2

DR 10/silver

Speed: 30 ft.

Melee: Bite +9 (1d6+6 plus curse of lycanthropy and grab), 2 claws +9 (1d3+6)

Ranged: Spear +5 (1d8+6/x3/20 ft.)

Special Attacks: Favored enemy (human +2), pounce, rake (2 claws +9, 1d3+6), sneak attack +1d6

Combat Gear: 4 spears, 1 mwk spear

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

Base Atk: +3; **CMB:** +9 (+13 grapple); **CMD:** 22

Feats: Blind-Fight, Cleave, Endurance^B, Power Attack, [Rending Claws](#)^B

Skills: Acrobatics +10, Climb +9, Escape Artist +6, Perception +10 (+11 trapfinding), Sense Motive +6, Stealth +10, Survival +10, Swim +9

Languages: Common

SQ: Change shape (human, hybrid, and lion; *polymorph*), combat style (natural weapon), favored terrain (plains), lycanthropic empathy (lions and dire lions), trapfinding +1, wild empathy +3

WERELION (Lion Form)

LE Large humanoid (human, shapechanger)

Init: +3; **Senses:** Low-light vision, scent; Perception +10

AC: 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp: 40 (4 HD)

Fort +6, **Ref** +8, **Will** +2

DR 10/silver

Speed: 40 ft.

Melee: Bite +8 (1d8+6 plus curse of lycanthropy and grab), 2 claws +8 (1d3+6)

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

Special Attacks: Favored enemy (human +2), pounce, rake (2 claws +8, 1d3+6), sneak attack +1d6

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

Base Atk: +3; **CMB:** +10 (+14 grapple); **CMD:** 23 (27 vs. trip)

Feats: Blind-Fight, Cleave, Endurance^B, Power Attack, **Rending Claws**^B

Skills: Acrobatics +11, Climb +10, Escape Artist +7, Perception +10 (+11 trapfinding), Sense Motive +6, Stealth +7, Survival +10, Swim +10

Languages: Common (can't speak)

SQ: Change shape (human, hybrid, and lion; *polymorph*), combat style (natural weapon), favored terrain (plains), lycanthropic empathy (lions and dire lions), trapfinding +1, wild empathy +3

Lycanthrope, Wereraven



Wereravens are avian shapeshifters devoted to quietly doing good and protecting the defenseless. These lycanthropes gather in forests near isolated villages, surreptitiously fighting off menaces like goblins and kobolds and warning the townsfolk of greater threats. The people they protect may not even know of the wereravens' existence, thinking them merely ordinary, if enormous, birds who croak out warnings when danger is near.

Wereravens prefer to stay in their animal form whenever possible, roosting in trees or in thickets at night and scavenging for food during the day. They are highly gregarious, however, and every now and then a flock of wereravens take humanoid form and spend a night carousing in their local village, doing their best not to let their true nature be known.

Wereravens are not especially brave, but they are cunning, and seek to use guile to mislead and confuse their foes before closing in for combat. In hybrid form, they prefer to fight with manufactured weapons instead of their powerful beaks to avoid spreading lycanthropy, for they know how dangerous an infected lycanthrope can be.

WERERAVEN (Human Form)

CR: 2

XP: 600

Human natural wereraven fighter 2

NG Medium humanoid (human, shapechanger)

Init: +6; **Senses:** Low-light vision, scent; Perception +2

AC: 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp: 19 (2 HD)

Fort +3, **Ref** +0, **Will** +0; +1 vs. fear

Defensive Abilities: Bravery +1

Speed: 30 ft.

Melee: Longsword +5 (1d8+3/19-20)

Ranged: Longbow +5 (1d8/x3)

Str 16, Dex 15, Con 12, Int 13, Wis 10, Cha 8

Base Atk: +2; **CMB:** +5; **CMD:** 18

Feats: Dodge, Flyby Attack, Improved Initiative, Mobility

Skills: Fly +7, Intimidate +4, Knowledge (dungeoneering) +6, Perception +2

Languages: Common, Elven

SQ: Change shape (human, hybrid, and giant raven; *polymorph*)

Environment: Temperate forests

Organization: Solitary, pair, flock (5-10), or conspiracy (11-30 plus 10-100 ravens and 1-6 giant ravens)

Treasure: NPC gear (longsword, longbow with 30 arrows, masterwork studded leather armor, other gear)

WERERAVEN (Hybrid Form)

NG Medium humanoid (human, shapechanger)

Init: +6; **Senses:** Low-light vision, scent; Perception +4

AC: 18, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 dodge, +2 natural)

hp: 23 (2 HD)

Fort +5, **Ref** +0, **Will** +2; +1 vs. fear, +4 vs. ingested diseases

Defensive Abilities: Bravery +1; **DR** 10/silver

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

Melee: Longsword +6 (1d8+4/19-20), bite +1 (1d6+2 plus curse of lycanthropy)

Ranged: Longbow +5 (1d8/x3)

Str 18, Dex 15, Con 16, Int 13, Wis 15, Cha 9

Base Atk: +2; **CMB:** +6; **CMD:** 19

Feats: Dodge, Flyby Attack, Improved Initiative, Mobility

Skills: Fly +7, Intimidate +4, Knowledge (dungeoneering) +6, Perception +4

Scavenger (Ex): Wereravens are exceptional scavengers. A wereraven in hybrid or animal form can take 10 on Survival checks to find food and gains a +4 bonus on saves to resist ingested diseases.

WERERAVEN (Animal Form)

NG Medium humanoid (human, shapechanger)

Init: +6; **Senses:** Low-light vision, scent; Perception +4

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

hp: 23 (2 HD)

Fort +5, **Ref** +0, **Will** +2; +1 vs. fear, +4 vs. ingested diseases

Defensive Abilities: Bravery +1; **DR** 10/silver

Speed: 20 ft., fly 50 ft. (average)

Melee: Bite +6 (1d6+4 plus curse of lycanthropy)

Str 18, Dex 15, Con 16, Int 13, Wis 15, Cha 9

Base Atk: +2; **CMB:** +6; **CMD:** 19

Feats: Dodge, Flyby Attack, Improved Initiative, Mobility

Skills: Fly +7, Intimidate +4, Knowledge (dungeoneering) +6, Perception +4

Marsupial, Giant Wombat



Artist: Peter Trusler

The giant wombat, known to sages as “diprotodon”, is a massive marsupial herbivore the size of a hippo. These lumbering beasts are normally docile, but they are also highly territorial, and unwary travelers can easily run afoul of their powerful digging claws and giant gnawing incisors.

Giant wombats are grazing animals that favor a diet of large seeds and tubers. Like camels, they have large stores of fat that help them survive in their arid habitat. Female diprotodons give birth to a single joey every few years that grows inside its mother’s protective pouch until it is old enough to care for itself. Giant wombats are capable of burrowing through loose soil, but prefer to do so only to escape from their few predators.

Giant wombats are known mainly from their fossils and most sages believe them to be extinct in modern Golarion. However, hazy reports from the “lost” continent of Sarusan suggest that these marsupials still live there, and may be hunted by the native humans.

GIANT WOMBAT (Diprotodon)

CR: 5

XP: 1,600

N Large animal

Init: +0; **Senses:** Low-light vision, scent; Perception +11

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

hp: 59 (7 HD)

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

Speed: 40 ft., burrow 10 ft.

Melee: Bite +10 (1d8+5), 2 claws +11 (1d8+5)

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

Special Attacks: Trample (1d8+7, DC 18)

Str 21, **Dex** 10, **Con** 18, **Int** 2, **Wis** 13, **Cha** 5

Base Atk: +5; **CMB:** +11; **CMD:** 21 (25 vs. trip)

Feats: Endurance, Improved Natural Attack (claw), Iron Will, Skill Focus (Perception)

Skills: Perception +11, Survival +4

Environment: Warm plains and deserts

Organization: Solitary or pair

Treasure: None

Meazel



Meazels are sly, murderous humanoids that dwell in marshes, catacombs, sewers, and other cold, dank places. A meazel looks like a short human with greasy gray or green skin covered in irregular patches of angry red welts. Its green-gray hair is thick and waxy, its eyes are solid black, and its clawed hands and feet are partially webbed.

Meazels are debased creatures who live as solitary predators. Despite their cunning, they live practically as animals, shunning clothes, tools (aside from the occasional bit of cord used as a garrotte), and other trappings of civilization. They have no need for treasure, but are attracted to gold and jewels, and often keep small caches of such items they regularly fawn over. They speak only snatches of Common.

Meazels have no society or culture; they come together only to mate, and female meazels drive off their whelps as soon as they can hunt for themselves. They eat anything they can get their hands on – usually rats or insects, but at times they feel driven to seek out sentient prey, such as kobolds, orcs, or humans.

The origin of meazels is lost to history, as the creatures have no written or oral traditions, but certain sages point at a disturbing legend from distant Casmaron. According to this tale, a city of humans was stricken by a dreadful plague, and called out to their gods for salvation. Only one voice answered their prayers: Apollyon, the Horseman of Pestilence. The archdaemon made them immune to disease, but in so doing made them living plague incubators suffering constant pain from maladies that would never kill them, no matter how much they wished to die. The cursed humans' civilization crumbled and the wretched survivors fled into the waste, where they remain to this day.

MEAZEL

CR: 4

XP: 1,200

CE Medium monstrous humanoid

Init: +6; **Senses:** Darkvision 60 ft.; Perception +5

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

hp: 42 (5 HD)

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

Defensive Abilities: Evasion; **Immune:** Disease

Speed: 30 ft.

Melee: 2 claws +8 (1d4+1 plus disease)

Special Attacks: Sneak attack +2d6

Str 12, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 7

Base Atk: +5; **CMB:** +6; **CMD:** 18

Feats: Great Fortitude, Improved Initiative, Weapon Finesse

Skills: Disable Device +4, Sleight of Hand +4, Perception +5, Stealth +7, Swim +9; **Racial**

Modifiers: +4 Swim

Languages: Common

Environment: Any swamp or underground

Organization: Solitary

Treasure: Standard

Disease (Ex): Filth fever: Claw – injury; save DC 15; onset 1d3 days; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Meenlock



You hear them scuttling inside the walls. They whisper your name, but only you can hear them. “Come with us. We need you.” You catch a glimpse of a bristly little body skittering in a dark corner, tiny claws reaching under the door. Your companions think you’re going mad. “Like you we were; like us you’ll be. Let us set you free.”

Meenlocks are horrid little humanoid creatures covered in bristly black hairs, with bulging eyes and vicious pincers for hands. Though they stand less than two feet tall, a supernatural aura of fear surrounds them, filling those who see them with panic. They communicate telepathically, typically only with whatever creature they have “marked”.

These creatures make their lairs in subterranean burrows at the bottom of a long shaft, often with a flat stone, log, or other covering camouflaging the entrance. The shaft is wide enough to accommodate a human-sized victim, but Medium-sized creatures cannot get through without squeezing. They feed exclusively on the moss and lichen that grows in their lairs.

Should the meenlocks’ lair be disturbed by a humanoid, the creatures “mark” one of the beings responsible and stealthily follow their victim. They terrorize him or her with telepathic messages and horrifying mental images, teleporting away when sighted. When their mark is at its most vulnerable, the meenlocks dart in, paralyze the victim, bind it with rope, and drag it back to their lair (it takes three meenlocks to carry a human-sized victim) and seal it behind them.

Once in their lair, the meenlocks begin the ritual by which their kind reproduces. By remaining in contact with the victim for several hours, the hapless victim slowly transforms into a new meenlock, losing their former sense of self and all former abilities. The newly born meenlock then joins its comrades in seeking out new victims. When a meenlock brood reaches six members, half of the group sets out to build a new lair elsewhere.

No one knows whence meenlocks come or what gives them their sense of purpose. Some say they are an alien plague from the depths of the Dark Tapestry or some far realm beyond the multiverse as we know it; others that they are the result of a curse from the world of the fey. In any case they are a blight upon the natural world, with no place in a sane ecosystem.

MEENLOCK

CR: 3

XP: 800

LE Tiny aberration

Init: +2; **Senses:** Darkvision 60 ft.; Perception +11

Aura: Despair (30 ft., DC 14)

AC: 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp: 26 (4 HD)

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

Speed: 20 ft.

Melee: 2 claws +7 (1d2-2 plus paralysis)

Space: 2-½ ft.; **Reach:** 0 ft.

Special Attacks: Meenlock transformation, paralysis (3d6 rounds, DC 14), rend mind

Spell-Like Abilities (CL 4th, concentration +6):

At will – *Dimension door* (every 2 rounds, up to 60 ft., self only)

Str 6, **Dex** 15, **Con** 14, **Int** 11, **Wis** 12, **Cha** 15

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

Feats: Skill Focus (Perception), Skill Focus (Survival), Weapon Finesse^B

Skills: Climb +9, Perception +11, Stealth +17, Survival +11 (+13 to track);

Racial Modifiers: +4 Climb, +2 Survival to track

Languages: Telepathy 300 ft.

Environment: Temperate forest or underground

Organization: Brood (3-5)

Treasure: None

Despair (Su): All creatures within a 30-foot radius that see a meenlock must make a DC 14 Will save or be paralyzed by fear for 1d4 rounds. Whether or not this save is successful, that creature cannot be affected by the same meenlock's despair ability for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Meenlock Transformation (Su): Meenlocks drag their victims to their lairs and bind them to prevent their escape before starting the transformation. (A captured creature may be able to escape from its bonds and fight its way clear, but the odds are against it, especially since the height of the mazelike tunnels in a meenlock lair forces a Medium creature to crawl on hands and knees.) Then three or more of them gather around to touch each helpless humanoid or monstrous humanoid. After 1d6 hours of such physical contact with the meenlocks, all of the subject's ability scores fall to 1 (except for any already at 0), reducing him or her to a drooling, helpless state (no saving throw). A *heal* or *greater restoration* spell at this point restores the creature to normal. In another 1d6 hours, the transformation is complete; the subject becomes forever a meenlock, losing all of its previous classes and abilities. At this point, only a *wish* or *miracle* spell can restore the victim.

Rend Mind (Su): Once every 1d4 rounds as a standard action, a meenlock can project thoughts and suggestions into the mind of a single creature within 300 feet. These thoughts are usually geared to cause paranoia – images of stalking monsters or peering eyes, and the sensation of being followed, watched, or sized up. The target of this mind-affecting phantasm must make a successful Will save (DC 14) or take 1d4 points of Wisdom damage. The save DC is Charisma-based.

Mind Flayer



Mind flayers, also known as illithids, are a terrible, aberrant form of life with vast mental abilities. These creatures see all other races as nothing more than a food supply and enslave humanoid as cattle, for the only thing from which they derive nourishment is the brain matter of sentient creatures.

Illithids have a sickening form of reproduction called ceremorphosis. A larval mind flayer, resembling a squid-faced tadpole, is implanted in the ear of a bound humanoid. The larva eats away the victim's brain and takes over its nervous system. The victim's flesh and organs are converted into new matter for the larva, and, after several days have passed, a new adult illithid is born.

No one knows where illithids come from. They descend from the stars in strange nautilus-ships and establish colonies on many worlds, typically deep underground to avoid attracting attention. Most sages ascribe an extraterrestrial origin to the mind flayers, but the unnerving accuracy of many prophetic illithid texts has led some to posit a more sinister, extra-temporal origin.

What is known is that in ancient times, the mind flayers appeared from nowhere and quickly established a vast interplanetary empire and set about enslaving primitive humanoids. Their favored slaves were a human or near-human race that the illithids endowed with psychic powers through centuries of genetic manipulation to make them more useful (and, perhaps, more delicious). This proved their downfall, as the illithids' slaves - the ancestors of the githyanki and githzerai - rose up against their masters and cast the Illithid Empire down.

Scattered and decentralized, the mind flayers fled deep into space, far underground, and across the planes, never to rise again - though if the illithids' prophecies hold true, the rise of a new Illithid Empire may only be a matter of time.

Mind flayers are rare on Golarion. When the Illithid Empire fell, the spawning pools of the mind flayers were abandoned, and the larvae failed to undergo ceremorphosis. Instead, they continued to grow into gigantic tentacled worms with all the mental power of the illithids and none of their subtlety or restraint. This was the origin of the neothelids of Denebrum, and the god-worms violently root out and destroy any "impure" illithids that try to recolonize Golarion.

Conversely, illithids are a major spacefaring race in Golarion's solar system. They are common fixtures in the slum-markets of Akiton, hold countless asteroid-citadels in the Diaspora, and are said to have a deadly alliance with the daelkyr and the cults of the Great Old Ones on the living planet Aucturn.

MIND FLAYER (Illithid)

CR: 8

XP: 4,800

LE Medium aberration

Init: +7; **Senses:** Darkvision 60 ft.; Perception +19

AC: 21, touch 13, flat-footed 18 (+3 Dex, +4 natural, +4 shield)

hp: 93 (11d8+33 HD)

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

SR 19

Speed: 30 ft.

Melee: 4 tentacles +12 (1d4+2 plus grab) or mwk light mace +12/+7 (1d6+2)

Ranged: Mwk light crossbow +12 (1d8/19-20)

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

Constant - *Mental barrier I*

At will - *Charm monster* (DC 18), *detect thoughts* (DC 16), *levitate*, *mind blast*, *plane shift* (self only), *suggestion* (DC 17)

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

Base Atk: +8; **CMB:** +10 (+14 grapple); **CMD:** 23

Feats: Alertness, Combat Casting, Improved Initiative, Lightning Reflexes, Psychic Sensitivity^B, Weapon Finesse, Weapon Focus (tentacle)

Skills: Diplomacy +12, Intimidate +15, Knowledge (arcana) +14, Perception +19, Sense Motive +16, Spellcraft +14, Stealth +15, Use Magic Device +12

Languages: Aklo, Dwarven, Elven, Undercommon; telepathy 100 ft.

Environment: Underground

Organization: Solitary, pair, inquisition (3-5), or cult (3-5 plus 6-10 grimlocks)

Treasure: Double (masterwork light mace, masterwork light crossbow with 20 bolts, additional treasure)

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This ability is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Grab (Ex): Mind flayers can grab creatures of up to Large size with their tentacles. If a mind flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp): A mind flayer can emit a powerful blast of pure mental energy that stuns all creatures within a cone-shaped area. Creatures caught in the area of a mind blast are stunned for 3d4 rounds (DC 18 negates). Mind flayers are immune to mind blasts from other creatures. This is a mind-affecting enchantment (compulsion) effect and the equivalent of a 4th-level spell.

Mind Flayer NPCs



MIND FLAYER DISCIPLE

CR: 10

XP: 9,600

Mind flayer cleric of Thoon 4

NE Medium aberration

Init: +6; **Senses:** Darkvision 60 ft.; Perception +23

AC: 25, touch 12, flat-footed 23 (+4 armor, +1 Dex, +5 natural, +4 shield)

hp: 135 (15d8+64 HD)

Fort +11, **Ref** +8, **Will** +18

SR 19

Speed: 30 ft.

Melee: +1 *heavy flail* +17/+12/+7 (1d10+7/19-20 plus trip) or 4 tentacles +15 (1d4+4 plus grab)

Special Attacks: Channel negative energy (9/day, 2d6, DC 20), extract, mind blast

Domain Spell-Like Abilities (CL 4th, +14 melee touch, concentration +11):

10/day – Battle rage (+2), touch of evil (2 rounds)

Mind Flayer Spell-Like Abilities (CL 8th, concentration +14):

Constant – *Mental barrier I*

At will – *Charm monster* (DC 20), *detect thoughts* (DC 18), *levitate*, mind blast (DC 20), *plane shift* (self only), *suggestion* (DC 19)

Cleric Spells Prepared (CL 4th, concentration +11):

2nd – *Cure moderate wounds*, *hold person* (2, DC 19), *spiritual weapon*^D, *status*

1st – *Command* (DC 18), *cure light wounds*, *divine favor*, *protection from good*^D, *shield of faith* (2)

0 (at will) – *Bleed* (DC 17), *detect magic*, *light*, *stabilize*

^D Domain spell; **Domains:** Evil, War

Str 18, **Dex** 14, **Con** 18, **Int** 21, **Wis** 24, **Cha** 23

Base Atk: +11; **CMB:** +15 (+17 disarm [+19 with heavy flail], +17 trip, +19 grapple); **CMD:** 27 (29 vs. disarm or trip)

Feats: Combat Casting, Combat Expertise, Improved Channel, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Weapon Focus (heavy flail)
Skills: Bluff +19, Diplomacy +22, Heal +25, Intimidate +24, Knowledge (religion, planes) +23, Perception +23, Sense Motive +23, Spellcraft +23
Combat Gear: *Potion of blur, potion of cure serious wounds, potion of protection from arrows*; **Other Gear:** +1 heavy flail, masterwork chain shirt, *amulet of natural armor +1, belt of giant strength +2, feather step slippers, hand of the mage, 35 gp*
Languages: Abyssal, Aklo, Infernal, Undercommon; telepathy 100 ft.
SQ: Spontaneous casting (*inflict*)

The mind flayer ascetic lives apart from the rest of its kind, honing both its mind and body in pursuit of perfection, but comes to the aid of other illithids when called by an elder brain.

MIND FLAYER ASCETIC

CR: 12

XP: 19,200

Mind flayer **unchained monk 7**

LE Medium aberration

Init: +8; **Senses:** Darkvision 60 ft.; Perception +28

AC: 30, touch 22, flat-footed 26 (+4 Dex, +1 monk, +4 natural, +4 shield, +7 Wis)

hp: 171 (11d8+7d10+79 HD)

Fort +12, **Ref** +12, **Will** +16; +2 vs. enchantment

Defensive Abilities: Evasion; **Immune:** Disease; **SR** 19

Speed: 50 ft.

Melee: Unarmed strike +22/+22/+17/+12 (1d8+6) or 4 tentacles +21 (1d4+6 plus grab)

Ranged: +1 sling +19 (1d4+6)

Special Attacks: Elemental strike (9/day, 1d6+7 acid), extract, flurry of blows, ki strike (magic, cold iron, silver), mind blast, stunning fist (9/day, DC 25, fatigued), style strike

Spell-Like Abilities (CL 8th, concentration +14):

Constant – *Mental barrier I*

At will – *Charm monster* (DC 20), *detect thoughts* (DC 18), *levitate*, mind blast (DC 20), *plane shift* (self only), *suggestion* (DC 19)

Str 20, **Dex** 18, **Con** 18, **Int** 17, **Wis** 24, **Cha** 22

Base Atk: +15; **CMB:** +20 (+22 disarm or trip, +29 grapple); **CMD:** 34 (36 vs. disarm, grapple, trip)

Feats: Combat Casting, Combat Expertise, Combat Reflexes, **Elemental Fist** (acid), Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Power Attack, **Shaitan Style**, Stunning Fist, Weapon Focus (unarmed strike)

Skills: Acrobatics +25, Intimidate +27, Knowledge (arcana, religion) +24, Perception +28, Sense Motive +28, Stealth +30

Combat Gear: *Potion of cure light wounds (2), potion of cure serious wounds (2), potion of heroism (bard)*; **Other Gear:** +1 sling with 10 bullets, *amulet of mighty fists +1, armbands of the brawler, belt of giant strength +2, gauntlets of the skilled maneuver (grapple), stalker's mask*

Languages: Aklo, Elven, Undercommon; telepathy 100 ft.

SQ: Fast movement, ki pool (10 points), ki powers (high jump, wholeness of body [1d8+7])

Arcane magic is forbidden among mind flayers, and those who practice it are killed or driven out. Illithid sorcerers and wizards may prove unlikely allies against their kindred, but dealing with them is dangerous at best. Many mind flayer outcasts dream of becoming liches.

MIND FLAYER OUTCAST

CR: 13

XP: 25,600

Mind flayer sorcerer 9

LE Medium aberration

Init: +10; **Senses:** Darkvision 60 ft.; Perception +34

AC: 31, touch 17, flat-footed 25 (+5 armor, +1 deflection, +6 Dex, +5 natural, +4 shield)

hp: 183 (11d8+9d6+100 HD)

Fort +11, **Ref** +12, **Will** +18

Defensive Abilities: Unusual anatomy; **SR** 19

Speed: 30 ft.

Melee: +1 cold iron morningstar +12 (1d8+2), 4 tentacles +19 (1d4+2 plus grab)

Special Attacks: Extract

Space: 5 ft.; **Reach:** 5 ft. (10 ft. melee touch)

Bloodline Spell-Like Abilities (CL 9th, +18 ranged touch, concentration +17):

11/day – Acidic ray (1d6+4)

Mind Flayer Spell-Like Abilities (CL 8th, concentration +16):

Constant – *Mental barrier I*

At will – *Charm monster* (DC 22), *detect thoughts* (DC 19), *levitate*, mind blast (DC 22), *plane shift* (self only), *suggestion* (DC 21)

Sorcerer Spells Known (CL 9th, +18 melee or ranged touch, concentration +17):

4th (6/day) – *Black tentacles*, *greater invisibility*, *stoneskin*

3rd (8/day) – *Fly*, *haste*, *ray of exhaustion* (DC 21), *tongues*

2nd (8/day) – *Anticipate thoughts* (DC 20), *minor image* (DC 20), *resist energy*, *see invisibility*, *touch of idiocy*

1st (8/day) – *Chill touch* (DC 19), *disguise self*, *enlarge person*, *magic missile*, *ray of enfeeblement* (DC 18), *shocking grasp*

0 (at will) – *Arcane mark*, *daze* (DC 19), *detect magic*, *disrupt undead*, *flare* (DC 18), *ghost sound* (DC 18), *light*, *read magic*

Bloodline: Aberrant

Str 12, **Dex** 22, **Con** 20, **Int** 19, **Wis** 21, **Cha** 26

Base Atk: +12; **CMB:** +18 (+24 grapple); **CMD:** 27 (29 vs. grapple)

Feats: Agile Maneuvers, Arcane Armor Training, Combat Casting, Eschew Materials, Improved Counterspell, Improved Grapple, Improved Initiative, Silent Spell, Skill Focus (Perception), Spell Focus (enchantment), Weapon Finesse, Weapon Focus (tentacle)

Skills: Bluff +31, Diplomacy +31, Fly +20, Knowledge (arcana) +27, Knowledge

(dungeoneering) +14, Perception +34, Spellcraft +27, Stealth +29

Combat Gear: *Earth elemental gem, necklace of fireballs type II, potion of blink, potion of cure serious wounds (2), potion of entropic shield, scroll of ghoul touch, scroll of lightning bolt, scroll of possession, scroll of scorching ray, wand of true strike (25 charges);* **Other Gear:** +1 cold iron morningstar, +1 mithral chain shirt, amulet of natural armor +1, headband of alluring charisma +2, incense of open thoughts (*Occult Adventures*, pg. 259), ring of protection +1, granite and diamond dust (for *stoneskin*), 9 gp

Languages: Aklo, Common, Elven, Undercommon; telepathy 100 ft.

SQ: Bloodline arcana, long limbs

Mind flayer scourges are the fist of the elder brains, striking directly against their enemies. Scourges are spies, infiltrators, and assassins who channel their innate psychic talents into martial prowess.

MIND FLAYER SCOURGE

CR: 15

XP: 4,800

Mind flayer magus (mindblade) 11

LE Medium aberration

Init: +4; **Senses:** Darkvision 60 ft.; Perception +28

AC: 29, touch 16, flat-footed 25 (+5 armor, +2 deflection, +4 Dex, +4 natural, +4 shield)

hp: 223 (22d8+121 HD)

Fort +15, **Ref** +10, **Will** +17

SR 19

Speed: 30 ft.

Melee: +3 *short sword* +21/+16/+11/+6 (1d6+9/17-20) and +3 *short sword* +21/+16/+11 (1d6+9/17-20) or 4 tentacles +20 (1d4+4 plus grab)

Ranged: +2 *shocking burst composite longbow* +22/+17/+12/+7 (1d8+6/x3 plus 1d6 electricity)

Special Attacks: Dual weapons, extract, psychic pool (11 points, +4 weapon), rapid manifest, rend (2 short swords, 1d10+6), spell combat, spellstrike

Mind Flayer Spell-Like Abilities (CL 8th, concentration +14):

Constant – *Mental barrier I*

At will – *Charm monster* (DC 21), *detect thoughts* (DC 19), *levitate*, *mind blast* (DC 23), *plane shift* (self only), *suggestion* (DC 20)

Magus Spells Known (CL 11th, +20 melee or ranged touch, concentration +18):

4th (3/day) – *Black tentacles*, *greater invisibility*, *mental barrier III*, *mind thrust IV*, *stoneskin*

3rd (6/day) – *Blink*, *haste*, *id insinuation II* (DC 20), *fly*, *lightning bolt* (DC 20), *ray of exhaustion* (DC 18)

2nd (6/day) – *Acid arrow*, *alter self*, *bear's endurance*, *blur*, *bull's strength*, *enthrall* (DC 19), *scorching ray*

1st (6/day) – *Corrosive touch*, *grease*, *magic missile*, *ray of enfeeblement* (DC 18), *shocking grasp*, *true strike*

0 (at will) – *Dancing lights*, *detect magic*, *disrupt undead* (DC 17), *ghost sound* (DC 17), *mage hand*, *ray of frost*

Str 18, **Dex** 19, **Con** 20, **Int** 24, **Wis** 17, **Cha** 24

Base Atk: +16; **CMB:** +20 (+30 grapple); **CMD:** 34

Feats: Ability Focus (mind blast), Combat Casting, Combat Reflexes, Critical Focus, Double Slice, [Extra Arcane Pool](#), Greater Two-Weapon Fighting, Improved Critical (short sword), Improved Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills: Acrobatics +29, Climb +18, Escape Artist +29, Fly +29, Intimidate +32, Knowledge (arcana) +32, Perception +28, Stealth +34, Spellcraft +32, Swim +18, Use Magic Device +32

Combat Gear: *Potion of cure moderate wounds*, *potion of cure serious wounds* (2), *potion of fox's cunning*, *potion of heroism*, *potion of longstrider*, *wand of cure light wounds* (20 charges); **Other Gear:** +2 *composite longbow* (+4 Str), 50 +1 *shock arrows*, 5 *adamantine arrows*, +2 *shadow studded leather*, *ring of counterspells*, *ring of deflection* +2, *headband of vast intelligence* +2, *scarlet and blue ioun stone*, *granite and diamond dust* (for *stoneskin*), 148 gp

Languages: Aklo, Elven, Orvian, Undercommon; telepathy 100 ft.

SQ: Magus arcana (close range, concentrate, maneuver mastery [grapple])

The mind flayer cult master lurks in the midst of a human city, gathering fanatical followers with false promises of enlightenment.

MIND FLAYER CULT MASTER

CR: 15

XP: 51,200

Mind flayer [mesmerist](#) (**cult master**) 11

NE Medium aberration

Init: +9; **Senses:** Darkvision 60 ft.; Perception +28

AC: 30, touch 15, flat-footed 25 (+7 armor, +5 Dex, +4 natural, +4 shield)

hp: 237 (22d8+143 HD)

Fort +16, **Ref** +17, **Will** +27

SR 19

Speed: 30 ft.

Melee: +1 *morningstar* +22/+17/+12/+7 (1d8+5) or 4 tentacles +22 (1d4+3 plus grab)

Special Attacks: Bold stare (susceptibility), extract, hypnotic stare (-3), mental potency (+2), mesmerist tricks 15/day (compel alacrity [20 ft.], double, extol, false flanker, gift of will, mesmeric mirror [3 images])

Mind Flayer Spell-Like Abilities (CL 8th, concentration +15):

Constant – *Mental barrier I*

At will – *Charm monster* (DC 22), *detect thoughts* (DC 20), *levitate*, *mind blast* (DC 24), *plane shift* (self only), *suggestion* (DC 21)

Mesmerist Spells Known (CL 11th, +21 melee touch, concentration +19):

4th (4/day) – *Battlemind link*, *dominate person* (DC 23), *mass daze* (DC 23)

3rd (6/day) – *Bestow curse* (DC 21), *greater oneiric horror* (DC 21), *invisibility sphere*, *malicious spite* (DC 22)

2nd (6/day) – *Alter self*, *burning gaze* (DC 20), *enthrall* (DC 21), *inflict pain* (DC 21), touch of idiocy

1st (7/day) – *Animate rope*, *cause fear* (DC 19), *doom* (DC 19), *grease* (DC 19), *hypnotism* (DC 20), *mental block* (DC 19)

0 (at will) – *Daze* (DC 19), *detect magic*, *ghost sound* (DC 18), *lullaby* (DC 19), *mage hand*, *touch of fatigue* (DC 18)

Str 16, Dex 20, Con 22, Int 19, Wis 17, Cha 26

Base Atk: +16; **CMB:** +21 (+25 grapple); **CMD:** 34

Feats: Ability Focus (mind blast), Agile Maneuvers, Combat Casting, [Extra Mesmerist Tricks](#), Great Fortitude, Improved Initiative, Leadership, [Ready for Battle](#), [Ready for Pain](#), Spell Focus (enchantment), Weapon Finesse, Weapon Focus (tentacle)

Skills: Bluff +33, Diplomacy +38, Escape Artist +19, Disguise +33, Intimidate +33, Perception +28, Sense Motive +17, Spellcraft +29, Stealth +30, Use Magic Device +33

Combat Gear: *Potion of cure serious wounds*, *scroll of mass charm monster* (CL 16th), *scroll of mass inflict critical wounds* (CL 15th), *scroll of overwhelming presence* (CL 16th), *wand of cure moderate wounds* (25 charges), *wand of lightning bolt* (30 charges); **Other Gear:** +1 *morningstar*, +3 *mithral chain mail*, *belt of incredible dexterity* +2, *cloak of resistance* +2, 142 gp

Languages: Aklo, Common, Elven, Undercommon; telepathy 100 ft.

SQ: False healing 11/day (2d8+8), glib lie (DC 21), fanatical devotion, fanatical stare (+2 attack and damage, +3 Will), insidious personality (+5), manifold tricks (2), towering ego

Leadership: The mind flayer cult master has a Leadership score of 18 for the purpose of recruiting a cohort and 19 for recruiting followers (special power, cruelty, base of operations, caused the death of followers). Its cohort is a neutral evil [grimlock occultist](#) 9. It has 40 1st-level followers, 4 2nd-level followers, 2 3rd-level followers, 1 4th-level follower, and 1 5th-level follower, all neutral or evil humans of various classes.

Second only to the elder brain, the mind flayer overlord is the supreme commander of a great illithid city or warship.

MIND FLAYER OVERLORD

CR: 17

XP: 4,800

Mind flayer **psychic 13**

LE Medium aberration

Init: +9; **Senses:** Darkvision 60 ft.; Perception +34

AC: 28, touch 18, flat-footed 22 (+2 deflection, +5 Dex, +1 dodge, +6 natural, +4 shield)

hp: 217 (11d8+13d6+120 HD)

Fort +15, **Ref** +15, **Will** +24

SR 19

Speed: 30 ft.

Melee: 4 tentacles +20 (1d4+1 plus grab) or *staff of rigor* +15/+10/+5 (1d6+1)

Special Attacks: Agonizing wound (10/day, DC 23), extract, painful reminder (10/day, 2d6)

Mind Flayer Spell-Like Abilities (CL 8th, concentration +16):

Constant – *Mental barrier I*

At will – *Charm monster* (DC 23), *detect thoughts* (DC 20), *levitate*, mind blast (DC 23), *plane shift* (self only), *suggestion* (DC 22)

Psychic Spell-Like Abilities (CL 13th, concentration +21):

13/day – Live on (dazed, poisoned, sickened)

1/day – *Detect thoughts* (DC 20), *telepathic bond*

Psychic Spells Prepared (CL 13th, +19 melee or ranged touch, concentration +21):

6th (5/day) – *Disintegrate* (DC 24), *mass inflict pain* (DC 25), *psychic crush II* (DC 24)

5th (7/day) – *Dominate person* (DC 24), *mental barrier IV*, *synapse overload*, *wall of force*

4th (7/day) – *Black tentacles*, *fear* (DC 22), *greater false life*, *mass pain strike* (DC 22), *mind thrust IV* (DC 22)

3rd (8/day) – *Dispel magic*, *fly*, *mass daze* (DC 22), *telekinetic maneuver*, *vampiric touch*

2nd (8/day) – *Bear's endurance*, *blood armor*, *mirror image*, *pain strike* (DC 20), *shatter* (DC 20), *suggestion* (DC 21)

1st (8/day) – *Bungle* (DC 20), *mage armor*, *magic missile*, *persuasive goad* (DC 19), *stunning barrier*, *sundering shards* (DC 19)

0 (at will) – *Arcane mark*, *detect magic*, *detect psychic significance*, *ghost sound* (DC 18), *mage hand*, *prestidigitation*, *read magic*, *resistance*

Discipline: Pain

Str 12, **Dex** 20, **Con** 20, **Int** 26, **Wis** 22, **Cha** 26

Base Atk: +14; **CMB:** +19 (+23 grapple); **CMD:** 30

Feats: Agile Maneuvers, Alertness, Combat Casting, Dodge, Heighten Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Spell Focus (enchantment), Spell Penetration, Weapon Finesse, Weapon Focus (tentacle)

Skills: Bluff +19, Craft (alchemy) +19, Diplomacy +32, Intimidate +32, Knowledge (arcana, dungeoneering, planes) +32, Perception +34, Sense Motive +34, Spellcraft +32, Stealth +30, Use

Magic Device +29

Combat Gear: *Staff of rigor*, lesser *logical* metamagic rod, *potion of cure serious wounds* (3), *potion of protection from energy*, *scroll of fireball* (2), *scroll of flesh to stone*, *scroll of unholy blight*; **Other Gear:** *Amulet of natural armor* +2, *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of mental superiority* +2, *ring of protection* +2, 100 gp

Languages: Aklo, Elven, Orvian, Undercommon; telepathy 100 ft.

SQ: Phrenic amplifications (conjured armor +3, defensive prognostication, dispelling pulse, overpowering mind), phrenic pool (13 points), spontaneous casting (*detect thoughts*, *telepathic bond*)

The mind flayer lich, known as “alhoon” among mind flayers or “illithilich” to other races, is an outcast and renegade who has pursued the forbidden secrets of arcane magic and achieved immortality in undeath. Alhoons are the most blasphemous abominations in illithid society for their utter rejection of the elder brains. An alhoon may work against an entire mind flayer city, attempting to destroy those who once shunned it, or it may look outward for victims to enslave, be they deep-dwellers like drow or dwarves or surface-dwellers like humans.

MIND FLAYER LICH (Alhoon, Illithilich)

CR: 18

XP: 153,600

Mind flayer lich wizard 12

NE Medium undead (augmented aberration)

Init: +11; **Senses:** Darkvision 60 ft., life sight 20 ft.; Perception +37

Aura: Fear (60 ft., DC 27)

AC: 32, touch 20, flat-footed 25 (+3 armor, +3 deflection, +7 Dex, +5 natural, +4 shield)

hp: 267 (11d8+12d6+173 HD)

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

Defensive Abilities: Channel resistance +4, evasion, rejuvenation; *DR* 15/bludgeoning and magic; **Immune:** Cold, electricity, undead traits; **SR** 19

Speed: 30 ft.

Melee: 4 tentacles +21 (1d4+2 plus grab) or touch +21 (1d8+11 plus paralyzing touch)

Special Attacks: Extract, paralyzing touch (DC 27), power over undead (8/day, DC 22)

Arcane School Spell-Like Abilities (CL 12th, concentration +30):

8/day – Grave touch (6 rounds)

Mind Flayer Spell-Like Abilities (CL 8th, concentration +14):

Constant – *Mental barrier I*

At will – *Charm monster* (DC 20), *detect thoughts* (DC 18), *levitate*, *mind blast* (DC 22), *plane shift* (self only), *suggestion* (DC 19)

Wizard Spells Prepared (CL 12th, +16 melee touch, +21 ranged touch, concentration +20):

6th – *Create undead*, *eyebite* (DC 25), *globe of invulnerability*, *mage’s lubrication*

5th – *Cone of cold* (DC 24), *overland flight*, *mind probe* (DC 23), *possession* (DC 24)

4th – *Animate dead*, *enervation* (3), *greater invisibility*, *shout* (DC 23)

3rd – *Dispel magic*, *fireball* (DC 22), *haste*, *lightning bolt* (DC 22), *nondetection*, *vampiric touch*

2nd – *Command undead* (DC 21), *invisibility*, *minor image*, *resist energy*, *see invisibility*, *touch of idiocy*

1st – *Chill touch* (2, DC 20), *magic missile* (3), *ray of enfeeblement*, *shocking grasp*

0 (at will) – *Arcane mark*, *daze* (DC 18), *detect magic*, *ghost sound* (DC 18), *read magic*

Arcane School: Necromancy; **Opposition Schools:** Conjunction, Divination

Str 14, **Dex** 24, **Con** –, **Int** 27, **Wis** 21, **Cha** 23

Base Atk: +14; **CMB:** +18 (+22 grapple); **CMD:** 32

Feats: Ability Focus (mind blast), Alertness, Combat Casting, Command Undead, Craft Wondrous Item, Defensive Combat Training, Improved Familiar (isitoq), Improved Initiative, Scribe Scroll, Spell Focus (evocation, necromancy), Spell Penetration, Toughness, Weapon Finesse

Skills: Bluff +29, Craft (alchemy) +25, Diplomacy +29, Intimidate +32, Knowledge (arcana, dungeoneering, planes, religion) +34, Perception +37, Sense Motive +34, Spellcraft +34, Stealth +35

Combat Gear: *Potion of displacement*, *potion of eagle's splendor*, *potion of gaseous form*, *potion of inflict light wounds*, *potion of inflict moderate wounds* (2), *potion of inflict serious wounds* (3), *scroll of disintegrate*, *scroll of mage's lubrication* (2), *wand of scorching ray* (20 charges); **Other Gear:** *Belt of incredible dexterity* +4, *bracers of armor* +3, *cloak of resistance* +3, *headband of vast intelligence* +2, *ring of evasion*, *ring of protection* +3, 4 onyxes worth 25 gp each (for animate dead), 2 onyxes worth 50 gp each (for animate dead), 3 onyxes worth 150 gp each (for create undead), onyx worth 200 gp (for animate dead)

Languages: Aklo, Elven, Orvian, Undercommon; telepathy 100 ft.

SQ: Arcane bond (familiar)

Mind Flayer, Ulitharid



Roughly one in a hundred larval mind flayers does not undergo ceremorphosis as normal, but instead develops into a much larger and more powerful creature known as a noble illithid, or ulitharid.

An ulitharid towers over other mind flayers, standing at least nine feet in height. It possesses six tentacles, including two almost as long as its entire body. Its skin is a darker purple than other illithids, and it favors elaborate robes, spreading collars, and often high-crowned headdresses.

Ulitharids eclipse common mind flayers in both size and psychic potency, and are viewed almost as minor deities by other illithids. It is unknown how they come into being, but most mind flayers believe them to be favored by Ilsensine, their race's foul god. In illithid society, ulitharids act as high priests, ambassadors, and caretakers of the community's elder brain.

ULITHARID (Noble Illithid)

CR: 12

XP: 19,200

LE Large aberration

Init: +7; **Senses:** Darkvision 60 ft.; Perception +30

AC: 28, touch 12, flat-footed 25 (+3 Dex, +8 natural, +8 shield, -1 size)

hp: 180 (19 HD)

Fort +11, **Ref** +11, **Will** +17

SR 23

Speed: 30 ft.

Melee: 2 long tentacles +18 (2d6+4 plus grab), 4 short tentacles +17 (1d8+4 plus grab)

Space: 10 ft.; **Reach:** 10 ft. (5 ft. with short tentacles)

Special Attacks: Extract

Psychic Magic (CL 13th, concentration +18):

22 PE - *Dominate person* (5 PE, DC 20), *legend lore* (6 PE), *mass suggestion* (6 PE, DC 21), *psychic crush III* (7 PE, DC 22)

Spell-Like Abilities (CL 13th, concentration +18):

Constant - *Mental barrier III*

At will - *Charm monster* (DC 21), *detect thoughts* (DC 17), *dimension door*, *levitate*, *mind blast*, *plane shift* (self only), *suggestion* (DC 18), *telekinesis* (DC 20)

3/day - Quickened *dimension door*

1/week - *Astral projection*

Str 18, Dex 16, Con 20, Int 21, Wis 19, Cha 21

Base Atk: +14; **CMB:** +19 (+23 grapple); **CMD:** 30

Feats: Ability Focus (*charm monster*), Alertness, Combat Casting, Combat Expertise, Improved Initiative, Iron Will, Lightning Reflexes, Quickened Spell-Like Ability (*dimension door*), Spell Penetration, Weapon Focus (long tentacle)

Skills: Bluff +24, Diplomacy +24, Knowledge (arcana) +27, Knowledge (one other) +24, Perception +30, Sense Motive +27, Spellcraft +27, Stealth +21, Use Magic Device +24

Languages: Aklo, Dwarven, Elven, Orvian, Undercommon; telepathy 200 ft.

Environment: Underground or outer space

Organization: Solitary or court (1 ulitharid, 3-5 mind flayers, and 6-10 grimlocks)

Treasure: Double

Extract (Ex): An ulitharid that begins its turn with all four of its short tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Grab (Ex): This ability follows the standard rules for the grab universal monster ability (*Bestiary* pg. 301). In addition, if an ulitharid begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple attempt. If the opponent is not adjacent to the ulitharid, it is pulled adjacent to it. The opponent can escape with a single successful grapple check or an Escape Artist check, but the ulitharid gets a +2 circumstance bonus for every short tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp): An ulitharid can emit a powerful blast of pure mental energy that stuns all creatures within a cone-shaped area. Creatures caught in the area of a mind blast are stunned for 3d4 rounds and affected as if by *feblemind* (DC 21 negates). Ulitharids are immune to mind blasts from other creatures. This is a mind-affecting enchantment (compulsion) effect and the equivalent of a 6th-level spell.

Modron, Decaton

Decatons are the lowest rank of hierarch modrons, the “officials” who coordinate the legions of base modrons in Regulus. As the rank directly above the base masses, decatons are the voice of Primus to his soldiers and workers. They are responsible for the health and wellbeing of the masses and the physical upkeep and repair of their realm’s gear-cities.

There are precisely one-hundred forty-four decatons in existence at any given time. One decaton serves in each of Regulus’s sixty-four sectors, overseeing public health, maintenance, and diplomacy toward visitors. The remaining thirty-six decatons serve as needed as field commanders and medics as needed in the modron armies. Among other races, decatons have a reputation as overbearing and patronizing.

A decaton appears much like a gigantic monodrone, with a spherical metal body atop two stumpy legs. Four evenly-spaced eyes circle its body, as well as ten prehensile tentacles. Decatons are capable of limited magical flight, aided by lighter-than-air gas stored in internal bladders, though they are slow and clumsy in the air; they usually fly only to survey the area around them.

DECATON

CR: 8

XP: 4,800

LN Large outsider (extraplanar, lawful, modron)

Init: 11; **Senses:** Darkvision 60 ft., low-light vision; Perception +25

AC: 25, touch 12, flat-footed 23 (+2 Dex, +13 natural)

hp: 105 (10 HD)

Fort +12, **Ref** +7, **Will** +11

Defensive Abilities: All-around vision; **DR** 10/adamantine or

chaotic; **Immune:** Constructed; **Resist:** Acid 10, cold 10, fire 10; **SR** 19

Speed: 30 ft., fly 10 ft. (poor)

Melee: 4 tentacles +15 (1d6+6)

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

Spell-Like Abilities (CL 8th, concentration +11, +15 melee touch):

At will - *Clairaudience/clairvoyance*, *command* (DC 14), *greater teleport* (self plus 50 pounds of objects only), *remove disease*, *remove paralysis*

3/day - *Dimension door*, *flame strike* (DC 18), *wall of force*

1/day - *Heal* (DC 20)

Spells Prepared (CL 8th, concentration +12, +15 melee touch):

4th - *Dismissal* (DC 18), *order’s wrath* (DC 18)

3rd - *Cure serious wounds* (2, DC 17), *prayer*

2nd - *Cure moderate wounds* (DC 16), *hold person* (DC 16), *silence*, *sound burst* (DC 16)

1st - *Bless*, *detect chaos*, *protection from chaos*, *sanctuary* (DC 15), *shield of faith*

0 (at will) - *Detect magic*, *guidance*, *mending*, *resistance*

Str 23, Dex 14, Con 21, Int 17, Wis 18, Cha 16

Base Atk: +10; **CMB:** +17; **CMD:** 29

Feats: Alertness, Combat Casting, Improved Initiative, Lightning Reflexes, Spell Penetration

Skills: Diplomacy +16, Fly -4, Heal +17, Knowledge (arcana) +13, Knowledge (planes) +16, Perception +25, Sense Motive +21, Spellcraft +16, Survival +13, Use Magic Device +16; **Racial**

Modifiers: +4 Perception

Languages: Celestial, Infernal, Modron; telepathy 100 ft. (with non-modrons) or 40 miles (with modrons)

SQ: Coordinated ally, fixed initiative, maintenance refuge

Environment: Any (Regulus)

Organization: Solitary

Treasure: None

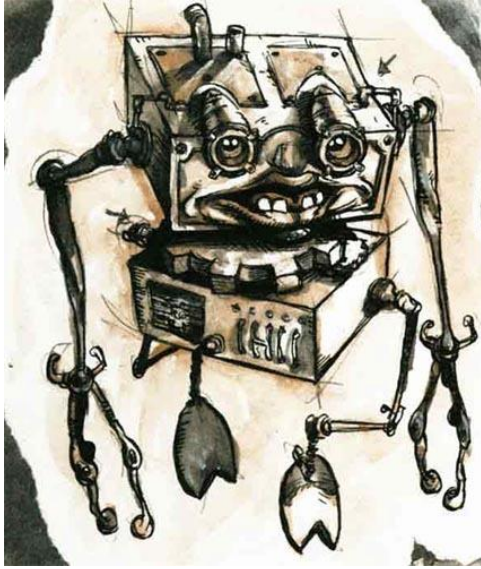
All-Around Vision (Ex): A decaton sees in all directions at once. It cannot be flanked.

Fixed Initiative (Ex): A decaton never rolls initiative. Its initiative is always equal to half its Hit Dice plus its Dexterity (11 for a typical decaton, including a +4 bonus from Improved Initiative).

Maintenance Refuge (Su): Once per hour, a decaton can touch a willing modron of decaton rank or lower (including itself) as a standard action. That modron is whisked away to a place of safety in Regulus for three rounds. While there, the modron gains regeneration 5, and can take no actions. At the end of the effect, the modron reappears in the square it left, or if the space is not vacant, the nearest available square. This is a conjuration (healing and teleportation) effect.

Spells: Decatons cast divine spells as 8th-level clerics. They do not gain access to domains or other cleric abilities.

Modron, Duodrone



Duodrones supervise monodrones and perform labor that requires moderate decision-making ability. Duodrones possess only dim intelligence by human standards, but they are capable of performing slightly more complex tasks than monodrones and employ limited strategy in work and combat.

Duodrones appear as a pair of small, flat rectangular flesh-and-metal boxes stacked on top of each other with spindly arms and legs. There are exactly fifty-five million duodrones in existence at any time.

Though not much taller than a gnome, duodrones are surprisingly strong for their size. They are used as heavy labor or shock troops. In combat, duodrones coordinate their attacks with each other, but are more likely than monodrones to split up to weaken individual opponents. They typically use their surge of strength in the first round of combat in an attempt to appear stronger than they actually are, hoping to scare off opponents without incurring heavy losses.

DUODRONE

CR: 3

XP: 800

LN Small outsider (extraplanar, lawful, modron)

Init: 2; **Senses:** Darkvision 60 ft., low-light vision; Perception +9

AC: 16, touch 11, flat-footed 16 (+1 size, +5 natural)

hp: 30 (4 HD)

Fort +6, **Ref** +1, **Will** +4

Immune: Constructed; **Resist:** Acid 10, cold 10, fire 10

Speed: 20 ft.

Melee: Mwk spear +7 (1d6+3/x3), slam +2 (1d4+1)

Ranged: Mwk spear +4 (1d6+3/x3)

Special Attacks: Surge of strength

Str 16, **Dex** 11, **Con** 14, **Int** 6, **Wis** 10, **Cha** 8

Base Atk: +4; **CMB:** +6; **CMD:** 15

Feats: Power Attack, Skill Focus (Craft)

Skills: Climb +10, Craft (any one) +8, Perception +9, Survival +7; **Racial Modifiers:** Perception +2

Languages: Modron

SQ: Coordinated ally, fixed initiative

Environment: Any (Regulus)

Organization: Solitary, pair, or squad (1 plus 12 monodrones)

Treasure: None

Fixed Initiative (Ex): A duodrone never rolls initiative. Its initiative is always equal to half its Hit Dice plus its Dexterity (2 for a typical duodrone).

Surge of Strength (Ex): Once per day as a swift action, a duodrone can gain a +4 bonus to its Strength. This bonus lasts until the duodrone's next turn.

Modron, Exiled



On rare occasions, a modron that has gone rogue recognizes its newfound individuality before it can cause disorder in the ranks. To spare themselves the inevitability of being hunted down and destroyed, such rogues can willingly submit to detention and, through the complex bureaucracy of Regulus, petition to be cut loose from the modron hive mind as an exile. Of those who petition, only a select few are granted their request; the rest are destroyed.

Exiled modrons usually begin as quadrones or higher, since tridrones and lower castes are rarely intelligent enough to understand what is happening to them. Regardless of their original form, however, the modron is physically transformed in a ritual within the Modron Cathedral that severs their connection to Primus and the Energy Pool (a new monodrone then emerges to take its place). Regardless of their original rank, base or hierarch, the new exile always has the same form: a boxy winged creature almost identical to a common quadrone, but free from the biological need to belong to their racial collective.

Sages debate as to why some modrons are exiled. The most common theory is that it is simply an act of housecleaning, but certain lorekeepers of the Fraternity of Order believe that Primus himself retains a mental link to the exiles and chooses to let them go to explore the planes free from the rigidity of the modron hierarchy.

Exiled modrons lose almost all memory of their previous life, and other modrons view them as they do any other outsider, as neither a friend nor a foe. Many develop highly eccentric personalities as they begin to mix with other races, but they retain a natural tendency toward lawful alignments. They are far more flexible than other modrons and capable of learning new tricks and solutions to problems, but still have trouble comprehending abstract concepts like art, passion, or honor. All exiled modrons are exactly 5.5 feet in height and 400 pounds in weight and begin their new lives looking exactly the same, but many modify their bodies with paint, piercings, or eclectic clothing.

EXILED MODRON

CR: ½

XP: 200

Exiled modron cavalier 1

LN Medium outsider (extraplanar, modron)

Init: +5; **Senses:** Darkvision 60 ft.; Perception +7

AC: 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 natural)

hp: 14 (1 HD)

Fort +5 (+7 vs. disease, exhaustion, fatigue, poison), **Ref** +1, **Will** +3 (+5 vs. mind-affecting)

Defensive Abilities: Half-construct; **Resist:** Acid 5, cold 5, fire 5

Weakness: Surprise vulnerability

Speed: 30 ft.

Melee: Ranseur +3 (2d4+3/x3) or cold iron dagger (1d4+2/19-20)

Ranged: Heavy crossbow +2 (1d10/19-20)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with ranseur)

Special Attacks: Challenge (1/day)

Combat Gear: 20 crossbow bolts, *potion of cure light wounds*, alchemist's fire, 2 flasks of oil, healer's kit (2 uses remaining)

Str 15, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk: +1; **CMB:** +3 (+5 to disarm with ranseur); **CMD:** 14

Feats: Coordinated Defense^B, Improved Initiative

Skills: Climb +6, Perception +7, Ride +5, Sense Motive +5; **Racial Modifiers:** +2 Perception; -2 Charisma-based checks vs. chaotic creatures

Languages: Common, Modron

SQ: Cavalier order (order of the dragon), half-construct, mount, tactician (1/day)

Environment: Any (Regulus)

Organization: Solitary

Treasure: NPC gear (breastplate [nonhumanoid fit], 2 tindertwigs, whetstone)

Half-Construct (Ex): Exiled modrons gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause exhaustion or fatigue.

Exiled modrons cannot be raised or resurrected.

Exiled modrons do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these abilities. This means that an exiled modron can drink potions to benefit from their effects and sleep in order to regain spells, but neither of these activities is required for the modron to stay in good health.

For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), exiled modrons count as both outsiders and constructs.

Surprise Vulnerability (Ex): Due to their conflict of free will and their innate sense of order, exiled modrons have a difficult time reacting to surprise. As such, they are considered flat-footed until the second turn in combat they did not initiate. They are still able to act on their first turn, but remain flat-footed.

Modron, Monodrone

Monodrones are the lowliest and most basic of all modrons, the caste from which all others advance. At any given time, there are exactly three-hundred million monodrones in existence; they outnumber all other modrons combined.

Appearing as a metal ball with a single eye and spindly arms and legs, monodrones are capable of performing only a single task at a time, which they perform without question until ordered to stop. When ordered to fight, they focus on a single enemy until it is defeated, then move on to the next, eventually fighting each other if not ordered to desist. If ordered to guard, they stand watch without moving or blinking. If ordered to build, they continue building higher and higher without stopping.

Monodrones are the rank and file of the modron armies, swarming over opponents without mercy. The vast majority of monodrones serve as general labor, however, performing construction, repairs, transportation, and other menial tasks without complaint.

MONODRONE

CR: 2

XP: 600

LN Small outsider (extraplanar, lawful, modron)

Init: 2; **Senses:** Low-light vision, darkvision 60 ft.; Perception +8

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

hp: 22 (3 HD)

Fort +5, **Ref** +2, **Will** +3

Immune: Constructed; **Resist:** Acid 10, cold 10, fire 10

Weakness: Single task

Speed: 20 ft.

Melee: Spear +4 (1d6/19-20)

Ranged: Light crossbow +5 (1d6/19-20)

Special Attacks: Focused strike

Combat Gear: 20 crossbow bolts

Str 10, **Dex** 13, **Con** 14, **Int** 4, **Wis** 10, **Cha** 7

Base Atk: +3; **CMB:** +2; **CMD:** 14

Feats: Dodge, Skill Focus (Craft)

Skills: Craft (any one) +6, Perception +8, Survival +6; **Racial Modifiers:** +2 Perception

Languages: Modron

SQ: Coordinated ally, fixed initiative

Environment: Any (Regulus)

Organization: Squad (12 plus 1 duodrone), patrol (13-48 plus 1 duodrone per 12 monodrones), platoon (49-84 plus 1 duodrone per 12 monodrones), battalion (85-120 plus 1 duodrone per 12

monodrones and 1 tridrone), or company (121-144 plus 1 duodrone per 12 monodrone and 3 tridrones)

Treasure: None

Fixed Initiative (Ex): A monodrone never rolls initiative. Its initiative is always equal to half its Hit Dice plus its Dexterity (2 for a typical monodrone).

Focused Strike (Ex): Once per day, a monodrone can take an additional standard action in a round. This action must be identical to the one it just performed. For example, a monodrone could make two melee attacks against the same target. It could not, however, move, make an attack, and then move again (as the moves do not immediately follow one another).

Single Task (Ex): Monodrones are only able to focus on a single task at a time. This tightened focus in combat translates to only being able to engage a single opponent in combat. Once it attacks a creature, the monodrone continues fighting the same creature until destroyed, its opponent is defeated, or it is ordered to attack another target. A monodrone cannot attack any other creatures except for its target, even if they provoke attacks of opportunity.

MESSENGER MONODRONE

Exactly one-third of all monodrones (one million, to be precise) have no arms, and instead possess fan-like wings that allow them to fly. These flying monodrones act as messengers.

Because hierarch modrons can all telepathically communicate with their wards, messenger monodrones are actually more common outside of Regulus than within it. Their flapping forms whirr constantly through the tunnel between Regulus and Axis, and they are a constant sight in the skies over the city-plane.

Messenger monodrone may be summoned as familiars by mages. Primus presumably allows this as a means of easily gathering knowledge from the Material Plane. Monodrone familiars follow their masters' orders without question, but their inability to perform more than a single task at a time can be frustrating for mortals.

Messenger monodrones have the same stats as common monodrones except as follows:

Speed: 20 ft., fly 40 ft. (average)

Melee: Bite +4 (1d4)

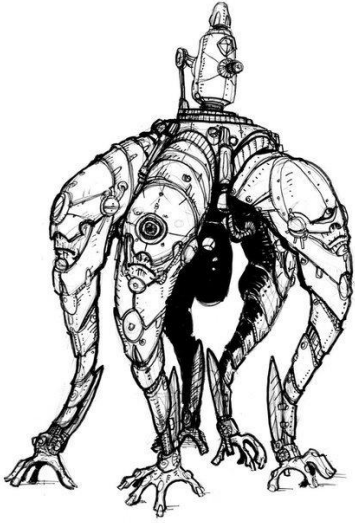
SQ: Coordinated ally, recite message

Recite Message (Ex): Messenger monodrones can be dictated a message in any language up to 1 minute in length. They then carry that message until a superior either dictates a new one or orders the current message forgotten. Monodrones do not understand messages not in the Modron language but can still recite them exactly, regardless of language. Monodrones cannot be used to cast spells in this manner, even those with only verbal components.

MESSENGER MONODRONE FAMILIARS

A spellcaster of at least 7th level with the Improved Familiar feat and whose alignment is within one step of lawful neutral can gain a messenger monodrone as a familiar. A monodrone is never promoted to a higher caste as long as it serves as a familiar.

Modron, Pentadrone



Pentadrones are the inquisitors and police force of the modrons. These automatons patrol the gears of Regulus on guard for trespassers and troublemakers, whom they capture for trial in the courts of the nonatons. As the highest caste of base modrons, pentadrones are also the intermediaries between the hierarchs and the working castes, serving as lieutenants on the field of battle. Finally, pentadrones are charged with hunting down rogue modrons, whom they execute on sight.

The most alien of the base modrons, a pentadrone appears as a metallic starfish with a fleshy one-eyed face on each of its five appendages. A metallic tube on the creature's top dispenses powerful blasts of paralytic gas that it uses to apprehend non-modron interlopers; a second spigot on the pentadrone's underside expels a different gas that allows it to levitate. There are always precisely five-hundred thousand pentadrones in existence.

In combat, pentadrones prefer to direct other modrons from the sidelines, using their paralysis gas (to which other modrons are immune) at range to incapacitate opponents. When they see an opening, they will often rush in to make attacks of opportunity. Pentadrones are highly intelligent, and unlike lower modrons, they are capable of reevaluating plans on the fly and rapidly changing tactics. Knowing their importance in the modron hierarchy, pentadrones rarely fight to the death and try to withdraw from combat when overwhelmed.

PENTADRONE

CR: 6

XP: 2,400

LN Medium outsider (extraplanar, lawful, modron)

Init: 7; **Senses:** Darkvision 60 ft., low-light vision; Perception +20

AC: 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)

hp: 76 (8 HD)

Fort +11, **Ref** +5, **Will** +9

Immune: Constructed; **Resist:** Acid 10, cold 10, fire 10

Speed: 30 ft.

Melee: 5 slams +12 (1d6+4)

Special Attacks: Paralysis gas

Str 19, **Dex** 16, **Con** 21, **Int** 17, **Wis** 16, **Cha** 16

Base Atk: +8; **CMB:** +12; **CMD:** 26 (32 vs. trip)

Feats: Alertness, Blind-Fight, Combat Reflexes, Paired Opportunists

Skills: Acrobatics +14, Craft (any one) +14, Diplomacy +14, Knowledge (any two) +14, Perception +20, Sense Motive +16, Stealth +14, Survival +14; **Racial Modifiers:** +4 Perception

Languages: Celestial, Common, Infernal, Modron

SQ: Coordinated ally, fixed initiative, levitation gas

Environment: Any (Regulus)

Organization: Solitary or regiment (5 plus 32 quadrones, 328 tridrones, 590 duodrones, 1,728 monodrones, and 24 messenger monodrones)

Treasure: None

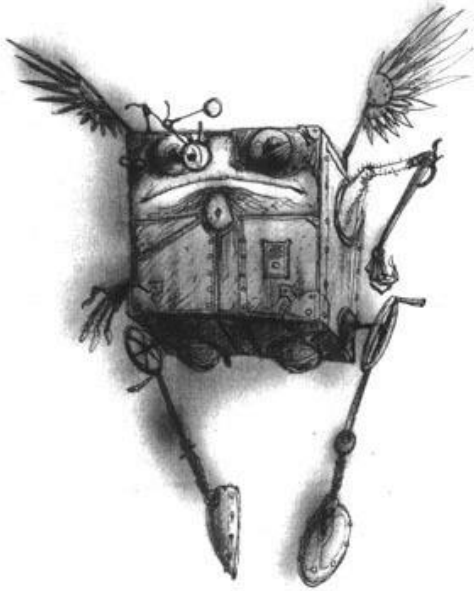
All-Around Vision (Ex): A pentadrone sees in all directions at once. It cannot be flanked.

Fixed Initiative (Ex): A pentadrone never rolls initiative. Its initiative is always equal to half its Hit Dice plus its Dexterity (7 for a typical pentadrone).

Paralysis Gas (Su): Pentadrones can emit a 30-foot line of paralysis gas. Creatures caught within the area must make a DC 19 Fortitude save or be paralyzed for 2d4 rounds. The DC is Constitution-based. After a pentadrone uses its gas emitter to spray paralysis gas, it cannot use it again for levitation or paralysis gas for 5 rounds.

Levitation Gas (Su): Pentadrones possess a gas emitter that, when aimed downward, allows them to float as per the *levitate* spell (CL 5th). After a pentadrone levitates in this manner, it cannot use its gas emitter to levitate or spray paralysis gas for 5 rounds.

Modron, Quadrone



Quadrones are the modron equivalent of field officers and skilled laborers. As troop leaders, they are the main point of contact in negotiations with other races, and because of their relatively high intelligence, rogue quadrones are more likely to escape Regulus than rogues of lower castes. As a result, other races deal with quadrones far more often than with other castes, and quadrones are seen by many outsiders as the archetypal modrons.

Quadrones are unflinchingly organized and capable of a high degree of planning and strategy. They prefer to begin combat with ranged attacks and close for melee only when their opponents come to them. They are well aware of lower castes' capabilities and order them to attack according to their strengths, and as the negotiators of the modron race, they are also usually knowledgeable of enemy races' weaknesses. They are ruthless and coldly unemotional in battle.

There are always exactly one-million five-hundred-thousand quadrones in existence at a time. A quadrone resembles a metallic cube with two spindly legs, four arms, and two fleshy faces at the front and back. Exactly one-fourth of all quadrones possess fan-like wings instead of a second pair of arms and act as scouts and aerial assailants.

QUADRONE

CR: 5

XP: 1,600

LN Medium outsider (extraplanar, lawful, modron)

Init: 7; **Senses:** Low-light vision, darkvision 60 ft.; Perception +15

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

hp: 57 (6 HD)

Fort +9, Ref +6, Will +7

Defensive Abilities: All-around vision; **Immune:** Constructed; **Resist:** Acid 10, cold 10, fire 10

Speed: 30 ft.

Melee: Mwk longsword +9/+4 (1d8+3/19-20), mwk longsword +9 (1d8+1/19-20)

Ranged: Mwk longbow +11/+6 (1d8/x3/100 ft.; +9/+9/+4 Rapid Shot), mwk longbow +6 (1d8/x3/100 ft.)

Special Attacks: Multiweapon mastery, repetitive attack

Combat Gear: 40 arrows

Str 16, Dex 19, Con 19, Int 14, Wis 15, Cha 12

Base Atk: +6; **CMB:** +9; **CMD:** 23

Feats: Point Blank Shot, Rapid Shot, Weapon Focus (longbow)

Skills: Craft (any one) +11, Diplomacy +10, Disable Device +13, Knowledge (any two) +11, Perception +15, Sense Motive +11, Survival +11; **Racial Modifiers:** +4 Perception

Languages: Celestial, Common, Modron

SQ: Coordinated ally, fixed initiative

Environment: Any (Regulus)

Organization: Solitary, squad (12), or battalion (16 plus 864 monodrones, 295 duodrones, 164 tridrones, and 12 messenger monodrones)

Treasure: None

All-Around Vision (Ex): A quadrone sees in all directions at once. It cannot be flanked.

Fixed Initiative (Ex): A quadrone never rolls initiative. Its initiative is always equal to half its Hit Dice plus its Dexterity (7 for a typical quadrone).

Multiweapon Mastery (Ex): A quadrone never takes penalties on its attack rolls when fighting with multiple weapons.

Repetitive Attack (Ex): If a quadrone makes a full-attack action against the same target on consecutive turns, it gains a +2 bonus on its attack rolls. Changing targets or performing any other action causes the quadrone to lose this bonus. This bonus does not stack with itself.

WINGED QUADRONE

Winged quadrones have the same stats as common quadrones except as follows:

Speed: 30 ft., fly 30 ft. (poor)

Melee: Mwk longsword +9/+4 (1d8+3/19-20)

Ranged: Mwk longbow +11/+6 (1d8/x3/100 ft.; +9/+9/+4 Rapid Shot)

Skills: Craft (any one) +11, Diplomacy +10, Disable Device +13, Fly +9, Knowledge (any one) +11, Perception +15, Sense Motive +11, Survival +11

Modron, Tridrone



Tridrones are low-level supervisors capable of limited resource management and decision making. Their spiderlike climbing ability and all-around vision, as well as their ability to report actions and observations, make them excellent scouts and guards. In the modron armies, tridrones are the equivalent of non-commissioned officers, supervising small companies of duodrones that in turn control a detachment of monodrones.

Tridrones are strange creatures of flesh and metal that resemble upside-down three-sided pyramids with a single eye, mouth, and arm on three of its four sides. Six spindly clockwork legs radiate from the bottom of its body. They are the lowest-ranking modrons capable of speaking the Common tongue, but they are rarely very talkative. There are precisely six million tridrones in creation at a given time.

In combat, tridrones are highly mobile, darting rapidly from one opponent to the next. Because they are used to working alone as scouts or border guards, tridrones are more likely to split up and fight as individuals than lower-ranking modrons. They take advantage of the terrain, preferring to climb walls to throw their javelins then drop down on their opponents.

TRIDRONE

CR: 4

XP: 1,200

LN Medium outsider (extraplanar, lawful, modron)

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

AC: 17, touch 13, flat-footed 14 (+1 dodge, +2 Dex, +4 natural)

hp: 42 (5 HD)

Fort +7, **Ref** +3, **Will** +5

Defensive Abilities: All-around vision; **Immune:** Constructed; **Resist:** Acid 10, cold 10, fire 10

Speed: 30 ft., climb 30 ft.

Melee: Mwk spear +8 (1d8+2/x3), 2 mwk spears +3 (1d8+1/x3)

Ranged: Javelin +7 (1d6+2/30 ft.), 2 javelins +2 (1d6+1/30 ft.)

Special Attacks: Multiweapon mastery

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

Base Atk: +5; **CMB:** +7; **CMD:** 19 (25 vs. trip)

Feats: Combat Patrol (10 ft.), Combat Reflexes^B, Dodge, Mobility

Skills: Climb +10, Craft (any two) +8, Diplomacy +8, Perception +13, Sense Motive +9, Survival +9; **Racial Modifiers:** +4 Perception

Languages: Common, Modron

SQ: Coordinated ally, fixed initiative

Environment: Any (Regulus)

Organization: Solitary or company (2-4 plus 12 duodrones and 144 monodrones)

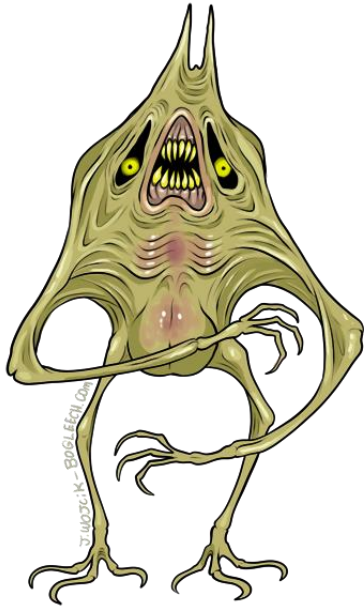
Treasure: None

All-Around Vision (Ex): A tridrone sees in all directions at once. It cannot be flanked.

Fixed Initiative (Ex): A tridrone never rolls initiative. Its initiative is always equal to half its Hit Dice plus its Dexterity (4 for a typical tridrone).

Multiweapon Mastery (Ex): A tridrone never takes penalties on its attack rolls when fighting with multiple weapons.

Morkoth



Lurking at the center of a labyrinth at the bottom of the sea, the morkoth is a hateful wretch that lures unwitting victims to their doom.

Morkoths superficially resemble stingrays, with a large flat body about four feet in length with a fang-filled mouth and gaping sockets with tiny glowing yellow eyes. They have long, spindly arms and legs tipped with delicate raking claws.

A morkoth carefully constructs a labyrinth out of rock on the sea floor using *stone shape*, starting with its lair at the center, then building six or more crisscrossing, interconnected tunnels in a spiraling pattern. The creature may leave bits of treasure from past victims to lure food into its maze, but relies on its supernatural abilities of hypnosis, usually targeting lone swimmers or the slowest member of a passing group to avoid notice. A hypnotized victim swims unerringly to the center of the maze, where the morkoth devours its prey at its leisure.

Legends tell that morkoths were once the wizards and psychics of an ancient undersea empire, using their mystic abilities to guide their people. When a cataclysm laid low the workers and nobility, the arcanists saved themselves by burrowing into the bedrock and creating hidden sanctuaries. Over millennia, the morkoths grew more and more feral and hateful of other undersea life, and took to devouring flesh to survive. Today they retain only the barest of their ancient mystic abilities, yet morkoths can still be a font of forgotten arcane lore, and foolhardy or desperate sea-dwellers sometimes seek them out for answers – at their own peril.

MORKOTH

CR: 5

XP: 1,600

CE Medium aberration (aquatic)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +14

AC: 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp: 52 (8 HD)

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

Defensive Abilities: Spell reflection

Speed: 10 ft., swim 50 ft.

Melee: Bite +8 (1d8-1 plus poison), 2 claws +8 (1d4-1 plus grab)

Special Attacks: Hypnosis

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

3/day – *Stone shape*

Str 8, **Dex** 14, **Con** 15, **Int** 16, **Wis** 17, **Cha** 15

Base Atk: +6; **CMB:** +5 (+9 grapple); **CMD:** 18

Feats: Blind-Fight, Dodge, Improved Initiative, Skill Focus (Stealth), Weapon Finesse^B

Skills: Bluff +10, Escape Artist +13, Knowledge (arcana) +14, Perception +14, Spellcraft +14, Stealth +16, Swim +18

Languages: Aklo, Aquan, Draconic

Environment: Any ocean

Organization: Solitary

Treasure: Standard

Hypnosis (Su): Any creature passing within 20 feet of the entrance to a morkoth's lair must make a successful Will saving throw (DC 16) or be hypnotized. A hypnotized creature moves unerringly through the maze at its usual speed. Once in center of the lair, the affected creature floats quietly in a trance, waiting to be devoured at the morkoth's leisure. A hypnotized creature is helpless against the morkoth's attacks but may attempt a new saving throw at the same DC each round that the morkoth attacks it. The save DC is Charisma-based.

A morkoth can hypnotize any number of creatures at one time. When it is outside its lair, this ability has a range of 20 feet. Hypnosis is a mind-affecting compulsion effect.

Poison (Ex): Bite – injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d4 Dex damage; cure 1 save. The save DC is Constitution-based.

Spell Reflection (Su): The morkoth has a special type of spell resistance that causes the effect of any spell, spell-like ability, or magic item that it successfully resists (even those that affect areas) to bounce off and reflect back at the caster. If the caster of a spell or the user of a spell-like ability or magic item fails a caster level check (DC 15), he or she becomes either the spell's target or the point of origin for the spell's effect, as appropriate. If the morkoth is the subject of a *dispel magic* spell that is not reflected, its spell reflection ability is suppressed for 1 round.

MORKOTH TUNNELS

A creature that has successfully resisted the morkoth's hypnosis ability might try to rescue a friend who was drawn into the tunnels. The passages of a morkoth's lair are so narrow that only one Medium character can swim through any 5-foot section at a time. An ambitious GM could map out the mazelike tunnel system and allow the characters to try to work their way through it.

Alternatively, the GM could handle penetration of the lair abstractly as follows: Roll 2d6 to determine the number of intersections between the tunnel's entrance and the morkoth's lair, allowing 10 to 40 feet between intersections. At each intersection, have the lead character make an Survival check (DC 15) to discern the correct path. Each correct choice brings the group one intersection closer to the lair; each incorrect choice adds 1d6 intersections to the route and an equal number of rounds to the time needed to complete the trip.

It is always possible to navigate any labyrinth by simply choosing one wall and following wherever it goes. A creature using this method can eventually find the morkoth's chamber without error, but this route is usually not the shortest possible path. Roll 1d6+6 for the number of intersections the rescuers must traverse using this method.

Mother of All

Like a algal tumor, the mother of all is a nightmarish vegetative monstrosity that slowly but surely spreads its mass across the open ocean.

A mother of all is a twenty-foot-tall heaving pile of rotting seaweed only barely in the shape of a humanoid. Numerous bulbous red eyes stare out both above and below its tooth-filled maw, and razor-sharp claws tip its lashing vine-like arms. A mother of all is constantly bloated with gestating [vine horrors](#), their ropy arms clawing at the air outside their mother's womb. A mat of stinking sargasso spreads outward from the mother, forming its domain.

Mothers of all possess human intelligence but concern themselves primarily with propagating more vine horrors. Vine horrors never grow into new mothers of all, but instead constantly shed spores that continually pollinate their mother. When a mother's sargasso mat grows large enough—five to ten miles—it breaks off and a new mother spontaneously forms at its center. Mothers of all are not actively malevolent, but still encourage their offspring to attack and devour intruders for her and their protection.

As a side effect of the growth of their seaweed mats, mothers of all are a persistent obstacle to marine travel. Countless ships have unwittingly blundered into a sargasso field only to be mired down by the entangling seaweed and slaughtered by vine horrors, leading to whole graveyards of wrecked ships. Mothers of all often choose the holds of such wrecks as their lairs and retreat there when overwhelmed in combat.

Mothers of all can be found throughout the warmer seas of Golarion, but are most common in the western reaches of the Arcadian Ocean beyond the ruins of Azlant, where they proved a persistent menace to Chelaxian explorers for decades before they learned to navigate around the sargasso seas. They are vastly more common on the mist-shrouded oceans of sweltering Castrovel, and whole seas are choked with huge specimens of these malignant plants.

MOTHER OF ALL

CR: 8

XP: 4,800

N Huge plant (aquatic)

Init: -2; **Senses:** All-around vision, low-light vision; Perception +17

Aura: Babbling young (60 ft.)

AC: 16, touch 6, flat-footed 16 (-2 Dex, +10 natural, -2 size)

hp: 105 (10 HD)

Fort +15, **Ref** +3, **Will** +5

DR 5/cold iron; **Immune:** Electricity, plant traits

Speed: 30 ft., swim 30 ft.

Melee: Bite +15 (2d6+10), 2 claws +15 (1d6+10)

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

Special Attacks: Carried progeny

Str 30, **Dex** 7, **Con** 22, **Int** 12, **Wis** 11, **Cha** 10

Base Atk: +7; **CMB:** +19; **CMD:** 27 (can't be tripped)

Feats: Great Fortitude, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack

Skills: Perception +17, Stealth +3, Swim +28; **Racial Modifiers:** +4 Perception

Languages: Sylvan

SQ: Limited telepathy, sargasso, spawn, transport via sargasso

Environment: Warm or temperate ocean

Organization: Colony (mother of all plus 2-12 vine horrors)

Treasure: Standard

Babbling Young (Su): A mother of all is constantly in the process of spawning dozens of vine horrors. The immature vine horrors produce a cacophony of wailing that interferes with spellcasting. Any creature within 60 feet of a mother of all that attempts to cast a spell must first succeed on a DC 15 (+1 per spell level) concentration check or lose the spell.

Carried Progeny (Ex): The immature vine horrors that cover the mother of all constantly lash out at any creature that gets too close. Any creature adjacent to the mother of all at the start of the mother's turn is subject to a slam attack from the carried progeny (+7 melee, 1d6+4 damage).

Limited Telepathy (Su): The mother of all can communicate telepathically with any vine horror within a 10 mile radius.

Sargasso (Ex): A mother of all creates a vast stretch of seaweed that constantly grows at the rate of 1 square mile a year. This sargasso field slows sailing vessels to half their speed, and within a 1 mile radius at its center, it is so thick that it can be walked upon like solid ground. Vine horrors can animate this seaweed with their animate vines ability.

The mother of all cannot leave its sargasso field, although if the seaweed is somehow destroyed, it can create a new one. When a mother of all dies, the solid portion of the sargasso field breaks apart over a period of two minutes, and within an hour the entire mass loses its cohesion.

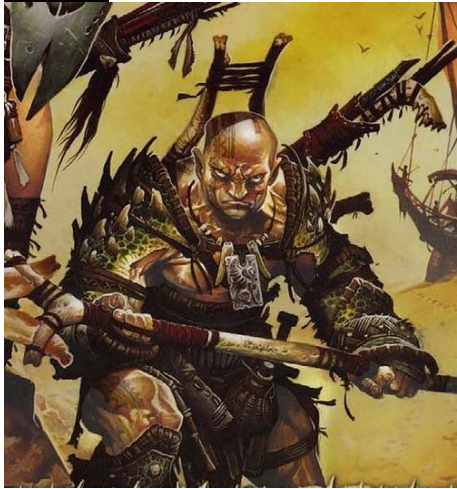
Spawn (Ex): A mother of all produces a new vine horror every three days. It automatically commands any vine horrors within a 10-mile radius. As a free action, it can issue a cry of distress that causes all the vine horrors on the sargasso to return to her at once to defend it.

Transport via Sargasso (Su): Once every minute, a mother of all can *transport via plants* as a free action. It may only transport via the sargasso it creates, and may appear anywhere within the sargasso.

VARIANT MOTHERS OF ALL

Mothers of all are virtually always encountered at sea, but stories tell of similar monsters on land. Such "jungle mothers" or "moor mothers" create verdant cancers of algae all over the surrounding land. Land-dwelling mothers lack the aquatic subtype and swim speed, and instead gain a climb speed of 30 feet.

Mul



Half-dwarves are rare. The relative infertility of the dwarven race, compounded by the difference in size and physiology between dwarves and humans, makes hybrids extremely uncommon. Roughly only one in a hundred human/dwarf pairings conceive, and the majority of such hybrids are stillborn. Those who survive are invariably sterile.

Yet brutal masters in the slave nations of the Inner Sea have not been deterred. Combining human size with dwarven stamina, half-dwarves are viewed by many as the ideal slave race, and vile breeding programs in nations like Cheliax and Katapesh churn out hundreds of half-dwarf children every year by forcing human and dwarf slaves to mate.

Known derisively as “muls” due to their size, strength, and sterility, the offspring of such pairings live painful lives as menial laborers or slave warriors. They are especially prized as gladiators, as their imposing physiques make them stand out in the arena. Most muls are indoctrinated from birth to accept their lot in life and toil ceaselessly under their masters’ whips, but a few defiant souls take a stand for freedom. Those who are not executed for insubordination become heroes and inspirations to slaves everywhere.

Muls can be found throughout Avistan and Garund, but are concentrated in the slave nations ringing the Inner Sea – Cheliax, Rahadoum, Thuvia, Osirion, and Katapesh. Those who escape their bonds often flee into the desert and join nomadic tribes or slip away to remote ports like Sargava or the Shackles. A growing number of muls are drawn to Andoran, whose Eagle Knights welcome their abolitionist zeal into their ranks.

Due to a quirk of genetics, half-dwarves are always completely hairless and larger than either of their parent races. They average about six and a half feet in height and weigh upwards of two-hundred pounds, almost all of it muscle. Because of their size and hairlessness, dwarves see little of themselves in muls and rarely welcome them into their communities.

MUL (Half-dwarf)

CR: ½

XP: 200

Mul fighter (gladiator) 1

N Medium humanoid (dwarf, human)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +0

AC: 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp: 14 (1 HD)

Fort +4, **Ref** +1, **Will** +0

Defensive Abilities: Stability

Speed: 30 ft.

Melee: **Hooked axe** +5 (1d8+3/x3)

Ranged: Javelin +2 (1d6+3/30 ft.)

Combat Gear: 5 javelins

Str 17, **Dex** 13, **Con** 16, **Int** 8, **Wis** 10, **Cha** 10

Base Atk: +1; **CMB:** +4 (+6 to disarm with hooked axe); **CMD:** 15

Feats: Dazzling Display, Endurance^B, **Performance Weapon Mastery**^B, Weapon Focus (hooked axe)

Skills: Intimidate +4

Languages: Common

Environment: Any

Organization: Solitary, gang (2-8), or band (4-24)

Treasure: NPC gear (scale mail, buckler)

Stability: Muls receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

MUL CHARACTERS (9 RP)

+2 Strength, +2 Constitution, -2 Charisma (1 RP)

Medium (0 RP): Muls are Medium creatures and have no bonuses or penalties due to their size.

Tireless Speed (1 RP): Muls have a base speed of 30 feet. Their speed is never modified by armor or encumbrance.

Darkvision (2 RP): Muls can see in the dark up to 60 feet.

Dwarf Blood (0 RP): Muls count as both dwarves and humans for any effect related to race.

Endurance (2 RP): Muls gain Endurance as a bonus feat.

Stability (1 RP): See above.

Weapon Familiarity (1 RP): Muls treat **hooked axes** and **flying blades** as martial weapons.

Languages (1 RP): Muls begin play speaking Common. Muls with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

ALTERNATE HALF-DWARF RACIAL TRAITS

A tiny fraction of half-dwarves are born and raised free among either humans or dwarves and never refer to themselves as “muls”.

Skill Training (1 RP): Half-dwarves raised among humans can pick two skills. These skills are always considered class skills for the half-dwarf. This replaces Weapon Familiarity.

Dwarven Traditionalist (1 RP): Half-dwarves raised among dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon. Instead of the standard mul languages, dwarf-raised half-dwarves begin play speaking Common and Dwarven, and must choose between Giant, Gnome, Goblin, Orc, Terran, and Undercommon for their bonus languages. This replaces the standard mul Weapon Familiarity.

Nagpa

Once human, the vulture-headed nagpas were transformed into their pitiful current state by an ancient curse. These beings are selfish and reclusive, and do anything in their power to keep knowledge of their curse from spreading.

A nagpa resembles a human with the head of a vulture. Their bodies are naked and shriveled with skin like old parchment, and they smell potently of dust, bird droppings, and spoiled milk. Nagpas prefer long flowing robes, and most carry a bird-headed *nagpa staff* of their own creation. Nagpas do not require food or sleep (though they must meditate for eight hours to replenish their spells) and can potentially live forever.

Nagpas are self-centered and antisocial, but not overtly hostile. They rarely go out of their way to harm other beings without cause, and can even be helpful advisors on magical matters could one overlook their spiky personalities and offensive smell. Should their wrath be invoked by insult or the possibility that their curse become known, however, they seek out and destroy the offender without mercy.

Long ago, the nagpas were a sect of human sorcerers. Selfish in the extreme, the sorcerers saw themselves as above the gods themselves, and sought to steal a god's power to fuel their own apotheosis. The god, whose exact identity is now known only to the nagpas, stripped them of their humanity and gave them forms befitting their ugly inner natures and cursed them with wanderlust that kept them from congregating ever again. Since then, the nagpas have wallowed in shame and self-pity, and go to whatever ends possible to keep the secret of their creation from spreading.

NAGPA

CR: 7

XP: 3,200

CN Medium monstrous humanoid

Init: +3; **Senses:** Darkvision 60 ft.; Perception +20

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

hp: 84 (11 HD)

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

SR 18

Speed: 30 ft.

Melee: *Nagpa staff* +11 (1d6), bite +5 (1d6-1); or bite +10 (1d6-1)

Spell-Like Abilities (CL 9th, concentration +13):

3/day – *Combust*, *darkness*, *disintegrate* (DC 20, affects objects only), *hold person* (DC 17), *silent image* (DC 15)

Spells Known (CL 9th, concentration +13, +10 melee touch, +14 ranged touch):

4th (5/day) – *Dimension door*, *phantasmal killer* (DC 18)

3rd (7/day) – *Dispel magic*, *fly*, *lightning bolt* (DC 17)

2nd (7/day) – *Darkvision*, *invisibility*, *rope trick*, *web*

1st (7/day) – *Charm person* (DC 15), *comprehend languages*, *mage armor*, *magic missile*, *unseen servant*

0 (at will) – *Detect magic*, *light*, *mage hand*, *mending*, *open/close*, *ray of frost*, *read magic*, *prestidigitation*

Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 18

Base Atk: +11; **CMB:** +10; **CMD:** 22

Feats: Combat Casting, Craft Staff^B, Eschew Materials^B, Extend Spell, Great Fortitude, Heighten Spell, Magical Aptitude, Skill Focus (Perception)

Skills: Bluff -4, Craft (alchemy) +15, Diplomacy -4, Intimidate -4, Knowledge (arcana) +12, Perception +20, Spellcraft +16, Use Magic Device +19; **Racial Modifiers:** -8 Bluff, -8 Diplomacy, -8 Intimidate

Languages: Aklo, Common, Draconic

SQ: Locate creature, wanderlust

Environment: Temperate and warm desert or underground

Organization: Solitary

Treasure: Standard

Combust (Sp): Three times per day as a standard action, a nagpa can cause a creature within 60 feet to burst into flames. The target and all creatures in adjacent squares take 2d6 points of fire damage (Reflex DC 17 half). On the next 2 rounds, the target continues to take 2d6 points of damage. Extinguishing the flames requires a DC 17 Reflex save; rolling on the ground provides the target a +2 bonus on the save, while leaping into a lake or magically extinguishing the flames automatically smothers the fire. This is the equivalent of a 3rd-level spell. The save DC is Charisma-based.

Locate Creature (Su): A nagpa automatically knows if any creature within 100 miles is talking about it or any other nagpa, sensing the creature's direction as the *locate creature* spell.

Spells: Nagpas cast arcane spells as 9th-level sorcerers. They do not gain access to a bloodline or other sorcerer abilities.

Wanderlust (Ex): A nagpa becomes uncomfortable if it spends more than a week in a particular location, suffering a -1 penalty on attacks, saves, checks, and caster level per week it remains within a 5-square-mile area (or single hex square if you are using a hex map). This penalty persists until the nagpa is at least 100 miles from the location that caused the penalty. This aspect of its curse means that nagpas must move often or eventually be (temporarily) stripped of their spellcasting ability.

NAGPA STAFF

Aura: Faint evocation; **CL:** 5th

Slot: –; **Price:** 22,700; **Weight:** 7 lb.

This quarterstaff is a mixture of iron and wood, as if the two substances were twisted together in a liquid form and then hardened. It functions as a *minor ring of spell storing* and a cold iron weapon. In the hands of a nagpa, it also has a +1 enhancement bonus.

Construction Requirements: Craft Staff, creator must be a nagpa

Cost: 11,700

Norker



Norkers are small but resilient humanoids related to goblins and hobgoblins. Despite their small stature, they are extremely hardy thanks to the bony exoskeletons that protect their muscular frames.

A norker stands about three feet tall, with skin that ranges from reddish brown to dark gray. Their most prominent feature is the natural armor that covers their bodies. Their eyes are yellow, and they have three-inch-long upper canine teeth which which they can inflict vicious bites. Norkers eschew clothing besides a simple loincloth and fight with either stone clubs or their bare fists.

Might makes right in norker society, though a leader's influence extends only as far as her reach. Different tribes frequently engage in guerrilla warfare against each other, taking fangs as trophies, but norker chieftains keep their tribes out of outright civil war. Norkers are too lazy to build their own settlements and either occupy ruins or conquer human villages, sometimes building a crude wall surrounded by a ditch to keep out intruders. Hobgoblins value norkers' durability and sometimes bully or bribe them into cooperation, outfitting them with scale mail and shields and employing them as shock troops.

Norkers have an affinity for stone, and each tribe has at least one cleric, druid, oracle, or shaman devoted to the powers of elemental earth. Norkers' own legends claim that they were once hobgoblins who strayed onto the Plane of Earth and were found by the elemental lord Ayrzul, the Fossilized King. Ayrzul was impressed with the hobgoblins' courage and infused them with the power of stone, making them smaller, denser, and harder, then returned them to Golarion to show their might. Norkers hold fossils of all kinds as sacred relics of their elemental patron.

NORKER

CR: 1

XP: 400

Norker **brawler 1**

CE Small humanoid (goblinoid)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +5

AC: 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp: 11 (1 HD)
Fort +5, **Ref** +4, **Will** +1

Speed: 30 ft.
Melee: Unarmed strike +4 (1d4+2), bite +0 (1d4+1)
Ranged: Javelin +3 (1d4+2/20)
Special Attacks: Brawler's flexibility (3/day)
Combat Gear: 5 javelins

Str 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 8
Base Atk: +1; **CMB:** +2; **CMD:** 14
Feats: Improved Unarmed Strike^B, Power Attack
Skills: Climb +6, Perception +5, Stealth +9; **Racial Modifiers:** +4 Stealth
Languages: Common, Goblin
SQ: Martial training

Environment: Any temperate or warm land or underground
Organization: Gang (4-9) or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level)
Treasure: NPC gear

NORKER CHARACTERS (20 RP)

A norker's CR is equal to its class level.

+2 Constitution, +2 Dexterity, -2 Charisma (1 RP)

Small (0 RP): Norkers are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed (0 RP): Norkers have a base speed of 30 feet.

Darkvision (2 RP): Norkers can see in the dark up to 60 feet.

Bite (2 RP): Norkers have a bite attack that deals 1d4 damage plus their Strength bonus.

Earth Affinity (1 RP): Norkers are treated as 1 level higher when casting spells with the earth descriptor or using powers of the Earth domain, bloodline powers of the earth elemental bloodline, and revelations of the oracle's stone mystery. This trait does not give norkers early access to level-based powers; it only affects powers they could already use without this trait.

Sneaky (6 RP): Norkers receive a +4 racial bonus on Stealth checks. Stealth is always a class skill for norkers.

Thick Hide (8 RP): Norkers receive a +5 natural armor bonus.

Languages (0 RP): Norkers begin play speaking Common and Goblin. Norkers with high Intelligence scores can choose from the following: Draconic, Giant, Gnoll, Orc, and Terran.

Nothic



Nothics are unnatural creatures that serve as minions for more powerful aberrations. Though not particularly intelligent, their uncanny abilities make them valuable tools.

A nothic is a twisted humanoid that stands just under five feet in height. Its skin ranges from grayish-green to red-brown, and jagged spikes jut from its hunched back. The nothic's most prominent feature is the single huge eye that takes up most of its face, glowing with slowly changing colors. Nothics speak in hoarse, croaking voices. They are prone to fits of insane laughter, but can drop dead silent at a moment's notice.

Inhuman creatures like aboleths, [beholders](#), and daelkyr all favor nothics as spies thanks to their ability to divine secrets about their foes at a glance. Nothics live to serve, reveling in their masters' cruelty. When left to their own devices, nothics seek out petty secrets and arcane lore, using what they learn to inflict callous suffering on innocents for the fun of it. Nothics can survive on any organic matter, but prefer the taste of carrion.

NOTHIC

CR: 3

XP: 800

NE Medium aberration

Init: +5; **Senses:** Darkvision 120 ft., *see invisibility*; Perception +13

AC: 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp: 32 (5 HD)

Fort +3, **Ref** +4, **Will** +7

Speed: 30 ft.

Melee: 2 claws +7 (1d4+4)

Special Attacks: Rotting gaze

Spell-Like Abilities (CL 3rd):

Constant – *See invisibility*

Str 18, Dex 12, Con 15, Int 9, Wis 13, Cha 8

Base Atk: +3; **CMB:** +7; **CMD:** 18

Feats: Improved Initiative, Iron Will, Lightning Reflexes

Skills: Perception +13, Stealth +6, Survival +6; **Racial Modifiers:** +4 Perception

Languages: Undercommon

SQ: Weird insight

Environment: Underground

Organization: Solitary

Treasure: Standard

Rotting Gaze (Su): As a swift action, a nothic can target one creature it can see within 30 feet. The target must succeed on a DC 14 Fortitude save or take 1d6 points of damage as its flesh painfully rots. The save DC is Constitution-based.

Weird Insight (Su): Three times per day as a full-round action, a nothic can target one creature it can see within 30 feet. The nothic makes a Wisdom check opposed by the creature's Charisma check. If the nothic succeeds, it learns one fact or secret about the target at the GM's discretion.

ALTERNATE NOTHIC GAZES

Some nothics have strange mutations that grant them different powers. Instead of its rotting gaze, the nothic's eye may inflict *hypnotism*, or *burning gaze*, or another spell effect of 2nd level or lower. In any case, the save DC is the same.

Orlath



Early in the history of the Abyss, Demogorgon led his armies personally against the forces of Lamashtu, the Mother of Monsters. Demogorgon himself laid waste to Lamashtu's general, a marilith whose name is lost to history. Several of the Demon Prince's teeth, dislodged as he savaged his victim, gestated inside the rotting corpse for a century until the marilith's carcass burst open and gave birth to a new, horrid form of life: the first orlaths.

Orlaths are a race of "proto-demons" created by Demogorgon himself; they are not true demons, and do not arise spontaneously from chaotic evil souls. These horrible creatures appear as great snakes from the waist down, their bodies splitting into two humanoid torsos with six arms apiece and the heads of baboons, their beady eyes glowering with hate. Although it has two heads, an orlath's two brains are linked in a single mind.

For all their fury in battle, orlaths are not as disciplined or focused as mariliths, and make poor commanders. With their shapeshifting abilities, silver tongues, and knowledge of court intricacies, orlaths make ideal spies and saboteurs, and serve Demogorgon largely in this capacity. The Prince of Demons is thought to have dozens of these fiends embedded in the courts of his rivals. Given their origin, orlaths particularly enjoy sabotaging the works of Lamashtu, whom Demogorgon has hated with a burning passion since she surpassed him in power and ascended to godhood.

ORLATH

CR: 15

XP: 51,200

CE Large outsider (chaotic, evil, extraplanar, shapechanger)

Init: +7; **Senses:** Darkvision 60 ft., piercing vision; Perception +21

AC: 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, -1 size)

hp: 200 (16 HD)

Fort +17, **Ref** +12, **Will** +16

Defensive Abilities: Two brains; **DR** 10/cold iron and good; **Immune:** Disease, mind-affecting effects, poison; **Resist:** Fire 10; **SR** 26

Speed: 30 ft., climb 20 ft., swim 30 ft.

Melee: +1 *scimitar* +22/+17/+12/+7 (1d6+5/15-20 plus 1 vile), 3 +1 *scimitars* +22 (1d6+3/15-20 plus 1 vile), 2 bites +16 (1d8+2), tail slap +16 (2d6+2 plus grab); or 2 bites +21 (1d8+4), tail slap +16 (2d6+2 plus grab)

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

Special Attacks: Constrict (tail slap, 2d6+6), vile gaze, vile strike, whirling fury

Spell-Like Abilities (CL 16th, concentration +20):

At will – *Detect thoughts* (DC 16), *discern lies* (DC 18), *dispel magic*, *fly*, *locate object*, *locate creature*, *sending*, *greater teleport* (self plus 50 lb. of objects only), *unholy blight* (DC 18)

3/day – *Glibness*, *move earth*, *prying eyes*, quickened *unholy blight* (DC 18), *stone shape*

1/day – *Call retriever*, *demand* (DC 22), *greater scrying* (DC 21)

Str 19, **Dex** 24, **Con** 25, **Int** 16, **Wis** 15, **Cha** 18

Base Atk: +16; **CMB:** +21; **CMD:** 38 (can't be tripped)

Feats: Combat Expertise, Critical Focus, Improved Critical (scimitar), Multiweapon Fighting, Quicken Spell-Like Ability (unholy blight), Staggering Critical (DC 26), Weapon Finesse, Weapon Focus (scimitar)

Skills: Acrobatics +26, Bluff +23, Climb +12, Diplomacy +23, Intimidate +23, Knowledge (nobility) +22, Knowledge (any two) +22, Perception +21, Sense Motive +21, Swim +12

Languages: Abyssal, Celestial, Draconic; telepathy 250 ft.

SQ: Change shape (Medium humanoid, *alter self*), slashing blades, undersized weapons

Environment: Any (The Abyss)

Organization: Solitary or hunt (orlath plus 1 retriever and 1-3 succubi)

Treasure: Standard

Call Retriever (Sp): Once per day, an orlath can call a retriever to its location. This takes the orlath a full minute of concentration, but once the retriever arrives, it is under the orlath's complete control and remains until it is either killed or dismissed by the orlath (a free action). An orlath may maintain one called retriever at a time with this ability. This is the equivalent of a 5th-level spell.

Piercing Vision (Su): Each of an orlath's heads has a supernatural sense of sight. The orlath's left head continuously uses *true seeing*, as the spell (CL 16th). The orlath's right head has

constant x-ray vision, as if it were wearing a *ring of x-ray vision*, except without the exhaustion normally associated with the ring.

Slashing Blades (Ex): An orlath treats the scimitar as a light weapon for all purposes, including fighting with two weapons.

Two Brains (Ex): An orlath's heads share the same personality and thoughts, but thanks to its two brains, it gains a +4 racial bonus on Will saves. An orlath cannot be flanked.

Undersized Weapons (Ex): Although an orlath is Large, its upper torsos are the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size.

Vile Gaze (Su): Any nonevil creature within 30 feet of an orlath that meets the creature's gaze must make a DC 22 Will save or take 1d4 points of Charisma damage. A character drained to 0 Charisma by this gaze is transformed into a dretch under the orlath's control. Orlaths can suppress or activate the effects of this gaze as a free action. The ability damage dealt by the orlath's gaze can only be healed by magic cast within the area of a *consecrate* or *hallow* spell. The save DC is Charisma-based.

Vile Strike (Su): An orlath can focus evil power into its weapon blows. Each time the orlath deals damage with a scimitar, it deals 1 additional point of vile damage. Vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Whirling Fury (Ex): When an orlath uses the full-attack action, it can give up its regular attacks and instead make one attack at its highest base attack bonus against each opponent within reach. It must make a separate attack roll against each opponent. When it uses its whirling fury attack, it also forfeits any bonus or extra attacks granted by other feats, spells, or abilities. It never makes critical hits on whirling fury attacks.

The orlath deals 1d6+5 damage plus 1 vile (see vile strike) per scimitar it wields (maximum 12d6+60 plus 12 vile), divided as it chooses among opponents within reach. For instance, against three opponents, it can choose to deal 6d6+30 plus 6 vile to one opponent, 4d6+20 plus 4 vile to the second, and 2d6+10 plus 2 vile to the third.

Phanaton



Small jungle-dwelling humanoids, phanatons are seldom seen, but they are a boon to those who find them.

No larger than a domestic cat, a phanaton is a tiny brown-furred creature that resembles a cross between a raccoon and a monkey, with dextrous hands, prehensile feet, and a highly expressive face. Phanatons have long tails with black and white rings, and large flaps of skin between their arms and legs allow them to glide long distances. They rarely wear clothing, and when not using tools they can easily be mistaken for simple animals until they speak.

Phanatons consider themselves the guardians of their jungle homes. They cultivate helpful herbs, clear away dead plant matter, and drive off unnatural monsters. Phanatons avoid outsiders, but if travelers can prove their good will, they may find the phanatons' aid as guides indispensable. Phanatons love the company of elves, fey, and benevolent plant creatures such as treants. However, they are often preyed upon by giant spiders, and as such despise all arachnids, especially the intelligent araneas, whose shapechanging abilities make them particularly deadly.

On Golarion, phanatons have only been encountered on the mysterious Isle of Dread in the Arcadian Ocean, but loremasters speculate they spread there from the rainforests of southern Arcadia, where they are presumably much more common.

PHANATON

CR: ½

XP: 200

Phanaton rogue 1

CG Small humanoid (phanaton)

Init: +3; **Senses:** Low-light vision; Perception +6

AC: 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp: 10 (1 HD)

Fort +2, **Ref** +6, **Will** +3

Speed: 20 ft.

Melee: Shortsword +4 (1d4/19-20), bite -1 (1d3); or bite +4 (1d3)

Ranged: Javelin +4 (1d4/30 ft.)
Special Attacks: Sneak attack +1d6
Combat Gear: 10 javelins

Str 11, Dex 16, Con 13, Int 8, Wis 14, Cha 10

Base Atk: +0; **CMB:** -1; **CMD:** 12

Feats: Weapon Finesse

Skills: Acrobatics +9, Climb +4, Escape Artist +7, Perception +6, Sleight of Hand +7, Stealth +15, Survival +2; **Racial Modifiers:** +2 Acrobatics, +2 Perception, +4 Stealth

Languages: Sylvan

SQ: Awareness, glide, trapfinding +1

Environment: Warm forests

Organization: Hunting party (4-9), warband (10-16 plus 1 2nd-level brave), or clan (30-300 plus 25% noncombatants; 1 5th-level warchief per 30 adults with 2-12 braves as guards; and 1 8th-level leader)

Treasure: NPC gear

Awareness (Ex): Phanatons have an empathic awareness in of their surroundings, which gives them a +1 racial bonus on all saving throws.

Glide (Ex): Phanatons have flaps of skin between their arms and legs that allow them to glide. Phanatons take no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, phanatons can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A phanaton cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes the phanaton to rise, she can take advantage of the updraft to increase the distance she can glide.

PHANATON CHARACTERS (16 RP)

+2 Dexterity, +2 Wisdom, -4 Strength (-1 RP)

Small (0 RP): Phanatons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Low-Light Vision (1 RP): Phanatons can see twice as far as humans in conditions of dim light.

Awareness (2 RP): See above.

Bite (2 RP):

Phanatons have a natural bite attack, dealing 1d3 points of damage. The bite is a primary attack, or a secondary attack if the phanaton is wielding manufactured weapons.

Glide (3 RP): See above.

Jumpy (4 RP):

Phanatons receive a +2 racial bonus on Acrobatics and Perception checks.

Sneaky (5 RP): Phanatons receive a +4 racial bonus on Stealth checks.

Languages (0 RP):

Phanatons begin play speaking Sylvan. Phanatons with high Intelligence scores can choose from the following: Common, Elven, Goblin, and Orc.

Qlippoth, Draudnu



Creations of a being of unknowable madness, draudnus are fashioned from the bones of celestials for only one purpose: ridding the Abyss of demons.

A draudnu is a human-sized creature whose anatomy appears perversely inverted, and the mere sight of these creatures can drive mortal minds insane. Three powerful legs emerge from the top of its fleshy body, while three arms ending in bone hooks surround its head, a featureless stump with only a single huge red eye where its mouth should be. Spiny bristles adorn its joints, and its bulbous green abdomen is covered in black tumors that spray acidic bile when ruptured.

In the time before mortality, the Abyss was ruled by the proto-demonic life forms known as qlipthoths. Only after the first souls of evil mortals descended into the Abyss did the race of demons come into existence, a plague of destruction that quickly overwhelmed the primal evil of the qlipthoths, relegating them to the deepest crevices of the Abyss. It was after this initial burst of war between demons and qlipthoths that a legion of the holy azatas swept into the Abyss, laying both races low for an age.

Although the azatas' crusade was a success, countless celestials perished in the fighting, their ivory bones littering the abyssal landscape. It was from these azatas' bones that Pale Night, an obscure qlipthoth lord, created the first draudnus, reshaping them in ways that defined sanity for the purpose of striking back against her race's enemies. Where other qlipthoths lash out at mortal before their souls can turn to sin and form new demons, the draudnus are the antibodies of the Abyss, seeking out and destroying the demons infesting the Outer Rifts. Pale Night has had untold eons to create ever more draudnus, and now millions of them hunt for her pleasure.

DRAUDNU

CR: 10

XP: 9,600

CE Medium outsider (chaotic, evil, extraplanar, qlipthoth)

Init: +4; **Senses:** Darkvision 60 ft., true seeing; Perception +20

AC: 22, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural)

hp: 133 (14 HD); fast healing 5

Fort +8, **Ref** +13, **Will** +12

Defensive Abilities: Acid spray; **DR** 10/lawful; **Immune:** Acid, cold, poison, mind-affecting effects; **Resist:** Electricity 10, fire 10; **SR** 21

Speed: 50 ft.

Melee: 3 flesh hooks +18 (2d6+4 plus immobilize/19-20)

Space: 5 ft.; **Reach:** 5 ft. (20 ft. with flesh hooks)

Special Attacks: Horrific appearance

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

Base Atk: +14; **CMB:** +18; **CMD:** 33 (35 vs. trip)

Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Critical (flesh hooks), Skill Focus (Survival), Spring Attack

Skills: Acrobatics +21 (+29 balance, jump), Climb +21, Escape Artist +21, Intimidate +20, Knowledge (planes) +18, Perception +20, Survival +23; **Racial Modifiers:** +8 Acrobatics to balance or jump

Languages: Abyssal; telepathy 100 ft.

Environment: Any (The Abyss)

Organization: Solitary or pack (2-4)

Treasure: None

Acid Spray (Ex): Whenever a draudnu takes damage, it sprays acidic fluid from the sacs on its body, dealing 2d4 points of acid damage to all creatures in a 5-foot-radius burst. The save DC is Constitution-based.

Horrific Appearance (Su): A draudnu can present itself as a standard action to assault the senses of all living creatures within 30 feet. A creature affected by a draudnu's horrific appearance believes that something is growing inside it and gains the sickened condition for 1d6 rounds. A successful Will save (DC 20) negates this effect. This is a mind-affecting gaze attack. The save DC is Charisma-based.

Immobilize (Ex): When a draudnu deals damage with a flesh hook, it can detach the end of that hook in the foe it struck, fastening that opponent to a surface such as a floor or wall. (The draudnu's hook end regrows immediately.) That enemy must succeed on a DC 21 Reflex save or become immobilized. This ability doesn't work if the hook can't fasten a creature to a surface. The immobilized creature cannot move from the space in which it starts its turn. It can attack and cast spells, and it keeps its Dexterity bonus to Armor Class. An immobilized opponent can pull itself free by taking a move action and making a DC 21 Strength check or Escape Artist check. However, the act of pulling free deals that foe 1d10 points of damage, unless it or someone else takes a standard action and succeeds on a DC 21 Heal check to dislodge the hook first. The save DCs are Strength-based.

Qlippoth, Ekolid



Among the most common of qliploth, the race of proto-fiends who ruled the Abyss before the rise of the demons, ekolids are insectoid monstrosities who embody a primeval fear of parasitism.

An ekolid is roughly the size of a wolf, with a six-legged ant-shaped body, but instead of a head it has several skull-shaped protrusions on its thorax littered with a cluster of unblinking black eyes. Six gossamer wings, arranged in two rows, sprout from its back, and six lashing tentacles tipped with daggerlike spikes emerge from its bulging abdomen. Ekolids are often heard before they are seen, the thrumming of their wings and chittering of their many throats giving them away.

Ekolids are as intelligent as humans, but most of these creatures concern themselves only with reproduction. Ekolids can only reproduce by implanting their eggs into living creatures, a horrifically painful process that takes mere moments once an egg is under the skin. The closest thing to an emotion ekolids ever display is the gleeful chattering they produce when watching their young emerge from a living host. Ekolids can be found in swarms throughout the lower reaches of the Abyss, especially in arid regions with constant heat. They usually prey on demons or other qliploth, but relish the chance to end mortal lives.

Ekolids are thought to be creations of Obox-ob, the qliploth lord of vermin, whose defeat by Demogorgon in antiquity marked the end of the qliploth's rule of the Abyss. To be sure, ekolids swarm in vast numbers in Obox-ob's domain of Zionyn, one of the deepest layers of the Abyss known to scholars. Unlike the feral ekolids of upper levels, Zionyn ekolids display a mockery of civilization, building vast decadent hive-cities in Obox-ob's honor. Such cities feature great marketplaces where mortal slaves, captured by shoggti qliploth, are sold by the hundreds. Such unfortunate souls are then brought to immense public forums and subjected to "performance hatchings" for the amusement of powerful noble ekolid onlookers.

EKOLID

CR: 4

XP: 1,200

CE Small outsider (chaotic, evil, extraplanar, qliploth)

Init: +3; **Senses:** Darkvision 60 ft., true seeing; Perception +13

AC: 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp: 45 (6 HD)

Fort +7, **Ref** +5, **Will** +9

DR 5/cold iron or lawful; **Immune:** Cold, poison, mind-affecting effects; **Resist:** Acid 10, electricity 10, fire 10

Speed: 30 ft., climb 30 ft., fly 60 ft. (average)

Melee: Bite +10 (1d4), 6 stings +10 (1d4 plus implant egg)

Special Attacks: Horrific appearance (DC 14)

Str 10, **Dex** 16, **Con** 15, **Int** 10, **Wis** 18, **Cha** 13

Base Atk: +6; **CMB:** +5; **CMD:** 18 (can't be tripped)

Feats: Combat Reflexes, Lightning Reflexes, Weapon Finesse

Skills: Acrobatics +12, Climb +9, Escape Artist +12, Fly +12, Perception +13, Stealth +12

Languages: Abyssal; telepathy 100 ft.

Environment: Warm desert (The Abyss)

Organization: Solitary or pack (3-8)

Treasure: None

Horrific Appearance (Su): An ekolid can present itself as a standard action to assault the senses of all living creatures within 30 feet. A creature affected by an ekolid's horrific appearance hallucinates that tiny biting insects are infesting its hair, skin, and clothes. The victim takes a -2 penalty on skill checks and must succeed on a DC 12 concentration check in order to cast any spells for 1d6 rounds. A successful Will save (DC 14) negates this effect. This is a mind-affecting gaze attack. The save DC is Charisma-based.

Implant Egg (Ex): Each time a creature takes damage from an ekolid's sting attack, it must attempt a DC 15 Fortitude save. Failure indicates that the ekolid implants an egg just under the creature's skin. An implanted egg hatches at the start of the ekolid's next turn, at which point a ravenous ekolid grub gnaws its way out of the victim. This deals 1d6 points of damage per egg that hatches and nauseates the victim for 1 round (no matter how many eggs hatch). Remove disease or a similar effect destroys any unhatched eggs, but immunity to disease does not prevent infestation. Newly hatched ekolids are otherwise harmless, but grow to maturity quickly over the course of only a few hours. A hatched grub falls to the ground after crawling free of its host. A grub has 1 hit point and effectively no Armor Class. The save DC is Constitution-based.

Quickness (Su): An ekolid is supernaturally quick. It can take an extra move action during its turn each round.

Quaggoth



Quaggoths are primitive subterranean humanoids who are often forced into slavery by dark elves and other evil races. Also known as “deep bears” for their superficially ursine appearance, quaggoths are brutal, fearless warriors.

Typically standing just over six feet tall and weighing 250 pounds or more, quaggoths are muscular humanoids covered in shaggy white fur. Their fanged muzzles resemble those of bears, though quaggoths are actually more closely related to sasquatches and yetis. Quaggoths have razor-sharp claws and usually wield only simple weapons, if any. They wear no clothing.

Quaggoths are violent and self-interested hedonists who only care for sating their desires for food and carnage, flying into a vicious rage when challenged to combat. They inhabit underground warrens strewn with rubbish, rotting meat, and other filth, often rife with disease. When left to their own devices, quaggoths are ruled by the most powerful warrior or shaman, but they are more commonly found enslaved by other races, particularly drow. Due to their immunity to poison, dark elves often charge their quaggoths with handling giant spiders and other monstrous vermin.

Long ago, the quaggoths were more peaceful and civilized, ruling a nascent kingdom deep in the Darklands. This changed following Earthfall, when the newly-created drow invaded and slaughtered or enslaved all the deep bears they could find. The survivors were hunted mercilessly by the dark elves and duergar, growing more and more feral with each generation, and to this day free quaggoths despise all elves and dwarves.

QUAGGOTH (Deep Bear)

CR: 3

XP: 800

NE Medium monstrous humanoid

Init: +4; **Senses:** Darkvision 120 ft., scent; Perception +11

AC: 14, touch 10, flat-footed 14 (+4 natural)

hp: 30 (4 HD)

Fort +3, **Ref** +4, **Will** +5

Immune: Fear, poison

Speed: 30 ft., climb 30 ft.

Melee: Club +8 (1d6+6), bite +3 (1d4+2); or bite +8 (1d4+4), 2 claws +8 (1d4+4)

Special Attacks: [Blood rage](#)

Str 18, **Dex** 11, **Con** 15, **Int** 7, **Wis** 12, **Cha** 10

Base Atk: +4; **CMB:** +8; **CMD:** 18

Feats: Diehard^B, Improved Initiative, Power Attack

Skills: Climb +12, Perception +8, Survival +8

Languages: Undercommon

Environment: Underground

Organization: Solitary, hunting band (3-6 plus 1-2 3rd-level barbarian leaders), or warband (6-12 plus 2-4 3rd-level barbarians and 1 chieftain of 7th level)

Treasure: Standard

THONOT (CR 4)

Some quaggoths, known as thonots, having absorbed the eldritch energies of the Darklands, manifest enhanced strength, intelligence, and psychic powers. These mutants gravitate toward positions of leadership. Thonots have the advanced simple template and the following ability.

Psychic Magic (CL 4th, concentration +6):

6 PE – *Cure light wounds* (1 PE), *enlarge person* (1 PE, works on quaggoths), *feather fall* (0 PE), *heat metal* (2 PE, DC 14), *mage hand* (0 PE), *mirror image* (1 PE), *reduce person* (1 PE, works on quaggoths)

Qullan



Qullans are warlike humanoids tainted by chaos and insanity, their rage and aggressiveness rivaling the baser demons. These creatures are capable of honing swords to a phenomenal edge, but no warlords of other races have yet taken advantage of their strength or skill because so chaotic are they that merely doing anything against their will causes them deathly pain.

A qullan looks like a muscular human but stands over eight feet tall. They cover themselves in body paint and ritual scars, and either go naked or wear only light furs to show off old wounds from past battles. Qullans' propensity to chaos is palpable: merely being in their presence induces confusion and panic.

Qullans live in small tribes of up to twenty members with no internal hierarchy, though stronger individuals of either sex (usually barbarian or bloodragers) gravitate towards leadership. Qullans rarely speak, even amongst themselves, and seem disconcertingly serene and withdrawn when not in battle, spending almost all their free time sharpening their blades, but the merest suspicion of non-qullans nearby drives them into a rage that will not abate until blood is spilled. They have no sense of strategy, relying on their aura of confusion to break enemy defences. Qullans never willingly work for other races, but desperate warlords have been known to herd qullans into warbands and simply drive them ahead of their main force as shock troops.

These beings may once have been humans or a minor race of giants, but something in the distant past altered them and inflicted them with a racial insanity. Most sages ascribe their insanity to a demonic curse, and indeed many qullans revere demon lords of blood and battle, but the fact that the only other beings qullan tolerate are the vile [foulspawn](#) point to a far more otherworldly origin for their madness.

QULLAN

CR: 2

XP: 600

CE Large humanoid (qullan)

Init: +4; **Senses:** Perception +3

Aura: Confusion (5 ft., DC 13)

AC: 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp: 19 (3 HD)

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

Weakness: Mental feedback

Speed: 30 ft.

Melee: +2 *keen longsword* +7 (2d6+5/17-20)

Ranged: Shortbow +2 (1d8/x3/60 ft.)

Combat Gear: 20 arrows

Str 17, **Dex** 11, **Con** 14, **Int** 8, **Wis** 12, **Cha** 11

Base Atk: +2; **CMB:** +6; **CMD:** 16

Feats: Improved Initiative, Weapon Focus (longsword)

Skills: Craft (weapons) +3, Intimidate +4, Perception +3; **Racial Modifiers:** +4 Intimidate

Languages: Common

SQ: Superior sharpening

Environment: Temperate and warm land and underground

Organization: Gang (2-12) or tribe (5-20)

Treasure: Half standard

Confusion Aura (Su): A qullan constantly radiates an aura equal to a *confusion* spell (CL 2nd) in a 5 ft. radius. A DC 13 Will save negates this effect; a creature that successfully saves against a qullan's confusion aura is immune to that qullan's aura for 24 hours. Other qullans are immune to this effect. The save DC is Charisma-based and includes a +2 racial bonus.

Mental Feedback (Ex): A qullan's insanity makes it impossible for it to be controlled in any way, including magically. If the qullan fails its saving throw against any sort of charm effect, its insanity causes it excessive mental feedback, causing it to be affected as if by an *inflict* spell equal to the charm effect's level. If the charm effect has no effective level, or if the qullan is physically forced to perform acts against its will, the qullan takes 2d8 damage.

Superior Sharpening (Ex): Qullans can sharpen a sword to a phenomenal edge, making it a +2 *keen* weapon. Doing so takes 7 days, with 8 hours of work each day. The superior edge is delicate, and each hit made with the weapon has a 20% cumulative chance of ruining it, making the weapon function as a normal weapon of its type (a masterwork weapon improved in this manner reverts to a masterwork weapon, not a normal weapon). This temporary masterwork bonus does not qualify the weapon to be made into a magical weapon, nor does the weapon radiate an aura of magic. When a qullan enters combat, assume its sharpened weapon is intact.

Rakshasa, Zakya



Zakyas are the warriors of the rakshasa race. Where other rakshasas are sorcerers and deceivers, zakyas are blunt, unceremonious killers. Masters of their chosen weapons, they plunge into melee with relish, supplementing their martial skill with limited magical abilities.

In its natural form, a zakya looks roughly human, but with a lizardlike tail and claws. Its face is a hideous apelike mask with oversized fangs too big for its mouth.

Although they are bloody, martially-inclined warriors, zakyas are just as materialistic as any other rakshasa. They eagerly plunder their victims' corpses, and the most ambitious of their kind use their shapeshifting powers to infiltrate human armies and rise to positions of power and influence. Because zakyas are more forthright than most rakshasas, many oni find them pleasant company, and sometimes join forces with zakyas in their pursuit of violent hedonism.

ZAKYA

CR: 8

XP: 4,800

LE Medium outsider (native, rakshasa, shapechanger)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +15

AC: 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp: 105 (10 HD)

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

DR 15/good and piercing; **SR** 23

Speed: 50 ft.

Melee: +1 *bastard sword* +18/+13 (1d10+8/19-20), bite +10 (1d6+2); or bite +15 (1d6+5), 2 claws +15 (1d4+7)

Special Attacks: Detect thoughts

Spell-Like Abilities (CL 8th, concentration +8, +15 melee touch):
3/day – *Chill touch* (DC 14), *true strike*, *vampiric touch* (DC 16)

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

Base Atk: +10; **CMB:** +15; **CMD:** 18

Feats: Blind-Fight, Cleave^B, Combat Reflexes^B, Dazzling Display^B, Disruptive, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword)^B, Power Attack^B, Shatter Defenses, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)^B

Skills: Acrobatics +15, Bluff +20, Climb +18, Disguise +24, Intimidate +16, Perception +15, Sense Motive +15; **Racial Modifiers:** +4 Bluff, +8 Disguise

Languages: Common, Infernal, Undercommon

SQ: Change shape (any humanoid, *alter self*), martial training

Environment: Any

Organization: Solitary, band (2-5 plus 1 common rakshasa), or company (20-50 plus 2-8 common rakshasas)

Treasure: Standard

Detect Thoughts (Su): A zakya can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a zakya uses this ability, it always functions as if it had spent three rounds concentrating and thus gain the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

Martial Training: Rather than the sorcerous spellcasting common to most rakshasas, a zakya receives bonus feats, and meets feat prerequisites, as though it were a fighter with level equal to its Hit Dice.

Ramadeen



Heaven is inhabited by more than just angels and archons. The ramadeens are a race of celestials who inhabit the fourth tier of the Holy Mount, where they devote their lives to the service of Erastil, god of family, hunting, and farming. The ramadeens share their creator's cantankerous nature, but they also share his belief in tradition, the bonds of family, and protection of the meek. Ramadeens are doughty warriors, wise healers, and trustworthy diplomats. They are often chosen as intermediaries when archons would be a liability (such as in negotiations with the grudging azatas). Clerics of Erastil often conjure ramadeens with *planar ally* spells.

Ramadeens are often mistaken for agathions. While both races consider this a compliment, they are not related.

RAMADEEN

CR: 4

XP: 1,200

LG Large outsider (extraplanar, good, lawful)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +10

AC: 18, touch 10, flat-footed 17 (+4 armor, +2 Dex, +2 natural, +2 shield, -1 size)

hp: 42 (5 HD)

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

DR 5/evil

Speed: 40 ft.

Melee: Mwk scimitar +10 (1d8+7/18-20), gore +4 (1d8+2)

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

Special Attacks: Powerful charge (gore, 1d8+7), smite evil (2/day, +3 atk, +4 dmg)

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

Base Atk: +5; **CMB:** +11; **CMD:** 22

Feats: Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills: Diplomacy +11, Heal +10, Intimidate +10, Knowledge (religion) +9, Knowledge (planes) +9, Perception +10, Sense Motive +10

Languages: Celestial, Common, Infernal

SQ: Combat training

Environment: Any (Heaven)

Organization: Solitary, team (1 plus 2-5 protectars), or cadre (2-6 plus 0-4 protectars)

Treasure: Standard (chain shirt, heavy steel shield)

Combat Training (Ex): A ramadeen meets feat prerequisites as though it were a fighter of its Hit Dice.

Smite Evil (Su): A ramadeen smites evil as a 4th-level paladin. If a ramadeen gains levels as a paladin, its paladin levels stack with this racial ability for the purpose of determining smite evil effects. Paladin is an associated class for ramadeens.

Rastipede



Rastipedes are highly civilized insectoids that have spread throughout Golarion's solar system. Despite their monstrous appearance, rastipedes are highly sought after for their intelligence and business acumen, traits that have taken them far from their barren, rocky home.

A rastipede resembles a cross between an ant and a centipede, with eight walking legs and a humanoid torso with two arms. Its head is largely ant-like, with large faceted eyes and twitching antennae. Rastipedes' hard, chitinous shells are light blue at hatching, darkening to dull green or violet as they age.

As a species, rastipedes arose on Nchak, the "Hive Moon" of the gas giant Liavara, far from Golarion. Numerous races of sentient arthropods call Nchak home, and the rastipedes themselves rule the small but wealthy nation-state of Vrusk, under the protection of the moon's immortal Forever Queen but largely independent in its day-to-day affairs. Vrusk is ruled by a consortium of trade houses, combinations of guilds and noble houses, and each rastipede is born into its hive's trade house. All rastipedes regardless of station are afforded thorough education, a fact that makes them indispensable to the rest of their moon's inhabitants as scholars, mages, lawyers, accountants, tradespeople, and other skilled professionals.

The rastipedes first made contact with the humanoid inhabitants of the neighboring moon Arkanen over a millennium ago, and through them encountered the spacefaring people of the planet Verces. Aboard Vercite aethershops, rastipedes proceeded to spread throughout the solar system, and today more than half of all rastipedes are born off-world on independent hive-ships, though all are honorary citizens of Vrusk. Rastipedes are very commonly encountered in the Formian Colonies of Castrovel as advisors to the psionic ant-folk, and they have formed a lucrative trade partnership with the tohr-kreen of the Kreen Empire on the same planet. Rastipedes are not commonly encountered on Golarion except in the company of the mercane, a race of equally trade-obsessed beings who favor rastipedes as go-betweens.

Although most rastipedes fit into their regimented society with little difficulty, a handful find the world of trade and business utterly stifling. These rare individualists often find their place as adventurers among other races, but are driven by the same ideals as their conformist kin: ambition, power, success, and above all, wealth.

RASTIPEDE

CR: ½

XP: 400

Rastipede rogue 1

LN Medium monstrous humanoid

Init: +2; **Senses:** Darkvision 60 ft.; Perception +5

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

hp: 10 (1 HD)

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

Speed: 30 ft.

Melee: Rapier +2 (1d6+1/18-20)

Ranged: Light crossbow +2 (1d8/19-20/80 ft.)

Special Attacks: Sneak attack +1d6

Combat Gear: 20 crossbow bolts

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

Base Atk: +0; **CMB:** +1; **CMD:** 13 (23 vs. trip)

Feats: Scholar^B, Weapon Finesse

Skills: Acrobatics +6, Appraise +8, Climb +5, Disable Device +7, Knowledge (dungeoneering, local) +8, Perception +5 (+6 trapfinding), Sense Motive +5, Stealth +6, Swim +1; **Racial**

Modifiers: +2 Appraise, -4 Swim

Languages: Common, Dwarven, Elven, Vrusk

SQ: Trapfinding +1

Environment: Outer space or urban

Organization: Solitary or caravan (2-6)

Treasure: NPC gear

Rhedosaurus

A gargantuan lizard-like creature from the distant past, the rhedosaurus's ability to hibernate for ages has allowed some of these titanic beasts to survive to the present day, where they are free to run rampant and devour the small, fleshy creatures that rule the world today.

Emerging from ice floes, deep caverns, or other remote locations in response to environmental changes or natural disasters, a newly-awakened rhedosaurus seeks out food. The ravenous predators eat nearly anything that moves, and human cities provide them with easy access to delectable morsels. The greatest threat a rhedosaurus poses is not its teeth and claws, however, but disease: such monsters carry long-forgotten pestilences against which modern creatures have little or no protection.

Flourishing in the Age of Serpents, rhedosauruses may be creations, or at least servants, or the primeval empire of the serpentfolk. Indeed, some early Azlanti legends feature rampaging lizard-beasts under serpentfolk control that may represent these monsters. But with the fall of the serpentfolk empire, the rhedosaurus too went into decline, until all surviving specimens went into deep hibernation. How many still remain alive is unknown.

RHEDOSAURUS

CR: 16

XP: 76,800

N Colossal animal

Init: -1; **Senses:** Low-light vision, scent; Perception +30

AC: 33, touch 6, flat-footed 29 (+4 Dex, +27 natural, -8 size)

hp: 276 (24 HD)

Fort +23 (+27 vs. disease), **Ref** +17, **Will** +11

Defensive Abilities: Pestilent blood; **DR** 10/–; **Resist:** Cold 10

Speed: 40 ft., swim 40 ft.

Melee: Bite +25 (4d6+15/19-20 plus disease), 2 claws +25 (2d8+15), tail slap +23 (4d6+7)

Space: 30 ft.; **Reach:** 30 ft. (60 ft. with tail slap)

Special Attacks: Capsize, swallow whole (8d6 bludgeoning damage, AC 23, 27 hp), trample (2d8+22, DC 37)

Str 40, **Dex** 16, **Con** 24, **Int** 1, **Wis** 16, **Cha** 3

Base Atk: +18; **CMB:** +41 (+43 bull rush, +45 sunder); **CMD:** 50 (52 vs. bull rush, 54 vs. trip)

Feats: Ability Focus (disease), Awesome Blow, Critical Focus, Great Fortitude, Greater Sunder, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Sunder, Multiattack, Power Attack, Staggering Critical

Skills: Perception +30, Swim +23

Environment: Cold ocean (coasts)

Organization: Solitary

Treasure: None

Capsize (Ex): A rhedosaurus can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher.

Disease (Ex): *Blister phage*: Bite or blood – injury or contact; save Fort DC 31, onset 1 day, frequency 1/day, effect 1d4 Cha damage and 1d4 Con damage, cure 2 consecutive saves. The save DC is Constitution-based and includes a +2 bonus from the Ability Focus feat.

Pestilent Blood (Ex): Any creature that deals melee damage to a rhedosaurus with a piercing or slashing weapon, including those with reach, is sprayed with the creature's diseased blood and is subject to its disease special attack.

Ruin Chanter



Embodiments of the slow decay wrought by time, ruin chanters are ancient fey who seek out broken and abandoned places to protect. They are given over to nostalgia and sorrow for glories long gone, and channel these emotions into melancholy songs of power.

A ruin chanter closely resembles a tall, spindly elf with weathered brown skin and long silvery hair. Its eyes are solid black, with no iris or pupils. Its clothes are tattered and faded, taken from the corpses of those who defile its domicile. Ruin chanters are selfish and consumed with melancholy, angrily retaliating against any who enter their ruins for any reason other than restoring the glories of the past.

Ruin chanters assume the worst of any beings who enter their domains, lashing out at them with their mystical songs and the debilitating power of time itself. They use their natural agility to great advantage and avoid revealing their powers of flight, using it mainly to glide over difficult terrain or trick creatures into following them onto unstable surfaces. However, creatures who truly wish to restore the ruins to their former glory can find a powerful (if unpredictable) ally in a ruin chanter.

Ruin chanters shun most other creatures, though they may occasionally visit ruin chanters from other nearby locales, usually to mate (a rare occurrence). The stony [ruin elementals](#) come into being solely through the ruin chanters' power, and are the only company they truly enjoy. The powerful [orichalcum dragons](#) often seek out ruined sites to rebuild in their own image, and while ruin chanters often welcome them at first, many quickly find the dragons' presence overbearing and grow to resent the subjects it attracts and turn against them. Constructs and undead native to the ruin chanter's home are tolerated and treated as simply features of the site.

RUIN CHANTER

CR: 14

XP: 38,400

CN Medium fey (air, earth)

Init: +11; **Senses:** Low-light vision; Perception +26

AC: 32, touch 18, flat-footed 24 (+7 Dex, +1 dodge, +14 natural)

hp: 210 (20 HD)

Fort +12, **Ref** +19, **Will** +15

DR 15/cold iron and magic; **Immune:** Disease, poison; **SR:** 25

Speed: 40 ft., fly 40 ft. (perfect)

Melee: +2 *adamantine heavy mace* +20/+15 (1d8+9)

Special Attacks: Bardic performance (33 rounds/day; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, suggestion; DC 23), call ruin elemental, infirmity of body, infirmity of mind

Spell-Like Abilities (CL 20th, concentration +27, +15 melee touch):

3/day – *Crushing despair* (DC 21), *rusting grasp* (DC 21), *spike stones* (DC 21)

Str 20, **Dex** 25, **Con** 23, **Int** 18, **Wis** 17, **Cha** 25

Base Atk: +10; **CMB:** +15; **CMD:** 33

Feats: Combat Expertise, Dodge, Endurance, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Finesse, Weapon Focus (heavy mace), Whirlwind Attack

Skills: Acrobatics +30, Fly +38, Intimidate +27, Knowledge (engineering) +24, Knowledge (history) +24, Perception +26, Perform (sing) +30, Spellcraft +24, Stealth +30, Survival +23

Languages: Auran, Common, Giant, Sylvan, Terran

Environment: Any land (ruins)

Organization: Solitary or pair plus 0-3 [ruin elementals](#)

Treasure: Double

Bardic Performance (Su): As a 12th-level bard.

Call Ruin Elemental (Su): Once per week, when a ruin chanter is aware of interlopers within the ruins it calls home, it can conjure a [ruin elemental](#) after an hour-long ritual. During the ritual, a storm appropriate for the climate strikes the ruin chanter's home. When the ritual is complete, the storm disappears suddenly and a ruin elemental appears, ready to do the ruin chanter's bidding. Since the ruin elemental serves the ruin chanter until the elemental is destroyed, it's possible for a ruin chanter to have more than one ruin elemental serving it.

Infirmity of Body (Su): By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a -6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 27 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su): With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 27 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Saltor



Saltors are brutish creatures that lurk on the fringes of [mind flayer](#) settlements. They are one of the various species known collectively as “illithidae” that evolved in the same alien environment as the illithids and are frequently found in their company as guards, hunting beasts, or scavengers.

A saltor appears vaguely like a stunted, twisted mind flayer, its tentacles forming a fleshy “beard” around its fanged mouth. Though they twitch and writhe like a mind flayer’s, saltor tentacles are weak and ineffective in combat. Murky brown fur sprouts in odd patches from its sickly mauve hide. Although they behave much like wild animals, saltors possess fair intelligence and can use simple weapons. They are omnivorous, feeding on cave animals, moss, fungi, and occasionally humanoids.

Much as apes share a common ancestor with humans, saltors are primitive cousins of mind flayers. The creatures reproduce in much the same fashion as illithids, asexually producing clutches of tiny caterpillar-like larvae, and like the mind flayers the larva must be inserted into the brain of a sentient humanoid to metamorphose into an adult saltor. Illithids often treat saltors like guard dogs and select hardy hosts for ceremorphosis, such as orcs or duergar.

Saltors were once common in the Darklands of Golarion, but following the collapse of the illithid empire, the neothelids destroyed the few remaining mind flayers, killing them and allowing their illithidae “pets” to go feral. Almost all surviving saltor larvae failed to undergo ceremorphosis, instead growing into [carrion crawlers](#). Saltors can still be found in illithid settlements on other planets, particularly Akiton.

SALTOR

CR: 3

XP: 800

NE Small aberration

Init: +3; **Senses:** Darkvision 60 ft.; Perception +16

AC: 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp: 32 (5 HD)

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

Speed: 30 ft., climb 30 ft.

Melee: Handaxe +7 (1d4+2/x3), bite +2 (1d6+1); or bite +7 (1d6+2)

Psychic Magic (CL 4th, concentration +5):

10 PE – *Blur* (1 PE), *ear-piercing scream* (1 PE, DC 12), *haste* (4 PE, self only)

Str 14, **Dex** 17, **Con** 14, **Int** 9, **Wis** 12, **Cha** 13

Base Atk: +3; **CMB:** +4; **CMD:** 17

Feats: Blind-Fight, Skill Focus (Perception), Weapon Finesse

Skills: Acrobatics +11 (+15 to jump), Climb +10, Perception +16, Stealth +15; **Racial**

Modifiers: +4 Acrobatics to jump, +4 Perception

Languages: Undercommon

Environment: Underground

Organization: Solitary, pair, gang (3-4), or troop (7-12 adults and 2-4 young)

Treasure: Half standard (handaxe, other treasure)

Saurial

Miles under the Realm of the Mammoth Lords, in the subterranean world of Orv, the vault of Deep Tolguth lies beneath an artificial sun, home to savage dinosaurs, enormous beasts, and mysterious tribes. Of the strange humanoids who inhabit Deep Tolguth, the most rare, as well as the most welcoming to outsiders, are the saurials.

Resembling humanoid dinosaurs, the saurials believe they once lived on Golarion's surface in ages past, in the Age of Serpents. Their legends state that they once ruled a great kingdom, but that it fell to the depredations of the evil serpentfolk and troglodytes. Before their nation crumbled, some surviving saurials were transported to Deep Tolguth by the mysterious Vault Builders. The saurials have remained there ever since, slowly dwindling throughout the ages but keeping their culture alive deep underground.

Once there were many subraces of saurials, but today only four remain: the flyers, who serve primarily as scouts and messengers; the finheads, the saurials' warriors and laborers; the bladebacks, spiritual leaders and advisors; and the hornheads, craftsmen and mystics. Saurials of all subraces are considered equals, and individuals who choose to pursue untraditional careers for their subrace are not discouraged. Saurials are accepting of mixed marriages between different subraces, though each subrace can reproduce only with their own kind.

Saurials inhabit the central jungles of Deep Tolguth, where they build small fortified towns to defend themselves against the rapacious xulgath troglodytes with whom they share the vault. They rarely encounter the primitive orcs and [neanderthals](#) of the vault's mountainous walls, who view the saurials with fear and superstition. Saurials are wary of outsiders, but they are good people and will provide aid and succor to those who prove themselves trustworthy.

Saurials are deeply religious, practicing a mix of druidism, dinosaur worship, and veneration of the reptilian empyreal lord Irez.

BLADEBACKS

Bladeback saurials resemble stegosaurus, with an alternating row of plates running down their backs and a powerful spiked tail. They are powerfully built, standing slightly taller than a human. Bladebacks are highly social and perceptive, traits that lend them to leadership roles or advisory positions. Many devote themselves to religion as clerics, shamans, or druids. They are slow to anger but nearly unstoppable when roused.

BLADEBACK

CR: 1

XP: 400

Bladeback cleric 1

NG Medium humanoid (reptilian)

Init: -1; **Senses:** Low-light vision, scent; Perception +2

AC: 17, touch 9, flat-footed 17 (+4 armor, -1 Dex, +4 natural)

hp: 11 (1 HD)

Fort +4, **Ref** +1, **Will** +4; -4 vs. gas attacks, +4 vs. sonic attacks

Weakness: Cold torpor

Speed: 20 ft. (30 ft. base)

Melee: Spear +2 (1d8+3/x3) or 2 claws +2 (1d4+2)

Ranged: Dart -1 (1d4+2)

Special Attacks: Channel positive energy (5/day, 1d6, DC 12), slapping tail (1d8+2), tripping tail

Domain Spell-Like Abilities (CL 1st, concentration +3):

5/day – *Blast rune* (1d6), *touch of good* (+1)

Cleric Spells Prepared (CL 1st, concentration +3):

1st – *Bless*, *divine favor*, *protection from evil*^D

0 (at will) – *Detect magic*, *light*, *stabilize*

D Domain spell; **Domains:** Good, Rune

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

Base Atk: +0; **CMB:** +2; **CMD:** 11

Feats: Lightning Reflexes

Skills: Craft (any one) +4, Diplomacy +6

Languages: Draconic

SQ: Spontaneous casting (*cure*)

Environment: Temperate and warm forest

Organization: Pack (2-5) or tribe (6-30)

Treasure: NPC gear (scale mail, spear, 10 darts, other treasure)

FINHEADS

Resembling duck-billed dinosaurs like the parasaurolophus, finheads are high-spirited, alert, and emotional. They are slightly smaller than the average human, with a long pronounced crest extending from the back of their skulls. Finheads are enthusiastic and good with their hands, gravitating toward skilled labor or soldiering. Finheads tend toward black-and-white worldviews and often become paladins or cavaliers.



FINHEAD

CR: 1

XP: 400

Finhead cavalier (daring champion) 1

NG Medium humanoid (reptilian)

Init: +3; **Senses:** Low-light vision, scent; Perception +4

AC: 19, touch 13, flat-footed 16 (+2 armor, +3 Dex, +4 natural)

hp: 12 (1 HD)

Fort +3, **Ref** +3, **Will** +2; -4 vs. gas attacks, +1 vs. poison, +4 vs. sonic attacks

Weakness: Cold torpor

Speed: 30 ft.

Melee: Shortsword +4 (1d6+2/19-20), claw -2 (1d4+1); or 2 claws (1d4+2)

Ranged: Longbow +4 (1d8/x3)

Special Attacks: Challenge (1/day, +1 atk, +1 dmg), slapping tail (1d8+2)

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13

Base Atk: +1; **CMB:** +3; **CMD:** 16

Feats: Coordinated Maneuvers^B, Iron Will

Skills: Diplomacy +5, Perception +4, Sense Motive +4, Survival +4 (+5 to assist allies)

Languages: Draconic

SQ: Cavalier order (order of the dragon), champion's finesse, tactician (1/day, 3 rounds)

Environment: Temperate and warm forest

Organization: Pack (2-5) or tribe (6-30)

Treasure: NPC gear (leather armor, shortsword, longbow with 20 arrows, other treasure)

FLYERS

The small and skittish flyers are not closely related to the other saurials, but were adopted into their culture long ago. Flyers appear as humanoid pteranodons, with great leathery wings, a long toothless bill, and a pointed crest. They are covered in fine hair and stand roughly three and a half feet in height. Flyers are nervous and noisy, with abrasive personalities and a love of gossip. Their ability to fly makes them invaluable scouts and messengers, usually becoming rogues or rangers.



FLYER

CR: 1

XP: 400

Flyer **unchained rogue 1**

NG Small humanoid (reptilian)

Init: +3; **Senses:** Low-light vision, scent; Perception +5

AC: 21, touch 14, flat-footed 18 (+2 armor, +3 Dex, +4 natural, +1 shield, +1 size)

hp: 10 (1 HD)

Fort +1, **Ref** +5, **Will** +1; -4 vs. gas attacks, +4 vs sonic attacks

Weakness: Cold torpor

Speed: 20 ft., fly 50 ft. (average)

Melee: Rapier +4 (1d4+2/18-20)

Ranged: Shortbow +4 (1d4/x3)

Special Attacks: Sneak attack +1d6

Str 15, **Dex** 16, **Con** 12, **Int** 8, **Wis** 13, **Cha** 8

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

Feats: Flyby Attack, Weapon FinesseB

Skills: Acrobatics +6, Disable Device +7, Escape Artist +7, Fly +8, Linguistics +3, Perception +5 (+6 trapfinding), Stealth +10

Languages: Draconic

SQ: Finesse training, trapfinding +1

Environment: Temperate and warm forest

Organization: Pack (2-5) or tribe (6-30)

Treasure: NPC gear (leather armor, buckler, rapier, shortbow with 20 arrows, other treasure)

HORNHEADS

The triceratops-like hornheads are the largest of the saurials, standing over seven feet in height. Their heads bear bony frills and three long horns, two above the eyes and one on the end of their beaklike snout. Hornheads are patient and intelligent, often devoting themselves to learning crafts, history, or magic. Hornheads often become wizards, arcanists, or alchemists, though their burly frames also make them excellent fighters.

HORNHEAD

CR: 1

XP: 400

Hornhead arcanist 1

NG Medium humanoid (reptilian)

Init: +1; **Senses:** Low-light vision, scent; Perception -1

AC: 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp: 8 (1 HD)

Fort +1, **Ref** +1, **Will** +1; -4 vs. gas attacks, +4 vs. sonic attacks

Weakness: Cold torpor

Speed: 30 ft.

Melee: Spear +3 (1d8+4/x3), gore -2 (1d6+1); or gore +3 (1d6+3), 2 claws +3 (1d4+3)

Ranged: Heavy crossbow +1 (1d10/19-20)

Special Attacks: Arcane reservoir (3 points), arcanist exploits (potent magic), powerful charge (2d6+4), slapping tail (1d8+3)

Arcanist Spells Prepared (CL 1st, concentration +4, +3 melee touch):

1st (3/day) – *Shield*, *shocking grasp*

0 (at will) – *Daze* (DC 13), *detect magic*, *mage hand*, *touch of fatigue*

Str 16, **Dex** 12, **Con** 13, **Int** 17, **Wis** 8, **Cha** 10

Base Atk: +0; **CMB:** +3; **CMD:** 14

Feats: Combat Casting

Skills: Craft (weapons) +7, Knowledge (arcana, engineering, history) +7, Spellcraft +7

Languages: Celestial, Common, Draconic, Terran

SQ: Consume spells

Environment: Temperate and warm forest

Organization: Pack (2-5) or tribe (6-30)

Treasure: NPC gear (spellbook, spear, heavy crossbow with 20 bolts, other treasure)

Spellbook: This hornhead's spellbook contains the following spells.

1st – *Charm person* (DC 14), *chill touch*, *magic missile*, *shield*, *shocking grasp*

0 – All

Scarecrow, Blazethorn



Creations of mad hedge mages and rural druids, blazethorn scarecrows are hideous hodgepodes of magically treated sticks, rope, and other materials. Blazethorns can engulf themselves in flames indefinitely without burning. They stand watch over barren moors, appearing as terrifying, vaguely human effigies until they burst into flame and begin to move.

Blazethorn scarecrows are favored as instruments of arson, their fires easily reducing whole farmsteads to ash. Rural humans and halflings have learned to hate and fear the creatures and any spellcaster who controls one. Despite their great mass, blazethorns are deceptively quick. Like common animated scarecrows, they strike supernatural fear in their opponents, and their jagged claws leave horrid bleeding wounds.

A blazethorn scarecrow stands anywhere from 10 to 15 feet tall.

BLAZETHORN SCARECROW

CR: 7

XP: 3,200

N Large construct

Init: +5; **Senses:** Darkvision 60 ft., low-light vision; Perception +0

Aura: Fear (30 ft., DC 16)

AC: 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp: 85 (10 HD)

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

Immune: Construct traits, fire

Weakness: Vulnerability to cold

Speed: 30 ft.

Melee: 2 claws +13 (2d6+3 plus bleed and burn)

Special Attacks: Bleed (1d6), burn (1d6, DC 16)

Str 16, **Dex** 12, **Con** –, **Int** –, **Wis** 11, **Cha** 12

Base Atk: +10; **CMB:** +14; **CMD:** 26

Feats: Improved Initiative^B

SQ: Freeze

Environment: Any land

Organization: Solitary or pair

Treasure: None

Freeze (Ex): A blazethorn scarecrow can hold itself so still it appears to be an inanimate object. It can take 20 on its Stealth check to hide in plain sight as a mundane scarecrow. The scarecrow's fires are extinguished in this state; it bursts into flames only when it moves.

Sesheyan



Sesheyans are alien humanoids native to a distant world, rarely encountered on Golarion. They are a race of hunter-gatherers with little knowledge of arcane magic or advanced technology, mystified by mechanical devices as simple as a wheel or crossbow. Despite this, they are as intelligent as humans and may learn to use such technology, though they rarely trust it. Sesheyans have no traditions of arcane magic, but skilled clerics and oracles are common.

A sesheyan is only humanoid in the loosest sense of the term, appearing more like a green-skinned gargoyle. Bat-like wings sprout from their back, allowing them great maneuverability in the air, and a fringed tail whips behind them. Sesheyans possess eight tiny eyes, granting them excellent darkvision, but bright light overwhelms and dazzles them.

Sesheyans hail from Sessea, a small jungle moon that orbits the gas giant Bretheda in the outer reaches of Golarion's solar system. They are the moon's only native inhabitants, but are aware of life on other worlds due to occasional visits from the gas giant's dominant race, the Brethedans. Sesheyans have only recently come into contact with other humanoids, and deal with them warily, but a few brave youths have ventured out beyond their homeworld in search of adventure.

SESHEYAN

CR: ½

XP: 200

Sesheyan ranger 1

N Medium monstrous humanoid

Init: +3; **Senses:** Darkvision 120 ft.; Perception +6

AC: 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp: 12 (1 HD)

Fort +3, **Ref** +5, **Will** +2

Weakness: Light sensitivity

Speed: 30 ft., fly 40 ft. (good)

Melee: Shortsword +3 (1d6+2/19-20)

Ranged: Longbow +5 (1d8/x3/100 ft.)

Special Attacks: Favored enemy (animal +2)

Combat Gear: 20 arrows

Str 15, **Dex** 16, **Con** 13, **Int** 8, **Wis** 14, **Cha** 8

Base Atk: +1; **CMB:** +3; **CMD:** 16

Feats: Stealthy^B, Weapon Focus (longbow)

Skills: Escape Artist +9, Fly +9, Perception +6, Stealth +9, Survival +6 (+7 to track); **Racial**

Modifiers: technophobic (see below)

Languages: Sesheyen

SQ: Track +1, wild empathy +0

Environment: Temperate or warm forests

Organization: Any

Treasure: NPC gear

Sheet Phantom

Formed when a thoroughly evil person dies in bed, a sheet phantom is an undead spirit possessing a bedsheet, capable of floating of its own volition and smothering prey. A shrouded figure striding silently forward, only to collapse into a pile of inert linens when approached - or else collapsing to wrap around its victim, strangling the life from their body - the sheet phantom may resemble a child's ghost costume more than a ghostly apparition, but is nonetheless a deadly threat.

A sheet phantom's body is the very bedsheet that covered its body as it died, animated by force of will. The spirit may manifest a weightless ectoplasmic "body" in the shape of its living self, or it may hover formlessly through the air, slither along the ground, or flatten itself against walls. Sheet phantoms require no eyes to see, but can manifest a twisted "face" with glowing green eyeholes and a ragged mouth on any part of their body, usually when attacking. Sheet phantoms may sport bloodstains if they were murdered in their sleep, and they retain rips and tears inflicted on them in the past, though such damage causes them no pain.

Pure sunlight weakens the undead spirit's connection to its physical form, and due to its cloth make-up, sheet phantoms burn easily and quickly absorb holy water. Because of these weaknesses, most sheet phantoms desire to possess a flesh-and-blood body once again. If a victim dies smothered by a sheet phantom and is left wrapped in its folds for at least 12 hours, the phantom's animating spirit enters the corpse, transforming it into a sheet ghoul.

Sheet ghouls are the "adult" form of the "larval" sheet phantom, resembling a decomposing corpse with glowing green eyes, clawlike fingernails, and wispy strands of white tangled in its hair - vestiges of the bedsheet it once inhabited.

Like true ghouls they hunger for flesh, though they cannot create spawn from their victims. Its memories are those of the sheet phantom's original self, though at times scraps of its victim's mind may surface, tortured by its new existence. Sheet ghouls can vomit acidic fluid from its stomach, dissolving its prey before it begins eating much like a fly.

Sheet phantoms and sheet ghouls are typically solitary, except in times of plague, when many such creatures may come into being simultaneously.

SHEET PHANTOM

CR: 1

XP: 400

CE Medium undead

Init: +3; **Senses:** Darkvision 60 ft.; Perception +9

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

hp: 17 (3 HD)

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

Immune: Bludgeoning, undead traits

Weakness: Weaknesses

Speed: Fly 20 ft. (perfect)

Melee: Buffet +4 (1d4+2 nonlethal plus grab)

Special Attacks: Smother

Str 15, **Dex** 16, **Con** –, **Int** 10, **Wis** 10, **Cha** 15

Base Atk: +2; **CMB:** +4 (+8 grapple); **CMD:** 17 (can't be tripped)

Feats: Blind-Fight, Skill Focus (Perception)

Skills: Bluff +5, Fly +11, Perception +9, Intimidate +8, Stealth +17; **Racial Modifiers:** +8 Stealth

Languages: Common

SQ: Ghoulish transformation

Environment: Any

Organization: Solitary

Treasure: None

Ghoulish Transformation (Su): A sheet phantom can merge with the body of any humanoid it slays. The process takes about 12 hours, after which time the victim and sheet phantom transform into a sheet ghoul.

Smother (Ex): If a sheet phantom successfully grapples a creature, it has wrapped itself around its prey. The following round, the victim must either hold its breath or begin suffocating (*Pathfinder RPG Core Rulebook*, pg. 445).

A victim can escape a sheet phantom's embrace by making an opposed grapple check or an Escape Artist roll against the sheet phantom's grapple roll. While smothered, a victim can only use a weapon if it was in hand when first enveloped by the sheet phantom. Damage inflicted on a sheet phantom while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage on the victim but do not harm the sheet phantom.

Weaknesses: For all their deadly suffocation ability, sheet phantoms have a number of weaknesses. Holy water inflicts 2d4+4 points of damage per vial on a sheet phantom instead of the standard 2d4 points of damage. In addition, all fire-based attacks (normal or magical) inflict an extra point of damage per die. Finally, sheet phantoms recoil from natural sunlight and bright lights (like a daylight spell). If exposed to direct sunlight, sheet phantoms take 1d3 points of damage. They move at half speed during the day, whether in sunlight or not.

SHEET GHOUL

CR: 2

XP: 600

CE Medium undead

Init: +1; **Senses:** Darkvision 60 ft.; Perception +13

AC: 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp: 24 (4 HD)

Fort +3, **Ref** +2, **Will** +6

Immune: Undead traits

Speed: 30 ft.

Melee: 2 claws +5 (1d3+1), bite +4 (1d6+1)

Ranged: Acid spray +4 touch (1d8 acid)

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

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

Feats: Blind-Fight, Weapon Focus (claw)

Skills: Acrobatics +5, Climb +8, Perception +13, Stealth +8; **Racial Modifiers:** +4 Perception

Languages: Common

Environment: Any

Organization: Solitary

Treasure: Standard



Skinwalker



Once mortal, skinwalkers have traded their humanity for power in service to a demon lord. These vile hunters are more beast than man, and savagely hunt sentient prey for sport.

A skinwalker looks like a powerfully built human wearing the skin of a great demonic cat as a cloak. On closer inspection the cat skin's underside is raw pulsating muscle fused with the skinwalker's own body. The cat's foreclaws lash about like tentacles. Its head, while appearing as a helmet at first glance, still lives and its slavering jaws surround the skinwalker's human head. As the demon cults that produce skinwalkers are most common among primitive tribes, most wield stone or wood weapons and wear only simple clothes.

Skinwalkers are created from human worshipers of Demogorgon, the Prince of Demons. A single skinwalker or small group is often at the center of one of Demogorgon's cults. To create a skinwalker, a priest of Demogorgon flays a human subject alive using a lash made from the claws and intestines of a [jarilith](#). Before the victim can die, they are thrown onto a pyre to burn, and just before they perish, the jarilith's pelt is thrown over them. The two then merge into a new skinwalker.

Skinwalkers are rarely seen on Golarion, as Demogorgon is largely unknown to that world's mortals, but rumors suggest that a cult of the Prince of Demons led by these demonic hunters exists among the otherwise benevolent human natives of the Isle of Dread off the coast of Arcadia.

SKINWALKER

CR: 6

XP: 2,400

CE Medium outsider (native)

Init: +3; **Senses:** Darkvision 60 ft., scent; Perception +16

AC: 18, touch 13, flat-footed 14 (+3 Dex, +4 natural, +1 shield)

hp: 84 (8 HD)

Fort +11, **Ref** +9, **Will** +4

DR 10/magic; **Immune:** Fear, poison; **SR** 17

Speed: 40 ft.

Melee: Mwk **terbutje** +12/+7 (1d8+3/19-20), bite +9 (1d8+1 plus poison), 2 claws +9 (1d6+1 plus poison)

Ranged: Mwk composite longbow (+3 Str) +12/+7 (1d8+3/x3 plus poison)

Special Attacks: Pounce

Combat Gear: 20 arrows, violet fungus venom (10 doses)

Str 17, **Dex** 16, **Con** 20, **Int** 10, **Wis** 14, **Cha** 15

Base Atk: +8; **CMB:** +11; **CMD:** 24

Feats: Multiattack, Power Attack, Skill Focus (Perception, Survival)

Skills: Acrobatics +14 (+22 to jump), Craft (poison) +11, Intimidate +13, Perception +16, Stealth +22, Survival +16; **Racial Modifiers:** +8 Acrobatics to jump, +8 Stealth

Languages: Abyssal, Common

SQ: Empathic connection

Environment: Warm forests

Organization: Solitary, pair, or cult (3-24 plus 9th-level leader)

Treasure: NPC gear (combat gear plus mwk light wooden shield)

Empathic Link (Su): Skinwalkers share a communal consciousness, allowing them to sense the location and emotional state of other nearby skinwalkers. Any skinwalkers within 60 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No skinwalker in the group is considered flanked unless they all are.

Poison (Ex): Skinwalkers use poison regularly to augment their weapons, coating their arrows, terbutjes, claws, and bite attacks with poison. Most skinwalkers prefer to use violet fungus venom.

Violet Fungus Poison: Injury; save DC 13, frequency 1/minute for 6 minutes, effect 1d2 Str and 1d2 Con damage; cure 1 save.

Skulvyn



Bestial fiends native to the reeking seas of the Abyss, skulvyns are evil-natured predators who delight in picking off the weak and defenseless. They take great pleasure in toying with their prey before finishing them off.

A skulvyn is a reptilian creature, roughly the size and shape of a crocodile, with a streamlined lizardlike body and a head like a many-fanged serpent. It possesses webbed limbs, but propels itself through the water mainly with its four tails, long finned appendages with razor-sharp spines.

Skulvyns possess a vicious bite, but their favored weapons are their tails, which inflict bleeding wounds. Their most insidious ability is a magical aura that inflicts other creatures with agonizing slowness. Skulvyns prefer to aggressively attack their victims with their tails, then swim just far enough away so their prey is within their aura, watching with glee as the slowed creatures bleed to death.

Skulvyns can be found in lakes and oceans throughout the Abyss, but are most common in Dagon's domain, the demonic ocean of Ishiar. Skulvyns are not true demons, lacking most demons' magical abilities, and are easily bullied into servitude by more powerful creatures like hezrous and wastriliths. Slow-witted brutes, skulvyns do as their masters order as long as they receive plenty of food in return—preferably alive and kicking.

SKULVYN

CR: 4

XP: 1,200

CE Large outsider (aquatic, chaotic, evil, extraplanar)

Init: +3; **Senses:** Darkvision 60 ft., scent; Perception +8

Aura: Slow (30 ft.)

AC: 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp: 37 (5 HD)

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

DR 5/good; **SR** 15

Speed: 10 ft., swim 50 ft.

Melee: Bite +8 (1d8+4), 4 tail slaps +6 (1d4+2 plus 1 bleed)

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

Str 18, **Dex** 16, **Con** 15, **Int** 5, **Wis** 10, **Cha** 11

Base Atk: +5; **CMB:** +10; **CMD:** 23 (27 vs. trip)

Feats: Combat Reflexes, Lightning Reflexes, Multiattack

Skills: Perception +8, Stealth +7 (+15 underwater), Swim +20; **Racial Modifiers:** +8 Stealth underwater

Languages: Abyssal

Environment: Any aquatic (The Abyss)

Organization: Solitary or school (2-12)

Treasure: None

Slow Aura (Su): Living creatures that come within 30 feet of a skulvyn must make a Will save (DC 14) or become *slowed* (as the spell) for 4 rounds. Other skulvyns are immune to this aura. A creature that makes a successful saving throw is immune to that skulvyn's slow aura for 24 hours. Creatures that come within range of a school of skulvyns must make a separate saving throw for each skulvyn in the school. The save DC is Charisma-based and includes a +2 racial bonus.

Slaad, Black



Save for the great slaad masters themselves, no beings embody the raw destructive power of chaos like black slaadi. Beings of pure entropy, black slaadi appear as a toad-shaped blot of utter darkness from which its two diamond eyes gleam.

Black slaadi are an enigma, for little has been written on these vastly powerful beings. They wander the Maelstrom, pursuing inscrutable goals and spreading wanton destruction for ends that make sense only in their insane minds. A handful of black slaadi serve as emissaries for the great slaad masters, but most are too devoted to chaos to bend the knee to another being.

BLACK SLAAD (Void Slaad)

CR: 20

XP: 307,200

CN Huge outsider (chaotic, extraplanar, shapechanger, slaad)

Init: +12; **Senses:** Darkvision 60 ft.; Perception +32

Aura: Entropic (20 ft.)

AC: 39, touch 17, flat-footed 30 (+8 Dex, +1 dodge, +22 natural, -2 size)

hp: 350 (20 HD); regeneration 5 (lawful weapons, lawful spells)

Fort +24, **Ref** +14, **Will** +21

Defensive Abilities: Insanity (DC 29); **DR** 15/lawful; **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 31

Speed: 40 ft.

Melee: Bite +32 (4d6+14/19-20), 2 claws +32 (2d8+14 plus poison and energy drain)

Ranged: Ray of entropy +26 touch (20d10; see below)

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

Special Attacks: Energy drain (2 levels, DC 29)

Spell-Like Abilities (CL 18th, concentration +27):

At will - *Chaos hammer* (DC 23), *deeper darkness*, *dispel law* (DC 24), *fear* (DC 24), *fly*, *greater dispel magic*, *greater teleport* (self plus 50 lb. of objects only), *magic circle against law*, *shatter* (DC 21)

1/day - *Cloak of chaos* (DC 27), *implosion* (DC 28), *summon* (level 9, any 1 CR 19 or lower slaad, 100%), *word of chaos* (DC 26)

Str 39, **Dex** 26, **Con** 35, **Int** 25, **Wis** 28, **Cha** 28

Base Atk: +20; **CMB:** +36 (+40 sunder); **CMD:** 53 (57 vs. sunder)

Feats: Cleave, Combat Expertise, Dodge, Great Cleave^B, Greater Sunder, Improved Critical (bite), Improved Initiative, Improved Sunder, Mobility, Power Attack, Spring Attack, Whirlwind Attack^B

Skills: Acrobatics +31, Bluff +32, Escape Artist +31, Intimidate +32, Knowledge (arcana, religion, one other) +27, Knowledge (planes) +30, Perception +32, Sense Motive +32, Spellcraft +30, Stealth +23, Swim +34

Languages: Abyssal, Draconic, Slaad; telepathy 100 ft.

SQ: Change shape (*shapeshift*), zone of oblivion

Environment: Any (The Maelstrom)

Organization: Solitary

Treasure: Double

Poison (Ex): Bite - injury; save Fort DC 32; frequency 1/round for 6 rounds; effect 1d6 Con damage; cure 3 consecutive saves. The save DC is Constitution-based.

Ray of Entropy (Su): Once every 1d4 rounds as a standard action, a black slaad can fire a ray of chaotic energy at a target creature with a ranged touch attack. The ray deals 20d10 points of damage and the creature is surrounded by a shroud of crackling energy. Any time the creature takes damage while the shroud persists, the shroud deals 1d10 points of damage to the creature; a successful Fortitude save (DC 29) negates the damage and dissipates the shroud. The save DC is Charisma-based.

Zone of Oblivion (Su): When killed, a black void fills the space around a black slaad in a 30-ft. radius, blocking line of sight and dealing 5d10 points of damage to any creature that enters or starts its turn in the area. The zone lasts for 1 hour before dissipating.

BLACK SLAAD ENTROPES

The most powerful black slaadi are creatures given over totally to the power of chaos and destruction. These beings, known as entropes, border on demigodhood.

A black slaad entropé is typically a CR 21 to CR 25 monster (a range shared with the various lesser slaad masters, with the range of CR 26 and above being the domain of the true slaad masters themselves). The majority of entropes simply advance in Hit Dice, but many have several levels of barbarian, fighter, or oracle, and a few have levels of alchemist, cleric, druid, or sorcerer.

In addition to any benefits a black slaad entropé might gain from its class levels, all entropes possess one additional unique ability over and above those granted by its race and class. Listed here are three sample entropé abilities, but these samples are by no means the entirety of the strange powers an entropé might wield.

Child of Entropy (Su): Reality itself begins to break down in the presence of the entropé. The area within 100 feet of the entropé gains the subjective gravity, erratic time, highly morphic, strongly chaos-aligned, and wild magic planar traits. The area returns to normal when the entropé leaves or dies. The entropé can suppress or resume this aura at will.

Elemental Chaos (Su): A storm of elemental energy swirls around the entropé. Any creature that comes within 20 ft. of the entropé takes 2d10 points each of acid, cold, electricity, fire, and sonic damage. The entropé can suppress or resume this aura at will.

Harbinger of Anarchy (Su): The mere sight of the entropé breaks the minds of all those who set eyes on it. Any creature that sees the entropé must make a Will save (DC 10 + ½ entropé's racial HD + the entropé's Charisma modifier) or be affected as if by the *insanity* spell (CL 20th). The entropé can suppress or resume this ability at will.

Slaad, Blue



Blue slaadi are raging instruments of destruction who wage constant, bloody battles against other races and their own kind for no reason but to rest themselves. Unlike most other slaadi, they gather into groups fairly often to share in the exhilaration of combat. They are also inveterate bullies who push around weaker slaadi, especially reds, whose anger and insecurity make them easy targets.

Blue slaadi are quick to anger, though they hold no grudges in defeat. When a battle is over, if the blue slaad still lives, they often feel deep respect for the creatures that defeated them. A certain blue slaad ranger by the name of Xanxost became a member of the Pathfinder Society in this manner and sends frequent dispatches to the mortal coil as he brawls his way across the outer planes.

Given their love of battle, it is no surprise that blue slaadi are often drawn to the faith of Gorum, Our Lord in Iron, god of war. The headstrong creatures rarely deign to worship Gorum, but rather see him as a paragon worthy of emulation, and swear that he is in fact one of their own kind.

BLUE SLAAD (Talon Slaad)

CR: 8

XP: 4,800

CN Large outsider (chaotic, extraplanar, slaad)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +13

Aura: Entropic (5 ft.)

AC: 20, touch 13, flat-footed 18 (-1 size, +2 Dex, +9 natural)

hp: 103 (9 HD); fast healing 5

Fort +12, **Ref** +5, **Will** +7

Defensive Abilities: Insanity (DC 14); **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 19

Speed: 30 ft.

Melee: 2 claws +14 (2d6+6), bite +14 (2d8+6 plus infestation)

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

Special Attacks: Rend (2 claws, 2d8+9)

Spell-Like Abilities (CL 8th, concentration +8):

At will - *Greater teleport* (self plus 50 lb. of objects only), *passwall*

1/day - *Chaos hammer* (DC 14), *summon* (level 4, 1 blue slaad 40%)

Str 23, **Dex** 15, **Con** 23, **Int** 9, **Wis** 13, **Cha** 10

Base Atk: +9; **CMB:** +16; **CMD:** 28

Feats: Awesome Blow^B, Cleave, Combat Reflexes, Improved Initiative, Power Attack, Whirlwind Attack^B

Skills: Acrobatics +14, Climb +18, Perception +13, Stealth +10, Swim +18

Languages: Slaad

Environment: Any (The Maelstrom)

Organization: Solitary, pair, gang (3-5), or pack (6-10)

Treasure: Standard

Infestation (Su): Chaos phage. Bite - injury; save Fort DC 20, onset 1 day, effect 1d3 Dex and 1d3 Charisma, cure 2 consecutive saves. An afflicted humanoid reduced to Charisma 0 by chaos phage immediately dies as a slaad tadpole burrows out of its skull. The tadpole eventually matures into a red slaad (or a green slaad if the victim was an arcane spellcaster).

This is an infestation effect. A *remove disease* spell (or similar effect) instantly halts an infestation, but immunity to disease offers no protection, as the infestation itself is caused by a parasite.

Slaad, Death



Though not the most powerful inhabitants of the Maelstrom, death slaadi are among the most feared. They embody naked ambition and the will to enact it, and are perhaps the ultimate expression of the unmitigated selfishness of the slaad race, consuming land, resources, and even the souls of their victims.

Death slaadi are warlords who corral weaker slaadi into destructive armies of conquest. While such armies rarely last long due to their inherent disorder, death slaadi rarely have difficulty forging new armies through force of arms or sheer charisma when the drive to conquer strikes. Many believe that death slaadi are evil; however, while they care little for the lives of their victims, they act out of short-sighted greed, not malice, and their rampages can be stayed if given adequate reason to do so.

DEATH SLAAD

CR: 13

XP: 25,600

CN Medium outsider (chaotic, extraplanar, shapechanger, slaad)

Init: +10;

Senses: Darkvision 60 ft.; Perception +23

Aura: Entropic (5 ft.)

AC: 29, touch 17, flat-footed 22 (+6 Dex, +12 natural, +1 dodge)

hp: 172 (15 HD); regeneration 5 (lawful weapons, lawful spells)

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

Defensive Abilities: Insanity (DC 23); **DR** 10/lawful; **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 24

Speed: 30 ft.

Melee: +1 bastard sword +22/+17/+12 (1d10+7/19-20), bite +19 (2d10+3 plus stun), claw +19 (3d6+3 plus stun); or bite +21 (2d10+6 plus stun), 2 claws +21 (3d6+6 plus stun)

Special Attacks: Absorb essence

Spell-Like Abilities (CL 15th, concentration +21):

At will - *Chaos hammer* (DC 20), *deeper darkness*, *fear* (DC 20), *finger of death* (DC 23), *fireball* (DC 19), *fly*, *greater teleport* (self plus 50 lb. of objects only), *invisibility*, *see invisibility*, *shatter* (DC 18)

3/day - *Circle of death* (DC 20), *cloak of chaos* (DC 22), *word of chaos* (DC 21)

1/day - Summon (level 6, 1d2 red or blue slaadi 60% or 1d2 green slaadi 40%)

Str 23, **Dex** 23, **Con** 23, **Int** 18, **Wis** 22, **Cha** 22

Base Atk: +15; **CMB:** +21; **CMD:** 38

Feats: Combat Expertise, Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Spring Attack

Skills: Acrobatics +24, Climb +24, Escape Artist +21, Intimidate +24, Knowledge (planes) +22, Knowledge (one other) +19, Perception +24, Spellcraft +21, Stealth +24, Use Magic Device +24

Languages: Abyssal, Common, Draconic, Slaad; telepathy 100 ft.

SQ: Change shape (Small or Medium humanoid, *alter self*)

Environment: Any (The Maelstrom)

Organization: Solitary or pair

Treasure: Double

Absorb Essence (Su): Whenever a death slaad kills a living creature, it consumes a small portion of its victim's soul. It gains a +1 bonus to AC, saves, and attacks for 1 hour. Multiple kills are cumulative.

Stun (Ex): Three times per day, a death slaad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails on a DC 23 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Slaad, Embryo Swarm

Though all slaadi fertilize each other in horrid mating rituals performed at the legendary Spawning Stone, the creatures spawn in numerous ways. Many hatch from egg pellets or coalesce from bacteria-like cells injected into victims by mature slaadi. Others are formed from bits of slaad blood and flesh ripped apart in combat and left to float in the chaos of the Maelstrom. It is from these last that slaad embryo swarms are formed as the twisted toad-like fetuses gather together to hunt. If the swarm is not destroyed, the embryos eventually mature into slaad tadpoles and turn on each other, with only a few surviving.

SLAAD EMBRYO SWARM

CR: 12

XP: 19,200

CN Diminutive outsider (chaotic, extraplanar, slaad, swarm)

Init: +8; **Senses:** Blindsight 30 ft., *detect law*; Perception +19

Aura: Entropic (0 ft.)

AC: 19, touch 19, flat-footed 14 (+4 Dex, +1 dodge, +4 size)

hp: 184 (16 HD)

Fort +15, **Ref** +16, **Will** +11

Defensive Abilities: Insanity (DC 17), swarm traits; **Immune:** Mind-affecting effects, sonic, weapon damage; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 23

Speed: 5 ft., fly 30 ft. (perfect)

Melee: Swarm (4d6 plus 2d6 bleed plus infestation)

Space: 10 ft.; **Reach:** 0 ft.

Special Attacks: Distraction (DC 23)

Spell-Like Abilities (CL 12th):

Constant - *Detect law*

Str 2, **Dex** 18, **Con** 21, **Int** 1, **Wis** 16, **Cha** 3

Base Atk: +16; **CMB:** —; **CMD:** —

Feats: Ability Focus (infestation), Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Perception), Toughness

Skills: Fly +22, Perception +19, Stealth +30

SQ: Death burst

Environment: Any (The Maelstrom)

Organization: Solitary, pair, or infestation (3-6)

Treasure: None

Death Burst (Ex): The chaotic energies that create slaad embryos are unstable. When a slaad embryo swarm is reduced to 0 hit points, the surviving embryos explode in a burst of diseased matter that causes bleeding wounds. Creatures within 10 ft. of the swarm must make a Reflex save (DC 23) or take 2d6 bleed. Creatures damaged by the death burst are also exposed to chaos phage. The save DC is Constitution-based.

Infestation (Su): Chaos phage. Swarm or death burst - injury; save Fort DC 25, onset 1 day, effect 1d3 Dex and 1d3 Charisma, cure 2 consecutive saves. An afflicted humanoid reduced to Charisma 0 by chaos phage immediately dies as a slaad tadpole burrows out of its skull. The tadpole eventually matures into a slaad of CR 8 or less, chosen by the GM (or a green slaad if the victim was an arcane spellcaster). The save DC is Constitution-based and includes a +2 bonus from the Ability Focus feat.

This is an infestation effect. A *remove disease* spell (or similar effect) instantly halts an infestation, but immunity to disease offers no protection, as the infestation itself is caused by a parasite.

Slaad, Golden



No slaadi embody their race's chaotic nature better than the golden slaadi. At the heart of the vast chaos storms that wrack the Maelstrom, the golden slaadi sing beautiful songs of madness, gathering their lesser kin from far and wide into great choirs of insanity. Their very forms are powered by storms of energy that make their physical forms unstable and prone to collapse. Their gleaming bodies shine vibrantly as they revel in mayhem and destruction.

They are boddhisatvas of entropy, living lives of utter chaos as examples to their kind. A golden slaad is capable of breathtaking acts of kindness and unspeakable acts of evil, so random and remorseless as to seem insane. They seek to share the wonder and glory of chaos with all beings they come across. Golden slaadi are incredibly wise and can be founts of sage advice, yet their alien minds make communicating with them an exercise in futility.

Given their appearance, most planar sages assume a link between golden slaadi and Ssendam, the slaad master of the insane, just as the great black slaadi are associated with Ygorl, the master of entropy. For her part, Ssendam shows no particular care for golden slaadi over or above other slaadi.

GOLDEN SLAAD (Chaos Slaad)

CR: 19

XP: 204,800

CN Huge outsider (chaotic, extraplanar, shapechanger, slaad)

Init: +9; **Senses:** Darkvision 60 ft.; Perception +27

Aura: Entropic (10 ft.)

AC: 35, touch 13, flat-footed 30 (+5 Dex, +22 natural, -2 size)

hp: 315 (18 HD); regeneration 5 (lawful weapons, lawful spells)

Fort +23, **Ref** +13, **Will** +19

Defensive Abilities: Insanity (DC 26); **DR** 15/lawful; **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 30

Weakness: Amniotic transformation

Speed: 40 ft.

Melee: Bite +28 (4d6+12 plus 6d6 acid plus daze), 2 claws +28 (2d8+12 plus 6d6 acid); or 2 slams +28 (4d6+12 plus 6d6 acid plus grab; ooze form only)

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

Special Attacks: Croak of chaos, engulf (DC 31, 6d6 acid, ooze form only)

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

At will - *Chaos hammer* (DC 22), *daylight*, *deeper darkness*, *fear* (DC 22), *fly*, *greater teleport* (self plus 50 lb. of objects only), *invisibility*, *make whole*, *remove fear*, *see invisibility*, *shatter* (DC 20)

3/day - *Cloak of chaos* (DC 24), *word of chaos* (DC 23)

1/day - *Storm of vengeance* (DC 26), *summon* (level 9, any 2d4 slaadi of CR 10 or lower, 90%)

Str 34, Dex 21, Con 35, Int 22, Wis 22, Cha 25

Base Atk: +18; **CMB:** +32 (+36 sunder, +36 grapple in ooze form); **CMD:** 47 (can't be tripped in ooze form)

Feats: Combat Reflexes, Critical Focus, Greater Sunder, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Stand Still

Skills: Acrobatics +23, Bluff +28, Escape Artist +26, Intimidate +28, Knowledge (arcana, religion) +24, Knowledge (planes) +27, Perception +27, Perform (sing) +28, Sense Motive +27, Stealth +18, Swim +33

Languages: Abyssal, Draconic, Slaad; telepathy 100 ft.

SQ: Change shape (*greater polymorph*)

Environment: Any (The Maelstrom)

Organization: Solitary or choir (1 plus 5-30 slaadi of various races)

Treasure: Double

Amniotic Transformation (Ex): When a golden slaad is reduced to half its normal hit points (107 for a typical golden slaad), it collapses into a viscous, ooze-like heap. While in this form, the slaad cannot use its spell-like abilities, its croak of chaos special attack, or its change shape special quality; its speed drops to 20 ft.; and it loses its bite and claw attacks.

In ooze form, a golden slaad gains immunity to poison, sleep effects, paralysis, polymorph (including its own change shape ability), and stunning. It becomes blind, but gains blindsight 60 ft. It is not subject to critical hits, flanking, or precision-based attacks. It gains two slam attacks and the engulf and grab special attacks.

When the golden slaad heals to its full normal hit points again, it regains its normal slaad form.

Croak of Chaos (Su): A golden slaad can focus its chaotic energy into a powerful sonic blast. Once every 1d4 rounds as a standard action, the golden slaad can utter a deafening croak at an adjacent creature. If the creature fails a Fortitude save (DC 31), it is affected as if by the *chaos hammer* spell (CL 9th). In addition, roll 1d6 to determine an additional effect:

1. The target is blown away as if the golden slaad had used the Awesome Blow feat.
2. The target is *confused*, as the spell (Will DC 31 negates).
3. The target is stunned until the end of its next turn (Fortitude DC 31 negates).
4. The target teleports up to 50 feet to an unoccupied square of the slaad's choice (and in its line of sight). The creature gains a Reflex save (DC 31) to avoid this effect.
5. The target takes 10 damage of a random type. Roll a d8: (1) acid, (2) cold, (3) electricity, (4) fire, (5) fire, (6) negative energy, (7) positive energy, (8) sonic.
6. The target is exposed to chaos phage:

Chaos Phage (Su): Save Fort DC 31, onset 1 day, effect 1d3 Dex and 1d3 Charisma, cure 2 consecutive saves. An afflicted humanoid reduced to Charisma 0 by chaos phage immediately dies as a slaad tadpole burrows out of its skull. The tadpole eventually matures into a slaad of CR 8 or less, chosen by the GM (or a green slaad if the victim was an arcane spellcaster). The save DC is Constitution-based. This is an infestation effect. A *remove disease* spell (or similar effect) instantly halts an infestation, but immunity to disease offers no protection, as the infestation itself is caused by a parasite.

The save DCs are Constitution-based. This is a sonic effect.

Daze (Ex): Whenever a golden slaad makes a successful claw attack, the creature it hit must make a Fortitude save (DC 31) or become dazed. On each of the creature's turns, it gets another Fortitude save to remove the dazed condition. The save DC is Strength-based.

Slaad, Gormeel

In the pure chaos of the Maelstrom, anything is possible. Some slaadi are born “flukes”, freaks whose very nature is antithesis to that of their kin. These unnatural slaadi call themselves gormeel, and they are guilty of the only sin slaadi believe in: order.

Gormeel are torn between their stoic, lawful minds and their wild, chaotic impulses. They are driven to seek out and protect systems of law and order, but a storm of chaotic energy rages inside them. Gormeel display unflinchingly courteous behavior, but cut loose in a chaotic frenzy in combat.

Many gormeel find succor among the githzerai, who recognize them as useful allies against mind flayers, githyanki, and other slaadi and teach them to seek inner peace. Gormeel often join githzerai hunting parties, often carrying githzerai on their backs in howdahlike baskets.

Gormeel are slightly more reptilian in appearance than other slaadi, resembling lizards more than toads. Their skin is covered in rough gray-green or purple scales. Their heads have bony ridges over the eyes and multiple rows of sharp teeth. Gormeel walk exclusively on all fours, using their knuckles like an ape, but are capable of fine motor control.

GORMEEL

CR: 10

XP: 9,600

LN Large outsider (chaotic, extraplanar, shapechanger, slaad)

Init: +2; **Senses:** Darkvision 60 ft., scent; Perception +16

Aura: Entropic (5 ft.)

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

hp: 136 (10 HD); fast healing 5

Fort +13, **Ref** +10, **Will** +7

DR 10/lawful; **Immune:** Elemental affinity, sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 21

Speed: 40 ft., fly 60 ft. (average)

Melee: Bite +18 (2d8+8), 2 claws +17 (1d6+8)

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

Special Attacks: Breath weapon, trample (1d8+12, DC 23)

Spell-Like Abilities (CL 14th, concentration +17):

Constant - *Fly*

At will - *Detect chaos*, *detect magic*, *dispel chaos* (DC 18), *greater teleport* (self plus 50 lb. of objects only), *protection from chaos*, *see invisibility*

3/day - *Confusion* (DC 17), *dimension door*, *order's wrath* (DC 17)

1/day - *Dictum* (DC 20), *freedom of movement*, *mislead* (DC 19)

Str 27, **Dex** 14, **Con** 20, **Int** 13, **Wis** 16, **Cha** 17

Base Atk: +10; **CMB:** +19 (+21 bull rush); **CMD:** 31 (31 vs. bull rush)

Feats: Alertness, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite)

Skills: Acrobatics +15, Bluff +16, Disguise +16, Fly +11, Knowledge (planes) +14, Perception +16, Swim +21

Languages: Common, Gith, Slaad

SQ: Change shape (githzerai, *alter self*)

Environment: Any (The Maelstrom)

Organization: Solitary, pair, gang (3-5), or pack (6-10)

Treasure: Standard

Breath Weapon (Su): Once every 1d4 rounds, a gormeel can spew forth a 30-foot cone of raw chaotic material. Any creature caught within its area is subject to some of the effects of uncontrolled chaos. Roll 1d4 and consult the table below to determine which element is dominant at the time.

Any creature caught within the breath weapon's area takes the damage that corresponds to the dominant element on the table above (Reflex DC 22 half). In addition, a spellcaster who fails its saving throw must make a successful caster level check (DC 15 + spell level) for each spell cast within 1 round of exposure. If the check fails, consult Table 7-16: Wild Magic Effects in the *GameMastery Guide* (pg. 189) for the results of the spell. A successful save negates this wild magic effect.

d4 - Dominant Element - Effect of Breath Weapon

1 - Air - 8d6 points of electricity damage

2 - Earth - 6d8 points of acid damage

3 - Fire - 5d10 points of fire damage

4 - Water - 10d4 points of cold damage

Elemental Affinity (Ex): The gormeel is especially adept at surviving in all elements and enduring all forms of energy damage. Each round, as a swift action, it can alter its elemental affinity to adapt to its current environment, choosing any one of the following immunities: air (immune to all air spells and effects, as well as electricity), earth (immune to all earth spells, as well as acid), fire (immune to all fire spells and effects), or water (immune to all water spells and effects, as well as cold).

Slaad, Gray



Gray slaadi, sometimes called “rift slaadi” for their ability to manipulate the fabric of space, are the sages of the slaadi. They are strangely placid compared to other slaadi and can be approached for advice on matters arcane, though their alien minds still make them dangerous and unpredictable, and their first priority is always themselves.

Like their less sophisticated green kindred, gray slaadi are drawn to magic, but their understanding of the arcane is far deeper. Gray slaadi devote themselves to the study of magic theory and the creation of magic items, making them useful, if volatile, contacts for planar adventurers.

Gray slaadi can continue to evolve into more powerful forms. Most expand their knowledge of time and space, becoming attuned to the flux of probability and metamorphosing into white slaadi, though some gray slaadi become enamored with the destructive potential of magic, undergoing strange rituals that transform them into ferocious death slaadi.

GRAY SLAAD (Rift Slaad)

CR: 10

XP: 9,600

CN Medium outsider (chaotic, extraplanar, shapechanger, slaad)

Init: +7; **Senses:** Darkvision 60 ft.; Perception +17

Aura: Entropic (5 ft.)

AC: 25, touch 14, flat-footed 21 (+3 Dex, +11 natural, +1 dodge)

hp: 126 (11 HD); fast healing 5

Fort +13, **Ref** +6, **Will** +10

Defensive Abilities: Insanity (DC 20), planar flux; DR 10/lawful; **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 21

Speed: 30 ft.

Melee: Bite +15 (2d8+4), 2 claws +15 (2d4+4)

Special Attacks: Induce planar instability (+15 melee touch)

Spell-Like Abilities (CL 10, concentration +15):

At will - *Deeper darkness*, *detect magic*, *greater teleport* (self plus 50 lb. of objects only), *identify*, *invisibility*, *lightning bolt* (DC 18), *see invisibility*, *shatter* (DC 17)

3/day - *Animate objects*, *dispel law* (DC 20), *fly*

2/day -

1/day - *Power word stun*, *summon* (level 5; 1d2 red slaadi or 1 blue slaad 60%, or 1 green slaad 40%)

Str 19, **Dex** 17, **Con** 23, **Int** 16, **Wis** 16, **Cha** 20

Base Atk: +11; **CMB:** +14; **CMD:** 29

Feats: Combat Casting, Dodge, Improved Initiative, Mobility, Skill Focus (Use Magic Device), item creation feat (any one)

Skills: Acrobatics +14, Bluff +19, Craft (any one) +17, Intimidate +19, Knowledge (planes) +17, Perception +17, Spellcraft +17, Stealth +17, Use Magic Device +25

Languages: Common, Draconic, Slaad

SQ: Change shape (Small or Medium humanoid, *alter self*)

Environment: Any (The Maelstrom)

Organization: Solitary or pair

Treasure: Double

Induce Planar Instability (Su): Three times per day as a standard action, a gray slaad can violently warp space around a target creature with a melee touch attack. If the creature fails a Will save (DC 20), it is affected as if by the *chaos hammer* spell (CL 10th) and is teleported up to 50 feet away to an unoccupied square of the slaad's choice (and in its line of sight) and knocked prone. The save DC is Charisma-based.

Planar Flux (Su): When a gray slaad is reduced to half its normal full hit points (63 hp for a typical gray slaad), it momentarily loses its grasp on reality, disincorporating and then reforming in a new location. The slaad immediately teleports up to 40 ft. away and becomes incorporeal until the end of its next turn.

Slaad, Green



Green slaadi - also known as “curse slaadi” for their rudimentary magic abilities - are slippery brutes who lie and flatter to get their way. They are born when a lesser slaad’s chaos phage infests and kills an arcane spellcaster, the victim’s eldritch energies unlocking dormant potential in the slaad embryo.

Green slaadi have an instinctive lust for magic and seek out magic items wherever they can, despite having no natural ability to utilize many of them. They use their natural shapeshifting abilities to infiltrate mortal societies in search of new magic. Their obsession is not without purpose, however, for a green slaad that surrounds itself with magic and perfects its control over the supernatural can seal itself away in hibernation for a year, emerging as a newly metamorphosed gray slaad.

GREEN SLAAD (Curse Slaad)

CR: 9

XP: 6,400

CN Large outsider (chaotic, extraplanar, shapechanger, slaad)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +16

Aura: Entropic (5 ft.)

AC: 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +13 natural)

hp: 105 (10 HD); fast healing 5

Fort +12, **Ref** +5, **Will** +10

Defensive Abilities: Insanity (DC 19); **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 20

Speed: 30 ft.

Melee: 2 claws +14 (1d6+5), bite +14 (1d8+5)

Ranged: Chaos bolt +10 touch (3d6; see below)

Space: 10 ft.; Reach: 10 ft.

Special Attacks: Croak of chaos, transposition

Spell-Like Abilities (CL 9th, concentration +10):

At will - *Detect magic, fear* (DC 18), *greater teleport* (self plus 50 lb. of objects only), *shatter* (DC 16)

3/day - *Dispel law* (DC 19)

1/day - Summon (level 5, 1 green slaad 40%)

Str 21, Dex 15, Con 21, Int 14, Wis 16, Cha 18

Base Atk: +10; **CMB:** +16; **CMD:** 28

Feats: Ability Focus (croak of chaos), Combat Expertise, Improved Initiative, Nimble Moves, Skill Focus (Bluff)

Skills: Acrobatics +15, Bluff +20, Climb +15, Intimidate +17, Perception +16, Spellcraft +15, Stealth +11, Swim +18

Languages: Common, Slaad

SQ: Change shape (Medium or Large humanoid, *alter self* or *giant form I*)

Environment: Any (The Maelstrom)

Organization: Solitary or gang (2-5)

Treasure: Standard

Chaos Bolt (Su): Once per round as a standard action, a green slaad can fire a ray of shimmering chaos energy at a target creature within 30 feet. If the slaad succeeds on a ranged touch attack, the creature takes 3d6 points of damage; in addition, it is dazed for 1 round unless it succeeds on a Will save (DC 19). The save DC is Charisma-based.

Croak of Chaos (Su): A green slaad can focus its chaotic energy into a powerful sonic blast. Once per hour as a standard action, the green slaad can utter a deafening croak at an adjacent creature. If the creature fails a Fortitude save (DC 22), it is affected as if by the *chaos hammer* spell (CL 9th) and blown away as if the green slaad had used the Awesome Blow feat. The save DC is Constitution-based and includes a +2 bonus from the Ability Focus feat. This is a sonic effect.

Transposition (Su): As a standard action, a green slaad can warp the fabric of space, causing one creature within 20 feet to teleport up to 50 feet to an unoccupied square of the slaad's choice (and in its line of sight). The creature gains a Reflex save (DC 19) to avoid this effect. The save DC is Charisma-based. The green slaad must wait 1d4 rounds before it can use this ability again.

Slaad, Mud



Mud slaadi are among the weakest of slaad-kind. They are pathetic, mewling creatures who crave power and attention, but most often resign themselves to being bullied by their larger, stronger kindred. Mud slaadi are insecure and cowardly, whining incessantly to anyone unfortunate to come across them.

Despite their relative weakness compared to others of their kind, mud slaadi are far from harmless. Their razor-sharp teeth and claws are a match for most mortal creatures. They can be ferocious when backed into a corner. A mud slaad's natural cowardice often gets the better of it, however, and its morale gives out easily, leaving it begging for mercy or feigning death.

MUD SLAAD

CR: 4

XP: 1,200

CN Medium outsider (chaotic, extraplanar, slaad)

Init: +6; **Senses:** Darkvision 60 ft.; Perception +7

Aura: Entropic (5 ft.)

AC: 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp: 45 (6 HD); fast healing 3

Fort +7, **Ref** +7, **Will** +0

Defensive Abilities: Cringe, insanity (DC 12); **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 15

Speed: 30 ft.

Melee: Bite +9 (2d6+3 plus infestation), 2 claws +10 (1d4+3)

Special Attacks: Sonic screech

Spell-Like Abilities (CL 6th, concentration +5):

1/day - Summon (level 2; 1 mud slaad, 40%; or 1 red slaad, 20%)

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

Base Atk: +6; **CMB:** +9; **CMD:** 22

Feats: Dodge, Improved Initiative, Weapon Focus (claw)

Skills: Acrobatics +11, Bluff -1 (+9 to feign death), Climb +12, Perception +7, Stealth +11; **Racial Modifiers:** +10 Bluff to feign death

Languages: Slaad

SQ: Feign death

Environment: Any (The Maelstrom)

Organization: Solitary, gang (2-5), or pack (6-10)

Treasure: None

Cringe (Su): As a standard action, a mud slaad can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack the cringing creature, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that mud slaad's cringing for 24 hours. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the mud slaad for as long as it continues to cringe. If the mud slaad stops cringing and then cringes again, the opponent may attempt a new Will save to attack it. The save DC is Charisma-based.

Feign Death (Ex): If an opponent strikes a mud slaad and reduces it to 10 or fewer hit points, it can immediately attempt to feign death as an immediate action. Any creature that witnesses a mud slaad that is feigning death, including those creatures that watch it fall, can make a Heal, Perception, or Sense Motive check opposed by the slaad's Bluff check to determine if the slaad's death is genuine.

Infestation (Su): Chaos phage. Bite - injury; save Fort DC 25, onset 1 day, effect 1d3 Dex and 1d3 Charisma, cure 2 consecutive saves. An afflicted humanoid reduced to Charisma 0 by chaos phage immediately dies as a slaad tadpole burrows out of its skull. The tadpole eventually matures into a mud slaad (or a green slaad if the victim was an arcane spellcaster).

This is an infestation effect. A *remove disease* spell (or similar effect) instantly halts an infestation, but immunity to disease offers no protection, as the infestation itself is caused by a parasite.

Sonic Screech (Su): Once per day, a mud slaad can emit a tremendous screech. Every creature within 30 feet must succeed on a Fortitude save (DC 15) or take 5d6 points of sonic damage. The save DC is Constitution-based.

Slaad, Tadpole

Slaad tadpoles are the larval form shared in common by all slaad subspecies. Resembling not a mundane tadpole but a fanged frog's head with a finned tail where its neck should be, these belligerent little creatures swim the tides of chaos everywhere in the Maelstrom. The raw chaos of their bodies is not yet fully coalesced, making them highly elusive.

Slaad tadpoles come into being in countless ways: some spawned through sexual reproduction, some implanted in victims in the form of a deadly virus called "chaos phage" that slowly takes over a host body, and so on. A slaad tadpole matures into an adult slaad in a period of days, months, or even years, the amount of time seemingly random.

SLAAD TADPOLE

CR: 2

XP: 600

CN Tiny outsider (chaotic, extraplanar, slaad)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +7

Aura: Entropic (5 ft.)

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

hp: 26 (4 HD); fast healing 2

Fort +5, **Ref** +2, **Will** +1

Defensive Abilities: Chaos shift, insanity (DC 12); **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5

Speed: 10 ft., swim 50 ft.

Melee: Bite +6 (1d4+1 plus fade)

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

Spell-Like Abilities (CL 6th, concentration +4):

3/day - *Lesser confusion* (DC 11)

Str 13, **Dex** 14, **Con** 12, **Int** 3, **Wis** 10, **Cha** 11

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

Feats: Power Attack, Weapon Finesse

Skills: Perception +7, Stealth +17, Swim +9

Languages: Slaad (can't speak)

Environment: Any (The Maelstrom)

Organization: Solitary, pair, or swarm (3-12)

Treasure: None

Chaos Shift (Su): Once per turn, when attacked in melee, a slaad tadpole can instantly teleport 10 ft. away in a random direction, avoiding damage.

Fade (Su): When a slaad tadpole deals damage, it becomes incorporeal until the start of its next turn.

SLAAD TADPOLE FAMILIARS

A spellcaster of at least 7th level with the Improved Familiar feat and whose alignment is within one step of chaotic neutral can gain a slaad tadpole as a familiar. A slaad tadpole's master is immune to its entropic aura, and the tadpole does not mature into an adult slaad as long as it serves as a familiar.

Slaad, Red



True to their moniker of “blood slaadi”, red slaadi crave violence and bloodshed. They are among the weaker strains of slaadi, a fact that has instilled in them a massive inferiority complex and a constant drive to prove themselves. Red slaadi seek to escape the roiling chaos of the Maelstrom whenever possible so they can establish lairs on other planes and bully weaker creatures.

Red slaadi hate the larger, stronger blue slaadi, who push them around relentlessly. The fact that the two races need each other to reproduce infuriates both of them equally.

RED SLAAD (Blood Slaad)

CR: 7

XP: 3,200

CN Large outsider (chaotic, extraplanar, slaad)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +12

Aura: Entropic (5 ft.)

AC: 20, touch 12, flat-footed 17 (+2 Dex, +1 dodge, +8 natural, -1 size)

hp: 76 (8 HD); fast healing 5

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

Defensive Abilities: Insanity (DC 16); **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 18

Speed: 30 ft.

Melee: Bite +14 (2d8+7), 2 claws +14 (1d6+7 plus implant)

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

Special Attacks: Horrid croak, pounce

Spell-Like Abilities (CL 7th, concentration +9):

At will - *Greater teleport* (self plus 50 lb. of objects only)

1/day - *Summon* (level 3, 1 red slaad 40%)

Str 25, Dex 15, Con 18, Int 10, Wis 12, Cha 14

Base Atk: +8; CMB: +14; CMD: 28

Feats: Dodge, Mobility, Power Attack, Spring Attack

Skills: Acrobatics +13, Climb +16, Intimidate +13, Perception +12, Stealth +9, Swim +16

Languages: Slaad

Environment: Any (The Maelstrom)

Organization: Solitary, pair, gang (3-5), or pack (6-10)

Treasure: Standard

Horrid Croak (Su): Once per day a red slaad can emit a loud croak. Every creature (except slaadi) within 20 feet must succeed on a DC 15 Fortitude save or be stunned for 1d3 rounds. The save DC is Charisma-based.

Implant (Ex): A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed on a DC 18 Fortitude save to avoid implantation. The save DC is Constitution-based.

Often the slaad implants an unconscious or otherwise helpless creature (which gets no saving throw). The egg gestates for one week. Twenty-four hours before the egg fully matures, the victim falls extremely ill (-10 to all ability scores, to a minimum of 1). When the egg has finished gestating, it hatches into a slaad tadpole that eats its way out, killing the host. The tadpole eventually matures into a blue slaad (or a green slaad, if the victim was an arcane spellcaster). A DC 25 Heal check rids the victim of the pellet. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

This is an infestation effect. A *remove disease* spell (or similar effect) instantly halts an infestation, but immunity to disease offers no protection, as the infestation itself is caused by a parasite.

Slaad, White

The slaadi have hundreds of conflicting stories about their origins. The most radical story is that all these stories are true: that slaadi once existed in countless contradictory timelines simultaneously, and that they were somehow locked into this one, single, constricting reality eons ago. The white slaadi may be proof that this story is true.

White slaadi, also known as chronos slaadi, have an uncanny insight into the flow of time. They receive constant glimpses of times that were, times that will be, and times that once *could* have been, granting them an almost transcendent view of reality. They are unbelievably wise and insightful, but their view of all the myriad ways of reality makes them distant and unpredictable, even for slaadi.

White slaadi are obsessed with breaking down the structured bonds of reality, seeding chaos storms in the void of the Maelstrom and railing against the order imposed on the multiverse by the forces of law. This makes them more like the proteans than most of their kind, and white slaadi often serve as free agents in the serpentine ones' hordes.

A strange theory has been formulating in the minds of some white slaadi for the last few centuries. The two eldest slaad masters, Ygorl and Ssendam, created the Spawning Stone - the great artifact and eldritch location that draws the slaadi to its surface and drives them to mate. Certain white slaadi believe that Ygorl and Ssendam created the Spawning Stone to lock the slaadi into a certain set number of toadlike forms or species out of fear that a new, more powerful slaad form would arise and overthrow them - effectively betraying their entire race by imposing Order on beings of pure Chaos. These white slaadi rage against the slaad masters and seek to destroy the Spawning Stone, an act that could potentially destroy the entire slaad race... or doom the entire multiverse as the slaadi return to their primordial, transcendent, apocalyptic forms.

WHITE SLAAD (Chronos Slaad)

CR: 15

XP: 51,200

CN Medium outsider (chaotic, extraplanar, shapechanger, slaad)

Init: +4; **Senses:** Darkvision 60 ft.; Perception +28

Aura: Entropic (5 ft.)

AC: 35, touch 22, flat-footed 30 (+4 Dex, +1 dodge, +7 insight, +13 natural)

hp: 243 (18 HD); regeneration 5 (lawful weapons, lawful spells)

Fort +18, **Ref** +10, **Will** +18

Defensive Abilities: Insanity (DC 25), part the veil; **DR** 10/lawful; **Immune:** Sonic; **Resist:** Acid 5, cold 5, electricity 5, fire 5; **SR** 26

Speed: 30 ft.

Melee: Bite +23 (1d8+5), 2 claws +23 (1d6+5 plus daze plus infestation)

Special Attacks: Advantage of time, sneak attack +8d6, temporal split

Spell-Like Abilities (CL 15th, concentration +21):

At will - *Chaos hammer* (DC 21), *deeper darkness*, *fear* (DC 21), *fly*, *greater teleport* (self plus 50 lb. of objects only), *invisibility*, *see invisibility*, *shatter* (DC 19)

3/day - *Cloak of chaos* (DC 23), *word of chaos* (DC 22)

1/day - Summon (level 6, 1 gray slaad 35% or 1d3 blue slaadi 60%)

Str 20, Dex 19, Con 24, Int 19, Wis 25, Cha 22

Base Atk: +18; **CMB:** +23; **CMD:** 45

Feats: Acrobatic Steps, Dodge, Lightning Stance, Mobility, Nimble Moves, Spring Attack, Step Up, Toughness, Wind Stance

Skills: Acrobatics +25, Bluff +27, Intimidate +27, Fly +25, Knowledge (arcana) +25, Knowledge (planes) +25, Perception +28, Sense Motive +28, Spellcraft +25, Stealth +25

Languages: Abyssal, Common, Draconic, Slaad; telepathy 100 ft.

SQ: Change shape (*polymorph*)

Environment: Any (The Maelstrom)

Organization: Solitary or troop (1 white slaad, 1 gray slaad, and 2-5 red slaadi)

Treasure: Standard

Advantage of Time (Ex): Whenever a white slaad reappears after its temporal replicas have been destroyed, all enemies it can see are flat-footed against it until the end of its next turn.

Daze (Ex): Whenever a white slaad makes a successful claw attack, the creature it hit must make a Fortitude save (DC 24) or become dazed. On each of the creature's turns, it gets another Fortitude save to remove the dazed condition. The save DC is Strength-based.

Infestation (Su): Chaos phage. Bite - injury; save Fort DC 26, onset 1 day, effect 1d3 Dex and 1d3 Charisma, cure 2 consecutive saves. An afflicted humanoid reduced to Charisma 0 by chaos phage immediately dies as a slaad tadpole burrows out of its skull. The tadpole eventually matures into a slaad of CR 8 or less, chosen by the GM (or a green slaad if the victim was an arcane spellcaster). This is an infestation effect. A *remove disease* spell (or similar effect) instantly halts an infestation, but immunity to disease offers no protection, as the infestation itself is caused by a parasite.

Part the Veil (Ex): A white slaad can sift through the ever-changing veils of probability to sense attacks coming before they hit. It gains an insight bonus to AC and CMD equal to its Wisdom modifier (+7 for a typical white slaad).

Temporal Split (Su): Three times per day as a swift action, a white slaad can pull replicas of itself from the past and future. The white slaad splinters into six temporal replicas, each appearing in an unoccupied space within 30 feet of the white slaad's previous space. The white slaad disappears, and it cannot attack or be attacked until it reappears. The temporal replicas thereafter act on the white slaad's turn at the same initiative count. The temporal replicas have the same stats as the white slaad, except as follows: they cannot use any spells or spell-like abilities, they deal only 1d6 additional damage on a sneak attack, they cannot infest their opponents with chaos phage, and they are instantly destroyed whenever they take any damage.

When the last temporal replica has been destroyed, the white slaad reappears within 30 feet of the space occupied by that replica on its next initiative count and can act normally (see Advantage of Time above).

Solifugid, Rhagodessa

The rhagodessa is a monstrous arachnid native to tropical climes. A type of solifugid, or “sun spider”, the rhagodessa lacks venom but makes up for it with its massive, shearing jaws.

A rhagodessa is roughly the size of a small pony, and nearly a third of its weight is taken up by its enormous hooked mandibles. These arachnids possess five pairs of legs, the foremost pair being adapted into a pair of grabbing pedipalps that allow it to secure its prey. The common rhagodessa is dark brown with yellow stripes, its body covered in patches of bristly fur.

Rhagodessas are nocturnal hunting predators that favor rocky hills where they can rest during the day. After sunset, they venture out into the lowlands below in search of prey. Rhagodessas tend to stake out a specific hunting ground, rarely traveling more than a few miles from their lairs. Some hobgoblin tribes in Sargava’s Bandu Hills have taken advantage of these creatures, building strongholds near a rhagodessa’s nest and using it as a guardian.

RHAGODESSA

CR: 2

XP: 600

N Medium vermin

Init: +1; **Senses:** Darkvision 60 ft., low-light vision; Perception +2

AC: 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp: 22 (4 HD)

Fort +5, **Ref** +2, **Will** +3

Immune: Vermin traits

Speed: 40 ft., climb 40 ft.

Melee: 2 pedipalps +7 (grab), bite +7 (1d8+6)

Str 19, **Dex** 12, **Con** 13, **Int** –, **Wis** 14, **Cha** 6

Base Atk: +3; **CMB:** +7 (+11 grapple); **CMD:** 18 (30 vs. trip)

Feats: Spring Attack^B

Skills: Climb +12

SQ: Powerful bite

Environment: Warm hills or underground

Organization: Solitary or pair

Treasure: None

Pedipalps (Ex): A rhagodessa’s pedipalps do not deal any damage on a hit, but a creature that escapes a grapple with a rhagodessa with an opposed combat maneuver check takes 1d6 damage as the pedipalps’ hooks and suckers tear their flesh. A creature that escapes with Escape Artist does not suffer this damage.

Powerful Bite (Ex): A rhagodessa applies 1-½ times its Strength modifier to bite damage.

Larger than a draft horse, the subterranean blackfang rhagodessa is much bigger and stronger than its surface-dwelling relatives. These gigantic arachnids have glossy black bodies and even bigger mandibles than the common rhagodessa's, capable of inflicting horrible bleeding wounds.

BLACKFANG RHAGODESSA

CR: 9

XP: 6,400

N Large vermin

Init: +0; **Senses:** Darkvision 60 ft., low-light vision; Perception +2

AC: 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp: 133 (14 HD)

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

Immune: Vermin traits

Speed: 40 ft., climb 40 ft.

Melee: 2 pedipalps +18 (grab), bite +18 (2d6+18/19-20)

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

Str 28, **Dex** 10, **Con** 18, **Int** –, **Wis** 14, **Cha** 6

Base Atk: +10; **CMB:** +20 (+24 grapple); **CMD:** 30 (42 vs. trip)

Feats: Bleeding Critical^B, Critical Focus^B, Improved Critical (bite)^B, Lightning Reflexes^B, Spring Attack^B

Skills: Climb +18

SQ: Powerful bite

Environment: Underground

Organization: Solitary, pair, or colony (3-6)

Treasure: None

Pedipalps (Ex): A blackfang rhagodessa's pedipalps do not deal any damage on a hit, but a creature that escapes a grapple with a blackfang rhagodessa with an opposed combat maneuver check takes 1d8 damage as the pedipalps' hooks and suckers tear their flesh. A creature that escapes with Escape

Artist does not suffer this damage.

Powerful Bite (Ex): A blackfang rhagodessa applies twice its Strength modifier to bite damage.

Roseblood Sprite



Roseblood sprites are cruel fairies that violently lash out at those who despoil nature. The mere presence of humans, dwarves, or even elves is enough to spark their ire, though they are strangely cordial toward gnomes.

These fey organize into loose clans with the trappings of royal courts, each presided over by a more powerful “[roseblood king](#)”. These kings dole out titles like “duke” and “baron”, but such appellations are largely meaningless. Roseblood courts are extremely hostile toward humanoids and consider human flesh a delicacy – as long as it’s properly cooked, of course.

The roseblood sprites believe they formed from the petals of the world’s first rose in the mists of time, and the first generation of sprites were all crowned roseblood kings by Gozreh, the god of sea and sky. In Golarion, the highest concentration of roseblood sprites is in Bloodsworn Vale in the southeast corner of Varisia. The Fangwood of Nirmathas is also rumored to hold several courts of blighted roseblood sprites corrupted by the demon-worshipping dryad Arlantia.

ROSEBLOOD SPRITE

CR: 3

XP: 800

NE Small fey

Init: +3; **Senses:** Low-light vision; Perception +10

AC: 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 shield)

hp: 27 (5 HD)

Fort +3, **Ref** +7, **Will** +6

DR 2/cold iron

Speed: 30 ft.

Melee: Thorn bracer +4 (1d4+1)

Ranged: Mwk composite shortbow (+1 Str) +7 (1d4+1/x3/70 ft.; +5/+5 Rapid Shot)

Special Attacks: Sneak attack +1d6

Combat Gear: 2 poison thorns, 20 arrows

Spell-Like Abilities (CL 5th, concentration +8):

1/day – *Death knell* (DC 15), *minor image* (DC 15), *obscuring mist*, *sleep* (DC 14), *suggestion* (DC 16), *thorn snare* (see below)

Str 13, Dex 16, Con 14, Int 13, Wis 14, Cha 17

Base Atk: +2; CMB: +2; CMD: 15

Feats: Point Blank Shot, Rapid Shot

Skills: Acrobatics +11, Climb +9, Escape Artist +11, Knowledge (nature) +9, Perception +10, Stealth +15, Survival +10

Languages: Elven, Sylvan

SQ: Rose form, woodland stride

Environment: Any forest

Organization: Solitary, bushel (2-5), or court (6-16)

Treasure: Standard (rosewood armor)

Poison Thorns (Ex): Roseblood sprites typically carry a number of arrows tipped with poison-coated thorns. These thorns carry an irritating toxin known as the red rash. This poison has an initial effect of forcing the target to spend 1 round itching and scratching the wound, incapable of taking any other action (treat as dazed). One round later, the target must make another saving throw or 1d2 points of Strength damage. A DC 14 Fortitude save negates these effects. Only roseblood sprites can make these poison thorn-arrows, and they do not willingly give them to other races.

Rose Form (Su): A roseblood sprite can, as a standard action, take the form of a small rose bush. While in this form, the roseblood sprite is immobile but it can perceive its surroundings. It can take no actions other than to revert to sprite form (a free action). Any damage dealt to the bush is applied to the sprite while in this form (AC 6). A roseblood sprite is susceptible to any spell or effect that targets plants while in this form, but it is immune to critical hits and sneak attack damage. A roseblood sprite in rose form automatically fails all Reflex saves. A roseblood sprite can assume the form of a rose bush any number of times per day and can maintain the form indefinitely.

Weapon Familiarity (Ex): Roseblood sprites are automatically proficient with thorn bracers.

Woodland Stride (Ex): As the druid ability.

Rosewood Armor: This suit of leather armor is wrapped in special rose vines. Anyone grappling with a roseblood sprite wearing rosewood armor takes 1d4 points of piercing damage per round. This damage can be prevented by taking a -10 penalty on the combat maneuver check. The rose vines must be watered with at least 1 gallon of water each day or they wither and die, turning the armor into normal leather armor. This armor acts like leather armor in every other way and costs 50 gp.

Thorn Bracer: These sturdy leather bracers are studded with lacquered rose thorns that can be used to pierce foes. A roseblood sprite can attack with these bracers even while holding objects in its hands. When attacking with a thorn bracer, the roseblood sprite loses its shield bonus to AC until its next turn.

A thorn bracer is an exotic light melee weapon that costs 30 gp, deals 1d4 piercing damage (Small) or 1d6 piercing damage (Medium), scores a critical hit on a roll of 20, has a critical multiplier of x2, and weighs 3 lb.

Roseblood King



Roseblood kings (and roseblood queens) are the petty rulers of the [roseblood sprites](#). They are physically similar to their subjects, but stand almost a head taller and dress in regal finery, often wearing crowns of living roses. They are responsible for the continuation of the roseblood sprite race, as only a roseblood king can create new sprites.

Roseblood sprites have a strange form of reproduction. A pair of sprites take the form of rose bushes side by side for one full year, and at the end of that time a third rose bush sprouts between them, which is then transformed into a new roseblood sprite by the king.

Roseblood kings are imperious and haughty, despite living in earthen burrows. They dole out petty titles of nobility for which their subjects compete. Such titles are meaningless excuses to abuse each other, however; only the king makes any real decisions.

Legend tells that the roseblood kings were the first of their kind, created by the god Gozreh and tasked with creating and shepherding the rest of their race. It is thought that there is a set number of roseblood kings in existence, and that when one dies, a common roseblood sprite ascends to become a new king or queen.

ROSEBLOOD KING

CR: 6

XP: 2,400

NE Small fey

Init: +3; **Senses:** Low-light vision; Perception +16

AC: 20, touch 16, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural, +1 size)

hp: 66 (12 HD)

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

DR 5/cold iron; **Resist:** Fire 10

Speed: 30 ft.

Melee: +1 rapier +12/+7 (1d4+3/18-20)

Special Attacks: Sneak attack +4d6

Spell-Like Abilities (CL 9th, concentration +12, +9 melee touch):

At will – *Death knell* (DC 15), *minor image* (DC 15), *obscuring mist*, *sleep* (DC 14), *suggestion* (DC 18), *thorn snare*

1/day – *Poison* (DC 16), *wall of thorns*

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

Base Atk: +6; **CMB:** +7; **CMD:** 21

Feats: Ability Focus (*suggestion*), Combat Expertise, Dodge, Improved Feint, Weapon Finesse, Weapon Focus (rapier)

Skills: Acrobatics +17, Bluff +17, Climb +12, Diplomacy +17, Escape Artist +17, Knowledge (nature) +16, Perception +16, Stealth +21, Survival +9

Languages: Common, Elven, Sylvan

SQ: Awaken sprites, rose form, woodland stride

Environment: Any forest

Organization: Solitary or court (1 plus 6-16 roseblood sprites)

Treasure: Standard (+1 *rosewood armor*)

Awaken Sprites (Su): A roseblood king can create new roseblood sprites from living rose bushes. It can only do this to a fully grown bush he has tended since it sprouted (see below). This ceremony to create a new sprite in this manner requires 8 hours of uninterrupted work.

Rose Form (Su): A roseblood king can, as a standard action, take the form of a large, splendid-looking rose bush. While in this form, the roseblood king is immobile but it can perceive its surroundings. It can take no actions other than to revert to sprite form (a free action). Any damage dealt to the bush is applied to the sprite while in this form (AC 6). A roseblood king is susceptible to any spell or effect that targets plants while in this form, but it is immune to critical hits and sneak attack damage. A roseblood king in rose form automatically fails all Reflex saves. A roseblood king can assume the form of a rose bush any number of times per day and can maintain the form indefinitely.

Weapon Familiarity (Ex): Roseblood kings are automatically proficient with *thorn bracers*.

Woodland Stride (Ex): As the druid ability.

Spell Weaver



Spell weavers are mysterious six-armed beings with an uncanny control over magic. They are exceptionally rare and mysterious, typically encountered only when they appear to steal magic items for unknown purposes. Spell weavers usually act alone, but on rare occasions, small groups of spell weavers perform highly coordinated raids to achieve their objectives, using magic to hide or disguise themselves in humanoid society.

Spell weavers never speak, except to utter a strange language of whistles and clicks as verbal components when they cast spells. They speak only with their own kind, through a silent combination of telepathy, sign language, and the shifting colors and patterns of the chromatic disks that all spell weavers possess, allowing them to convey hours of conversation in mere moments. The only communication spell weavers make with other races is the occasional cryptic, rambling written message left for other races to find after their raids are complete.

Spell weavers with class levels are fairly common. Most take levels as sorcerers, almost exclusively favoring the Arcane bloodline. A few also take levels of rogue or fighter so as to enter the arcane trickster or eldritch knight prestige classes. Divine spellcasters are unknown among spell weavers, as their race is strictly atheistic.

The history and motivations of the spell weaver race is unknown. The very rare cases in which spell weaver communications have been deciphered hint at an ancient empire that vanished mysteriously, and those who try (and inevitably fail) to make telepathic contact with spell weavers sometimes tell of visions of great step pyramids, hundreds of feet tall, amid the temporary insanity induced by the spell weavers' alien minds. Bas reliefs from ruined ziggurats of ancient Ninshabur depict six-armed figures that some sages identify with spell weavers; these beings, called the *annunaki* in the Ninshaburian language, were believed to be a race of gods who helped lift Ninshabur out of barbarism and taught them the secrets of building pyramids.

Finally, though the lost continent of Sarusan is a mystery to sages everywhere, the veil that prevents magical scrying of its location has briefly parted at times, giving diviners passing glimpses of a great triangular structure somewhere in the continent's vast, arid outback. What any of these clues might mean, none can conclusively say.

SPELL WEAVER (Annunaki)

CR: 10

XP: 9,600

N Medium monstrous humanoid

Init: +6; **Senses:** Darkvision 60 ft., *see invisibility*; Perception +20

AC: 25, touch 16, flat-footed 17 (+6 Dex, +7 natural)

hp: 119 (14 HD)

Fort +6, **Ref** +15, **Will** +12

Defensive Abilities: Shielded mind; **Immune:** Mind-affecting effects; **SR** 21

Speed: 30 ft.

Melee: 6 slams +13 (1d4-1)

Special Attacks: Spell weaving

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

Constant - *See invisibility*

At will - *Detect magic, invisibility*

1/day - *Plane shift* (DC 21)

Spells Known (CL 10th, concentration +14, ranged touch +20):

5th (3/day) - *Cone of cold* (DC 20)

4th (6/day) - *Dimension door, stonewall*

3rd (7/day) - *Dispel magic, fly, haste*

2nd (7/day) - *Alter self, blur, resist energy, scorching ray*

1st (7/day) - *Burning hands* (DC 16), *identify, jump, magic missile, shield*

0 (at will) - *Dancing lights, flare, light, mage hand, message, prestidigitation, ray of frost, resistance, touch of fatigue* (DC 14)

Str 9, **Dex** 22, **Con** 15, **Int** 18, **Wis** 17, **Cha** 18

Base Atk: +14; **CMB:** +13; **CMD:** 29

Feats: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Spell Focus (evocation), Spell Penetration, Toughness

Skills: Fly +20, Knowledge (arcana, planes, one other) +21, Perception +20, Spellcraft +21, Stealth +23, Use Magic Device +21

Languages: Aklo, Common, Draconic, Elven, Undercommon (can't speak); telepathy 1,000 ft. (with other spell weavers only)

SQ: Arcane training, chromatic disk

Environment: Any land

Organization: Solitary or raid (3-6)

Treasure: Double

Arcane Training (Ex): All Knowledge skills, Spellcraft, and Use Magic Device are always class skills for a spell weaver.

Chromatic Disk: A spell weaver is never without its chromatic disk. This 6-inch-diameter indestructible disk glows with colors that slowly shift through the spectrum. This object stores ten additional spell levels of energy that the creature can tap and use as it wishes - the spell weaver could, for example, cast two extra 5th-level spells in a day, or three 3rd-level spells and one 1st-level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th level. (For this purpose, two 0-level spells are equivalent to one 1st-level spell.) To tap this spell energy, a spell weaver must hold the chromatic disk in at least one of its hands. The disk automatically recharges itself to full power whenever the spell weaver rests to regain its spell slots. A spell powered by the disk is cast as though the caster had the Spell Focus feat for the spell in question.

Only a spell weaver can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device skill, for instance), it explodes, dealing 4d10 points of damage to everything within a 30-foot radius.

Shielded Mind (Ex): Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed at a Will save (DC 21) or be affected as if by a *confusion* spell (caster level equals spell weaver's effective sorcerer level) for 1d6 days. This effect can be dispelled or removed with a heal effect. The save DC is Charisma-based.

Spell Weaving (Ex): These beings are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th-level spell, one 4th-level and one 2nd-level spell; one 3rd-level and three 1st-level spells; six 1st-level spells; or any combination of spells whose levels add up to six or less. (A single 0-level spell occupies one arm.)

Spider, Inferno



Inferno spiders are deadly predators native to the Plane of Fire. These elemental arachnids are composed of living magma encased in a semi-cooled basalt shell with long, spindly legs. Liquid fire drips from their vicious fangs, and their eight eyes burn like hot coals. Building burning webs or skimming across the molten landscape like gigantic water striders, inferno spiders are apex predators feared by the plane's weaker natives.

Inferno spiders possess near-human intelligence and seek out powerful masters to serve, increasing their chances of survival. They swarm by the thousands in the Auroric Palace of Ymeri, the Elemental Lady of Fire. Many have emigrated to the Abyss to serve Flauros, the demon lord of fire and volcanoes. In the absence of a divine patron, inferno spiders are content to serve high-level clerics, druids, and mages with an affinity to fire.

Although as outsiders inferno spiders do not require food to survive, they nonetheless feel a constant hunger to stoke their internal fires. Inferno spiders can survive indefinitely without food, but they become increasingly feral and maddened the longer they go without eating.

Inferno spiders can live forever if not killed, growing ever larger, but after several decades they begin to feel the need to mate. Inferno spiders are neither male nor female, and reproduce in a singularly strange fashion: two courting inferno spiders fall into a ritualistic dance in which they circle each other for days, their legs intertwined as they feel each other out. At the end of the ritual, they charge each other, whereupon they collide and explode, giving birth to hundreds of tiny young. Newborn inferno spiders are highly vulnerable and are eaten voraciously by other predators (and each other), but enough always survive to adulthood.

INFERNO SPIDER

CR: 8

XP: 4,800

N Large outsider (elemental, extraplanar, fire)

Init: +7; **Senses:** Darkvision 60 ft., tremorsense 60 ft.; Perception +17

AC: 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp: 95 (10 HD)

Fort +11, **Ref** +6, **Will** +9

Defensive Abilities: Fire shield; **DR** 5/-; **Immune:** Elemental traits, fire

Weakness: Vulnerability to cold

Speed: 40 ft., climb 40 ft.

Melee: Bite +15 (2d6+9 plus caustic poison)

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

Special Attacks: Caustic poison, flame web (+12 ranged, DC 19, 10 hp; see below)

Str 23, **Dex** 16, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk: +14; **CMB:** +17; **CMD:** 31 (43 vs. trip)

Feats: Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack

Skills: Acrobatics +16, Climb +27, Perception +17, Stealth +12; **Racial Modifiers:** +4

Perception

Languages: Ignan

Environment: Any (Plane of Fire)

Organization: Solitary or pair

Treasure: None

Caustic Poison (Su): Bite – injury; save Fort DC 19, frequency 1/round for 6 rounds, effect 1d6 fire damage, cure 2 consecutive saves. Immunity to fire or poison, saving throw bonuses against poison, and resistance to fire all apply against an inferno spider's caustic poison.

Fire Shield (Su): An inferno spider's body produces tremendous heat. Any creature that strikes or touches an inferno spider with its body or a weapon, or that grapples an inferno spider, automatically takes 1d6 points of fire damage. A creature takes damage from this ability only once per turn.

Flame Web (Ex): An inferno spider can create a web much like ordinary spiders, except that it has a maximum range of 100 feet and a range increment of 20 feet. Each round, at the end of the inferno spider's turn, an entangled creature takes 2d6 points of fire damage. If any part of the flame web takes 5 or more points of cold damage, the flame is extinguished and the web becomes cold and brittle, reducing the difficulty of the Escape Artist check to escape to DC 15 and the Strength check to burst the web to DC 19.

Steeder



Though they favor giant beetles as mounts and beasts of burden, duergar are not above breeding other types of monstrous vermin. Among the most widely-used such creatures are steeders, giant intelligent spiders capable of becoming invisible like their gray dwarf keepers.

A steeder resembles a massive tarantula almost the size of a horse, covered in dark gray hair, with seven staring black eyes like billiard balls. Unlike most spiders, steeders walk on only six legs; their foremost pair of limbs have developed into an extra pair of jaws beside their pedipalps which they use to grapple with their prey.

Steeders were bred by the duergar long ago from giant spiders bought from the drow. Duergar usually treat steeders very well, better even than their humanoid slaves. The duergar outfit steeders with leather saddles and use prods and straps to control their movement, but steeders are fairly intelligent and need little direction. Steeders share their creators' ability to become invisible, and mount and rider often employ this ability for surprise attacks. Feral steeders may be found lurking around the edges of duergar settlements.

STEEDER

CR: 4

XP: 1,200

N Large magical beast

Init: +1; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +14

AC: 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp: 42 (5 HD)

Fort +7, **Ref** +5, **Will** +4

Speed: 40 ft., climb 20 ft.

Melee: Bite +9 (1d8+7 plus grab and poison)

Space: 10 ft.; Reach: 5 ft.

Spell-Like Abilities (CL 12th, concentration +10):

1/day – *Invisibility*

Str 20, **Dex** 12, **Con** 17, **Int** 5, **Wis** 13, **Cha** 6

Base Atk: +5; **CMB:** +10 (+12 bull rush, +14 grapple); **CMD:** 21 (25 vs. bull rush, 29 vs. trip)

Feats: Improved Bull Rush, Iron Will, Power Attack

Skills: Acrobatics +9, Climb +12, Perception +14, Stealth +7; **Racial Modifiers:** Acrobatics +8, Perception +8, Stealth +4

Languages: Dwarven (can't speak)

Environment: Underground

Organization: Solitary or nest (2-5)

Treasure: None

Poison (Ex): Bite – injury; save Fort DC 17, frequency 1/round for 6 rounds, effect 1d2 Strength damage, cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Su-monster



Centuries ago, a powerful wizard, Suresh Surayam, created the first su-monsters to protect his fortress in the Sikari Jungle of northern Vudra. Surayam was under siege from an alliance of occultists who wished to plunder the wizard's trove of wondrous treasures, and he wished for sentinels who could locate and destroy the occultists' infiltrators. Through unknown means, he magically altered common macaque monkeys from the surrounding jungle, greatly increasing their size and ferocity and imbuing them with a measure of psychic ability.

At first the su-monsters did their job admirably, ripping apart the occultists' agents. As time went on, however, they became increasingly feral, violent, and destructive. In the end, Surayam could not control his own creations, and they ripped him to shreds. The su-monsters infested the jungle and spread throughout Vudra and southern Casmaron, and today Surayam's fortress stands empty, surrounded by miles of monster-infested jungle.

A su-monster resembles a huge human-sized monkey with gray fur and a long tail. Its viciously clawed hands and fanged face are hairless, revealing their bright red skin. Su-monsters have a gaunt, almost skeletal appearance regardless of how well-fed they are.

Su-monsters live in clans of up to two dozen individuals, made up of numerous mated pairs and their offspring. The simian monsters frequently patrol their territory and brutally attack and kill any humanoid intruders, reserving special fury for psychic creatures, including other clans of su-monsters. Each clan is led by a single su-alpha of great size and strength who violently keeps his or her subjects in their place.

SU-MONSTER

CR: 5

XP: 1,600

CE Medium magical beast

Init: +2; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +8

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

hp: 51 (6 HD)

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

Speed: 30 ft., climb 30 ft.

Melee: Bite +12 (1d6+5), 2 claws +12 (1d4+5)

Special Attacks: Rend (2 claws, 1d4+7)

Psychic Magic (CL 5th, concentration +5):

7 PE - *Detect magic* (0 PE), *haste* (1 PE), *mind thrust III* (3 PE, DC 13)

Str 20, **Dex** 16, **Con** 16, **Int** 3, **Wis** 12, **Cha** 11

Base Atk: +6; **CMB:** +11; **CMD:** 24

Feats: Iron Will, Skill Focus (Perception), Skill Focus (Stealth)

Skills: Acrobatics +7, Climb +17, Perception +8, Stealth +7

Environment: Warm forests

Organization: Solitary, family (2-4), pack (6-11), or clan (11-22)

Treasure: None

SU-ALPHA (CR 7)

Su-monsters grow larger and more powerful as they age, and their psionic abilities grow stronger as well. Su-alphas have the advanced and giant simple templates, gain Improved Bull Rush as a bonus feat, and gain the following special attack.

Psychic Blast (Su): Once per day as a standard action, with a terrible howl, a su-alpha can blast the minds of its enemies with a powerful mental attack. All creatures in a 30-foot cone must make a DC 15 Will save or become stunned for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Symbiont Subtype

Creatures with the symbiont subtype can join with a host creature. A symbiont occupies part of the host creature's body – sometimes, but not always, limiting the number of magic items the host can use in the same way a magic item does. Like intelligent magic items, symbionts have Ego scores, which reflect their strength of will and drive for power. Symbionts with high Ego scores, like magic items of similar sort, can sometimes take control of their host creatures.

The ego score of a symbiont is determined in the same way as that of a magic item, and listed in each symbiont's entry in the Abilities line. Add the symbiont's Intelligent, Wisdom, and Charisma bonuses (if any) to determine its base Ego score. Add 1 for each special quality and 2 for each special attack. Add 4 if the symbiont is an outsider.

If the host creature does not share the symbiont's alignment and goals, a conflict results between the symbiont and the host creature. Similarly, a symbiont with an Ego score of 20 or higher always considers itself superior to its host, and a personality conflict results if the host does not always agree with the symbiont.

When a personality conflict occurs, the host must make a Will saving throw (DC = symbiont's Ego score). If the host creature succeeds, it is dominant. If the host fails, the symbiont is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the symbiont or the host, and so on – GM's discretion). Should a symbiont gain dominance, it directly controls the host creature's actions until the host regains dominance. For more information on ego conflicts, see Items against Character on page 535 of the *Core Rulebook*.

Symbiont Traits: When joined with a host, a symbiont gains a number of benefits. It acts on its host's turn each round, regardless of its own initiative modifier. It is not flat-footed unless its host is, and it is aware of any danger its host is aware of.

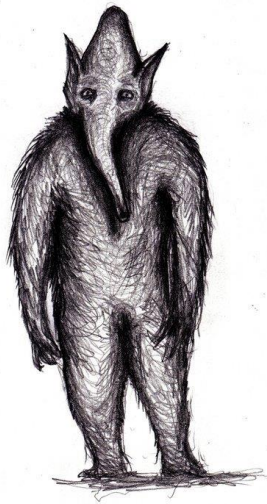
If a symbiont is attached to a visible part of the host creature's body, opponents can attack the symbiont itself instead of its host creature. This works the same way as attacking an object: The symbiont gains the benefit of the host's Dexterity modifier to AC instead of its own, and gains any deflection bonus to AC the host has as well. Its own size modifier and natural armor bonus, if any, apply. Attacking a symbiont instead of its host provokes an attack of opportunity from the host.

A symbiont never takes damage from attacks directed at the host. Like a worn magic item, a symbiont is usually unaffected by spells that damage the host, but if the host rolls a 1 on its saving throw, the symbiont is one of the "items" that can be affected by the spell (see Items Surviving after a Saving Throw, page 217 of the *Core Rulebook*). A symbiont uses its host's base saving throw bonuses if they are better than its own.

Share Spells (Su): Any spell the host creature casts on itself automatically also affects the symbiont. Additionally, the host can cast a spell with a target of "You" on its symbiont instead of

on itself. Likewise, a symbiont can choose to have any spell or spell-like ability it uses on itself also affect the host creature, and can cast a spell with a target of “You” on its host instead of on itself. The host and symbiont can share spells even if the spells normally do not affect creatures of the host’s or symbiont’s type. Spells targeted on the host by another spellcaster do not affect the symbiont, and vice versa.

Tamduan



Tamduan

This strange shaggy biped stands as tall as a human child. It has a conical head with pointed ears and an elephant-like trunk. Its arms are muscular and its hands are clawed.

A tamduan is a type of strange alien humanoid that travels the cosmos in search of cool, wet forest habitats. Their home planet was located orbiting a distant star and was destroyed in a catastrophe, creating the wandering species known today. They travel the stars not through technology, but by transforming their bodies into asteroids and launching themselves into space. When a tamduan makes planet-fall, its first instinct is typically to breed and start a family.

Tamduans appear mammalian, but they lay eggs, which they do asexually. A tamduan is a proud and caring parent, and will launch itself into a campaign of bloody revenge if its eggs are destroyed or taken. Such a tamduan is frequently beyond reasoning with and becomes a danger to innocent creatures in its vicinity. Most tamduans, however, are genial if buffoonish creatures. They are obsessed with both music and food, and offerings of one or both are a sure way to befriend a tamduan.

In combat, a tamduan uses its myriad spell-like abilities to disrupt and confuse its opponents. They are immensely strong for their size, and rarely use weapons even if they are available. A favorite tactic is to cloak the battlefield with magical fog, which the tamduans can see through with ease using their mistsight.

A tamduan stands about three feet high and weighs a little more than 100 pounds. Due to their love of food, they tend towards fatter body shapes, but even the fattest tamduans are powerful combatants. The tamduan language is composed of growls and hoots and can be difficult to pronounce by creatures without a trunk.

Tamduan CR 3

XP 800

CN Small monstrous humanoid

Init +5; **Senses** darkvision 60 ft., low-light vision, mist-sight, Perception +6, scent
Defense

AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +3 natural)

hp 32 (5d10+5)

Fort +2, **Ref** +5, **Will** +4; +4 vs. sonic and language-dependent effects

Defensive Abilities sound resistance

Offense

Speed 20 ft. (4 squares)

Melee 2 claws +9 (1d4+3)

Spell-like Abilities CL 5th, concentration +7 (+11 casting defensively)

At will—*dancing lights*, *ghost sound* (DC 12), *mage hand*, [*telekinetic projectile*](#)

3/day—[*distracting cacophony*](#), *fog cloud*, *major image* (DC 15), [*solid note*](#), *sound burst* (DC 14), *spider climb*

1/day—*hypnotic pattern* (DC 14), *scare* (DC 14), *telekinesis* (DC 17)

Statistics

Str 16, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 15

Base Atk +5; **CMB** +7; **CMD** 18

Feats Combat Casting, Improved Initiative, Power Attack

Skills Climb +9, Intimidate +8, Perform (sing) +5, Perception +6, Stealth +11

Languages Tamduan, telepathy 100 ft.

SQ meteoric starflight

Ecology

Environment cold and temperate forests

Organization solitary or family (2-20)

Treasure standardSpecial Abilities

Meteoric Starflight (Su) Over the course of 1 minute, a tamduan can turn itself into a hovering rock-like object, then blast itself into space. In this meteoric form, it has hardness 8, can make no attacks, and requires no food, water or air. In this form, it can fly at a speed of 300 ft. with perfect maneuverability, and can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the tamduan knows the way to its destination.

Sound Resistance (Ex) A tamduan gains a +4 bonus on all saving throws against sonic and language dependent effects.

Therianthrope, Hyenawere



Hyenaweres are hyenas that can take the shape of men and women, evil creatures who use subterfuge to lull their victims into a false sense of security before devouring them. Disguising themselves as humans, hyenaweres slip into townships using their charming voices to win the hearts of the people. A favorite trick is to shower gifts and praise on a “long-lost relative” before luring them out into the wild to kill and eat the poor lost soul.

In its true form, a hyenawere resembles a large, robust hyena at first glance, but a closer inspection reveals a second, humanlike mouth on the back of its neck. It keeps this second mouth in all its forms, though in human form it is usually obscured by a thick mane of hair. A hyenawere’s second mouth mimics the lip movements of the primary mouth but makes no sound.

Hyenaweres live in small family groups to whom they are fiercely loyal. An alpha female rules the pack, with the remaining hyenaweres acting as hunters and infiltrators. A hyenawere without a pack often seeks out a tribe of gnolls and uses her charming voice to take control, posing as a herald of Lamashtu (whom the hyenaweres revere as their creator but do not actively worship). Hyenaweres despise [werehyenas](#) and attack the lycanthropes on sight.

HYENAWERE

CR: 4

XP: 1,200

NE Medium magical beast (shapechanger)

Init: +3; **Senses:** Darkvision 60 ft., low-light vision, scent; Perception +9

AC: 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)

hp: 42 (5 HD)

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

DR 5/cold iron; **Immune:** Charm

Speed: 30 ft.

Melee: Mwk scimitar +10 (1d6+4/18-20), bite +5 (1d6+2 plus grab); or bite +10 (1d6+6 plus grab)

Special Attacks: Charming voice

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

Constant – *Pass without trace*

Str 19, **Dex** 16, **Con** 17, **Int** 12, **Wis** 12, **Cha** 15

Base Atk: +5; **CMB:** +9 (+13 grapple); **CMD:** 22 (26 vs. trip in hyena form)

Feats: Alertness, Power Attack, Weapon Focus (bite)

Skills: Acrobatics +7, Bluff +9 (+13 vs. hyenas), Perception +9, Sense Motive +3, Stealth +7, Survival +8; **Racial Modifiers:** +2 Bluff, +2 Survival

Languages: Common

SQ: Change shape (human, hybrid, and hyena; *polymorph*), hyena empathy, weapon intuition

Environment: Warm plains

Organization: Solitary, pair, hunt (1-2 hyenaweres and 3-8 hyenas), or pack (2-5 plus 3-12 hyenas)

Treasure: Standard (mwk studded leather armor)

Change Shape (Su): A hyenawere has three forms. Its natural form is that of a hyena, but it can also take the form of a human or a human-hyena hybrid. A hyenawere's human form is fixed – it cannot assume different human forms. A hyenawere can use its charming voice in any of its forms. In its hybrid form, a hyenawere can make a bite attack as a secondary attack, while in human form it lacks its bite attack entirely. A hyenawere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its hyena form.

Charming Voice (Su): As a standard action, a hyenawere can use a *charm person* effect (as the spell, CL 5th) on any creature within 30 feet that can hear its voice (Will DC 14 negates). A creature that successfully saves is immune to that hyenawere's charming voice for 24 hours. The save DC is Charisma-based.

Hyena Empathy (Ex): A hyenawere can communicate and empathize with hyenas and dire hyenas, and can use Bluff as if it were Diplomacy to change a hyena's attitude, receiving a +4 racial bonus to do so.

Weapon Intuition (Ex): A hyenawere is proficient with simple and martial melee weapons.

Therianthrope, Wolfwere



In the deep forest, a lone traveler may come across a traveling minstrel or beautiful maiden who asks to share their company for a time. All seems well at first, until the stranger begins to sing a strange, soothing song. The traveler's feet grow heavy and each footstep takes a herculean effort. Before long, the ensorcelled unfortunate feels a predator's razor-sharp claws around his windpipe, and the wolfwere has claimed another victim.

Wolfweres are wolves with the ability to assume humanoid form. They are not werewolves, and are enraged by the very suggestion: wolfweres are a race unto themselves, not a curse passed from victim to victim like werewolves. In its true form, a wolfwere appears as a perfectly normal, if particularly strong and robust, wolf. Additionally, it can take the form of a monstrous human/wolf hybrid or shift into the shape of almost any humanoid. The wolfwere can vary its humanoid form, but usually prefers an attractive or harmless-looking shape to lull its victims into a false sense of security.

Wolfweres organize into packs like wolves, with an alpha male and alpha female leading the others. A pack of wolfweres may disguise themselves as a troop of traveling musicians and pick off young and weak humanoids from the settlements they come across. Lone wolfweres are not uncommon, and these are among the most vicious and hateful, seeking out victims to kill out of sheer spite.

According to legends of the Green Faith, wolfweres were created by an ancient nature deity as shepherds, keeping the humanoid races strong by culling the weak and keeping them confined to their proper places. As humanoid cultures grew stronger and built kingdoms and empires, the wolfweres could no longer keep up with their charges and grew bitter and resentful of their duty. Now they lash out violently at those they were created to protect, exulting in death and slaughter.

Wolfweres have little concept of religion, and those few of a spiritual bent prefer druidism over worship of gods. They despise the demon lord Jezelda, whom they believe stole their gift of shapeshifting and gave it to unworthy humans – the first werewolves.

WOLFWERE

CR: 5

XP: 1,600

CE Medium magical beast (shapechanger)

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

AC: 18, touch 11, flat-footed 16 (+2 Dex, +6 natural)

hp: 59 (7 HD)

Fort +8, **Ref** +4, **Will** +3

DR 10/cold iron; **SR** 15

Speed: 40 ft.

Melee: +1 *longsword* +11/+6 (1d8+4/19-20), bite +9 (1d6+1 plus trip); or bite +11 (1d6+4 plus trip)

Ranged: Mwk composite shortbow (+3 Str) +8 (1d6+3/x3/70 ft.)

Special Attacks: Song of weariness

Combat Gear: 20 arrows

Str 17, **Dex** 15, **Con** 16, **Int** 14, **Wis** 12, **Cha** 15

Base Atk: +7; **CMB:** +10; **CMD:** 22 (26 vs. trip in wolf form)

Feats: Combat Reflexes, Combat Expertise, Improved Initiative, Weapon Focus (bite), Multiattack^B

Skills: Bluff +8 (+12 vs. wolves), Diplomacy +5, Perception +11, Perform (string) +6, Stealth +12, Survival +6; **Racial Modifiers:** +2 Bluff, +2 Survival

Languages: Common, Sylvan

SQ: Change shape (any Small or Medium humanoid, hybrid, or wolf; *polymorph*), weapon intuition, wolf empathy

Environment: Cold or temperate forests

Organization: Solitary, pair, or pack (2-5 plus 2-16 wolves)

Treasure: Standard

Change Shape (Su): A wolfwere has three forms. Its natural form is that of a wolf, but it can also take the form of a Small or Medium humanoid or a human-wolf hybrid. A wolfwere's humanoid form is not fixed – it can assume as many different humanoid forms as it desires. A wolfwere can use its song of weariness in any of its forms. In its hybrid form, a wolfwere can make a bite attack as a secondary attack, while in humanoid form it lacks its bite attack entirely. A wolfwere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its wolf form.

Song of Weariness (Su): As a standard action, a wolfwere can sing a haunting melody. All enemies within a 90-foot radius must succeed at a DC 15 Will save or be *slowed* for 1d4+4 rounds as the spell (CL 5th). If the save is successful, that creature cannot be affected again by that wolfwere's song for one day. This is a sonic, mind-affecting effect.

Weapon Intuition (Ex): A wolfwere is proficient with simple and martial weapons.

Wolf Empathy (Ex): A wolfwere can communicate and empathize with wolves, and can use Bluff as if it were Diplomacy to change a wolf's attitude, receiving a +4 racial bonus to do so.

Thorn



Thorns are fanatical guardians of nature and the fey people. Many are soldiers employed by fairy kings and queens or the godlike Eldest, but many more are wandering knights-errant who seek out other fey to protect. Many a sprite or pixie that has gotten itself into trouble can call on a patrol of thorns to bail them out, and some ancient dryads attract thorn guardians to their groves.

Thorns are thin and wiry, and they stand only a little over three feet tall, with gnarled green skin and woody brown spikes in place of their hair. They are spirits of spiny plants such as roses, acacias, nettles, and blackberry, and wear tunics woven from the leaves of their ancestral plant. Thorns wield distinctive wooden longswords carefully cultivated from enormous rose bushes on the First World.

Although they are canny warriors, thorns avoid direct attacks in favor of stealth and sneak attacks. They have no love for evil fey such as redcaps and gremlins, but will never willingly fight against them, for their protection extends to all fey regardless of creed. Thorns have a strange connection to the vicious [roseblood sprites](#), but neither race will speak openly about the other.

THORN

CR: 4

XP: 1,200

NG Small fey

Init: +6; **Senses:** Low-light vision; Perception +9

AC: 19, touch 13, flat-footed 17 (+1 size, +2 Dex, +3 natural, +2 armor, +1 shield)

hp: 39 (6 HD)
Fort +5, Ref +7, Will +5
DR 5/cold iron

Speed: 20 ft.
Melee: Longsword +8 (1d6+3/19-20)
Ranged: Longbow +6 (1d6/x3)
Special Attacks: Sleep arrows (DC 16), sneak attack +2d6
Combat Gear: 20 sleep arrows

Str 16, Dex 15, Con 17, Int 10, Wis 10, Cha 13
Base Atk: +3; **CMB:** +5; **CMD:** 17
Feats: Improved Initiative, Stealthy, Weapon Focus (longsword)
Skills: Diplomacy +10, Escape Artist +14, Perception +9, Sense Motive +9, Stealth +16, Survival +6
Languages: Common, Sylvan

Environment: Temperate forests
Organization: Solitary, pair, or patrol (3-5)
Treasure: Standard (leaf armor [same stats as leather], buckler)

Sleep Arrows (Ex): Thorns carry the sleep arrows commonly used by pixies. Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Thoul



Thouls are the result of arcane experimentation, unnatural hybrids of trolls and hobgoblins twisted with unholy energies. They combine a hobgoblin's military discipline, a troll's regenerative powers, and a ghoul's deadly touch.

A thoul looks like a hobgoblin with a distended jaw filled with pointed fangs and razor-sharp claws on its hands and feet. Its skin is typically an ashen gray. Most thouls are armed with only simple weapons such as clubs, but the most accomplished thoul warriors are outfitted with proper weapons and armor like their hobgoblin progenitors. Such thoul leaders may have the advanced simple template or class levels, usually as fighters or rangers.

Thouls are shock troops and bodyguards in hobgoblin legions; they are fanatically loyal to whoever commands them. Despite their greater power, they rarely take control of hobgoblins due to their shallow intellects and dull force of character. They exist in a constant state of pain and lash out violently on their masters' commands.

Thouls are a race new to Golarion. They first appeared roughly 80 years ago, not long after the creation of the hobgoblin empire of Kaoling. They are thought to be the creation of a heretical cult of hobgoblin wizards from the fabled subterranean city of Rakh Lo, sold to their cousins in Kaoling for the price of the warlord's ear. The cult is rumored to be in possession of the *Cantorian Spring*, the same artifact that created the hobgoblins themselves millennia ago.

THOUL**CR:** 3**XP:** 800**LE Medium humanoid (goblinoid)****Init:** +1; **Senses:** Darkvision 60 ft., scent; Perception +9

AC: 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)**hp:** 32 (5 HD); fast healing 2**Fort** +3, **Ref** +5, **Will** +2**Defensive Abilities:** Negative energy affinity

Speed: 40 ft.**Melee:** Club +5 (1d6+2), bite +3 (1d6+1 plus paralysis), claw +3 (1d4+1 plus paralysis); or bite +5 (1d6+2 plus paralysis), 2 claws +5 (1d4+2 plus paralysis)**Special Attacks:** Paralysis (1d4+1 rounds, DC 14, elves are immune)

Str 15, **Dex** 12, **Con** 15, **Int** 8, **Wis** 12, **Cha** 9**Base Atk:** +3; **CMB:** +4; **CMD:** 15**Feats:** Skill Focus (Intimidate), Multiattack, Skill Focus (Perception)**Skills:** Intimidate +4, Perception +9, Stealth +9; **Racial Modifiers:** +4 Stealth**Languages:** Goblin

Environment: Any temperate and warm land and underground**Organization:** Squad (2-5), band (10-20 plus 20% non-combatants plus 1 3rd level leader per 5 adults), or troupe (3-12 thouls plus 1-6 hobgoblins plus 1 hobgoblin chieftain of 6th level or higher)**Treasure:** Club

Negative Energy Affinity (Ex): A thoul is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.

Thri-kreen

The thri-kreen, commonly known as mantis warriors, are alien and inscrutable. Though they seem like bloodthirsty monsters to outsiders, they are tightly-knit hunters with their own strange sense of nobility and honor. Living only thirty years at the most, thri-kreen seek to live every moment to its fullest.

A thri-kreen resembles a bipedal praying mantis covered in sandy yellow chitin, standing erect on one pair of legs and using the upper four as arms. Their huge compound eyes and clicking mandibles (through which they can inject a potent venom) make it difficult for thri-kreen to express emotion to other humanoids, though they have the same range of feelings as most sentient creatures. Thri-kreen see no use for clothing aside from simple harnesses for carrying equipment. They do not require sleep and are active at both day and night.

Though they appear cold and emotionless, thri-kreen form deep and intimate bonds with their clutch-mates, caring for each other from the day they hatch to death. In rare cases, thri-kreen, especially orphans, have been known to “adopt” groups of humanoids as clutch-mates and form bonds almost as close as with their own kind. Thri-kreen are nomads, carrying their hide tents from place to place and building no permanent settlements. Almost all thri-kreen spellcasters are druids or psychics, as they have little aptitude for arcane magic and are baffled by the human-like deities of other races.

As insects, thri-kreen prefer warm environments, the drier the better. They can be found in small bands roaming deserts throughout Golarion’s tropics, from southwestern Arcadia to Garund’s great northern desert and even as far as Sarusan’s vast outback. They are even more common on Akiton, thriving across the Red Planet’s equatorial zone. However, thri-kreen are in fact native to Castrovel, the second planet from the sun. The thri-kreen of Golarion and Akiton are descended from outcasts of the Kreen Empire, a small but powerful polity that shares a continent with the Formian Colonies. Many more varieties of kreen inhabit Castrovel, most notably the highly cultured tohr-kreen and the spacefaring zik-chil.

THRI-KREEN (Mantis Warrior)

CR: 1

XP: 400

CN Medium monstrous humanoid

Init: +2; **Senses:** Darkvision 60 ft.; Perception +6

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

hp: 11 (2 HD)

Fort +0, **Ref** +5, **Will** +4

Immune: Sleep

Speed: 40 ft.

Melee: Longspear +3 (1d8+1/x3), 2 claws +1 (1d4), bite +1 (1d4 plus poison); or 4 claws +3 (1d4+1) and bite +3 (1d4+1 plus poison)

Ranged: Javelin +4 (1d6+1/20 ft.)

Space: 5 ft.; **Reach:** 5 ft. (10 ft. with long spear)

Psychic Magic (CL 1st, concentration -1):

6 PE - *Chameleon stride* (2 PE), *know direction* (0 PE)

Spell-Like Abilities (CL 1st, concentration -1):

1/day - *Magic fang* (thri-kreen's own claws only)

Str 12, **Dex** 14, **Con** 11, **Int** 8, **Wis** 12, **Cha** 7

Base Atk: +2; **CMB:** +3; **CMD:** 15

Feats: Deflect Arrows^B, Multiattack

Skills: Acrobatics +4 (+14 to jump), Climb +6, Perception +6, Stealth +2 (+6 in sandy terrain); **Racial**

Modifiers: +10 Acrobatics to jump, +4 Stealth in sandy terrain

Languages: Common, Kreen

SQ: Jumper, thri-kreen magic, weapon familiarity

Environment: Warm desert

Organization: Solitary or pack (5-10)

Treasure: Standard

Jumper (Ex): A thri-kreen is always considered to have a running start when attempting Acrobatics checks to jump.

Poison (Ex): Bite - injury; save Fort DC 11, frequency 1/round for 2 rounds, initial effect 1d6 Dex, secondary effect paralyzed for 2d6 minutes, cure 1 save. A thri-kreen can use its poison bite once per day.

Thri-kreen Magic (Ex): The caster level for a thri-kreen's psychic magic and spell-like abilities is ½ its Hit Dice (minimum 1st level). A thri-kreen with CL 5th or higher replaces *magic fang* with *greater magic fang*, usable only on its own claws.

Weapon Familiarity (Ex): The gythka and chatkcha (see below) are martial weapons for thri-kreen.

THRI-KREEN EQUIPMENT

Thri-kreen manufacture unique weapons from *dasl*, a crystalline resin made from their own congealed venom (thri-kreen venom becomes inert as it solidifies) mixed with rare herbs. The best known thri-kreen weapons are the *gythka* and the *chatkcha*. These are exotic weapons for most races, but thri-kreen treat them as martial weapons.

Chatkcha: A chatkcha is a crystal throwing wedge which returns to its thrower if it misses its target. To catch a returning chatkcha, the thrower must make an attack roll (as if he or she were throwing the chatkcha) and hit AC 10. Failure indicates that the chatkcha lands in a randomly determined square adjacent to the thrower (if the thrower is proficient) or 1d4 squares away in a random direction (if not proficient).

Cost: 1 gp; **Dmg (S):** 1d4; **Dmg (M):** 1d6; **Critical:** 18-20/x2; **Range:** 20 ft.; **Weight:** 2 lb.; **Type:** Piercing; **Special:** –.

Gythka: A gythka is a polearm with a crystal blade at each end. A thri-kreen can wield two gythkas at once as double weapons due to its four arms, but takes penalties as if its off-hand weapon were a one-handed weapon, not a light weapon.

Cost: 60 gp; **Dmg (S):** 1d8/1d8; **Dmg (M):** 1d10/1d10; **Critical:** x2; **Range:** –; **Weight:** 25 lb.; **Type:** Slashing; **Special:** Double.

Turtle

Turtles are, as their name implies, a race of sentient humanoid chelonians. They are a peaceful people who seek to live in harmony with nature, but their placidity is not weakness - they are capable of forming nigh-unconquerable bulwarks against those who would do them harm.

Turtles are not a technologically advanced people. They live in small tribal villages of up to 300, consisting of a cluster of simple mud and thatch huts, typically beside a marsh or river delta. Sentry huts equipped with a warning gong or conch shell horn form a perimeter 200-300 yards away from the central cluster. Turtles are hunter-gatherers, subsiding mainly on wild grains and tubers, fish, and molluscs, which they find very easy to harvest thanks to their great underwater endurance.

Turtle society is egalitarian, with no particular division of gender roles. Their leaders are chosen democratically every summer solstice and serve for one year; departing turtle leaders must wait five years before seeking leadership again. Defense is left to the tribe's warriors, usually monks who almost universally follow the way of the sacred mountain, emphasizing defense over speed. Turtle fighters and rangers are also common. Turtle medicine-folk see to their tribe's spiritual needs, and are usually adepts or druids. Rumors of ninja turtles remain unconfirmed.

The turtle people are endemic to Arcadia, where they live harmoniously with the native humans, engaging in trade and mutual defense. Turtles living near the Chelish colony of Anchor's End have come in conflict with the invaders, who see them as ideal slaves due to their great resilience. Turtle slaves are forced to endure the horrifying passage across the Arcadian Ocean in bondage, where they are sold to the highest bidder in Avistan. Some lucky souls have escaped their bonds and dedicated their lives to helping free other slaves, with a few even joining the Eagle Knights of Andoran.

Turtles have two closely-related "sister" races: the tortoise-like crucians of the desert and the evil snappers.

TORTLE

CR: ½

XP: 200

Turtle monk 1

LN Medium humanoid (reptilian)

Init: +0; **Senses:** Low-light vision; Perception +6

AC: 14, touch 10, flat-footed 14 (+4 natural)

hp: 12 (1 HD)

Fort +7, **Ref** +2, **Will** +4

Speed: 20 ft., swim 30 ft.

Melee: Unarmed strike +2 (1d6+2; flurry of blows +1/+1) or nunchaku +2 (1d6+2; flurry of

blows +1/+1)

Ranged: Javelin +0 (1d6+2/30 ft.)

Combat Gear: 4 javelins

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

Base Atk: +0; **CMB:** +2 (+4 disarm with nunchaku); **CMD:** 12

Feats: Deflect Arrows^B, Endurance^B, Great Fortitude, Improved Unarmed Strike^B, Stunning Fist^B (DC 12)

Skills: Climb +6, Perception +6, Sense Motive +6, Stealth +4, Swim +10

Languages: Common, Turtle

Environment: Temperate swamps

Organization: Solitary, bale (4-9), war-bale (10-24), or tribe (30-300 plus 50% noncombatants plus 1 3rd-level shaman per 20 adults, 1-2 subchiefs of 4th-5th level, 1 leader of 6th-level, and 1-2 tojanidas or 2-3 seacats)

Treasure: NPC gear

TURTLE CHARACTERS (11 RP)

+2 Constitution, +2 Wisdom, -2 Dexterity (0 RP)

Slow and Steady (-1 RP): Turtles have a base land speed of 20 feet, but their speed is never modified by armor or encumbrance.

Swim (2 RP): Turtles have a swim speed of 30 feet. A turtle can move through water at its speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. It can use the run action while swimming, provided that it swims in a straight line.

Low-Light Vision (1 RP): Turtles can see twice as far as humans in conditions of dim light.

Endurance (2 RP): Turtles gain Endurance as a bonus feat.

Shell (7 RP): A turtle's shell grants it a +4 natural armor bonus. Because of its great bulk, however, a turtle is treated as nonhumanoid for the purpose of buying armor (see *Core Rulebook*, pg. 153) and cannot wear suits of armor created for other creatures.

Languages (0 RP): Turtles begin play speaking Common and Turtle. Turtles with high Intelligence scores can choose from the following: Aquan, Celestial, Draconic, Elven, Goblin, Sylvan, and Terran.

Uldra

Uldras are enigmatic fey from the frozen north. They are strange and reclusive, preferring the company of wild animals to humanoids. Uldras are wild and free-spirited, and see themselves as the protectors of the arctic; they angrily resist contact with outsiders and react violently to humanoids who disrespect the natural world. Uldras are mercurial creatures whose temperament can rapidly shift from merry laughter to savage anger to peaceful contemplation.

Even smaller than halflings, uldras rarely stand over three feet tall and weighing only 30-40 pounds. They have spindly limbs with only four digits on their hands and feet. Their skin is pale blue or snow white, while their hair is usually a darker blue or black. Uldras have a strongly elvish appearance, with pointed ears, large eyes, and otherwise delicate facial features. As they are resistant to cold, they have little use for clothing except as fashion, wearing only light furs. Uldras love hats, especially pointed ones, and take pride in showing them off.

Uldras are nomads who shun permanent settlements and even buildings, making temporary homes out of caves, hollow trees, or ice tunnels. They live in small clans of three to six family units in which all are considered equal; leadership is a temporary position assumed by the loudest or strongest individuals, and usually only lasts for a few weeks at most.

The only creatures whose company uldras enjoy are wild animals, other fey (particularly dryads), and gnomes; they consider gnomes close relatives due to their fey origin and similar temperaments. They have nothing but animosity for the despoiling orcs and goblinoids, and view dwarves and humans with suspicion at best for felling trees and mining mountains for the sake of industry.

Uldras are little-known on most of Golarion, where they are confined almost solely to the Crown of the World. They range across the frozen northern continent, where they have a peaceful but distant relationship with the native Erutaki humans and Snowcaster elves. They are found in the greatest numbers on the peninsula of Almhult, where they frequently clash with the Ulfen settlers. Uldras are found in smaller numbers in Avistan in the Lands of the Linnorm Kings and Realm of the Mammoth Lords, while rumors tell of tribes of evil uldras serving the Witch Queens of Irrisen. Uldras were once common in the ruined kingdom of Sarkoris, but since the creation of the Worldwound only a handful of demon-tainted survivors remain.

Uldras are much more common on the wandering planet Triaxus during the times when it strays further from the sun and enters its decades-long winters, ranging across the entire snow-covered world. When Triaxus moves closer to the sun and enters its long summer, however, the uldras retreat to hidden enclaves in the First World, spending years in isolation as they wait for winter to come again.

ULDRA

CR: ½

XP: 200

Uldra druid 1

CN Small fey

Init: +1; **Senses:** Darkvision 120 ft., low-light vision; Perception +3

AC: 17, touch 12, flat-footed 16 (+3 armor, +1 Dex, +2 shield, +1 size)

hp: 11 (1 HD)

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

Resist: Cold 5

Speed: 20 ft.

Melee: Scimitar +3 (1d4+1/18-20 plus 1 cold)

Ranged: Sling +2 (1d3+1/50 ft.)

Special Attacks: Frosty touch

Combat Gear: 20 sling bullets

Domain Spell-Like Abilities (CL 1st, concentration +4):

6/day – Storm burst (1d6 nonlethal)

Uldra Spell-Like Abilities (CL 1st, concentration +1, +2 melee or ranged touch):

1/day – *Speak with animals*, *ray of frost*, *touch of fatigue* (DC 10)

Druid Spells Prepared (CL 1st, concentration +4):

1st – *Entangle* (DC 14), *magic stone*, *obscuring mist*^D

0 (at will) – *Detect magic*, *read magic*, *stabilize*, *resistance*

^D Domain spell; **Domain:** Weather

Str 12, **Dex** 13, **Con** 14, **Int** 8, **Wis** 17, **Cha** 10

Base Atk: +0; **CMB:** +0; **CMD:** 11

Feats: Weapon Focus (scimitar)

Skills: Handle Animal +4, Knowledge (nature) +3, Ride +3, Survival +9; **Racial Modifiers:** +2 Knowledge (nature)

Languages: Common, Druidic, Sylvan

SQ: Nature bond (Weather domain), spontaneous casting (*summon nature's ally*), wild empathy +1

Environment: Cold forests

Organization: Pair, patrol (3-6), or company (11-30 plus 3 3rd-level sergeants, 5th-level captain, and 1-3 giant weasels or dire badgers)

Treasure: NPC gear (studded leather armor, heavy wooden shield)

Frosty Touch (Su): As a free action, an uldra can infuse its hands with cold. While its hands are frosty, an uldra's unarmed attacks do an additional 1 point of cold damage. Any melee weapon an uldra wields deals an additional 1 point of cold damage on a successful hit. This additional damage does not stack with a melee weapon's ability to deal cold damage (if any).

The cold damage inflicted by an uldra's frosty touch increases by 1 for every 5 HD it gains, to a maximum of 5 damage at 20 HD.

Umber Hulk



Umber hulks are massive coleopterous killers native to the deep places of the earth. They are split into two populations: lone predators of the subterranean world on one hand, willing slaves of the spiderlike neogi on the other.

Umber hulks are relentless juggernauts. They possess two sets of eyes: one pair of large, multifaceted eyes on the sides of the head that they use to see, and another smaller, uncannily humanoid pair of eyes in the center of the face that glow with a bright coruscating light. The smaller eyes give off a strange magical light that temporarily maddens and confuses those that meet their gaze, making them easier prey.

“Wild” umber hulks are the type most often encountered by humanoids. These insectile brutes tunnel through the stone of the Darklands in search of prey to terrorize and devour. They use their ability to dig through solid rock to create elaborate warrens. Umber hulks usually wait near the center of their warrens, listening for vibrations that alert them to the presence of prey and then stalking them through the mazelike tunnels, waiting for the right moment to burst through the stone and surprise the unfortunate meals. When driven by hunger, however, they go on the prowl, especially favoring dwarves, whose mines they frequently invade, giving them a dreaded reputation among the stout folk.

Though just as intelligent as humans and capable of speech, wild umber hulks rarely have anything to say. They are cruel and malicious toward their victims and spitefully destroy anything they cannot use, such as armor or weapons. They understand the value humanoids place on gems and precious metals, however, and keep a small hoard of coins and jewelry in their lairs solely for use as bait. Despite their belligerence, wild umber hulks may willingly serve powerful evil creatures if kept well fed.

“Tame” umber hulks, on the other hand, are born and raised as the slaves of the arachnid aberrations known as the neogi. These sinister slavers are each assigned an umber hulk upon reaching maturity, and each neogi’s hulk serves its master unquestioningly thanks to countless generations of breeding for obedience, typically carrying the smaller aberration in a basket on its back. Though docile toward their masters, tame umber hulks are vicious when let loose on the neogi’s enemies. Tame and wild umber hulks rarely cross each other’s path, and when they do, the wild hulk usually makes the tame hulk its meal.

UMBER HULK

CR: 7

XP: 3,200

CE Large aberration

Init: -1; **Senses:** Darkvision 60 ft., tremorsense 60 ft.; Perception +16

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

hp: 95 (10 HD)

Fort +9, **Ref** +4, **Will** +10

Weakness: Light sensitivity

Speed: 20 ft., burrow 20 ft. (10 ft. through stone)

Melee: Bite +14 (2d8+6/19-20), 2 claws +13 (2d4+6)

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

Special Attacks: Confusing gaze

Str 23, **Dex** 8, **Con** 19, **Int** 10, **Wis** 17, **Cha** 14

Base Atk: +7; **CMB:** +14; **CMD:** 23

Feats: Great Fortitude, Improved Critical (bite), Power Attack, Toughness, Weapon Focus (bite)

Skills: Climb +19, Perception +16, Sense Motive +13, Stealth +10

Languages: Terran, Undercommon

Environment: Underground

Organization: Solitary or cluster (2-4)

Treasure: Standard

Confusing Gaze (Su): *Confusion*, 30 ft., CL 8th, Will DC 17 negates. The save DC is Charisma-based. UMBER HULKS and neogi are immune to this effect.

Stone Burrow (Ex): An umber hulk’s claws are so powerful that it can burrow through solid rock at half its normal burrow speed, leaving a tunnel behind it.

VODYANOI

Vodyanoi are aquatic cousins - or perhaps forebears - of the common umber hulk. They have the aquatic subtype, the amphibious special quality, and a swim speed of 20 ft. They only have one set of eyes (the large multifaceted pair on the sides of the head) and lack the common umber hulk’s confusing gaze ability.

TRULY HORRID UMBER HULK

CR: 14

XP: 38,400

CE Huge aberration

Init: -2; **Senses:** Darkvision 60 ft., tremorsense 60 ft.; Perception +16

AC: 32, touch 6, flat-footed 32 (-2 size, -2 Dex, +26 natural)

hp: 230 (20 HD)

Fort +12, **Ref** +6, **Will** +15

Weakness: Light sensitivity

Speed: 20 ft., burrow 20 ft. (10 ft. through stone)

Melee: Bite +26 (3d8+12/19-20), 2 claws +25 (3d6+12)

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

Special Attacks: Confusing gaze (DC 22)

Str 34, **Dex** 6, **Con** 23, **Int** 10, **Wis** 17, **Cha** 14

Base Atk: +15; **CMB:** +29; **CMD:** 37

Feats: Great Fortitude, Improved Critical (bite), Improved Natural Armor (x3), Improved Natural Attack (claw), Power Attack, Lightning Reflexes, Toughness, Weapon Focus (bite)

Skills: Climb +35, Perception +26, Sense Motive +23, Stealth +13

Languages: Terran, Undercommon

Environment: Underground

Organization: Solitary

Treasure: Standard

Those umber hulks who survive to advanced age are truly horrid. These monstrosities kill and eat whatever they come across, even their own kind. They may be found in the service of evil dragons or mages, but are more often lone predators.

Undead Hulk

Undead hulks are lumbering, mutated monstrosities created from ordinary human corpses. They are nigh-unstoppable juggernauts that rush blindly into battle, engulfed with unthinking hatred for all living things. They are usually created by powerful spellcasters, but sometimes arise spontaneously in cursed areas. Undead hulks can crop up anywhere necromancers are found, and are unsurprisingly most common in Ustalav and Geb.

UNDEAD HULK

CR: 12

XP: 19,200

NE Large undead

Init: -1; **Senses:** Darkvision 60 ft.; Perception +0

AC: 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp: 170 (20 HD)

Fort +9, **Ref** +5, **Will** +12

Defensive Abilities: Channel resistance +4; **Immune:** Undead traits

Speed: 30 ft.

Melee: 2 slams +20 (2d6+23)

Ranged: Rock +14 (2d6+15/140 ft.)

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

Special Attacks: Rock throwing (140 ft.)

Str 31, **Dex** 8, **Con** –, **Int** –, **Wis** 10, **Cha** 16

Base Atk: +15; **CMB:** +26; **CMD:** 35

Feats: Improved Natural Attack (slam)^B, Power Attack^B, Toughness^B

Environment: Any land

Organization: Solitary or pair

Treasure: None

Powerful Blow (Ex): An undead hulk adds 1-1/2 times its Strength modifier to slam damage.

Power Attack: Because an undead hulk is mindless, it always uses its Power Attack feat. This is reflected in the statistics above.

Urisk

Urisks are solitary fairies of the woods and moors. Like dryads, they are guardians of the wilderness, but instead of trees, urisks care for wild animals. Urisks have a natural ability to bond with animals and take such companions under their wing for years at a time.

A urisk resembles a satyr, but is smaller, with a hornless goat's head and shaggy goat legs. Urisks are prone to loneliness and depression. Sometimes, when they tire of the company of animals, urisks seek out humanoids for camaraderie, especially human or gnome druids. Their introverted nature makes such friendships temporary at best before the urisk quietly slips back into the wild to resume its solitude.

URISK

CR: 5

XP: 1,600

N Small fey

Init: +2; **Senses:** Low-light vision; Perception +11

AC: 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp: 27 (6 HD)

Fort +3, **Ref** +8, **Will** +7

DR 5/cold iron

Speed: 40 ft.

Melee: +1 *handaxe* +8 (1d4/x3), head butt +2 (1d6-1)

Special Attacks: Enhance weapons

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

Constant – *Speak with animals*

3/day – *Warp wood* (DC 14)

Str 9, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 15

Base Atk: +3; **CMB:** +1; **CMD:** 15

Feats: Animal Affinity, Dodge, Weapon Finesse

Skills: Acrobatics +12, Handle Animal +10, Knowledge (nature) +10, Perception +11, Ride +11, Stealth +18, Survival +8; **Racial Modifiers:** +2 Stealth

Languages: Common, Gnome, Sylvan; *Speak with animals*

SQ: Animal companion (link, share spells), nature stealth, pass without trace, wild empathy +8

Environment: Temperate forest, mountains, and hills

Organization: Solitary

Treasure: Standard

Animal Companion (Ex): A urisk forms a close bond with an animal companion. This ability functions like the druid animal companion with an effective druid level of 6th.

The urisk may have more than one animal companion, but it must divide up its effective druid level between its companions to determine the abilities of each companion. For example, an urisk can have two 3rd-level companions; one 4th-level companion and one 2nd-level companion; 3rd-level and two 1st-level companions; and so on.

An urisk's effective druid level stacks with any actual levels of druid it gains. For instance, an urisk 2nd-level druid has an effective druid level of 8th for the purpose of its animal companion ability. Each time an urisk's effective druid level increases, it must decide how to allocate the increase among its animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the urisk's service (it must release a companion or wait until a companion dies to allocate its levels to another companion). The share spells animal companion ability does not give the urisk the ability to cast a single spell so that it affects all of its animal companions.

This sample urisk's animal companions are a 4th-level boar, a 1st-level wildcat, and a 1st-level hawk.

Enhance Weapons (Su): A urisk gains a +1 enhancement bonus on its attack rolls when wielding a melee weapon, and the weapon is treated as magical for the purpose of overcoming damage reduction. This enhancement bonus does not stack with any other enhancement bonus on a weapon (such as the enhancement bonus of masterwork weapons or magic weapons).

Nature Stealth (Ex): A urisk can use the Stealth skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment, and even while being observed.

Pass Without Trace (Su): A urisk may *pass without trace* (as the spell) for up to one hour a day in any terrain. The duration does not need to be continuous.

Wild Empathy (Ex): As the druid class feature. The urisk has an effective druid level of 6th. An urisk's effective druid level stacks with any actual levels of druid it gains. For instance, an urisk 2nd-level druid has an effective druid level of 8th for the purpose of its wild empathy ability.

BOAR COMPANION

N Medium animal

Init: +4; **Senses:** Low-light vision, scent; Perception +8

AC: 18, touch 10, flat-footed 18 (+8 natural)

hp: 38 (4 HD)

Fort +8, **Ref** +4, **Will** +2

Defensive Abilities: Evasion, ferocity

Speed: 40 ft.

Melee: Gore +7 (1d8+6)

Str 18, **Dex** 11, **Con** 18, **Int** 2, **Wis** 13, **Cha** 4

Base Atk: +3; **CMB:** +7; **CMD:** 17 (21 vs. trip)

Feats: Improved Initiative, Toughness

Skills: Perception +8

WILDCAT COMPANION

N Small animal

Init: +5; **Senses:** Low-light vision, scent; Perception +5

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

hp: 11 (2 HD)

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

Speed: 30 ft., climb 20 ft.

Melee: Bite +7 (1d4+1), 2 claws +7 (1d2+1)

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk: +1; **CMB:** +1; **CMD:** 16 (20 vs. trip)

Feats: Weapon Finesse

Skills: Acrobatics +9, Climb +9, Perception +5

HAWK COMPANION

N Small animal

Init: +2; **Senses:** Low-light vision; Perception +7

AC: 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp: 11 (2 HD)

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

Speed: 10 ft., fly 80 ft. (average)

Melee: Bite +4 (1d4), 2 talons +4 (1d4)

Space: 2-½ ft.; **Reach:** 0 ft.

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk: +1; **CMB:** +0; **CMD:** 12

Feats: Weapon Finesse

Skills: Fly +4, Perception +7

LUBIN

The lubin is a variant species of fey much like the urisk. They appear the same as urisks, but have black fur. Lubins live in forest and fields, and are usually chaotic neutral in alignment. Lubins are somewhat more sinister than urisks; they share their kin's desire for company, but prefer to charm unwilling "friends" with their magical abilities.

Lubins and urisks otherwise share the same tendencies and special abilities, though lubins lack the ability to take animal companions. Instead, they can cast *charm person* (CL 6th, DC 15; this includes a +2 racial bonus) as a spell-like ability, 3 times per day.

A lubin has a Challenge Rating of 3.

Vine Horror



Vine horrors are malevolent plant creatures spawned at sea that drift ashore in search of fresh blood to sustain themselves.

A vine horror is a mass of ropy algae formed into a roughly humanoid shape. From a distance the creature can be mistaken for a human, but on closer inspection its entire body is made up of dripping green scum bound into vine-like bunches. Its facial features seem rough and half-formed. Though capable of speech, its voice changes pitch and tone seemingly at random.

Each vine horror is spawned in the open ocean by a sentient mass of seaweed known as a [mother of all](#). Mothers of all care little for their young, and while many vine horrors remain within their mother's domain to feed off her scraps, most drift on the waves until they come ashore, where they lurk in coastal swamps in search of prey. Vine horrors prefer to remain camouflaged until victims come along, when they animate vines to soften up their prey. Only when they feel they have the advantage to they enter melee personally. Vine horrors are cruel and brutal, playing with their victims before coming in for the kill.

VINE HORROR

CR: 4

XP: 1,200

NE Medium plant (aquatic)

Init: +4; **Senses:** Low-light vision; Perception +10

AC: 18, touch 10, flat-footed 18 (+8 natural)

hp: 42 (5 HD)

Fort +8, **Ref** +1, **Will** +2

DR 5/slashing; **Immune:** Plant traits

Speed: 30 ft., swim 20 ft.

Melee: 2 slams +7 (1d6+4)

Spell-Like Abilities (CL 5th, concentration +5):

At will – Animate vines

Str 18, **Dex** 10, **Con** 19, **Int** 9, **Wis** 13, **Cha** 10

Base Atk: +3; **CMB:** +8; **CMD:** 18

Feats: Blind-Fight, Improved Initiative, Skill Focus (Perception)

Skills: Perception +10, Swim +14

Languages: Sylvan

SQ: Camouflage, compression

Environment: Warm or temperate marsh or ocean

Organization: Solitary or colony (2-12)

Treasure: None

Animate Vines (Sp): As a standard action, a vine horror can use this ability to animate any single vine or similar kind of plant life within 90 feet. An animated vine fights as an assassin vine (*Bestiary*, pg. 22) in all respects. An animated vine loses its ability to fight if the vine horror that animated it is incapacitated or moves out of range, or until the vine horror animates another vine (a vine horror can only control one vine at a time).

Camouflage (Ex): A vine horror looks like a normal tangle of vines when at rest, requiring a DC 20 Perception check to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the vine horror.

Compression (Ex): A vine horror can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Walking Wall



Walking walls are offshoots of the earth elementals. Shaped by the elemental lords and shaitan pashas over thousands of years, they earn their name as walking bulwarks who provide defense to ground troops. They are valued guards and escorts thanks to their ability to bring their stony arms and head together to provide mobile cover on the battlefield.

A walking wall stands almost eight feet tall, its body appearing as a moving outcropping of roughly-hewn rock. Its arms and head are protected by great plates of solid stone. It has only vague facial features.

Walking walls are naturally servile creatures who do their best to protect their designated ward. Shaitan genies, earth mephit warlords, and mortal spellcasters alike seek them out. They are also deceptively intelligent, planning ahead and placing themselves in strategic locations on the field of battle.

WALKING WALL

CR: 4

XP: 1,200

LN Medium outsider (earth, elemental, extraplanar)

Init: +0; **Senses:** Darkvision 60 ft.; Perception +10

AC: 17, touch 10, flat-footed 17 (+7 natural); stony defense

hp: 57 (6 HD)

Fort +11, **Ref** +2, **Will** +8

Immune: Elemental traits

Speed: 30 ft.

Melee: Slam +11 (2d10+6)

Special Attacks: Earth mastery

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

Base Atk: +6; **CMB:** +10; **CMD:** 20

Feats: Iron Will, Power Attack, Weapon Focus (slam)

Skills: Appraise +10, Climb +13, Knowledge (dungeoneering) +10, Perception +10, Sense Motive +10, Stealth +9, Survival +10

Languages: Common, Terran

Environment: Any (Plane of Earth)

Organization: Solitary

Treasure: None

Earth Mastery (Ex): A walking wall gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks (These modifiers are not included in the statistics block.)

Stony Defense (Su): As a full-round action, a walking wall can stand as a solid barrier, providing cover and toughening its own defenses. Its natural armor bonus increases from +7 to +17, raising its AC to 27 until its next turn. It can remain in this defensive position as long as it desires, but if it takes any other action, its Armor Class returns to its normal value and it no longer provides cover.

SUMMON WALKING WALL

School: Conjuration (summoning) [earth]; **Level:** cleric/oracle 4, sorcerer/wizard 4, summoner 3, witch 4

Components: V, S, F (a piece of slate)

This spell functions like *summon monster*, except it summons a single walking wall.

Wastrilith



The Abyss contains cruel mockeries of every form of terrain in nature, and few are less hospitable than its oceans. Untold miles of open water stretch across the lower realms, large enough to swallow countless Material Plane worlds. There are things in these lightless depths older than the demons themselves, and among them are the dreaded water lords of the Abyss, the wastriliths.

A wastrilith is a piscine fiend over forty feet in length, combining aspects of an eel and an angler fish. Two bulging lidless eyes stare out of its blunt head emitting a cold blue light, and its maw is filled with long needlelike fangs. It has two spindly arms ending with raking claws, and its long spindly body ends in a powerful fluke.

Wastriliths are neither quite demons nor qliploth, nor are they loved by either race of fiends. When the first demons appeared in the Abyss, the wastriliths were already there, and none involved themselves in the war between the demons and qliploth. They are not formed from souls like demons nor calved from the Abyss itself but reproduce after the manner of mortal creatures, though they are immortal like other outsiders.

The Abyssal oceans are vast, and no single demon lord lays claim to all of them. Each wastrilith stakes out its own petty domain in the depths which it rules with an iron fist, often lairing in a crude temple built by its followers, a motley assortment of lesser aquatic fiends and fiendish versions of Material Plane sea life.

Despite their pretensions of rulership, wastriliths are often pressed into the service of demon lords of the Abyssal seas. Dagon, the demon lord of sea monsters, counts thousands of wastriliths as vassals in his realm of Ishiar, the greatest ocean of the Abyss, and many of them he lends to his liege Demogorgon, the Prince of Demons, in his realm of Gaping Maw. Wastriliths guard the shoals of Nocticula's Midnight Isles and the fringes of Gogunta's swampy realm of Mephizim, and dozens of wastriliths battle for control of the Slithering Pools of the deceased demon lord Ibdurengian. Even the River Styx is host to these aquatic fiends, lone hunters who can be found as far along its course as the Drowning Court of Charon, the Horseman of Death.

WASTRILITH

CR: 11

XP: 12,800

CE Huge outsider (aquatic, chaotic, evil, extraplanar)

Init: +8; **Senses:** Darkvision 60 ft.; Perception +19

AC: 26, touch 13, flat-footed 21 (+4 Dex, +1 dodge, +13 natural, -2 size)

hp: 142 (15 HD)

Fort +13, **Ref** +11, **Will** +12

Defensive Abilities: Electrical rebound; **Immune:** Cold, water; **SR** 22

Weakness: Vulnerable to fire

Speed: 30 ft., swim 80 ft.

Melee: Bite +22 (2d6+9), 2 claws +22 (2d4+9)

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

Special Attacks: Breath weapon (60-ft. cone of boiling water, 12d6 fire damage, Reflex DC 21 for half, usable every 1d4 rounds), swim-by attack, water mastery

Spell-Like Abilities (CL 15th, concentration +19):

At will – *Fear* (DC 18), *dispel magic*, *greater teleport* (self plus 50 lb. of objects only), *read magic*, *unholy blight* (DC 18), *wall of ice* (DC 18)

3/day – *Control water* (DC 20), *symbol* (any, DC varies), *unhallow*

1/day – *Blasphemy* (DC 21), *summon* (level 4, 1 wastrilith 35%)

Str 29, **Dex** 18, **Con** 19, **Int** 14, **Wis** 12, **Cha** 19

Base Atk: +15; **CMB:** +26; **CMD:** 41 (can't be tripped)

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

Skills: Escape Artist +22, Intimidate +22, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +19, Stealth +14, Spellcraft +20, Swim +32

Languages: Abyssal, Aquan, Common; telepathy 100 ft.

Environment: Any aquatic (The Abyss)

Organization: Solitary

Treasure: Double

Electrical Rebound (Su): There is a 50% chance that a spell that deals electricity damage (such as lightning bolt) has no effect on a wastrilith, and instead rebounds on the caster, as by spell turning.

Swim-By Attack (Ex): Extremely quick in the water, a wastrilith gains Spring Attack as a bonus feat when swimming.

Water Mastery (Ex): A wastrilith gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the wastrilith is touching the ground, the wastrilith takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the wastrilith is initiating or resisting these kinds of attacks.

SUMMON WASTRILITH

School: Conjunction (summoning) [chaotic, evil]; **Level:** cleric/oracle 7, sorcerer/wizard 7, summoner 5, witch 7

Components: V, S, F/DF (a piece of dried eel)

This spell functions like *summon monster*, except it summons a single wastrilith. Wastriliths are notoriously hard to control, however, and the wastrilith can make an opposed Wisdom check to break free of the summoning. If it succeeds, it then goes on a rampage, attacking the summoner. The wastrilith can make only one such opposed Wisdom check.

Wildcat

Wildcats are predators that hunt birds, fish, rodents, lizards, and other small creatures. Though they are the predecessors of the domestic cat, wildcats are feral and violent. These statistics can be used for a wide range of small hunting felines, including the African and European wildcats, lynx, bobcat, serval, caracal, clouded leopard, margay, ocelot, and so on.

WILDCAT

CR: 1

XP: 400

N Small animal

Init: +4; **Senses:** Low-light vision, scent; Perception +5

AC: 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp: 13 (2 HD)

Fort +5, **Ref** +7, **Will** +1

Speed: 30 ft., climb 20 ft.

Melee: Bite +6 (1d4), 2 claws +6 (1d3)

Special Attacks: Pounce

Str 10, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk: +1; **CMB:** +3; **CMD:** 17 (21 vs. trip)

Feats: Weapon Finesse

Skills: Acrobatics +8, Climb +12, Perception +5, Stealth +12 (+16 in undergrowth); **Racial**

Modifiers: +4 Perception, +4 Stealth in undergrowth, uses Dex for Climb

Environment: Any forest or plains

Organization: Solitary or pair

Treasure: None

VARIANT WILDCATS

The snow leopard is a wildcat with the advanced simple template; its racial bonus to Stealth applies in snowy or rocky terrain, not in undergrowth.

WILDCAT COMPANIONS

Use stats for leopard companions, but do not advance to Medium size.

Xvart



Xvarts are a race of small, blue-skinned humanoids with ties to the Plane of Shadow. Their origin is unknown; xvarts have traits in common with gnomes, goblins, and halflings, but violently deny relation to any of those races. The most plausible explanation is that they are descended from halflings warped over centuries of shadow-magic, but the mere suggestion of this theory drives xvarts to violence. They feel a race-wide animosity toward halflings for reasons they cannot articulate, perhaps hinting at some ancient supernatural connection between the two races.

Xvarts possess considerable intelligence – greater on average than even most humans – but with it comes an inborn paranoia and antisocial drive, sabotaging their every attempt to build a lasting society, leaving them a race of miserable scavengers. They live in cramped warrens underground or in deep forests for protection, constantly suspecting each other of plotting to stab each other in the back (which, more often than not, they are). They have a natural knack for magic, however, and the rare xvart who rises above her paranoia often learns arcane magic as a witch and exerts her will on her fellows, becoming a powerful leader. They enjoy the company of giant pests like dire bats and dire rats, who serve them as mounts and guard animals.

Though not especially religious, xvarts offer prayers to various dark powers for protection, most often the demon lords Abraxas and Andirifkhu. On Golarion, Xvarts live almost exclusively in Nidal, particularly in the Uskwood. They are more common on the Shadow Plane, where they infest vast reaches of central Avistan's shadowlands.

XVART

CR: 1/3

XP: 135

Xvart warrior 1

CE Small humanoid (xvart)

Init: +1; **Senses:** Darkvision 60 ft.; Perception +0

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

hp: 8 (1 HD)
Fort +3, **Ref** +1, **Will** -1

Speed: 30 ft.

Melee: Shortsword +2 (1d4/19-20) or dagger +2 (1d3/19-20)

Ranged: Net +3 (entangle) or dagger +3 (1d3/19-20)

Str 11, **Dex** 13, **Con** 12, **Int** 12, **Wis** 9, **Cha** 8

Base Atk: +1; **CMB:** +0; **CMD:** 11

Feats: Toughness

Skills: Climb +4, Perception +0, Stealth +8; **Racial Modifiers:** +2 Stealth

Languages: Common, Xvart

SQ: Swift as shadows

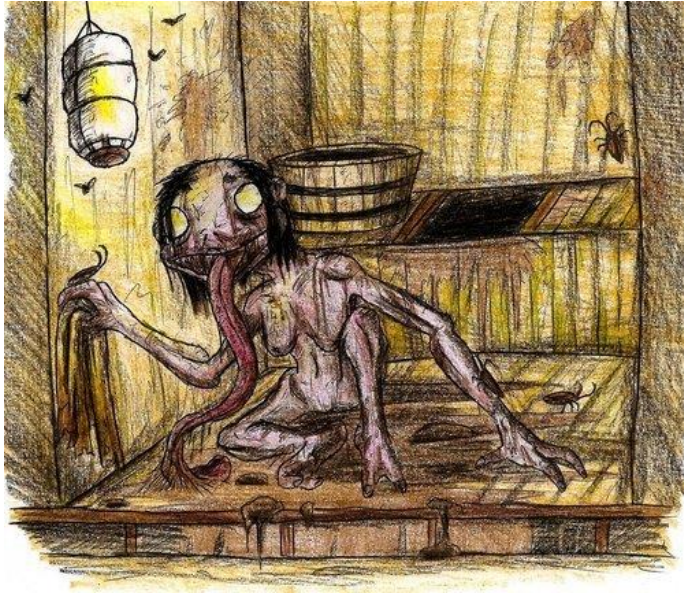
Environment: Any forest or underground

Organization: Gang (4-9), band (10-100, plus 1 leader of 4th to 6th level and 1 3rd-level net-using sergeant per 20 adults), or tribe (40-400, plus 1 leader of 6th to 8th level, 1-2 lieutenants of 4th to 5th level, 1-4 witches of 1st to 5th level, 1 3rd-level net-using sergeant per 20 adults, and 3-30 dire rat guards)

Treasure: NPC gear (light wooden shield)

Swift as Shadows (Ex): Xvarts reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

Yokai, Akaname



This humanoid creature creeps around on all fours, its face concealed by a mane of shaggy black hair. It looks up, revealing its froggishly wide jaws, from which protrudes a tongue the size of a human arm.

Although the sight of a red-skinned monster lovingly combing the surfaces of a privy with its tongue is a revolting sight, the creatures behind these sightings, the akaname, are fairly benevolent urban scavengers. They delight on feeding on refuse of all types and will slip into the dwellings of townspeople to pick over their leavings. Akanames have extremely sensitive senses of taste and can be quite choosy about what filth they decide to consume. They have a particular fondness for oozes of all types, which inadvertently saves communities with an akaname population from much grief.

Akanames dwell in the shadows of settlements, sleeping by day in sewers or abandoned buildings before emerging at night to feed. Their society is rudimentary and often reflective of a distorted version of the way its host society lives. They rarely use armor or weapons, preferring to protect themselves with their muscular, acidic tongues. Akanames rarely go out of their way to attack people, but will defend themselves violently if attacked.

Akaname CR 3

XP 800

N Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +7

Defense

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

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +5

Immune acid, disease; **Weakness** light sensitivity

Offense

Speed 30 ft., climb 20 ft.

Melee slam +6 (1d6+3 plus 1d6 acid plus alkali slime)

Special Attacks alkali slime

Statistics

Str 14, **Dex** 17, **Con** 14, **Int** 9, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 20

Feats Dodge, Stealthy

Skills Climb +14, Escape Artist +8, Perception +7, Stealth +11, Swim +8

Languages Undercommon

SQ compression

Ecology

Environment urban and underground

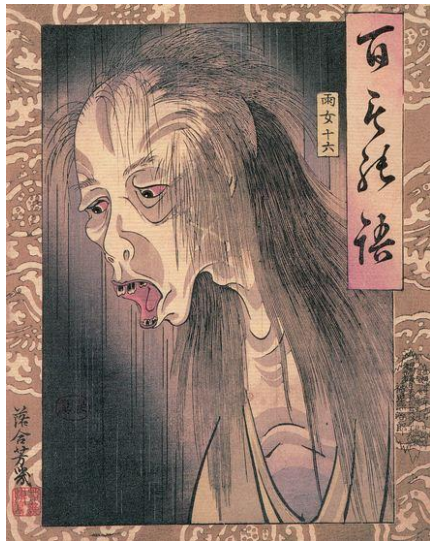
Organization solitary, pair or pack (3-8)

Treasure half standard

Special Abilities

Alkali Slime (Ex) The acid of an akaname's slam attack deals double damage to oozes or other acidic creatures. Any ooze struck by an akaname's slam attack must succeed a DC 14 Fortitude save or suffer a -1 penalty to the save DC of its acid attack for the next 24 hours. Multiple failed saves cause stacking penalties. The save DC is Constitution based.

Yokai, Ame-Onna



Ame-Onna (Storm Hag)

This gaunt woman appears soaking wet, her long black hair clinging to her bony face and neck. Her skin has a slight bluish sheen to it and her hands are twisted into claws.

Ame-onna are a race of hags dedicated to spreading gloom and misery wherever they go. Unlike other hags, they rarely revel in their wickedness, but rather a pall of depression tinges their cruel actions. In lands where the ame-onna ply their cruel trade, superstition dictates that they were originally mortal women who were transformed by grief and madness, such as that caused by the loss of a child. Ame-onna do share a fixation for children, although they typically view them as a source of food. Occasionally an ame-onna may kidnap a child to raise as her own, and these poor foundlings typically end up murderous maniacs.

The physically weakest of the hags, ame-onna compensate for this deficiency with superior magical prowess. They have fantastic control over weather and electricity, and can call down bolts of lightning to sear their opponents. Ame-onna never venture from their aquatic lairs unless it is raining, whether by a natural storm or by their own magical manipulations. An ame-onna's skin is always moist, like that of a frog, and drinks in moisture like a sponge. During downpours, they wander the streets and alleys of towns, trusting to their magical gaze to keep guards or citizens from interfering with their bloody work. The mere sight of an ame-onna strikes a deep chord of despair into the hearts of their victims, causing them to neglect even basic self-defense as the hag rends them apart with claws and spells.

Due to their magical gifts, ame-onna often assume leadership positions within any hag covens they join. These covens are rarely as subtle as those commanded by green hags, preferring destructive acts of nihilism.

Ame-Onna CR 7

XP 3,200

CE Medium monstrous humanoid (aquatic)

Init +7; **Senses** darkvision 60 ft., Perception +16, storm sight

Defense

AC 18, touch 13, flat-footed 15 (+3 Dex, +1 natural, +4 armor)

hp 82 (11d10+22)

Fort +7, **Ref** +10, **Will** +9

Resist electricity 20; **Weakness** light sensitivity

Offense

Speed 30 ft., swim 20 ft.

Melee 2 claws +13 (1d4+2/19-20), bite +13 (1d4+2)

Special Abilities gaze of apathy

Spell-like Abilities CL 11th, concentration +15 (+19 casting defensively)

Constant—*mage armor*, *pass without trace*

At will—*alter self*, *fog cloud*, *ray of enfeeblement* (DC 15), *water breathing*

3/day—empowered *shocking grasp*

1/day—*call lightning* (DC 17), *crushing despair* (DC 18), *dimension door*

1/week—*control weather*

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 13, **Wis** 14, **Cha** 18

Base Atk +11; **CMB** +13; **CMD** 26

Feats Combat Casting, Combat Expertise, Empower Spell-like Ability (*shocking grasp*), Great Fortitude, Improved Critical (claw), Improved Initiative

Skills Bluff +15, Intimidate +18, Perception +16, Stealth +17, Survival +16, Swim +10

Languages Common, Giant

SQ amphibious, stormsoul

Ecology

Environment temperate lakes or urban

Organization solitary or coven (3 hags of any kind)

Treasure standard

Special Abilities

Gaze of Apathy (Su) dazed 1 round, range 30 feet, Will save DC 18 negates. Creatures that succeed this save cannot be affected by that ame-onna's gaze of apathy for 24 hours. Creatures that fail the save can take no actions, including attempting to avert their gaze.

Storm Sight (Su) An ame-onna's Perception checks are not affected by weather of any kind, either magical or mundane. An ame-onna can see normally in fog, a blizzard or any weather effects that limit visibility.

Stormsoul (Su) In rain or when underwater, an ame-onna gains fast healing 2.

Yokai, Azuki arai



Azuki Arai

A bent, dwarfish man stands by the side of the river, his clothing homespun and crude. He is mostly bald, with a few tufts of hair sticking up from his pate, and a patchy beard and mustache. He clutches a shallow wicker basket in his clawed, webbed hands and stares with yellow, bulging eyes.

Those that travel along the most remote forest streams report hearing the sound of beans being washed in the river, accompanied by eerie singing about catching and eating people. This song is sung by the azuki arai, a strange humanoid with mystical, musical powers.

Despite their traditional song involving the consumption of human flesh, azuki arai rarely eat the flesh of sentient creatures. Most of their diet consists of azuki beans, and azuki arai villages are often enshrouded in these vines. Almost all azuki arai are male, living either alone or in small communes on hidden islands or remote glens where they farm and weave. Azuki arai cloth and baskets are coarse and rough, but durable enough to last several human lifetimes.

Azuki arai are shy and retiring creatures that are more likely to flee from adventurers or even a lone wanderer than attack or converse. The one exception is when an azuki arai desires to mate. Female azuki arai, known as azuki baba, are vicious and cruel creatures that demand nuptial gifts of treasure and humanoid meat for the privilege. Normally peaceful azuki arai in a mating frenzy descend on remote villages and lone wanderers in order to obtain these trophies. Azuki baba are poor parents, leaving their babies to be cared for by the father until they reach adulthood.

Azuki Baba

Only about one in one hundred azuki arai are female, and these azuki baba are vicious and spiteful creatures. An azuki baba resembles a withered crone rather than a clownish old man, and they are much more likely to follow through on their sing-song threats. An azuki baba is an azuki arai with the advanced simple template and the ability to cast *charm person* 3 times per day as a

spell-like ability. Azuki baba count as hags for the purposes of joining a coven—a coven containing at least one azuki arai loses the ability to cast *bestow curse* and can instead cast *shout*.

Azuki Arai CR 3

XP 800

CN Small monstrous humanoid

Init +6; **Senses** low-light vision, Perception +4

Defense

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

hp 32 (5d10+5)

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

Offense

Speed 20 ft., swim 20 ft.

Melee 2 claws +8 (1d3), bite +8 (1d4)

Special Abilities confounding flourish, distracting song, sneak attack +1d6

Spell-like Abilities CL 5th, concentration +7

At will—*ghost sound* (DC 12)

3/day—*invisibility*, *ventriloquism* (DC 13)

1/day—*scare* (DC 14), *sound burst* (DC 14)

Statistics

Str 10, **Dex** 15, **Con** 12, **Int** 9, **Wis** 11, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 15

Feats Great Fortitude, Improved Initiative, Weapon Finesse

Skills Climb +5, Craft (weaving) +7, Intimidate +6, Perception +4, Perform (sing) +3, Stealth +10, Survival +4, Swim +12; **Racial Modifiers** +4 Craft (weaving)

Languages Common

Special Qualities gifted musician

Ecology

Environment temperate forests

Organization solitary, pair, clan (3-6) or tribe (8-32)

Treasure standard

Special Abilities

Confounding Flourish (Su) As a standard action when it is using its distracting song or bardic music, a azuki arai can unleash a pulse of disorienting sonic energy. All creatures within 60 feet must succeed a DC 14 Fortitude save or fall prone. By using this ability, the azuki arai must end its distracting song or bardic performance. This is a sonic mind-influencing effect. The save DC is Charisma based.

Distracting Song (Su) As a standard action, a azuki arai can begin to sing an eerie and unpleasant song that hinders those that hear it. All enemies of an azuki arai that hear its distracting song take a -1 penalty on attack rolls, weapon damage rolls and saves against fear and charm for as long as the azuki arai continues to sing. An azuki arai can sing for as many rounds as a bard of his Hit Dice (12 rounds for a typical azuki arai) as a free action each round after the first. This is a language-dependent mind-influencing ability that requires verbal components.

Gifted Musician (Ex) An azuki arai's rounds of distracting song add to any duration of bardic music effects he gains when taking levels in the bard class.

Yokai, Tsukumogami: Bake-Zōri and Kasa-Obake

Tsukumogami

As objects are used and passed down the generations, they slowly accumulate fragments of a soul—little pieces of personality here, some quirks there. After a sufficient time, such as a hundred years or more, that spirit may become so powerful as to cause the object to animate. These are the tsukumogami. The attitude of tsukumogami depends on their type and the circumstances of their creation. A beloved heirloom that it tended well may form a benevolent spirit and protect its family from dangers. A battered and abandoned object may grow resentful and turn to pranks or even violence.

Tsukumogami subtype

All tsukumogami are constructs with the following special abilities

Haunted (Su) A tsukumogami is treated as undead for the purposes of positive and negative energy. Any spell or effect that has special effects when used against the undead affects tsukumogami as if they were undead as well.

Soul-Powered (Su) A tsukumogami adds its Charisma modifier to hit points for every Hit Die it has.

Bake-Zōri

Scuttling in the darkness is an upright sandal, a single eye and a lolling tongue protruding from a mouth in its sole. Tiny legs propel it, and it waves its tiny arms in the air.

Bake-zōri are animate objects formed from neglected, worn-out and old sandals. They are most frequently found in pairs, but will gather into enormous packs if able. Although bake-zōri are practically harmless, they are a nuisance—houses that a bake-zōri haunts are liable to experience minor acts of vandalism, and their raucous choruses are most likely to be heard in the middle of the night. More malevolent tsukumogami may use the dim-witted bake-zōri as a distraction for their own activities.

Kasa-obake

Hopping forth from the darkness is a comical, yet unnerving, creature—an umbrella given somewhat humanoid form. It lopes along on only a single leg and gazes with only a single eye. Its long tongue hangs from its mouth and probes ahead of it like an obscene feeler.

Kasa-obake are one of the more common and beloved forms of tsukumogami, the creatures spontaneously created from antique objects. Despite their grotesque appearance, kasa-obake are friendly and playful creatures. They love to play pranks, moving small belongings, rearranging furniture and, their favorite, sneaking up behind an unsuspecting victim and planting an oily lick on the back of their neck. The paralytic ooze that drips from their tongue wears off quickly.

Many urban monsters, both good and evil, delight in the appearance of a kasa-obake and will adopt them as a mascot. Kasa-obake are naïve creatures and can take after their monstrous cohorts as a child raised badly may turn to wicked deeds themselves.

Bake-Zōri CR ¼

XP 100

CN Diminutive construct (tsukumogami)

Init +3; **Senses** darkvision 60 ft., Perception +0

Defense

AC 17, touch 17, flat-footed 14 (+4 size, +3 Dex)

hp 5 (1d10)

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

Defensive Abilities soul-powered

Weakness haunted, vulnerable to fire

Offense

Speed 10 ft.

Melee 2 claws +0 (1-5 plus trip)

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

Special Attacks underfoot

Statistics

Str 1, **Dex** 16, **Con** —, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** +0 (+4 when using trip); **CMD** 5

Feats Nimble Moves

Skills Perception +0, Perform (sing) +1, Stealth +15

Ecology

Environment urban

Organization solitary, pair, closet (3-8) or store (10-40)

Treasure incidental

Special Abilities

Underfoot (Ex) A bake-zōri treats its size penalty to CMB as a size bonus when making combat maneuvers to trip opponents.

Kasa-obake CR 2

XP 600

CN Small construct (tsukumogami)

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

Defense

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

hp 29 (3d10+13)

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

DR 5/slashing; **Defensive Abilities** hop, soul-powered

Weakness haunted, vulnerable to fire

Offense

Speed 30 ft.

Melee 2 claws +6 (1d4), tongue +1 touch (paralysis)

Statistics

Str 10, **Dex** 15, **Con** -, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 14

Feats Lightning Reflexes, Weapon Finesse

Skills Acrobatics +8 (+16 jumping), Perception +2, Stealth +8; **Racial Modifiers** +4 Acrobatics (+12 when jumping)

Languages Common

Ecology

Environment urban

Organization solitary, pair or parade (3-6)

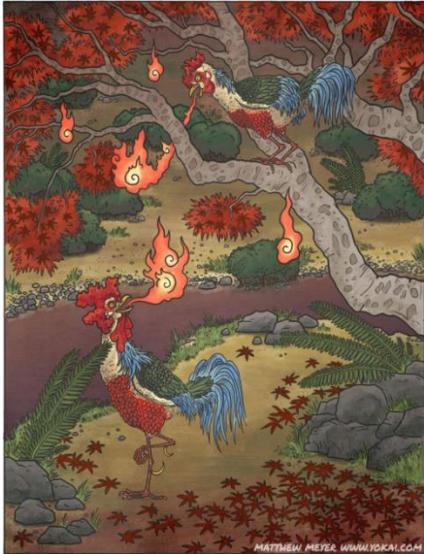
Treasure incidental

Special Abilities

Hop (Ex) A kasa-obake can move up to ten feet when it takes a 5-foot step action.

Paralysis (Su) Any living creature touched by the tongue of a kara-obake must succeed a DC 12 Fortitude save or be paralyzed for 1 round. The save DC is Charisma based.

Yokai, Basan



Basan

This brilliantly colored bird is the size of a turkey, with a flamboyant comb and wattle. A faint violet glow flickers about its face.

Native to the most remote forested mountains, the resplendent basan is a type of game bird with a strong affinity for fire. Their guts burn with an internal heat, and they can only digest the most charred of plant matter—ashes, charcoal and partially burnt logs. Most of a basan's diet comes from plants they burn themselves, but huge flocks of basan gather in the wake of forest fires to feed, mate and lay speckled eggs buried deep in still-warm ash piles. Both male and female basan are brightly colored and bear wattles and combs. They are fairly clumsy fliers, and prefer to walk unless threatened or crossing water.

Basan come into conflict with humanoids in a number of ways. They may be attracted to the smell of bonfires, cooking fires or house fires. Basan are easily startled, and their habit of blowing flames at their assailants can cause serious injury to a well-meaning onlooker. They are also hunted, both for their lovely plumage and in a case of mistaken identity—they are often confused for cockatrices or other, more dangerous, magical birds. Those burned by a basan's fire are limned in the stuff briefly, a property that makes them coveted by nobles, wealthy merchants and others who fear death at the hands of invisible assassins.

Basan CR ½

XP 200

N Small magical beast (fire)

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +5, scent

Defense

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

hp 11 (2d10)

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

Immune fire; **Vulnerable** cold

Offense

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

Melee bite +2 (1d4-1)

Special Attacks breath weapon (10 ft. cone, 1d6 fire, DC 11, once every 1d4+1 rounds)

Statistics

Str 9, **Dex** 14, **Con** 11, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +0; **CMD** 12

Feats Iron Will

Skills Fly +0, Perception +5, Stealth +10

Ecology

Environment temperate forests and mountains

Organization solitary, pair, clutch (3-8) or flock (12-20)

Treasure incidental

Special Abilities

Breath Weapon (Su) Creatures that take damage from a basan's breath weapon are outlined as if by the spell *faerie fire* for 1 minute. The save DC is Constitution based.

Yokai, Biwa-bokuboku



Biwa-bokuboku

Hobbling forth with a cane is a robed man with the head of a biwa. The neck of the instrument is held aloft like a crest, and the instrument's body bears a pained expression.

There are a number of tsukumogami that are created from neglected, abandoned or rejected musical instruments, but of them, the most well-known is the biwa-bokuboku. Rather than hide in deserted buildings as many tsukumogami do, most biwa-bokuboku take to the streets, playing on street corners and begging for money and alms. Although they can see perfectly well, the painted visages of biwa-bokuboku resemble the shut eyes of blind men, a ruse that the tsukumogami are happy to perpetuate.

Biwa-bokuboku value material wealth much more than most other tsukumogami, and if they cannot earn it, they will gladly steal it. A few biwa-bokuboku even operate as crime lords, using their powers of both mundane and magical persuasion to recruit gangs of thieves and thugs. Other types of tsukumogami can often be found in the company of a biwa-bokuboku, dancing merrily to even its saddest melodies.

Biwa-bokuboku CR 4

XP 1,200

CN Medium construct (tsikumogami)

Defense

AC 15, touch 12, flat-footed 13 (+1 Dodge, +1 Dex, +3 natural)

hp 50 (4d10+28)

Fort +1; **Ref** +2; **Will** +1

DR 10/bludgeoning; **Resist** sonic 10

Defensive Abilities soul-powered

Weakness haunted

Offense

Speed 20 ft.

Melee 2 slams +6 (1d4+2) or club +6 (1d6+2)

Special Attacks melancholy song

Spell-like Abilities CL 4th, concentration +7 (+11 casting defensively)

At will—*ghost sound* (DC 13), *ventriloquism*
3/day—*sculpt sound*, *sleep* (DC 14)
1/day—*charm monster* (DC 17), *sound burst* (DC 15)

Statistics

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

Base Atk +4; **CMB** +6; **CMD** 18

Feats Combat Casting, Dodge

Skills Bluff +7, Knowledge (history) +7, Knowledge (local) +7, Perception +4, Perform (string) +7

Languages Common, Elven, Halfling

Ecology

Environment urban

Organization solitary or band (2-8)

Treasure standard

Special Abilities

Melancholy Song (Su) As a standard action, a biwa-bokuboku can create a mournful tune.

Living creatures within 30 feet of a playing biwa-bokuboku must succeed a DC 14 Will save or be slowed for 5 rounds, as per the spell. Creatures with the tsukumogami subtype are affected as per the spell *haste* with a duration of 5 rounds. A biwa-bokuboku can use this ability three times per day. The save DC is Charisma based.

Yokai, Enenra



Enenra

A placidly smiling humanoid face forms in a wisp of smoke.

Enenras are elusive spirits of ash and smoke that maintain the process of natural fires. It is enenras who light fires to clear brush, germinate seeds and create nutritious ash to supplement soils. They are kindly, but shy, and are rarely seen by others unless they choose to be. In the presence of others who guard nature's balance, they may manifest to trade rumors and gossip from over an open fire. Enenras hate arsonists and others who use fire indiscriminately and will inflict on these malcontents fitting, and scorching, punishments.

Enenra CR 6

XP 2,400

CG Small fey (fire)

Init +4; **Senses** low-light vision, Perception +16, vapor sight

Defense

AC 18, touch 18, flat-footed 14 (+1 size, +4 Dex, +3 deflection)

hp 55 (10d6+20); fast healing 2

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

Defensive Abilities amorphous, heat shimmer; **DR** 5/cold iron and magic; **Immune** fire; **Vulnerable** cold

Offense

Speed fly 20 ft. (perfect)

Melee 2 touches +10 (2d6 fire)

Special Attacks smoke breath

Spell-like Abilities CL 7th, concentration +10

At will—*ghost sound, invisibility, mage hand, pyrotechnics* (DC 15)

3/day—*daylight*

1/day—*flaming sphere* (DC 15)

Statistics

Str –, **Dex** 19, **Con** 15, **Int** 13, **Wis** 16, **Cha** 16

Base Atk +5; **CMB** –; **CMD** –

Feats Dodge, Great Fortitude, Persuasive, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +17, Bluff +16, Diplomacy +20, Fly +27, Intimidate +20, Perception +16, Stealth +27

Languages Auran, Common, Ignan, Sylvan

SQ smoke body

Ecology

Environment temperate forests and plains

Organization solitary

Treasure incidental

Special Abilities

Heat Shimmer (Ex) The heat radiating from an enenra's body distorts the air around it, granting it concealment as per the blur spell. Any attack that deals at least 15 points of cold damage cools the creature sufficiently to remove this miss chance for 1d4 rounds.

Smoke Body (Ex) An enenra is composed of a thick, smoke-like vapor. An enenra does not have a Strength score and cannot manipulate solid objects. This form grants it the amorphous defensive ability and allows it to move through gaps and cracks without penalty. An enenra cannot enter fluids, and is treated as a creature two size categories smaller than its actual size for the purposes of wind effects.

Smoke Breath (Su) Three times per day, but no more than once every 1d4 rounds, an enenra can breathe a 20 foot cone of choking smoke. Any creature in the area that fails a DC 17 Fortitude save begins to choke on the smoke, becoming staggered and taking 2d6 points of non-lethal damage each round. This effect lasts until the creature succeeds a Fortitude save or 5 rounds, whichever comes first. The save DC is Constitution based.

Vapor Sight (Ex) An enenra can see through any smoke, mist, fog or similar concealing vapor, even if it is magically created or manipulated.

Yokai, Eri-tate-goromo



Eri-Tate-Goromo

The bundle of priestly robes moves and shifts, shaping itself into a vaguely bird-like form. The pointed collar is elongated and folds over the front like a beaked nose, and two beady eyes glare from behind it.

Objects that survive long enough can become invested with a personality, and the robes of priests are no exception. Those vestments that become transformed into eri-tate-goromos are those that are passed down through generations of the priesthood, but this effect is not sufficient to imbue a garment with life. Only robes possessed by multiple generations of prideful clergy are so transformed, the self-satisfaction and confidence of the robes' owners becoming a part of the clothing itself. Such creatures are likely to crawl away as soon as they become aware, convinced that they could do a better job tending to the spiritual needs of the community than their owners.

Eri-tate-goromos brook little insolence or competition, and prefer to be in situations where they are the only source of faith in town. These creatures often patch together hodge-podge faiths based on folk traditions and local practices, scoffing at the ignorance of those who disbelieve. The tendency for divine magic to fail around them serves them as evidence for their grandiose claims of divine truth and may easily encourage their veneration by the laity. They are craven creatures, preferring negotiation or flight to a direct confrontation, but will defend themselves with heavy slams and magic if cornered.

The only religious authority an eri-tate-goromo can stand is another eri-tate-goromo, and when these creatures encounter each other, they form odd confederations and syncretic faiths. It is not unknown for a traveler to seek the wisdom of a remote college of scholars only to discover a gang of bickering eri-tate-goromos seeking new converts.

Eri-Tate-Goromo CR 5

XP 1,600

CN Small construct (tsukumogami)

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

Aura interdiction (30 ft., DC 16)

Defense

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

hp 69 (7d10+21 plus 10)

Fort +5, **Ref** +6, **Will** +9

DR 5/slashing; **Defensive Abilities** sacred shield, soul-powered

Weakness haunted

Offense

Speed 20 ft.

Melee slam +9 (1d4+3)

Spells CL 5th, concentration +8 (+12 casting defensively)

2nd (5/day)—*enthrall* (DC 15), *spiritual weapon*

1st (7/day)—*command* (DC 14), *cure light wounds*, *inflict light wounds* (DC 14), *sanctuary* (DC 14)

0th—*detect magic*, *light*, *mending*, *purify food and drink*, *read magic*, *stabilize*

Statistics

Str 15, **Dex** 13, **Con** -, **Int** 15, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 23 (cannot be tripped)

Feats Combat Casting, Dodge, Iron Will, Nimble Moves

Skills Bluff +4, Diplomacy +4, Knowledge (local) +6, Knowledge (religion) +6, Perception +4, Spellcraft +4, Stealth +7

Languages Common, Celestial, Draconic

SQ compression

Ecology

Environment urban

Organization solitary, pair or cloister (3-6)

Treasure standard

Special Abilities

Aura of Interdiction (Su) Any time a creature attempts to cast a divine spell within 30 ft. of an eri-tate-goromo, it must succeed a DC 16 Will save or lose the spell. The spell is expended, but it has no effect. Eri-tate-goromos are immune to their own auras of interdiction and the interdictions of other eri-tate-goromos.

Sacred Shield (Su) An eri-tate-goromo gains a deflection bonus to AC and a resistance bonus to its saves equal to its Charisma modifier.

Spells An eri-tate-goromo casts spells as a 5th level oracle. It does not gain any other oracle class abilities, such as a mystery or revelations, from this ability.

Yokai, Funa-Yūrei



Funa-Yūrei

This white robed humanoid skeleton clutches a two-handed ladle. The stink of the sea is upon this apparition, and water drips from its sodden robes.

Funa-yūrei are created from the bodies of sailors who died due to the foolishness of their captains. These hideous undead are surprisingly organized, capable of forming crews and sailing ships with an ease envied by mortals. These ghostly crews have only one purpose—drown more sailors and create more of their kind.

A funa-yūrei attack is typically heralded by a dense bank of magical fog. Some funa-yūrei attacks commence by ramming the enemy ship, whereas others are launched by distracting the enemy crew with illusions before stealthily coming close. Smaller vessels are likely to be flooded from afar using the water created by the funa-yūrei's ladle-tipped staves, whereas larger vessels are boarded and the sailors engaged in hand-to-hand combat. Funa-yūrei fight with single-minded dedication, stopping only when they or their enemy crew is slain to a man. Most ships captured by the funa-yūrei are scuttled, but if an attack is especially successful in creating new monsters, the undead crew might split in two and sail their separate ways.

Funa-yūrei collect treasure, possibly as a reminder of their mortal lives, and their haunted ships are laden with booty. Few are the adventurers, however, who can battle these undead on their own territory and claim this treasure without succumbing to endless claws, staves and blasts of water.

Funa-Yūrei CR 7

XP 3,200

LE Medium undead (aquatic)

Init +7; **Senses** darkvision 60 ft., Perception +14

Defense

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

hp 85 (10d8+40)

Fort +6, Ref +8, Will +8

DR 10/magic and bludgeoning; **Immune** cold, electricity, undead traits

Defensive Abilities channel resistance +2

Offense

Speed 30 ft., swim 20 ft

Melee +1 *quarterstaff* +13/+8 (1d6+7 plus energy drain) or 2 claws +11 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 negative level, DC 18), flood

Spell-like Abilities CL 7th, concentration +10

3/day—*fog cloud, hydraulic torrent**

1/day—*major image* (DC 16)

Statistics

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

Base Atk +7; **CMB** +11; **CMD** 24

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

Skills Climb +17, Perception +14, Profession (sailor) +16, Stealth +16, Survival +15, Swim +25; **Racial Modifiers** +4 Profession (sailor), +4 Survival

SQ staff master

Ecology

Environment any aquatic

Organization solitary, pair or crew (3-30)

Treasure standard (masterwork quarterstaff, other treasure)

*see the *Pathfinder RPG Advanced Player's Guide*

Special Abilities

Create Spawn (Su) Any humanoid slain by a funa-yūrei becomes a funa-yūrei itself in 1d4 minutes. Spawn are less powerful than typical funa-yūrei; they suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per Hit Die. Spawn are under the command of the funa-yūrei that created them and remain enslaved until that funa-yūrei dies, at which point they lose their spawn penalties and become full-fledged funa-yūrei. They do not possess any of the abilities they possess in life.

Energy Drain (Su) A funa-yūrei can only use its energy drain through its quarterstaff once per round, no matter how many attacks it makes per round.

Flood (Su) As a standard action that doesn't provoke attacks of opportunity, a funa-yūrei can create a five foot radius burst of water from its staff. This burst is centered on a five foot square adjacent to the funa-yūrei. Any creature within the burst must succeed a DC 18 Reflex save or take 4d6 points of nonlethal damage and be knocked prone. On a successful save, the creature takes half damage and is not knocked prone. A funa-yūrei is immune to its own flood attack and the flood of all other funa-yūrei.

Staff Master (Ex/Su) A funa-yūrei is treated as a fighter with a base attack bonus equal to its HD for the purpose of qualifying for feats using the quarterstaff. Any staff held by a funa-yūrei is treated as a +1 *weapon*.

Yokai, Giant Hanzaki



Giant Hanzaki

This enormous salamander-like creature trots forth on short, thick legs. Its tail is as thick as a tree trunk, and its mouth gapes open to reveal row after row of tiny, sharp teeth.

The large river salamanders known as hanzaki continue to grow throughout their lifetime. Already the size of a male human at the stage most consider to be their adulthood, they can reach titanic proportions if left undisturbed for centuries. These giant hanzaki continue to live much as their smaller brethren do, preferring only the coldest, clearest mountain streams. Although they rarely interfere in the lives of surface-dwellers, careless fishermen on these rivers sometimes end up inside a giant hanzaki's stomach. Hanzaki of all sizes are sensitive to pollution, and a giant hanzaki might lash out at communities dumping toxins into their rivers.

Giant hanzakis are oddly vocal for salamanders, communicating with barks, grunts, whines and a call that sounds much like the cry of a baby. When angry or threatened, they exude a milky fluid with a sharp pungent smell. They have a keen sense of smell and the ability to pick up vibrations in the water, which compensates for their very poor eyesight. A giant hanzaki is thirty feet tall and weighs 10 tons. Rumors indicate that they can grow even larger still, but few giant hanzaki live the thousand years needed to reach a truly immense size.

Giant Hanzaki CR 6

XP 2,400

N Huge animal (aquatic)

Init +0; **Senses** limited blindsense 30 ft., Perception +7, scent

Aura stench (10 ft., DC 18)

Defense

AC 18, touch 9, flat-footed 18 (-2 size, +10 natural)

hp 75 (9d8+36)

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

Weakness near-sighted

Offense

Speed 20 ft., swim 40 ft.

Melee bite +12 (2d6+7 plus grab), tail slap +6 (2d8+3)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tail slap)

Special Attacks swallow whole (2d6+7 bludgeoning damage, AC 15, 7 hp)

Statistics

Str 25, **Dex** 11, **Con** 18, **Int** 1, **Wis** 12, **Cha** 4

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 25 (29 vs. trip)

Feats Improved Bull's Rush, Iron Will, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Perception +7, Stealth +2, Swim +21; **Racial Modifiers** +4 Stealth

SQ amphibious

Ecology

Environment cold rivers

Organization solitary

Treasure incidental

Special Abilities

Limited Blindsense (Ex) A giant hanzaki's blindsense only functions underwater

Near-Sighted (Ex) All creatures more than 30 feet away from a giant hanzaki are treated as having total concealment against it.

Giant Hanzaki as Animal Companions

Starting Statistics: **Size** Medium; **Speed** 20 ft, swim 40 ft.; **AC** +5 natural armor; **Attack** bite (1d6), tail slap (1d8); **Ability Scores** Str 9, Dex 15, Con 10, Int 1, Wis 12, Cha 4; **Special Qualities** amphibious

7th-Level Advancement: **Size** Large, **AC** +3 natural armor; **Attack** bite (1d8), tail slap (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** grab, stench.

Yokai, Hakutaku



Hakutaku

Although this creature has a body like an ox, the wisdom on its face reflects that it is no mere beast. A flowing mane runs along its back and down its long thin tail. A third eye sits on its forehead, and three more eyes sit on each flank under a pair of curving horns.

Hakutaku are great celestial beasts who are knowledgeable in all things. Many spells designed to commune with goodly spirits or extraplanar entities pass through hakutaku, allowing these sage entities to survey the mortal world constantly. Although they are most comfortable with spreading wisdom and gathering information, they are also valiant soldiers against the forces of evil, answering the call to battle undead, fiends and other dark powers without hesitation.

Mortal sages have dozens of conjectures about their origins, listing them as composite spirits of entire colleges or as the ascended souls of goodly beasts like shedu and lammasu or the fabric of Heaven itself pulled into a physical form. Hakutaku are silent on such matters, and questions about their origins are among the few that hakutaku will not answer.

Hakutaku CR 15

XP 51,200

LG Large outsider (extraplanar, good, lawful)

Init +6; **Senses** darkvision 60 ft., Perception +25, scent, true seeing

Defense

AC 30, touch 15, flat-footed 28 (-1 size, +2 Dex, +4 sacred, +15 natural)

hp 225 (18d10+126)

Fort +22, **Ref** +12, **Will** +21

DR 10/chaotic and evil; **Immune** disease, poison; **Resist** acid 10, electricity 10, cold 10, fire 10; **SR** 26

Defensive Abilities adaptive defense, all-around vision, serene grace

Offense

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

Melee gore +25 (4d6+8), 2 hooves +20 (1d8+4)

Ranged searing beam +19 touch (3d10)

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

Special Attacks gaze of weal and woe, powerful charge (gore, 8d6+16)

Spell-like Abilities CL 18th, concentration +23 (+27 casting defensively)

Constant—*magic circle against evil, tongues, true seeing*

At will—*daylight*

3/day—*break enchantment, dismissal* (DC 20), *greater dispel magic, heal, holy smite* (DC 19)

1/day—*holy aura* (DC 23), *holy word* (DC 22), *summon monster IX* (good creatures only)

Statistics

Str 27, **Dex** 14, **Con** 24, **Int** 29, **Wis** 19, **Cha** 20

Base Atk +18; **CMB** +27; **CMD** 39 (43 vs. trip)

Feats Combat Casting, Dodge, Flyby Attack, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Skill Focus (Sense Motive), Wind Stance

Skills Diplomacy +26, Fly +6, Heal +22, Knowledge (all) +30, Perception +25, Sense Motive +31, Spellcraft +30

Languages Celestial, Common, Draconic, Sylvan, *tongues*

SQ loremaster

Ecology

Environment Heaven

Organization solitary or conclave (2-12)

Treasure double standard

Special Abilities

Adaptive Defense (Su) As a swift action, a hakutaku may make a Knowledge check against any enemy it faces with a DC of 25 + the creature's CR. If it succeeds this check, the benefits of its serene grace increase by +2 against enemies of that specific creature type for 24 hours. For example, a hakutaku could use its adaptive defense against horned devils, but would not get any bonuses against other devils or evil outsiders. A hakutaku can only benefit from one adaptive defense at a time.

Gaze of Weal and Woe (Su) 30 ft., Will DC 24. Good aligned creatures in the area of a hakutaku's gaze of weal and woe gain the effects of a *good hope* spell as long as they remain in the area and for 1 minute thereafter. Evil aligned creatures that fail the saving throw are affected as by a *crushing despair* for as long as they remain in the area and for 1 minute thereafter. Neutral creatures are unaffected. In addition, creatures that avert their gaze from a hakutaku have only a 20% chance to avoid having to make a save, due to its multiple eyes.

Loremaster (Ex) All Knowledge skills are class skills for a hakutaku.

Searing Beams (Su) As a standard action, a hakutaku can fire nine beams of heavenly light from its eyes. These are treated as ranged touch attacks with a range of 180 feet and no range increment. Creatures struck by these beams take 3d10 points of typeless damage per beam—undead and creatures harmed by sunlight take double damage. A hakutaku can only aim three beams at a single target per round.

Serene Grace (Su) A hakutaku gains a sacred bonus to its Armor Class and to all saving throws equal to its Wisdom modifier.

Yokai, Hari-onago

Hari-onago

This beautiful pale-skinned woman grins playfully behind her well-manicured hand. Her hair is long and flows nearly to the ground, each strand ending in a tiny barb.

Hari-onago are the undead shades of women whose vanity led to the ruin of their lives and the lives of others. They retain their beauty even in undeath—what signs of decay they express are subtle and typically concealed with makeup and perfumes. Hari-onago are more social than the typical undead creature and live within human societies, the better to attract attention. Hari-onago crave constant flattery and praise and delight in their appearances causing jealousy and infidelity. Those who are foolish enough to succumb to their charms are strung along on promises for months before being brutally slaughtered.

In combat, hari-onago fight with sharpened nails and their deadly barbed hair. This hair is used to ensnare and torment victims. The results of a hari-onago attack are gruesome to behold, and often interpreted as the handiwork of a mortal maniac. Hari-onago are infuriated by laughter, interpreting it as being aimed at them regardless of its true intentions, and may lash out violently at a laughing man regardless of the setting or consequences. Hari-onago sometimes live together and form acting companies, geisha houses or other social groups in which to spin their deceitful webs. These hari-onago publicly act friendly to one another, but scheme constantly to gain an advantage over their “sisters”. A hari-onago conforms to the dimensions of a human woman, and always wears her hair long.

Hari-onago CR 2

XP 600

CE Medium undead

Init +2; **Senses** darkvision 60 ft., Perception +8

Defense

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

hp 19 (3d8+6)

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

Immune undead traits

Offense

Speed 30 ft.

Melee 2 claws +4 (1d3+1), hair lash +2 (1d6 plus entangle)

Space 5 ft.; **Reach** 5 ft. (10 ft. with hair lash)

Statistics

Str 13, **Dex** 15, **Con** 7, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 15

Feats Multiattack, Weapon Finesse

Skills Bluff +9, Disguise +12, Perception +8, Sense Motive +8, Stealth +8; **Racial Modifiers** +4

Bluff, +4 Disguise

Languages Common, Elven

Ecology

Environment urban

Organization solitary, pair or clique (3-6)

Treasure double standard

Special Abilities

Hair Lash (Ex) Any creature struck by a hari-onago's hair lash becomes entangled and cannot move outside of the hari-onago's reach. A creature can escape by succeeding a DC 12 Escape Artist check or a DC 16 Strength check as a standard action, but takes 1d6 damage regardless of the check's success. A hari-onago cannot use its hair lash attack when it has a target entangled, and can only entangle creatures of Large or smaller size. The escape DC is Strength based, and includes a racial +4 bonus for the Strength check DC.

Yokai, Heikegani



Heikegani

A crab the size of a small dog scuttles forth, its shell bearing ridges and stripes forming a leering demonic face.

In bays and shoals where massive battles have been fought, the seas have run red with the blood of slain soldiers. The scavenging invertebrates of these places feed well on such bounty, but their descendants are forever changed. The resulting crabs are marked with shells that resemble the battle masks of a samurai and are haunted by their ghosts. The possessing spirits imbue their hosts with only a slight modicum of intelligence, but they react violently if their crab bodies are harmed, lashing out with spectral blades. Due to this supernatural protection, the heikegani, or samurai crabs, are rarely disturbed by either predators or fishermen, and can live hundreds of years scuttling along the coasts and seafloors.

Heikegani are somewhat more aggressive than other crabs of their size, as their supernatural abilities protect them from retribution. As such, heikegani are active predators as often as they are scavengers—although they will rarely attack a party of humans, a lone halfling or gnome may find themselves prey. Their ghostly intelligence has no humanity to it, but they do find themselves attracted to metal items, perhaps in memory of the weapons and armor their souls once used. Heikegami lairs are decorated with scraps of iron, silver and bronze, and the occasional valuable may be found there.

Heikegani CR 1**XP 400**

N Small magical beast (aquatic)

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

Defense

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

hp 13 (2d10+2)

Fort +4, **Ref** +4, **Will** +0

Defensive Abilities negative energy affinity, retributive strike

Offense

Speed 30 ft., swim 20 ft.

Melee 2 claws +3 (1d3)

Statistics

Str 10, **Dex** 12, **Con** 13, **Int** 1, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 12 (20 vs. trip)

Feats Combat Reflexes

Skills Perception +4, Stealth +9, Swim +8

SQ amphibious

Ecology

Environment temperate costal

Organization solitary, pair, gang (3-6) or cast (4-24)

Treasure incidental

Special Abilities

Retributive Strike (Su) Whenever a heikegani is struck with a melee weapon, a touch attack or a natural weapon, it can make an attack of opportunity against the creature that made the successful attack. This attack deals 1d8 points of damage and is considered to be slashing, magic and force for the purposes of bypassing damage reduction. Weapons with exceptional reach do not endanger their wielder in this way.

Yokai, Hibagon



Hibagon

Standing a head shorter than a man, this smelly creature resembles a giant baboon covered in thick brown fur. It bares its teeth in warning.

Hibagons are secretive monsters that combine features of apes, baboons and humans. Some sages hypothesize that they are even more feral, animalistic cousins of the sasquatches that lurk in the deepest forests. Hibagons are profoundly social creatures living in small troops of both sexes. Several of these troops may circulate throughout the year over a wide territory, coming together during times of plenty to mate and share information. The most dangerous hibagons are males without a troop, which may attack humanoids looking for food or lash out at them as perceived rivals.

Hibagons are most notable for their stench, which is said to resemble a sun-ripened corpse, and their ability to resist the effects of mundane weapons. Among hunters and trappers living in hibagon territory, it is said that the only way to injure a hibagon is to aim for the eyes—although a magical weapon works just as well. Hibagons, like the monkeys and apes they resemble, are omnivores with a strong bias towards plant foods and insects, although they will sometimes band together to hunt prey. Such hunting parties are among the few times hibagons make a lot of noise, as they drum on trees and hoot wildly in order to panic small game and flush it from hiding.

Hibagon CR 4**XP 1,200**

N Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +7, scent

Aura stench (10 ft., DC 15)

Defense

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

hp 45 (6d10+12)

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

DR 10/magic

Offense

Speed 40 ft., climb 30 ft.

Melee Large greatclub +9 (2d8+7), bite +7 (1d4+2) or 2 slams +9 (1d4+5), bite +9 (1d4+5)

Statistics

Str 20, **Dex** 15, **Con** 15, **Int** 4, **Wis** 15, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 21

Feats Great Fortitude, Multiattack, Nimble Moves

Skills Climb +12, Perception +7, Stealth +7, Survival +7

Languages Sasquatch

SQ strong back

Ecology

Environment temperate mountains and forests

Organization solitary, pair, troop (3-6) or band (4-24 plus 100% non-combatants)

Treasure half standard

Special Abilities

Strong Back (Ex) A hibagon is treated as a Large quadruped for the purposes of carrying capacity. In addition, they can wield Large weapons without penalty.

Yokai, Hiderigami

Hiderigami

A hairy, one-armed humanoid half as tall as a man hops on a single leg ending in a wide foot. Her snout is broad and porcine, and a single eye sits in the middle of her forehead.

Hiderigami are fey creatures of the desert who maintain the delicate balance of that ecosystem and prevent it from being overtaken by climate change or mortals with an interest in reclamation. No rain falls within their arid auras, but in order to make sure that hardy desert plants can grow, hiderigami are frequently on the move in their large territories. A single hiderigami may maintain a number of lairs inside of caves, hollowed-out desert plants or canyons that it meanders between over the course of a year.

Hiderigami come into conflict with mortals when their wanderings bring them close to civilization, or when human beings attempt to dig irrigation systems into the desert. They rarely kill their opponents, preferring to leave them alive but dehydrated and exhausted in the desert—this is not out of cruelty towards their enemies so much as a kindness to the desert predators whose lives depend on scavenging and making easy kills. A hiderigami may have allies among mortal druids and nature oracles as easily as she may have enemies, depending on the priorities of the priests.

All hiderigami are female, but show little interest in bewitching and reproducing with humanoid males as dryads and nymphs do. How they reproduce is still unknown—some sages hypothesize that their males are among the various other “half-humanoid” races such as fachen and yama-jijii. Their pelts come in a variety of colors but tend towards blonde and auburn tones.

Hiderigami CR 8

XP 4,800

LN Small fey (earth, fire)

Init +5; **Senses** low-light vision, Perception +17, scent

Aura aridity (1 mile)

Defense

AC 21, touch 19, flat-footed 13 (+1 size, +5 Dex, +2 natural, +3 dodge)

hp 103 (11d6+66)

Fort +9, **Ref** +12, **Will** +10

DR 10/cold iron; **Immune** fire; **SR** 19

Defensive Abilities incredible balance

Weakness vulnerable to cold, vulnerable to water

Offense

Speed 40 ft., hopping stride

Melee claw +11 (1d4+2 plus desiccating touch)

Special Attacks sneak attack +4d6

Spell-like Abilities CL 11th, concentration +15

Constant—*pass without trace*

At will—*diminish plants*, *produce flame*

3/day—*dispel magic*, *invisibility*

1/day—*flame strike* (DC 19), *waves of fatigue*

Statistics

Str 15, **Dex** 21, **Con** 22, **Int** 14, **Wis** 16, **Cha** 19

Base Atk +5; **CMB** +10 (+12 disarm); **CMD** 27 (29 disarm, 30 trip)

Feats Agile Maneuvers, Combat Expertise, Defensive Combat Training, Improved Disarm, Improved Feint, Weapon Finesse

Skills Acrobatics +19 (+23 when jumping), Bluff +18, Climb +16, Escape Artist +19, Knowledge (nature) +16, Perception +17, Stealth +23, Survival +17

Languages Common, Ignan, Sylvan

Ecology

Environment warm deserts and mountains

Organization solitary or pair

Treasure standard

Special Abilities

Aura of Aridity (Su) The ambient air temperature for 1 mile around a hiderigami is raised one increment, from cold to temperate, from temperate to very hot and from very hot to severely hot. It cannot raise the temperature to extremely hot. No natural precipitation falls within the aura of aridity. Any creature that attempts to cast a spell with the water descriptor or to control the weather to create precipitation must succeed a DC 19 caster level check or the spell is lost.

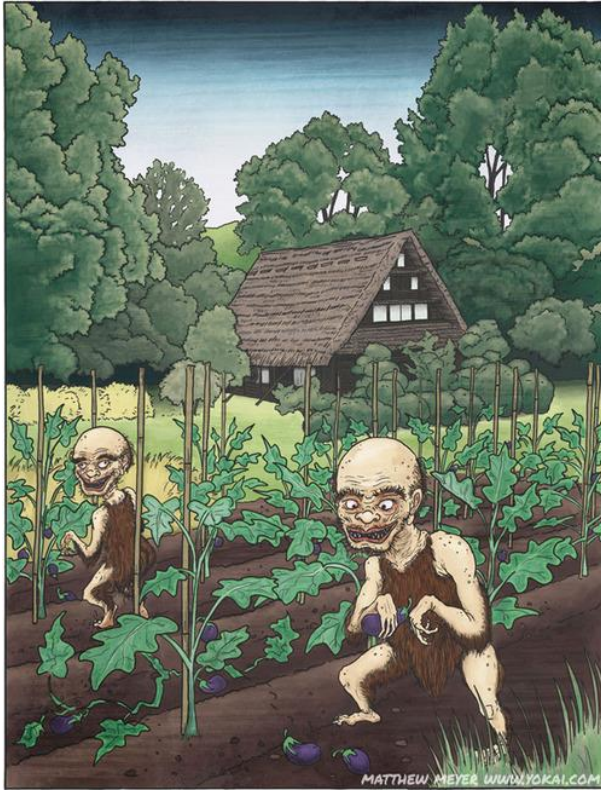
Desiccating Touch (Su) Any living creature struck by a hiderigami must succeed a DC 19 Fortitude save or take 1d6 points of non-lethal damage and be fatigued. This damage and fatigue cannot be healed magically unless the creature drinks at least 1 gallon of water. Plant creatures and creatures with the water subtype take a -2 penalty on their save. The save DC is Charisma based.

Hopping Stride (Ex) A hiderigami can ignore all difficult terrain created by earth or sand. Magically altered terrain, like a spike stones spell, affects a hiderigami normally.

Incredible Balance (Ex) A hiderigami gains a +3 dodge bonus to AC and to its CMD to avoid being tripped.

Vulnerable to Water (Ex) The touch of water damages a hiderigami. A pint of water affects a hiderigami as a flask of acid, and being immersed in water or caught in a rainstorm deals 10d6 points of damage to a hiderigami each round.

Yokai, Hyōsube



Hyōsube

This dwarfish humanoid moves with unnatural speed. Its body is covered in a layer of matted, grimy hair and a sharp-toothed grin nearly splits its head in two.

The stunted, vicious hyōsube are a species of humanoid distantly related to the kappa, but they are destructive and violent where kappa are puckish and mercurial. Hyōsube have given their bodies and souls over to the powers of darkness, granting them the magical ability to spread disease and misfortune wherever they go. They have a twisted sense of honor, however, and delight in leaving a beaten victim on the brink of death to spread tales of their power.

Although a hyōsube's body is covered in a thick pelt of greasy fur, its head bears only a fringe reminiscent of a balding man's hair. Males and females alike have patchy beards and ratty mustaches around their hideous, oversized mouths. Hyōsube move with incredible speed despite their short legs, scuttling like humanoid crabs at odd angles and with bent knees.

Like their kappa kin, hyōsube have a variety of weaknesses that can be exploited by a canny warrior. They are especially fond of the taste of eggplant, the pursuit of which lures them from their mountain lairs into the gardens and farms of unsuspecting people. Hyōsube also enjoy a warm bath, and a tub of soapy water makes for an excellent ambush site for those hunting these monsters.

Hyōsube CR 10**XP 9,600**

CE Small monstrous humanoid

Init +9; **Senses** darkvision 60 ft., Perception +20**Aura** stench (10 ft., DC 21)

Defense

AC 22, touch 16, flat-footed 22 (+1 size, +5 Dex, +6 natural)**hp** 133 (14d10+56); fast healing 5**Fort** +8, **Ref** +14, **Will** +11**Immune** curses, death effects, disease, poison; **SR** 21**Defensive Abilities** negative energy affinity, uncanny dodge

Offense

Speed 50 ft., climb 30 ft**Melee** 2 claws +20 (1d4+2), bite +20 melee (2d6+2/17-20x3 plus disease)**Special Attacks** augmented critical, mobile spellcasting, sneak attack +2d6**Spell-like Abilities** CL 14th, concentration +18**At will**—*death knell* (DC 16), *ghoul touch* (DC 16), *grease* (DC 15), *inflict moderate wounds* (DC 16)**3/day**—*bestow curse* (DC 18), empowered *contagion* (DC 18)**1/day**—*cloudkill* (DC 19), *slay living* (DC 19)

Statistics

Str 15, **Dex** 21, **Con** 19, **Int** 14, **Wis** 16, **Cha** 18**Base Atk** +14; **CMB** +15; **CMD** 30**Feats** Dodge, Empower Spell-like Ability (contagion), Improved Critical (bite), Improved Initiative, Mobility, Spring Attack, Weapon Finesse**Skills** Acrobatics +19 (+27 jumping), Climb +27, Intimidate +21, Perception +20, Sense Motive +17, Stealth +27**Languages** Common, Aquan, Terran

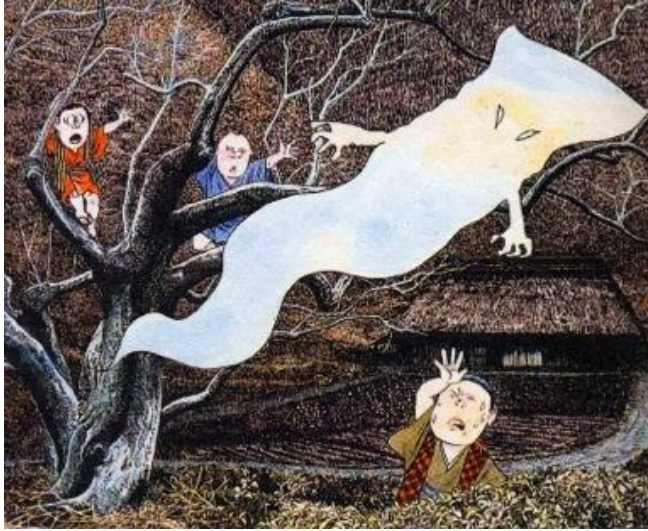
Ecology

Environment temperate mountains**Treasure** standard**Organization** solitary, gang (2-5) or mob (6-11)

Special Abilities

Augmented Critical (Ex) A hyōsube threatens a critical hit on a roll of 19-20 and deals x3 damage on a successful critical hit.**Disease (Ex)** Demon fever: *Injury*—bite; *save* DC 21 Fortitude; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con damage, target must succeed a second Fortitude save or 1 point of the damage is drain instead; *cure* 2 consecutive saves.**Mobile Spellcasting (Ex)** As a full round action, a hyōsube may move up to its speed and cast a spell or use a spell-like ability at any point during its movement. If the spell or spell-like ability requires a touch attack, it can make this attack as a free action. The hyōsube's movement does not provoke attacks of opportunity, but the hyōsube must cast defensively or provoke an attack of opportunity when it casts the spell, as per normal.

Yokai, Ittan-Momen



Ittan-Momen

Writhing through the air like an immense serpent, this length of cloth bears a leering impression of a human face at its end.

Ittan-momen are among the most dangerous of the tsukumogami, for they approach humanoids with malice rather than mischief. Created from bolts of fabric that remained unused due to tragedy and loss, ittan-momen take their bitterness on the world out on randomly selected victims. Although most ittan-momen lurk in the ruins of abandoned houses and shops, they will leave their haunts in order to fly through the streets in order to prey on passers-by. Ittan-momen do not cooperate with each other, but tailor shops or mansions may be host to a number of these murderous entities.

In combat, ittan-momen use their mobility and flight to harass and debilitate their opponents. Ittan-momen are so long and flexible that they can strangle and constrict one foe while simultaneously lashing out at potential rescuers. An ittan-momen measures thirty feet long and weighs about half a ton.

Variant Ittan-momen

Most ittan-momen are made from bolts of linen cloth, but some fabrics grant their ittan-momen additional abilities. Silken ittan-momen have the advanced simple template, lose their fire vulnerability and fly with good maneuverability. Wool ittan-momen fly with poor maneuverability, but creatures constricted by a woolen ittan-momen must succeed on a DC 17 Fortitude save or be sickened for 1 minute by itching.

Ittan-Momen CR 7

XP 3,200

CE Large construct (tsukumogami)

Init +4; **Senses** darkvision 60 ft., Perception +0

Defense

AC 17, touch 17, flat-footed 13 (-1 size, +4 Dexterity, +1 dodge, +3 deflection)

hp 106 (9d10+57)

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

DR 10/slashing and magic

Defensive Abilities haunted, soul-powered; **Immune** construct traits; **Vulnerable** fire

Offense

Speed 30 ft., fly 40 ft. (average)

Melee slam +13 (3d6+7 plus grab)

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

Special Abilities constrict 3d6+7, swift grapple, strangle

Statistics

Str 20, **Dex** 18, **Con** —, **Int** 3, **Wis** 11, **Cha** 16

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 29

Feats Dodge, Flyby Attack, Hover, Lightning Reflexes, Mobility

Skills Fly +12

Languages Common (cannot speak)

SQ improved compression

Ecology

Environment urban

Organization solitary, pair or cluster (3-8)

Treasure incidental

Special Abilities

Improved Compression (Ex) An ittan-momen can move through an area equal in size to one eighth its space without squeezing, or one sixteenth its space when squeezing.

Swift Grapple (Ex) An ittan-momen can maintain a grapple as a swift action once per round, allowing it to attack opponents while grappling.

Yokai, Jubokko



Jubokko

The tree that had been standing still erupts to hideous life, its roots pulling themselves from the earth like a spider's legs and blood-stained claws growing from its branches.

Trees that grow on bloodstained fields rarely grow healthily. They become twisted and gnarled, and the superstitious claim they can see the faces of dead men in the bark. Trees that grow on the sites of the most violent battles and absorb the blood of thousands through their roots become addicted to it, transforming into the predatory plants known as jubokko.

A jubokko can resemble any manner of deciduous tree, but most form from beeches, cherry, oaks and magnolias. Sharp hollow claws grow beneath their leaves, allowing them to spill more blood, and they become able to uproot themselves and move across the landscape, albeit slowly. Sharp-eyed travelers may spot the dried skeletons hanging from the branches and tangled within the roots of a jubokko before they see the tree's own monstrous appearance.

Undead creatures of all types are attracted to jubokko, as the bloody mist they excrete stimulates the flesh of the unliving. Such monsters do not hunt cooperatively with the jubokko, but neither do they attempt to steal its victims from it—a jubokko could just as easily tear them to pieces, after all.

Jubokko CR 14

XP 38,400

NE Gargantuan plant

Init +2; **Senses** blindsight 60 ft., Perception +20

Defenses

AC 28, touch 13, flat-footed 28 (-4 size, -2 Dex, +15 natural, +9 profane)

hp 202 (15d8+135)

Fort +18, **Ref** +3, **Will** +8

DR 15/slashing and cold iron; **Immune** plant traits; **Resist** electricity 10, fire 10; **SR** 25

Offense

Speed 20 ft.

Melee 4 claws +18 (2d6+11/19-20 plus bleed and grab)

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

Special Attacks bleed (1d6), blood drain (1d4 Con), blood mist, pernicious bleed

Statistics

Str 32, **Dex** 6, **Con** 28, **Int** 3, **Wis** 17, **Cha** 13

Base Atk +11; **CMB** +26 (+30 grapple); **CMD** 34

Feats Awesome Blow, Improved Bull's Rush, Improved Critical (claw), Improved Initiative, Improved Vital Strike, Power Attack, Stand Still, Vital Strike

Skills Perception +20

SQ agile grappler, superior camouflage

Ecology

Environment temperate hills and forests

Organization solitary, pair or grove (3-12)

Treasure incidental

Special Abilities

Agile Grappler (Ex) A jubokko can make grapple checks using only part of its body at a -10 penalty, and does not gain the grappled condition when grappling a creature of Large size or smaller

Blood Mist (Su) Once per day as a move action that does not provoke attacks of opportunity, a jubokko can emit a cloying red mist in a 30 foot radius. Living creatures within the mist have their vision obscured as per an obscuring mist spell and must succeed a DC 25 Fortitude save or be nauseated as long as they remain within the mist and for 1d4 rounds thereafter. A creature that successfully saves against this effect is immune to the blood mist of that jubokko for 24 hours. Undead creatures can see through the mist normally, and gain fast healing equal to the jubokko's Hit Dice (15 for a typical specimen) as long as they remain in the mist. The mist lasts for 10 rounds, but can be dispelled with a gust of wind or similar effect. This is a necromancy effect. The save DC is Charisma-based.

Pernicious Bleed (Su) Bleed damage dealt by a jubokko stacks with itself.

Superior Camouflage (Ex) The similarities between an ordinary tree and a jubokko are so extreme that all observers must succeed a DC 30 Perception check or Knowledge (nature) check to notice it before it attacks for the first time.

Yokai, Kamaitachi



Kamaitachi

A weasel-like creature weaves through the air at incredible speed. Its legs end not in paws, but in long bone sickles.

Also referred to as “sickle weasels”, kamaitachi are sadistic monsters that delight in causing suffering. There is no game a kamaitachi prefers than making hit-and-run attacks on a hapless passerby, leaving shallow and incredibly painful cuts in their wake. Kamaitachi are gregarious creatures and often participate in these revels in gangs of three—one to knock a victim to the ground, one to slice the prone victim and the third to heal the wound to make sure the toy doesn’t die from the attention. Kamaitachi prefer to strike against lone targets and avoid those that are armed and armored. Sickle weasels are oddly superstitious creatures and dislike even numbers—if a single kamaitachi from a trio is slain, the other two will not stop until they have recruited a third to fill their ranks.

They spend most of their lives in the air, landing only occasionally to sleep or when feeding. Kamaitachi are carnivores that prey on small birds and rodents, although if they accidentally cause the death of a victim they will not hesitate to feed on the corpse. Their trios are not segregated by sex, and many kamaitachi matings are between playmates. Kamaitachi are vaguely intelligent, although they do not speak any languages. A kamaitachi could be taught to understand speech, but doing so would be a dangerous errand indeed.

Kamaitachi CR 4**XP 1,200**

CE Small magical beast

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

Defense

AC 17, flat-footed 12, touch 16 (+1 size, +5 Dex, +1 natural)**hp** 33 (6d10)**Fort** +5, **Ref** +10, **Will** +3**Defensive Abilities** wind warp

Offense

Speed 10 ft., climb 10 ft., fly 90 ft. (good)**Melee** 2 claws +12 (1d6+1 plus pain) or slam +12 (1d4+1 plus trip)**Spell-like Abilities** CL 4th, concentration +53/day—*cure light wounds* (DC 12)

Statistics

Str 13, **Dex** 20, **Con** 11, **Int** 4, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +10; **CMD** 21 (25 vs. trip)**Feats** Agile Maneuvers, Flyby Attack, Weapon Finesse**Skills** Climb +9, Fly +16, Perception +6, Stealth +14**SQ** flight

Ecology

Environment temperate forests**Organization** solitary, trio (3) or flight (5-9)**Treasure** incidental

Special Abilities

Flight (Su) A kamaitachi's flight is magical in nature.

Pain (Ex) The shallow, precise cuts inflicted by a kamaitachi are immensely painful. Any creature injured by a kamaitachi's claws must succeed a DC 13 Fortitude save or suffer a -1 penalty to AC and attack rolls for one minute. Attacks from additional kamaitachi cause the penalties to stack and extend until one minute after the last attack. The save DC is Constitution based.

Wind Warp (Su) A kamaitachi gains the benefits of a *displacement* spell any round in which it moves 30 feet or more. A *true seeing* spell negates this miss chance.

Yokai, Kami-Binbōgami

This shabby old man appears almost human, but his exaggerated underbite bears a pair of short tusks. He is skinny and dirty and clutches a long-handled fan in one hand.

Binbōgami are spirits of poverty and ill-fortune that reside in mortal dwellings. Although they are not evil, they delight in squalor and paucity, believing it to be key to elevating weak mortals on the road towards enlightenment and salvation. Needless to say, anyone who seeks to evict a binbōgami and restore the good fortune of the family hosting it will receive a destructive reaction.

Binbōgami are closer in appearance to humans than most other kami, but their underslung jaws and permanent emaciation mark them as something other than mortal. They love vermin and household pests of all kinds, treating them as favored pets and encouraging the growth of molds, insect colonies and other living nuisances. Although they do not need to eat, they enjoy human foods, especially miso—during certain days of the year, a binbōgami can be lured from a home for good with baked miso.

Binbōgami CR 6

XP 2,400

CN Medium outsider (kami, native)

Init +3; **Senses** darkvision 60 ft., Perception +13

Aura ill luck (DC 16, 30 ft.)

Defense

AC 16, touch 14, flat-footed 12 (+3 Dex, +2 natural, +1 dodge)

hp 60 (8d10+16); fast healing 3

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

DR 10/cold iron; **Immune** bleed, disease, mind-influencing effects, petrification, polymorph, poison; **Resist** acid 10, electricity 10, fire 10

Offense

Speed 30 ft., climb 15 ft.

Melee 2 slams +10 (1d6+2) or touch +10 (corrosion)

Spell-like Abilities CL 8th, concentration +10 (+14 casting defensively)

At will—*shatter* (DC 14), *warp wood* (DC 14)

1/day—*contagion* (DC 15), *curse of poverty* (DC 15), *rusting grasp* (DC 16), *stinking cloud* (DC 15)

Statistics

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

Base Atk +8; **CMB** +10; **CMD** 23

Feats Blind-fight, Combat Casting, Dodge, Stealthy

Skills Acrobatics +14, Climb +21, Escape Artist +16, Handle Animal +13, Knowledge (local) +13, Perception +13, Sense Motive +13, Stealth +16

Languages Common, Sylvan, telepathy 60 ft.

SQ merge with ward, vermin empathy +10, ward (house)

Ecology

Environment urban

Organization solitary

Treasure incidental

Special Abilities

Aura of Ill Luck (Su) All humanoids within 30 feet of a binbōgami must succeed a DC 16 Will save or suffer a -2 penalty on all attack rolls, saving throws, skill checks and ability checks for the next 24 hours. Creatures that successfully save are immune to the aura of ill luck of that binbōgami for the next 24 hours. This is a curse effect. The save DC is Charisma based.

Curse of Poverty (Sp) This spell functions as *bestow curse*, with the following modifications. Whenever the cursed individual touches any amount of gold, it is permanently transformed into copper. This is the equivalent of a 3rd level spell.

Touch of Corrosion (Su) Once per round, a binbōgami can touch an item and give it the broken condition. Magic and attended items may make a DC 16 Fortitude save to resist this effect. If a binbōgami touches an item with the broken condition, it crumbles into useless junk. The save DC is Charisma based.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a binbōgami can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train vermin and teach them tricks. Vermin empathy treats swarms as if they were one creature possessing a single mind—a binbōgami can thus use this ability to influence and direct the actions of swarms with relative ease.

Yokai, Kami-Dorotabō



Dorotabō

As if growing from the muddy ground, the head and torso of a skeletal humanoid bursts forth. One of its eye sockets is empty, and the other glares balefully.

Due to their grotesque appearance, many believe the specters known as dorotabō to member among the undead. They are in fact a form of kami, devoted to protecting the sanctity and the productivity of agricultural land. Most dorotabō keep as their ward a rice paddy, although some dwell in orchards or fields of other grains. When a dorotabō is pleased, they are rarely seen—their effects felt only by the reduction of pests and the high yields of crops. When a field guarded by a dorotabō is tended by a slothful or profligate farmer, however, they make their displeasure known with appearances intended to either shame owners into improving their performance or frighten them into leaving and selling the land to someone more worthy.

Dorotabō CR 4

XP 1,200

LN Medium outsider (kami, native)

Init +1; **Senses** darkvision 60 ft., Perception +10

Aura frightful presence (DC 14, 30 ft.)

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 47 (5d10+20)

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

DR 5/cold iron and bludgeoning; **Immune** bleed, mind-influencing effects, petrification, polymorph; **SR** 15

Offense

Speed 20 ft., burrow 20 ft., swim 20 ft.

Melee 2 claws +8 (1d4+3)

Ranged mudball +6 touch (entangle)

Spell-like Abilities CL 5th, concentration +7

At will—*Speak with plants*

3/day—*fog cloud*, *quench* (DC 15), *soften earth and stone*

1/day—*plant growth*

Statistics

Str 17, **Dex** 13, **Con** 18, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 19 (cannot be tripped)

Feats Lightning Reflexes, Point Blank Shot, Precise Shot

Skills Intimidate +10, Knowledge (local) +8, Perception +10, Stealth +9, Survival +10, Swim +19

Languages Common, Sylvan

SQ merge with ward, ward (cultivated land of 2.5 acres or smaller)

Ecology

Environment agricultural land

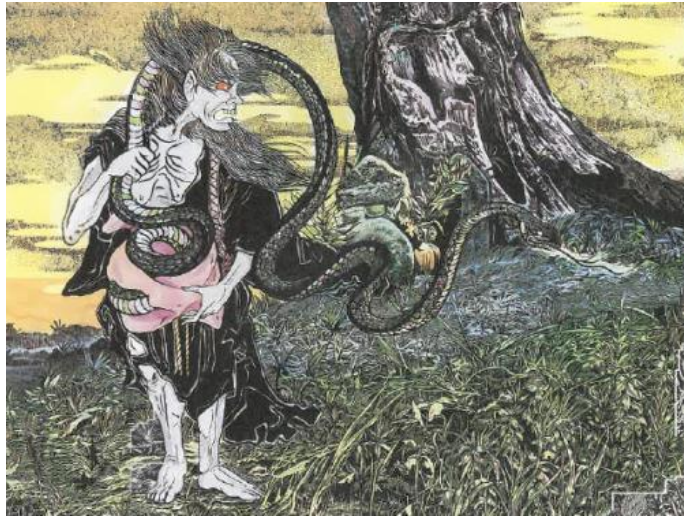
Organization solitary, pair or coalition (3-6)

Treasure standard

Special Abilities

Mudball (Ex) As a standard action, a dorotabō can throw a lump of mud at an opponent within 30 feet. A creature struck by this mud is entangled for 5 rounds, and must succeed a DC 16 Fortitude save or be sickened for 1 round. At least a gallon of water washes off the mud and ends the entangled effect. The save DC is Constitution based.

Yokai, Kami-Jakotsubaba



Jakotsubaba

An emaciated old woman stands here, clad in nothing more than rags. Her eyes glint with yellow light. Two immense serpents, one red and one blue, grow from her shoulders and wind around her arms.

Jakotsubabas are kami that guard the dead and protect them from both living marauders and the depredations of the undead. Although they can be found in large cemeteries, they are more frequently found warding a lonesome tomb or a mass grave hidden in the wilderness. Due to their emaciated forms, they are typically mistaken for undead creatures, but jakotsubabas are nothing of the sort and indeed despise the undead above all else.

The unnatural aura of a jakotsubaba is typically sufficient to guard the bodies they protect from mundane predators, but either mortal or undead marauders must be repelled with force. Most jakotsubabas will begin by attempting to frighten away trespassers, but if this fails, they attack with the snakes growing from their bodies and swarms of phantasmal serpents conjured by their magic. Mortal intruders will typically be left unconscious by the jakotsubaba's venom and dragged to a remote spot to recover or succumb to the elements.

Jakostubaba CR 8

XP 4,800

LN Medium outsider (kami, native)

Init +9; **Senses** darkvision 60 ft., *detect undead*, Perception +17

Aura unnatural aura (30 ft.)

Defense

AC 21, touch 14, flat-footed 17 (+4 Dex, +3 natural, +4 armor)

hp 93 (11d10+33); fast healing 4

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

DR 10/cold iron; **Immune** bleed, mind-influencing effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 19

Offense

Speed 30 ft.

Melee 2 snakebites +16 (2d4+4/19-20 plus poison)

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

Spell-like Abilities CL 11th, concentration +16 (+20 casting defensively)

Constant—*detect undead*, *mage armor*

3/day—*spectral serpent* (DC 18)

1/day—*disrupting weapon*, *mass cure moderate wounds* (DC 21)

Statistics

Str 18, **Dex** 19, **Con** 17, **Int** 13, **Wis** 16, **Cha** 20

Base Atk +11; **CMB** +15; **CMD** 29

Feats Combat Casting, Combat Reflexes, Dazzling Display, Improved Critical (snakebite)

Improved Initiative, Weapon Focus (snakebite)

Skills Intimidate +19, Knowledge (religion) +15, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +18, Survival +17

Languages Common, Celestial, telepathy 100 ft.

SQ merge with ward, ward (cemetery or gravesite)

Ecology

Environment temperate land

Organization solitary

Treasure standard

Special Attacks

Poison (Ex) *bite*—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *damage* 1d3 Dex; *cure* 2 saves. The save DC is Constitution based.

Spectral Serpent (Sp) This spell functions as *spiritual weapon*, except that any creature struck must succeed a Reflex save (DC 18) or be entangled as 1 round as they are bound by the spectral serpents. This is the equivalent of a 3rd level spell.

Yokai, Kami-Kerakera-onna

Kerakera-onna

A towering female giant appears, her face caked in makeup and her teeth stained black. Her face is contorted into a rictus of mirth, adding to her strangely intimidating presence.

The immense kerakera-onna are among the rarest of the kami, devoting their energy to guarding prostitutes and brothels. A kerakera-onna forms from the soul of a prostitute who dies of old age—sadly a rarity in many places—and who devoted her own life towards the betterment of her peers. In her role as guardian of a brothel, she treats wounds and illnesses, fights for fair pay and equal treatment, supports those who wish to leave the trade and acts as avenger against those who would exploit or abuse her charges. A man who merely scorns or insults a kerakera-onna's chosen prostitutes may only receive the scare of his life. One who abuses or murders a prostitute may be killed or (more likely) driven mad as a warning to others. The scornful laugh of a kerakera-onna can linger in the heads of her victims for the rest of their lives, filling every waking moment with hallucinations and visions.

Most kerakera-onna are rarely-glimpsed figures, only appearing to mete out justice. Some, however, take a more active role in managing their wards by assuming mortal form and serving as a madam. Such madams are beloved both by their stable of employees and by the downtrodden folk of their community at large, as such a kerakera-onna takes an active stance against poverty, oppression and corruption. These communities may never know they host a kerakera-onna until a wicked guard captain or politician ends up afflicted with the curse of cackling wrath.

Kerakera-onna CR 12

XP 19,200

CG Huge outsider (kami, native)

Init +5; **Senses** darkvision 60 ft., Perception +22

Aura frightful presence (60 ft., DC 21)

Defense

AC 27, touch 17, flat-footed 26 (-2 size, +1 Dex, +4 deflection, +4 sacred, +10 natural)

hp 172 (15d10+90); fast healing 8

Fort +15, **Ref** +6, **Will** +12

Immune bleed, mind-influencing effects, petrification, polymorph

Resist acid 10, electricity 10, fire 10; **SR** 23

Defensive Abilities flamboyant aura

Offense

Speed 40 ft.

Melee 2 slams +19 (2d8+5 plus push)

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

Special Attacks cackling wrath, gentle hand, push (10 ft.), terrorize

Spell-like Abilities CL 15th, concentration +19 (+23 casting defensively)

Constant—*shield of faith, tongues*

3/day—*lesser restoration, quickened cure moderate wounds*

1/day—*great shout* (DC 20), *phantasmal killer* (DC 18), *remove disease*

Statistics

Str 21, **Dex** 13, **Con** 22, **Int** 17, **Wis** 16, **Cha** 18

Base Atk +15; **CMB** +21; **CMD** 40

Feats Ability Focus (cackling wrath), Combat Casting, Combat Reflexes, Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Quicken Spell-like Ability (*cure moderate wounds*), Step Up

Skills Bluff +22, Diplomacy +22, Disguise +22, Heal +19, Intimidate +22, Knowledge (local) +19, Perception +22, Perform (any one) +23, Sense Motive +22

Languages Common, Celestial, telepathy 100 ft., tongues

SQ change shape (Small or Medium humanoid, *alter self*), merge with ward, ward (brothel and a one-block radius around it)

Ecology

Environment urban

Organization solitary

Treasure standard

Special Abilities

Cackling Wrath (Su) Once per day, a kerakera-onna can place a curse on a creature suffering from a fear effect, such as its frightful presence or terrorize ability. The creature can resist the curse with a successful DC 23 Will save. On a failed save, the creature takes 1d6 points of Wisdom drain every day; a creature cannot fall below 1 Wisdom from this ability, but a creature reduced to 1 or lower Wisdom while under the effects of cackling wrath gains a random insanity (see the *Pathfinder Roleplaying Game Gamemastery Guide*). This is a curse effect. The save DC is Charisma based.

Flamboyant Aura (Su) A kerakera-onna gains a sacred bonus to its Armor Class and Combat Maneuver Defense equal to its Charisma modifier.

Gentle Hand (Ex) A kerakera-onna can choose to deal non-lethal damage with her slam attacks without penalty.

Terrorize (Su) A kerakera-onna can distort her face hideously as a standard action, affecting all creatures within 30 feet that can see her. All creatures affected by a kerakera-onna's terrorize must succeed a DC 21 Will save or be stunned from fear for 1d4 rounds. A creature that succeeds this save is instead staggered for 1 round. This is a fear effect. The save DC is Charisma based.

Yokai, Kami-kiri



Kami-kiri

This bizarre little creature is roughly humanoid with a carapace like an insect's. Its head is fringed with hair and bears a thin beak, and its arms end in scissor-like claws.

Kami-kiri are strange pests that feed on hair. Members of a household, their pets and livestock are all subject to humiliating attacks—the creature sneaks up on an unsuspecting victim, slices off their hair as close to the roots as it can get, and then makes off with its prize. Most kami-kiri feed mostly on sleeping prey, but especially audacious ones may attack at any time. Kami-kiri are not particularly violent creatures, and are more likely to run than fight back if their feeding activities are responded to with violence.

Kami-kiri have an unusual hatred for shapeshifters of any kind and go out of their way to thwart the efforts of these parasites on mortal society. Since they are relatively weak and cannot speak, however, such actions are typically limited to cutting things—hair, clothing, tapestries, anything that would get attention. A household that is especially prone to kami-kiri attacks may be one that hosts a guest in mortal guise.

A kami-kiri stands two feet tall and weighs 20 pounds. A kami-kiri can learn languages by spending ranks in the Linguistics skill. A 5th-level spellcaster with the Improved Familiar feat and at least one neutral component to her alignment can choose a kami-kiri as a familiar.

Ami-kiri

Larger cousins of the kami-kiri, ami-kiri appear very similar, except that they possess a snake-like tail instead of lower legs and can soar through the air. Ami-kiri prefer the taste of fabric to that of hair, and are fond of cutting fishing nets and clothing off of drying lines. An ami-kiri is a kami-kiri with the giant simple template and a fly speed of 40 feet (good maneuverability) instead of a climb speed. Ami-kiri gain Flyby Attack as a bonus feat. Ami-kiri have a CR of 1

Kami-kiri CR ½

XP 200

N Small aberration

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

Defense

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

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +3

Offense

Speed 30 ft., climb 20 ft.

Melee 2 claws +2 (1d3)

Statistics

Str 10, **Dex** 13, **Con** 11, **Int** 6, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 11

Feats Stealthy

Skills Acrobatics +5, Climb +8, Escape Artist +7, Perception +4, Stealth +11

Languages Common (cannot speak)

SQ metal claws

Ecology

Environment urban

Organization solitary, pair or nest (3-8)

Treasure half standard

Special Abilities

Metal Claws (Ex) A kami-kiri ignores hardness when attacking objects with a hardness of 5 or less. Objects with a hardness of 6 or higher are treated as having their full hardness against attacks made by a kami-kiri.

Smell Shapechangers (Su) This functions as the scent ability, except that it only functions when used to detect creatures using magic of the polymorph subschool, the change shape special ability or a similar effect to have the shape of a body not their own. This does not detect creatures that have disguised themselves using illusion magic or mundane disguises.

Yokai, Kyton-Hashihime



Hashihime

This woman appears to be mostly human from the waist up, but her legs are skinless and dripping with gore and her feet little more than bones and sinew. Three iron horns burst from her brow limned in fire. Flames also burn along the tusks jutting from her lower jaw.

Among the ranks of the kytons, those that are most honored are those that transformed themselves into a perfect form of pain and torment while they were still alive, rather than being molded and altered petitioners. The hashihime are those kytons that accepted the doctrine of suffering and changed themselves into monsters out of jealousy. The ritual to transform oneself into a hashihime is taught by the kytons to those, mostly women, who have been scorned and so wish to make all others feel their pain.

Hashihime, as is fitting to their status between the living and outsiders, are creatures of thresholds and boundary places. Capable of opening portals between the Plane of Shadow and the Material Plane, hashihime are often at the vanguard of kyton incursions. When on the Material Plane, they dwell under bridges, near crossroads and the pinnacles of mountains. There, they strike out at those who they hold responsible for their pain, which can extend towards broad categories such as “all men”, “all elves”, “anyone with green eyes” or the like, or use their spell-like abilities and cunning tongues to convince others to turn against these favored targets. They are especially fond of masquerading as kami, using this role to draw sacrifices and offerings.

Hashihime CR 14

XP 38,400

LE Medium outsider (aquatic, extraplanar, evil, kyton, lawful)

Init +9; **Senses** darkvision 60 ft., Perception +25, see invisibility

Defenses

AC 29, touch 16, flat-footed 23 (+5 Dex, +1 dodge, +13 natural)

hp 195 (17d10+102); regeneration 10 (silver, good weapons and spells)

Fort +16, **Ref** +10, **Will** +14

DR 10/silver and good; **Immune** cold, fire; **SR** 25

Offense

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

Melee 2 gores +25 (1d8+7/19-20 plus eldritch burn), 2 claws +24 (1d4+7)

Special Attacks eldritch burn (4d6 fire, DC 24), powerful charge (gore, 2d8+10 plus eldritch burn), unnerving gaze

Spell-like Abilities CL 14th, concentration +19

Constant—*fly*, *see invisibility*

At will—*scorching ray*, *ray of exhaustion* (DC 18)

3/day—*confusion* (DC 19), *control water*, *fire shield*, quickened *dispel magic*, *suggestion* (DC 18)

1/day—*call lightning storm* (DC 20), *slay living* (DC 20), *song of discord* (DC 21), *waves of fatigue*

1/month—*gate* (planar travel only, between Material and Shadow Plane only)

Statistics

Str 24, **Dex** 21, **Con** 23, **Int** 17, **Wis** 18, **Cha** 20

Base Atk +17; **CMB** +24; **CMD** 40

Feats Dazzling Display, Dodge, Improved Critical (gore), Improved Initiative, Mobility, Quicken Spell-like Ability (*dispel magic*), Shatter Defenses, Spring Attack, Weapon Focus (gore)

Skills Bluff +25, Diplomacy +25, Fly +16, Intimidate +25, Knowledge (planes, nature) +23, Perception +24, Sense Motive +24, Stealth +25, Swim +37

Languages Common, Infernal, telepathy 100 ft.

SQ amphibious

Ecology

Environment Plane of Shadow

Organization solitary

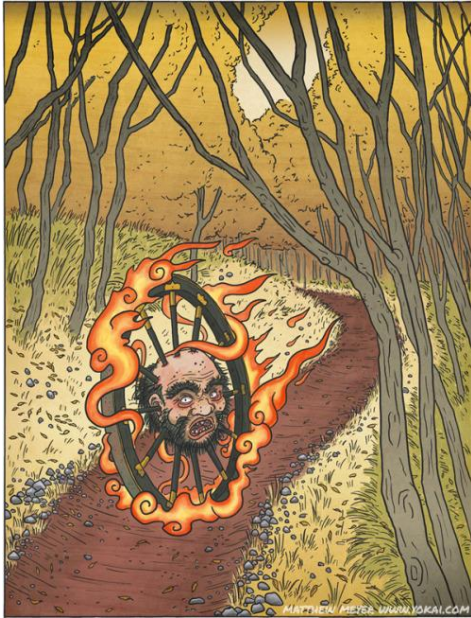
Treasure standard

Special Abilities

Eldritch Burn (Su) The flames of a hashihime burn with supernatural power. Creatures attempting to put out the fires set by a hashihime's burn ability with water instead cause the flames to burn even more intensely, dealing damage as if subject to the Empower Spell metamagic feat.

Unnerving Gaze (Su) Range—30 ft; Will DC 23; effect—1d6 bleed. As long as a creature takes this bleed, it treats all other creatures as having concealment and is sickened. The save DC is Charisma based.

Yokai, Kyton-Wa-Nyūdō



Wa-Nyūdō

A flaming wheel the size of an ox rolls towards you. Impaled on its spokes is an enormous head with lolling eyes and chattering, razor-sharp teeth.

Although the sinister outsiders known as kytons prefer to indoctrinate willing converts to their philosophy of pain and mutilation, there are those whom they select to be “forcibly rewarded”. The hideous wa-nyūdō are the collection agents of the kytons, tasked with retrieving mortal assets and dragging them back, alive or dead, to the Plane of Shadow. Fanatical zealots, wa-nyūdō have discarded almost all of their humanoid forms, leaving nothing but a hateful, leering head. Wa-nyūdō have chassis of wood, metal and bone built to hold their heads and give them phenomenal speed.

Wa-nyūdō are typically found on the Material Plane on a mission of retrieval, but they often take detours to torment and destroy mortals besides their targets. Wa-nyūdō take delight in focusing their attention on those who pay attention to them, punishing their victims for the sins of curiosity and fear. In combat, a wa-nyūdō is constantly mobile, rolling over opponents and setting them ablaze before returning to inflict deep, bleeding wounds with their fangs.

Wa-Nyūdō CR 11

XP 12,800

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

Init +8; **Senses** darkvision 60 ft., low-light vision, Perception +19

Defense

AC 24, touch 14, flat-footed 19 (-1 size, +4 Dex, +10 natural, +1 dodge)

hp 149 (13d10+78); regeneration 6 (silver, good weapons, good spells)

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

DR 10/silver or good; **Immune** cold, fire; **SR** 22

Offense

Speed 60 ft.

Melee slam +19 (2d6+7 plus burn), bite +19 (1d6+7 plus bleed)

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

Special Attacks bleed (1d6), burn (2d6, DC 22), searing flames, soul focus, trample (2d6+10 plus burn, DC 23), unnerving gaze (DC 19, 30 ft.)

Spell-like Abilities CL 13th, concentration +16

At will—*locate creature*

3/day—*bestow curse* (DC 16), *fly*, *scorching ray*

1/day—*find the path*, *plane shift* (DC 20, Material Plane and Plane of Shadow only), *trap the soul* (DC 22)

Statistics

Str 24, **Dex** 19, **Con** 22, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +13; **CMB** +21; **CMD** 36

Feats Blind-fight, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Wind Stance

Skills Acrobatics +20 (+32 to jump), Bluff +19, Fly +20, Intimidate +19, Knowledge (planes) +17, Perception +19, Sense Motive +19

Languages Common, Infernal

Ecology

Environment Plane of Shadow

Organization solitary, pair or convoy (3-12)

Treasure standard

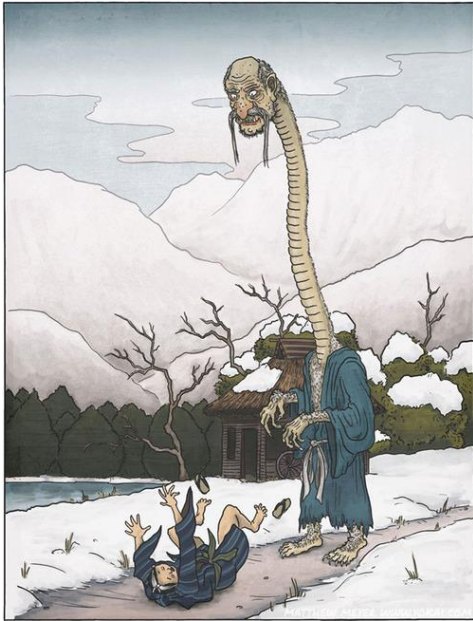
Special Abilities

Searing Flame (Su) Any creature that takes fire damage dealt by a wa-nyūdō must succeed a DC 22 Fortitude save or be sickened with pain for 1d4 rounds. The save DC is Constitution-based. This is a pain effect.

Soul Focus (Su) A wa-nyūdō can use its *trap the soul* spell-like ability without a focus component, using its own body as a focus. Killing the wa-nyūdō releases a soul trapped in this way. A wa-nyūdō cannot use this spell-like ability against any creature with more Hit Dice than it has (13 HD for the typical specimen).

Unnerving Gaze (Su) Creatures affected by a wa-nyūdō's gaze cower in fear for 1 round. This is a mind-influencing fear effect.

Yokai, Mikoshi



Mikoshi

This hulking giant wears the simple robes of a traveler, under which grows a layer of coarse hair. Its bald head is mostly human, save for the two rows of razor sharp teeth. Its neck stretches impossibly far, allowing it to loom ominously.

It is said that if one looks up at a mikoshi, it will grow forever taller until the observer's heart stops with terror. Although this is not quite accurate, this legend encapsulates the hideous aspects of these wicked humanoids—using their incredible necks and supernatural mastery over fear, mikoshi leave ruin in their paths.

Most mikoshi are solitary creatures, wandering through country roads in the guise of mortals, the better to take travelers by surprise for robbery, torture and consumption. They are consummate shapeshifters, however, and may assume the guise of a mortal in order to delight in pleasures of the flesh or lead a gang of human bandits to greater heights of depravity. A mikoshi may string on a group of bandits for months or even years, savoring the trust and respect of his men before inevitably turning on them in an orgy of violence.

All mikoshi are male and their means of reproduction is unknown. They are carnivores by preference, but delight in rich foods and alcohol of all kinds. A drunken mikoshi may reveal tales of hidden treasures and ancient secrets, but surviving a mikoshi's company for long enough for him to become drunk is risky business indeed. A mikoshi's neck can retract into its body like a fishing reel, giving it ogre-like proportions, or it can stretch up to twenty feet in length.

Mikoshi CR 13

XP 25,600

CE Large monstrous humanoid

Init +10; **Senses** darkvision 60 ft., Perception +22

Defense

AC 28, touch 23, flat-footed 21 (-1 size, +6 Dex, +1 dodge, +7 deflection, +5 natural)

hp 178 (17d10+85); fast healing 5

Fort +10, **Ref** +16, **Will** +12

Defensive Abilities terror field; **SR** 24

Offense

Speed 40 ft.

Melee bite +22 (2d6+6 plus bleed), 2 claws +22 (1d6+6)

Space 10 ft.; **Reach** 10 ft. (20 ft. with bite)

Special Attacks bleed (2d6), fear pulse, prostration gaze, sneak attack +3d6

Statistics

Str 23, **Dex** 22, **Con** 20, **Int** 14, **Wis** 15, **Cha** 19

Base Atk +17; **CMB** +24; **CMD** 48

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Mobility, Spring Attack, Stand Still, Whirlwind Attack

Skills Climb +17, Disguise +21, Intimidate +24, Perception +22, Sense Motive +19, Stealth +22, Swim +18

SQ change shape (Medium or Small humanoid, *alter self*), exploit fear

Ecology

Environment temperate hills

Organization solitary or gang (1 plus 3-12 humanoids)

Treasure double standard

Special Abilities

Exploit Fear (Ex) A mikoshi can use its sneak attack on any creature affected by a fear effect.

Fear Pulse (Su) Any time a mikoshi renders a living creature unconscious, all creatures within 30 feet of the mikoshi must succeed a DC 22 Will save or be panicked for 5 rounds. This is a mind-influencing fear effect. The save DC is Charisma based.

Prostration Gaze (Su) Cower for 1 round, range 60 feet, Will DC 22 negates. This is a mind-influencing fear effect. The save DC is Charisma based.

Terror Field (Su) A mikoshi gains a deflection bonus to Armor Class equal to 3 + its Charisma modifier. This is included in the statistics above. Creatures immune to fear ignore this effect.

Yokai, Namazu



Namazu

Bursting forth from the earth is a catfish the size of a house. Its long barbels whip about frantically as it moves through the ground as if it were water.

Ancient creatures that glide through soil and rock, namazu are primal beasts superficially similar to the catfish. Despite their monstrous appearance and their ability to create earthquakes with ease, namazu are typically peaceful creatures—the earthquakes they make are more likely to be caused during play or ritual under the ground rather than out of malice.

Namazu rarely encounter one another, so these occurrences are often a source of celebration. Such celebrations take the form of contests of strength and power, which can have dire consequences for other creatures in the radius of their magic and might. If confronted as an equal, rather than being fought as a monster, most namazu are apologetic and seek to engage in restitution for damage they may have caused. Unfortunately, they are often thought of as destructive monsters and treated as such, which can lead to further destruction in the wake of the namazu's battles.

A namazu reaches up to sixty feet long and weighs a hundred tons. They are carnivorous, consuming purple worms and other burrowing monsters, but can go for a century between meals.

Namazu CR 17

XP 102,400

N Gargantuan magical beast (aquatic, earth)

Init +5; **Senses** darkvision 60 ft., low-light vision, Perception +27, tremorsense 60 ft.

Defense

AC 30, touch 8, flat-footed 28 (-4 size, +1 Dex, +24 natural, +1 dodge)

hp 270 (20d10+160); fast healing 10

Fort +20, **Ref** +13, **Will** +12

DR 15/adamantine and magic; **Immune** cold, electricity, fear; **Resist** acid 30; **SR** 28

Defensive Abilities unshakable

Offense

Speed 20 ft., burrow 60 ft., swim 60 ft.; earth glide

Melee bite +28 (4d8+12/19-20 plus grab), 4 tentacles +26 (1d8+6 plus poison)

Space 20 ft.; **Reach** 15 ft. (25 ft. with tentacles)

Special Attacks breach, breath weapon (120 foot line, 20d6 bludgeoning damage, Reflex DC 28 half), crush (Reflex DC 28, 4d6+18), fast swallow, swallow whole (6d8+12 bludgeoning, AC 22, 25 hp)

Spell-like Abilities CL 18th, concentration +20

3/day—*earthquake*

Statistics

Str 35, **Dex** 13, **Con** 26, **Int** 10, **Wis** 18, **Cha** 15

Base Atk +20; **CMB** +36 (+40 grapple); **CMD** 48 (cannot be tripped)

Feats Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Multiattack, Power Attack, Spring Attack

Skills Acrobatics +24 (+36 jumping), Perception +27, Swim +20; **Racial Modifiers** uses burrow speed for modifier to jump

Languages Terran

SQ amphibious

Ecology

Environment underground

Organization solitary, pair or pod (3-6)

Treasure standard

Special Abilities

Breach (Ex) As a full-round action, a namazu can leap into the air and perform a crush maneuver. When it does so, all creatures touching the ground within 30 feet must succeed a DC 32 Fortitude save or be knocked prone and stunned for one round. The save DC is Strength based.

Breath Weapon (Su) Creatures that fail their Reflex saves against the namazu's breath weapon are subject to a bull's rush attempt. The save DC is Constitution based.

Crush (Ex) A jumping namazu can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents of Medium size or smaller. A crush attack affects as many creatures as fit in the namazu's space. Creatures in the affected area must succeed on a DC 28 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the namazu moves off them. If the namazu chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape.

Poison (Ex) Tentacle—injury; *save* Fort DC 28; *frequency* 1/round for 4 rounds; *effect* 1d10 electricity damage and 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution based.

Unshakable (Ex) A namazu is immune to the effects of an *earthquake* spell or similar effects.

Yokai, Nekomata



Nekomata

This creature resembles nothing so much as a cat the size of a man. Its forked tail flicks behind it as if in agitation as it rears up on its hind legs.

Nekomata are gluttonous and indolent cat-like creatures that use their shapeshifting abilities to live like parasites on human societies. Although they are more than capable hunters, they much prefer to disguise themselves as common household cats and allow themselves to be pampered by pet-owners. Once bored with the easy life, they kill their owners and masquerade as them, devouring as much as they can before being discovered or moving on. Nekomata can consume their own body weight in a single sitting and have a particular fondness for lamp oil, which affects them as alcohol does humans. Nekomata love fire almost as much as they love food, and may make mischief by starting fires while in disguise.

Nekomata have the eerie ability to raise the dead as intelligent servants. They do this by granting a corpse a part of their own souls, which weakens the nekomata but gives it a loyal companion. Nekomata typically use these thralls as servants to pamper it further, but may send them on missions to gather food or as disposable bodyguards.

In lands where nekomata are active, various superstitions govern cat ownership. Many people believe that ordinary housecats transform into nekomata if mistreated, over-fed or just after a long life-time. Cats with long tails are viewed as especially suspect. A nekomata stands five feet tall when it stands on its hind legs, and weighs two hundred pounds.

Nekomata CR 8**XP 4,800**

NE Medium magical beast

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

Defense

AC 22, touch 15, flat-footed 17 (+5 Dex, +7 natural)**hp** 95 (10d10+40)**Fort** +11, **Ref** +12, **Will** +7**Defensive Abilities** evasion; **Immune** poison; **Resist** fire 10

Offense

Speed 40 ft., fly 60 ft (good).**Melee** bite +15 (1d8+3), 2 claws +15 (1d6+3)**Special Attacks** invest corpse, pounce**Spell-like Abilities** CL 10th, concentration +13 (+17 casting defensively)Constant—*fly*At will—*command undead* (DC 15), *dancing lights*, *death knell* (DC 15), *ghost sound* (DC 13), *pyrotechnics* (DC 15)3/day—empowered *flaming sphere* (DC 15)1/day—*fear* (DC 17), *fireball* (DC 16)

Statistics

Str 17, **Dex** 20, **Con** 19, **Int** 16, **Wis** 15, **Cha** 16**Base Atk** +10; **CMB** +13; **CMD** 28**Feats** Combat Casting, Empower Spell-like Ability (*flaming sphere*), Iron Will, Persuasive, Weapon Finesse**Skills** Acrobatics +15 (+19 when jumping), Bluff +10, Diplomacy +12, Disguise +10 (+18 while using change shape ability), Fly +10, Intimidate +12, Perception +12, Stealth +15**Languages** Common, Infernal, Sylvan**SQ** change shape (any feline animal or humanoid, *beast form II* or *alter self*), perfect copy

Ecology

Environment temperate hills or urban**Organization** solitary, pair or host (1-2 plus 1-4 wights)**Treasure** standard

Special Abilities

Invest Corpse (Su) As a full-round action, a nekomata can touch an adjacent humanoid corpse and transform it into a wight under its control. Doing so deals 1 temporary negative level to the nekomata that remains as long as the wight remains in existence. Wights created by this ability do not gain the create spawn ability. A nekomata can destroy one of the wights it created as a standard action if the wight is within 30 feet.

Perfect Copy (Su) A nekomata can assume the appearance of specific individuals when it uses its change shape ability.

Yokai, Nozuchi

Nozuchi

A fat snake-like creature slithers forth, its eyeless head split in twain by an enormous mouth. Its entire body is covered in a thick layer of bristly hair.

Nozuchi are bizarre predators native to rolling hills. They typically lair at the tops of trees, using their keen hearing and sense of smell to pinpoint prey. Once prey is detected, the nozuchi dives upon it, rolling towards it and latching on with its immensely powerful jaws. A nozuchi is incredibly malleable and is able to stretch its body to devour even man-sized prey in a single bite. Although they prefer to eat live prey, they will take carrion—the bleeding, diseased wounds their bites leave behind often convert escaped victims into carrion rapidly.

Nozuchi are typically solitary creatures, but a mated pair may cooperate to take down large prey. They typically attack only solitary prey, as they are slow and easy to attack once they have swallowed a meal. Nozuchi eat infrequently, taking small prey once a week, or man-sized prey three or four times a year. Due to their deadly natures, seeing a nozuchi is typically considered to be bad luck—it is sometimes believed that if you see a nozuchi, you are in danger of contracting a lethal disease. A nozuchi is no more than three feet long and weighs 50 pounds without a meal in its belly.

Nozuchi CR 5

XP 1,600

N Small aberration

Init +5; **Senses** blindsight 60 ft., Perception +9, scent

Defense

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

hp 52 (8d8+16)

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

Defensive Abilities spiny defense; **Immune** disease, gaze attacks, visual effects, illusions and attacks relying on sight

Offense

Speed 20 ft., climb 20 ft.

Melee bite +10 (2d6+4 plus bleed plus disease plus grab)

Special Attacks bleed (1d6), grab (Medium), swallow whole (Medium, 2d6+4 bludgeoning, AC 12, 5 hp), tumbling charge

Statistics

Str 16, **Dex** 13, **Con** 15, **Int** 4, **Wis** 14, **Cha** 7

Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 20 (cannot be tripped)

Feats Dodge, Great Fortitude, Improved Initiative, Power Attack

Skills Climb +11, Perception +9, Stealth +12

Ecology

Environment temperate hills

Organization solitary or pair

Treasure incidental

Special Abilities

Disease (Ex) Black bloat—injury; *save* Fort DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution based.

Spiny Defense (Ex) Any creature that strikes a nozuchi with a melee weapon, natural weapon or unarmed strike takes 1d4+4 points of damage from the nozuchi's spiny hairs. Any creature that takes damage from a nozuchi's spiny defense is exposed to the creature's disease. Melee weapons with reach do not endanger a user in this way.

Tumbling Charge (Ex) Once per minute, a nozuchi may move up to 10 times its speed on a charge. Any attack roll made at the end of this charge is made at a +4 bonus.

Yokai, Nure-onna



Nure-onna

From the waist up, this creature resembles a human woman, albeit one of immense size and with a sinister, reptilian cast to her features. From the waist down, her body is merely an enormous serpent, thrashing with anticipation. Her skin is slick and smooth like that of an amphibian, and her soaking wet hair is plastered against her neck and shoulders.

Nure-onna are among the most powerful of the predatory monsters that mimic human shape. Despite their incredible physical power and size, they prefer to use trickery and guile to torment and murder their victims. A nure-onna's schemes are typically limited in scope to spreading misery and death, but they can become quite elaborate in the monster's attempts to ruin entire villages.

Nure-onna are most often found within a day's travel of water, and they maintain their lairs in sea caves and underwater grottos. Due to their shared dietary habits and habitats, nure-onna often ally with ushi-oni, draining the blood of victims and giving the monstrous beast the bones and flesh. Such monsters often fall into the nure-onna's schemes, acting as a pawn in anything as simple as a quick "damsel in distress" ploy to be the patsy for their reigns of terror. A nure-onna stretches up to 100 feet long, but more than 80 feet of that length is tail.

Nure-onna CR 18

XP 153,600

NE Huge monstrous humanoid (aquatic)

Init +7; **Senses** blindsense 60 ft., darkvision 60 ft, Perception +27, scent
Defense

AC 32, touch 13, flat-footed 28 (-2 size, +3 Dex, +1 dodge, +20 natural)

hp 319 (22d10+198)

Fort +16, **Ref** +16, **Will** +17

DR 15/cold iron; **Immune** acid, cold, poison; **SR** 29

Offense

Speed 40 ft., swim 80 ft.

Melee bite +28 (3d6+9 plus bleed), 2 claws +28 (2d6+9/19-20), tail slap +23 (3d10+13 plus grab)

Space/Reach 15 ft. /15 ft. (30 ft. with tail slap)

Special Attacks bleed (2d6 plus 2 Con), burden, constrict (3d10+13), powerful blows (tail slap), rend (2d6+13 plus spell-rend)

Statistics

Str 28, **Dex** 17, **Con** 28, **Int** 17, **Wis** 15, **Cha** 18

Base Atk +22; **CMB** +32 (+36 grapple); **CMD** 46 (cannot be tripped)

Feats Blind Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (claw), Improved Initiative, Iron Will, Mobility, Spring Attack, Stand Still, Whirlwind Attack

Skills Bluff +26, Climb +36, Disguise +26 (+36 when using change shape), Intimidate +29, Perception +27, Sense Motive +24, Stealth +20, Swim +16

SQ amphibious, change shape (animal or humanoid, polymorph), endless coils, quick change
Ecology

Environment temperate coastlines

Organization solitary

Treasure standard

Special Abilities

Burden (Su) All nure-onna can transform a simple stone or bundle of leaves into a cursed object as a standard action once per day. This object is covered with an illusion of the nure-onna's choice, which can be disbelieved with a successful DC 25 Will save. Any creature other than a nure-onna that holds or carries a nure-onna's burden is treated as if he is carrying a heavy load for the purposes of movement, maximum Dexterity bonus and armor check penalty, and must succeed a DC 25 Fortitude save every round or be unable to take any actions that round. A creature carrying a nure-onna's burden cannot get rid of the burden; only a *remove curse* or *break enchantment* spell against 22nd caster level or a *miracle* or *wish* can remove the burden. This is a curse effect. The save DC is Charisma based.

Endless Coils (Ex) A nure-onna does not take penalties for grappling using only her tail. In addition, a nure-onna can maintain a grapple of up to 9 creatures as a swift action.

Quick Change (Su) A nure-onna can change shape as a swift action.

Spell-rend (Su) If a nure-onna hits an opponent with both claw attacks, not only does it deal additional damage, but it also targets the opponent with a *greater dispel magic* (CL 22nd).

Yokai, Nuri-botoke



Nuri-botoke

This grotesque creature is a flabby corpse-like humanoid from the waist up, and a flopping fish from the waist down. Its head is bald like a monks', and its entire body is covered in a layer of black lacquer. Its eyes dangle from their sockets, thrashing about as it moves.

The shrine is a common item in many households, serving as a center for religious activity and a place for minor offerings to the gods and kami. Some lucky people have a kami inhabiting their shrine, bestowing minor favors and boons if pleased and guarding the household from dangerous spirits. Unlucky persons may have one of those dangerous spirits instead—a lacquer coated monster known as the nuri-botoke.

Nuri-botoke are created from the souls of those who, in life, disrespected the gods and kami alike. In death, envious of the love and respect offered to the divine, these creatures mimic those they formerly scorned, posing as an ancestral spirit, small god or the like. Families who appease these monstrous “gods” are rewarded with riches and favors scored at the expense of others, whereas those who see through the alternating honeyed and threatening words of the nuri-botoke are instead terrorized before being slain.

Those nuri-botoke not bound to a household shrine are found in the plane of Shadow, rummaging through its catacombs and ossuaries for treasures. Greedy creatures, they are adept at using any magical properties of the gear they find, and will gladly sacrifice a valuable treasure in exchange for their lives.

Nuri-botoke CR 7

XP 3,200

LE Medium undead (extraplanar)

Init +2; **Senses** darkvision 60 ft., Perception +16

Defense

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 82 (11d8+33), fast healing 4

Fort +6, **Ref** +5, **Will** +9

DR 10/magic and slashing; **Immune** undead traits; **Resist** acid 10, cold 10, electricity 10

Offense

Speed 20 ft., climb 20 ft

Melee 2 claws +13 (1d4+5), tail slap +11 (1d8+2)

Spell-like Abilities CL 11th, concentration +14

3/day—*charm person* (DC 14), *invisibility*, *major image*

1/day—*deceptive divination* (DC 18), *dimension door* (self only), *plane shift* (self only)

Statistics

Str 20, **Dex** 15, **Con** -, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +13 (+15 to trip or disarm); **CMD** 25 (cannot be tripped)

Feats Blind-fight, Combat Casting, Combat Expertise, Improved Disarm, Improved Trip, Multiattack

Skills Bluff +14, Climb +13, Intimidate +17, Knowledge (religion) +17, Perception +16, Sense Motive +16, Stealth +16, Use Magic Device +14

Languages Common, Celestial, Infernal

SQ false ward, flexible gaze, merge with ward, trick item

Ecology

Environment Plane of Shadow or urban

Organization solitary

Treasure double standard

Special Abilities

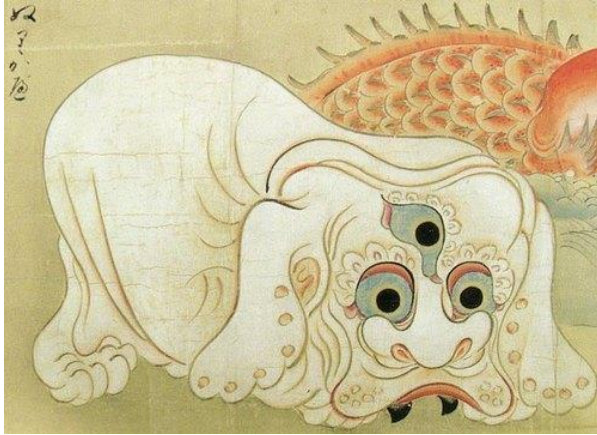
Deceptive Divination (Sp) This ability functions as a *divination* spell, except that one creature that hears the answer to the question asked must succeed a DC 18 Will save or be affected as by a *suggestion* spell, suggesting a course of action of the nuri-botoke's choice. This is a language-dependent mind-influencing effect. This is the equivalent of a 5th level spell. The save DC is Charisma based.

False Ward (Su) Once per week, a nuri-botoke can spend 1 minute to designate an object of Medium size or larger as its ward. This functions as the kami ability of the same name. The nuri-botoke only gains use of its fast healing if it is within 120 feet of its ward. A nuri-botoke can dismiss this designation as a full-round action.

Flexible Gaze (Ex) A nuri-botoke ignores any cover bonuses to AC and saves of adjacent opponents. It treats adjacent opponents with total cover as if they had cover instead.

Trick Item (Su) A nuri-botoke can take 10 on Use Magic Device checks, even if rushed or threatened.

Yokai, Nurikabe



Nurikabe

A flabby beast appears in the blink of an eye, its body squared off and shifting color. It gazes at you with three eyes bearing a friendly glint, and thick black tusks protrude from its jowls.

Despite their monstrous appearance, the urban creatures known as nurikabe are good hearted pranksters and guardians. Nurikabes may live in the heart of bustling cities, using their color-shifting skin to disguise themselves as small walls and buildings. Here, they annoy travelers at night with walls of force and their own impassible bodies. Due to their stony hides and their affinity for walls, some scholars believe that nurikabes were once tsukumogami that became truly alive through some unknown process.

A nurikabe requires a mix of organic and inorganic foodstuff—rocks, soil, plants and urban animals all disappear down their ravenous gullets. They have a sweet tooth, and may steal candies or mochi from those they prank. Despite their puckish nature, they are kind-hearted, using their abilities to protect the weak and thwart the wicked. When nurikabes gather in large groups, they are usually protecting something, such as a vulnerable child hunted by dark forces or an evil artifact outside of their ability to destroy.

Although nurikabe rarely engage in direct combat, they are ferocious when fighting in defense of their charges. Their heavy paws and thick tusks can leave grievous wounds, and their mastery of force effects allows them to penetrate many forms of magical defenses. Their rocky hides turn away both blades and energy effects as if it were stone.

Nurikabe CR 9

XP 6,400

CG Large aberration

Init +5; **Senses** darkvision 60 ft., Perception +18

Defenses

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

hp 126 (12d8+72)

Fort +12, **Ref** +5, **Will** +11

DR 10/adamantine

Immune force; Resist cold 10, electricity 10, fire 10

Defensive Abilities immobile

Offense

Speed 20 ft., climb 20 ft., phase

Melee 2 slams +15 (2d4+7), bite +15 (1d6+7)

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

Special Attacks phasing strikes, trample (2d4+10, DC 23)

Spell-like Abilities CL 12th, concentration +15

3/day—*invisibility*, *wall of force*

Statistics

Str 24, **Dex** 13, **Con** 22, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +9; **CMB** +17; **CMD** 28 (36 vs. trip, reposition, drag, bull's rush)

Feats Combat Expertise, Great Fortitude, Improved Initiative, Lunge, Skill Focus (Stealth), Vital Strike

Skills Climb +17, Intimidate +18, Knowledge (local) +16, Perception +18, Stealth +26; **Racial**

Modifiers +8 Stealth

Languages Common, Undercommon

SQ hide in plain sight

Ecology

Environment urban and underground

Organization solitary, foundation (2-6) or block (8-24)

Treasure standard

Special Abilities

Hide in Plain Sight (Ex) A nurikabe can make Stealth checks even when observed and without cover and concealment.

Immobile (Ex) A nurikabe gains a +8 bonus to its CMD to avoid being moved and to stop creatures from moving through its square with the Acrobatics skill.

Phase (Su) A nurikabe can move through force effects as if it was difficult terrain.

Phasing Strikes (Su) A nurikabe ignores all bonuses to AC granted by force effects, like a shield spell or bracers of armor. It can attack through a wall of force or similar effect, but it treats such attacks as being made through cover.

Yokai, Nūrihyon

Nūrihyon

This wrinkled old man stands a head shorter than a human being. His head is grotesquely elongated, giving him a top-heavy appearance. Despite his deformities, he carries himself with a regal air. His robes are fine and he clutches a gnarled cane in one withered hand.

Although yokai are an indomitable breed, capable of great good or ill depending on their whims, all bend to the will of the nūrihyon. Sometimes referred to as the “General of Yokai”, these odd humanoids contain massive power, able to warp minds with a thought and controlling men and monsters alike as if they were puppets. Fortunately, these powerful entities do not seek domination or material wealth with their skills—they are creatures devoted to leisure and relaxation.

A nūrihyon loves to dwell among people and benefit from their charity, crashing parties held by the elite, stealing rooms at the finest inns and brothels and otherwise taking advantage of the finest creature comforts. In order to do so, they use their vast magic to convince others that they are the rightful master of the house, and to do favors for them. A nūrihyon’s demands may be as simple as dressing all in a particular color, or as insane as fetching a fresh phoenix egg to make into an omelet. Their stranger desires may lead to trouble for their pawns, and to adventure opportunities for those bold, daring and powerful enough to carry them out. Unfortunately for those victimized by a nūrihyon, they rarely reward mortals with little more than a fraction of the rightful cost of their prizes.

Despite their odd appearances and slothful demeanors, nūrihyons are ferocious in combat if they have to be, slipping in and out of sight and striking with their enchanted canes for tremendous damage. They much prefer, however, to have others fight for them—either enchanted thralls or allies recruited from the ranks of local urban monsters. A nūrihyon can lend some of its mythic majesty to its monstrous allies, turning even weak creatures into powerful menaces.

Nūrihyon CR 20/MR 8

XP 307,200

CN Medium monstrous humanoid

Init +21 (M) ; **Senses** darkvision 60 ft., low-light vision, Perception +30

Defense

AC 38, touch 30, flat-footed 28 (+9 Dex, +1 dodge, +8 natural, +10 deflection)

hp 350 (20d10+160 plus 80); regeneration 10 (epic weapons)

Fort +14, **Ref** +21, **Will** +19

DR 15/cold iron and epic; **SR** 33

Immune curses, death effects, disease, mind-influencing effects, poison

Defensive Abilities block attacks, evasion, indomitable shield

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

Melee *shillelagh* +23/+18/+13/+8 (2d6+4)

Special Attacks bestow might, mythic power (8/day, 1d10), piercing enchantments, sneak attack +6d6

Spells CL 18th, concentration +28 (+32 casting defensively)

6th (5/day)—*irresistible dance* (M) (DC 29), *mass charm monster* (DC 29), *mass cure moderate*

wounds, overwhelming presence* (DC 29)

5th (6/day)—greater dispel magic, greater heroism, mind fog (DC 28), mislead (M) (DC 25)

4th (7/day)—dimension door (M), dominate person (M) (DC 27), freedom of movement, locate creature, serenity* (DC 27)

3rd (7/day)—blink (M), confusion (M) (DC 26), cure serious wounds, glibness, haste, overwhelming grief* (DC 26)

2nd (8/day)—blindness/deafness (DC 22), blur, invisibility (M), mirror image, share memory* (DC 22), unadulterated loathing* (DC 25)

1st (8/day)—cure light wounds, grease (DC 21), hideous laughter (M) (DC 24), undetectable alignment, unnatural lust* (DC 24), unseen servant

0th—detect magic, mage hand, message, open/close, prestidigitation, read magic

* see *Pathfinder Roleplaying Game: Ultimate Magic*

Spell-like Abilities CL 18th, concentration +28 (+32 casting defensively)

Constant—fly, shillelagh, tongues

3/day—mass suggestion (DC 29), modify memory (M) (DC 27), veil (DC 26)

1/day—dominate monster (DC 32), power word stun

Statistics

Str 15, **Dex** 29, **Con** 27, **Int** 20, **Wis** 24, **Cha** 30

Base Atk +20; **CMB** +22; **CMD** 52

Feats Combat Casting, Dodge, Greater Spell Focus (enchantment), Improved Initiative (M), Mobility, Mythic Spell Lore, Persuasive (M), Quicken Spell, Spell Focus (enchantment), Spring Attack

Skills Bluff +30, Diplomacy +36, Disguise +30, Fly +19, Intimidate +39, Knowledge (all) +25, Perception +30, Sense Motive +27, Spellcraft +25, Stealth +32

Languages Common, Celestial, Infernal, Abyssal, Sylvan, tongues

Ecology

Environment urban

Organization solitary, retinue (1 plus 1-4 charmed allies) or parade (1 plus 2-100 allies)

Treasure double standard

Special Abilities

Bestow Power (Su) As a standard action, a nūrihyon can touch an aberration, magical beast, monstrous humanoid or outsider with the oni or kami subtypes and grant it the agile, invincible or savage mythic simple templates. This costs a number of uses of mythic power equal to the increase in MR granted by the template. The template lasts for 24 hours.

Font of Knowledge (Ex) A nūrihyon treats a rank placed in a Knowledge skill as a rank placed in all Knowledge skills.

Indomitable Shield (Su) A nūrihyon gains a deflection bonus to AC equal to its Charisma modifier.

Piercing Enchantment (Su) A nūrihyon can apply any feats that affect its enchantment spells to its spell-like abilities as well. In addition, any time a nūrihyon targets a creature protected from spells or mind-influencing abilities with a spell, it can automatically attempt a caster level check to dispel that spell.

Spells A nūrihyon casts spells as an 18th level bard.

Yokai, Oni-Ama-no-jaku

Oni, Ama-no-jaku

This grinning red-skinned fiend stands only half as high as a human, but its sharp teeth and claws suggest it is not to be trifled with.

Ama-no-jaku are among the least of the oni, but they are no less perverse and sadistic for it. Ama-no-jaku are typically obsessed with wealth, preferring to gain prestige through covetous actions rather than assuming places of authority in human societies. They are typically wanderers, moving into a community long enough to steal its greatest treasures and leave strife and distrust in its wake.

Ama-no-jaku are the incarnate forms of small and petty spirits, and their forms are similarly stunted compared to their mighty kin. They have a special affinity for halflings, joining in their traveling caravans and using words and magic to draw the little folk towards crime and treachery. All ama-no-jaku can read thoughts, and typically use this ability in order to determine the greatest desires of humanoid victims. They then use their suggestion abilities to force their victims to act on these desires, delighting in the conflicts that arise.

An ama-no-jaku stands only three feet tall, but is monstrously strong for its size.

Ama-no-jaku CR 3

XP 800

NE Small outsider (halfling, native, oni, shapeshifter)

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

Defense

AC 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural)

hp 30 (4d10+8); regeneration 3 (acid or fire)

Fort +3, **Ref** +7, **Will** +6

SR 14

Offense

Speed 30 ft.

Melee 2 claws +8 (1d4+2), bite +8 (1d6+2)

Special Attacks jinx

Spell-like Abilities CL 4th, concentration +6

Constant—*detect thoughts* (DC 14)

3/day—*suggestion* (DC 15)

1/day—*invisibility*, *levitate*, *knock*, *produce flame*

Statistics

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

Base Atk +4; **CMB** +5; **CMD** 18

Feats Combat Expertise, Weapon Finesse

Skills Bluff +9, Disguise +9, Intimidate +9, Knowledge (local) +9, Perception +9, Sense Motive +9, Sleight of Hand +10, Stealth +14

Languages Common, Halfling, Infernal

SQ change shape (Small humanoid, alter self)

Ecology

Environment urban

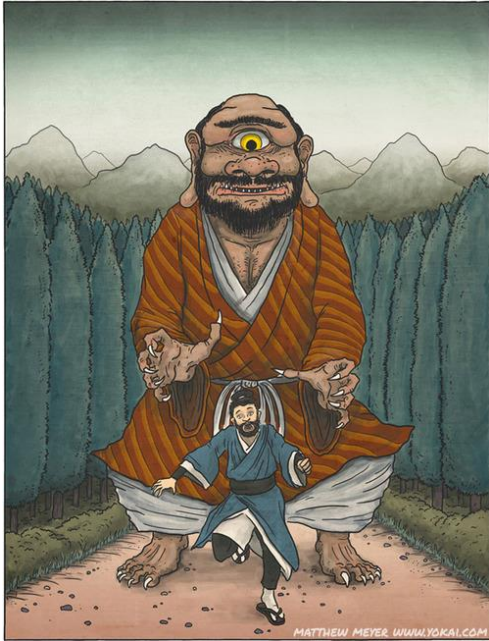
Organization solitary, pair or family (3-6)

Treasure double standard

Special Abilities

Jinx (Su) Three times per day as an immediate action, an ama-no-jaku can force any opponent within 30 feet making an attack roll, saving throw or skill check to roll 2d20 and take the worse result. A creature can resist this ability with a successful DC 14 Will save. This is a curse effect. The save DC is Charisma-based.

Yokai, Oni-Hitotsu



Oni, Hitotsu

Striding forth is an enormous man clad in the robes of a priest with only a single lolling eye in the center of his forehead and elephantine ears. He clutches a staff in one hand and grinds his overlarge teeth in anticipation.

Much as cyclopes are more mystically inclined than most giants, so too are their oni counterparts. The hitotsu oni are the sages and councilors of the oni race and delight in turning humanoids away from the worship of true gods towards that of the oni. Most hitotsu are skillful religious scholars, all the better to hide their false faith behind a web of lies and half-truths.

In combat, hitotsu prefer to rely on magic than brute force. They are skilled spellcasters and can channel negative energy, blasting foes with waves of destruction. Most hitotsu hide behind layers of bodyguards, trusted servants and undead minions. If forced into a direct confrontation, however, they are skilled in the use of weapons.

Unlike most oni, hitotsu have no desire to rule directly, instead preferring to manipulate events from the shadows disguised as a trusted priest, bureaucrat or functionary. They are equally at home among small or large humanoids, and may even infiltrate multiple communities within a region, enticing giants and humans to clash in a destructive war that leaves no-one the victor save the malicious oni. A hitotsu in its natural form stands twelve feet tall and weighs 2000 pounds.

Hitotsu CR 9**XP 6,400**

LE Large outsider (giant, native, oni)

Init +6; **Senses** darkvision 60 ft., low-light vision, Perception +18

Defense

AC 22, touch 13, flat-footed 20 (-1 size, +2 Dex, +6 natural, +4 armor, +1 shield)**hp** 126 (11d10+66); regeneration 5 (fire or acid)**Fort** +13, **Ref** +5, **Will** +11**SR** 20

Offense

Speed 40 ft.**Melee** masterwork quarterstaff +15/+15/+10/+5 (1d8+6)**Special Attacks** channel energy (negative, 6d6, 7/day, DC 19)**Spells** CL 11th, concentration +15Constant—*mage armor*At will—*darkness*, *invisibility*1/day—*animate dead*, *charm monster* (DC 18), *chain lightning* (DC 20), *divination*, *phantom palanquin*

Statistics

Str 22, **Dex** 15, **Con** 22, **Int** 15, **Wis** 19, **Cha** 18**Base Atk** +11; **CMB** +17; **CMD** 28**Feats** Command Undead, Double Slice, Improved Initiative, Selective Channeling, Two-Weapon Defense, Two-Weapon Fighting**Skills** Bluff +18, Diplomacy +15, Disguise +18, Intimidate +18, Knowledge (religion) +16, Perception +18, Ride +8, Sense Motive +12, Use Magic Device +18**Languages** Common, Giant**SQ** change shape (Small, Medium or Large humanoid, *alter self* or *giant form I*), flash of ruin

Ecology

Environment temperate forests**Organization** solitary or retinue (1 plus 2-5 cyclopes)**Treasure** double standard

Special Abilities

Flash of Ruin (Su) Three times per day, a hitotsu may have a burst of destructive insight as a swift action. Any time the hitotsu deals damage until the beginning of its next turn, it can roll damage twice and take the better result.**Phantom Palanquin (Sp)** This spell functions as a *phantom steed* spell, except that the palanquin has 20 hit points + 1 per caster level (or 33 hit points for the average hitotsu) and grants any creature riding it cover.

Yokai, Oni-Kijo

Oni, Kijo

This filthy creature is shaped like a woman, but her countenance is that of a devil. Long horns jut from her brow and her hands are twisted into talons. A mane of matted hair falls over her shoulders.

Unlike most oni, the hag-like creatures known as kijo are not created from a disincarnate spirit building itself a body in order to make mischief and feed its desires. Rather, a kijo is created when these spirits, especially ones devoted to envy, spite and revenge, fuse with the body of a mortal woman. Some of these women invite the oni spirits into themselves in order to fulfill a grudge or by accident tampering with powerful spiritual forces, but some are transformed unawares when their own emotional pain and hatred attracts the attention of like-minded souls.

Most kijos are hermits, living alone in remote cabins and caves in order to nurse their sinister plots. Some surround themselves with sycophantic mortals who serve as their agents or pose as mortal soothsayers, healers or herbalists in order to manipulate the desperate. Despite their nature as incarnate souls, they count as hags for the purpose of forming covens, and may ally with either other kijos or with true hags in order to orchestrate truly grand schemes.

A kijo's spiritual nature makes them natural witches, drawing on the power of their own spite and hatred to gain their spells. Although the sample kijo shown here focuses her spells on stealth and weakening her enemies, other kijo may have very different spell selections indeed. All kijo have a spirit oni familiar, which serves as loyally as is possible for these sullen, wicked things.

Kijo Covens

Only rarely will a kijo join a coven without being its undisputed leader, and they maintain their positions with a mastery of physical and emotional abuse even hags find cowing. All the members of a coven that contains at least one kijo can use the spell-theft ability once per day so long as they are within 30 feet of the kijo.

Kijo CR 8

XP 4,800

LE Medium outsider (native, oni, shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision, Perception +14

Defense

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

hp 85 (9d10+36); regeneration 5 (acid, fire)

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

SR 19

Offense

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

Melee dagger +14/+9 (1d4+5/19-20) or 2 claws +14 (1d4+5), gore +14 (1d6+5)

Special Attacks spell-theft

Spells CL 7th, concentration +11 (+15 casting defensively)

4th—*crushing despair* (DC 18), *poison* (DC 18)

3rd—*blink*, *dispel magic*, *lightning bolt* (DC 17)

2nd—*cure moderate wounds*, *invisibility*, *spectral hand*, *touch of idiocy*

1st—*charm person* (DC 15), *cure light wounds*, *enlarge person*, *ray of enfeeblement* (DC 15), *ventriloquism* (DC 15)

0th—*bleed* (DC 14), *detect magic*, *read magic*, *touch of fatigue* (DC 14)

Patron: Deception*

* see *Pathfinder Roleplaying Game Advanced Player's Guide*

Statistics

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

Base Atk +9; **CMB** +14; **CMD** 30

Feats Brew Potion, Combat Casting, Combat Expertise, Improved Initiative, Iron Will

Skills Bluff +14, Disguise +14, Fly +5, Knowledge (arcana) +16, Knowledge (planes) +16, Knowledge (local) +13, Perception +14, Sense Motive +14, Spellcraft +16, Stealth +17, Use Magic Device +14

Languages Aklo, Common, Giant, Sylvan

SQ change shape (Small or Medium humanoid, *alter self*), familiar, flight

Ecology

Environment temperate hills and mountains

Organization solitary, pair or coven (1-3 plus 0-2 hags)

Treasure double standard

Special Abilities

Familiar (Su) All kijo have a spirit oni familiar (see *Pathfinder Roleplaying Game Bestiary 3*). This functions as the familiar of a 7th level witch. Levels in witch stack with a kijo's caster level for the purposes of the familiar's abilities, but no other class levels do so.

Flight (Su) A kijo's flight is supernatural in nature and cannot be dispelled

Spells A kijo casts spells as a 7th level witch. Although she does gain a patron, she does not gain hexes unless she takes levels in the witch class.

Spell-theft (Su) As an immediate action three times per day, a kijo can attempt to steal a harmless or beneficial spell cast within 30 feet of them. The kijo and the caster of the spell make opposed Spellcraft checks—if the kijo succeeds the check, she is treated as being the target of the spell. Using this ability lowers the kijo's spell resistance for 1 round.

Yokai, Oni-Sazae



Oni, Sazae-oni

This creature's torso resembles that of a shapely woman, but the rest of its body is anything but. A thick tail grows where the legs should be, and its head is the shell of an immense snail. Two probing eyes on stalks emerge from the shell.

Sazae-oni are one of the few fully aquatic oni, being formed from spirits envious of the free lives of the merfolk and other ocean-dwelling humanoids. Despite their power, they are among the most petty and spiteful of the oni, wreaking massive havoc to avenge trivial slights.

Like the gastropods they superficially resemble, all sazae-oni are hermaphroditic, capable of acting as a male or female as they please. Sazae-oni are lustful creatures, and many half-fiends and tieflings with oni blood can trace their ancestry back to one of these creatures. Sazae-oni are sculptors of flesh, capable of removing and attaching appendages from their victims as easily as a human can change clothes. Sazae-oni use this power to extort tributes of gold or slaves from their victims and the mightiest of sazae-oni have armies of slaves befuddled by mind-influencing magic and rendered monstrous through stolen, grafted body parts.

Sazae-oni prefer to avoid fair fights, beguiling their way into an enemy's confidence with a false face and charming words before slaying or enthralling him. If discovered and forced into battle, sazae-oni remain mobile and strike with their tails and sharp, harpoon-like sting. This sting delivers potent paralytic venom, incapacitating enemies for the oni to remove or replace appendages from at its discretion.

Statistics for the sazae-oni appear below

Sazae-oni CR 10

XP 9,600

NE Medium outsider (aquatic, native, oni)

Init +5; **Senses** darkvision 60 ft., Perception +19

Defense

AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

hp 123 (13d10+52); regeneration 5 (acid or fire)

Fort +8, **Ref** +13, **Will** +11

Offense

Speed 20 ft., swim 60 ft.

Attacks sting +16 (1d4+3 plus poison), tail slap +16 (1d8+3)

Special Attacks sneak attack +4d6, steal appendage

Spell-like Abilities CL 13th, concentration +17 (+21 casting defensively)

At will—*charm person* (DC 15), *invisibility*, *water breathing*

3/day—*fly*, *gentle repose*, *hold person* (DC 16), *suggestion* (DC 17)

1/day—*charm monster* (DC 18), *dominate person* (DC 19), *mass suggestion* (DC 20), *song of discord* (DC 19)

Statistics

Str 17, **Dex** 21, **Con** 18, **Int** 15, **Wis** 16, **Cha** 18

Base Atk +13; **CMB** +16; **CMD** 31

Feats Combat Casting, Combat Expertise, Deceitful, Dodge, Improved Feint, Mobility, Spring Attack

Skills Bluff +25, Disguise +25, Knowledge (local) +18, Knowledge (nature) +18, Perception +19, Sense Motive +19, Stealth +21, Swim +19

Languages Common, Aquan, Elven

SQ amphibious, change shape (humanoid, alter self), reattach

Ecology

Environment temperate aquatic and costal

Organization solitary or pair

Treasure double standard

Special Abilities

Poison (Ex) Injury—sting; Fort DC 22; damage 1d6 Dex; duration 6 rounds; cure 2 saves. The save DC is Constitution based.

Reattach (Su) A sazae-oni can, as a full round action that provokes attacks of opportunity, attach a minor appendage to a willing or helpless living creature. Such new appendages can grant the creature a claw attack, low-light vision, darkvision or scent or other minor extraordinary abilities at GM discretion.

Steal Appendage (Su) As a full-round action that provokes attacks of opportunity, a sazae-oni can steal a minor appendage from a willing or helpless creature. A sazae-oni can steal a hand, foot, eye, ear or nose. A creature with a stolen hand cannot use that hand and takes a -4 penalty on skill checks requiring the use of both hands, such as Disable Device or Climb. A creature with a stolen foot reduces its land speed by 10 feet. A creature with a stolen sensory appendage takes a -4 to Perception checks. A sazae-oni can steal other body parts of similar size, at GM discretion.

Yokai, Ushi-oni



Oni, Ushi-Oni

This immense creature has the leering head of a fanged demonic bull atop a furry, crab-like body. Eight spidery legs tipped with an ivory claw carry it forward, and a tail tipped in a similar appendage lashes behind it. Its entire body pulses and ripples, as if it were barely containing some immense energy.

Ushi-oni are simultaneously among the least and the greatest of the oni. Formed from spirits envious of the freedom and savagery of minotaurs and other monstrous humanoids, ushi-oni are trapped in a rebellious shell of ever-shifting flesh and their intellect is a dull flicker beside that of most other oni. Their strength is, however, legendary, and their metamorphic abilities make them unpredictable and dangerous opponents.

Ushi-oni rarely associate with others of their own kind, but may strike up crude friendships with other powerful aquatic horrors such as scylla, krakens or nure-onna. These monsters use the ushi-oni as muscle, the ushi-oni gains a more adroit brain to assist it in preying on mortals and gathering treasure, and they both benefit from another pair of eyes to look for either prey or adventurers seeking to stop their depredations.

Ushi-Oni CR 16

XP 76,800

CE Huge outsider (aquatic, native, oni)

Init +5; **Senses** darkvision 60 ft., Perception +24

Defense

AC 32, touch 9, flat-footed 31 (-2 size, +1 Dex, +22 natural)

hp 235 (18d10+136), regeneration 10 (acid, fire)

Fort +19, **Ref** +9, **Will** +14

Defensive Abilities shifting anatomy

Offense

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee bite +27 (2d6+11 plus poison), gore +27 (2d8+11), 5 claws +28 (1d8+11/19-20)

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

Special Attacks breath weapon, powerful charge (gore, 4d8+16), unstable form

Statistics

Str 32, **Dex** 12, **Con** 27, **Int** 9, **Wis** 17, **Cha** 18

Base Atk +18; **CMB** +31; **CMD** 42 (54 vs. trip)

Feats Critical Focus, Dazzling Display, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Lightning Reflexes, Shatter Defenses, Staggering Critical, Weapon Focus (claw)

Skills Climb +40, Intimidate +35, Perception +24, Sense Motive +24, Swim +40

Languages Common

SQ amphibious

Ecology

Environment temperate coastlines

Organization solitary

Treasure standard

Special Abilities

Breath Weapon (Su) 60 ft. cone, Reflex DC 27 half, once every 1d4 rounds, 18d6 fire damage. Creatures that take damage from an ushi-oni's breath weapon must also make a saving throw against the creature's poison. The save DC is Constitution based.

Poison (Ex) Bite or breath weapon—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 saves. The save DC is Constitution based.

Shifting Anatomy (Ex) An ushi-oni has a 75% chance to ignore any bonus damage from a sneak attack or critical hit.

Unstable Form (Su) As a move action, an ushi-oni can reshape its body to grant itself one of the following abilities. The ability lasts for 1 minute or until the ushi-oni spends another move action to change it.

Rip and tear—the ushi-oni gains the grab (claw) and rake (4 claws, +28, 1d8+11) universal monster abilities

Flight—the ushi-oni gains a fly speed of 80 feet with good maneuverability

Armor plating—the ushi-oni gains a +4 enhancement bonus to its natural armor and DR 5/-

Reach—the ushi-oni's reach increases by 5 ft for all of its attacks.

Quills—the ushi-oni gains the ability to fire up to four quills as a ranged attack as a standard action (+17, 1d10+11), and any creature that strikes an ushi-oni with a natural weapon, touch attack or melee weapon takes 1d10+11 damage. Melee weapons with reach do not endanger their wielder in this way.

Trample—the ushi-oni gains the trample universal monster ability (1d8+16, DC 30)

Yokai, Oni-bi



Oni-Bi

A flickering blue flame floats in midair, its radiance pulsing in a soothing fashion.

The greatest goal of the wicked incarnate spirits known as oni is to be worshipped as a god by foolish mortals. Those mortals that fall for the onis' ploys do not rest easy in death—their souls are denied entry to both Heaven and Hell, forcing them to wander the Material Plane forever. All that remains of one of these doomed souls is a flickering flame, capable of luring mortals to a doom as painful as that which afflicts them.

An oni-bi's touch sets flammable materials alight and drains the life essence of the living—the victims of an oni-bi's assault are little more than charred and withered husks. An oni-bi's radiance is capable of soothing those that look upon it, rendering them unsuspecting of the coming assault. Although many oni-bi lurk in the shadowed places of the world of their own volition, they retain the subservience to the oni that doomed them to undeath. Clever oni collect oni-bi to their sides, utilizing them as expendable shock troops or lures to mesmerize their own victims.

An oni-bi appears as a glowing ball no more than 1 foot in diameter. Most oni-bi glow blue, but oni-bi under command of an oni shine with the color of their master's skin.

Oni-Bi CR 4

XP 1,200

NE Tiny undead (incorporeal)

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

Defense

AC 16, touch 16, flat-footed 13 (+2 size, +2 Dex, +1 deflection, +1 Dodge)

hp 22 (4d8+4)

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

Defensive Abilities incorporeal; **Immune** fire, undead traits

Weakness oni command

Offense

Speed fly 40 ft (good)

Melee touch +7 (1d6 fire plus burn and energy drain)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks burn (1d6 fire, DC 13), energy drain (1 negative level, DC 13), soothing flicker

Abilities

Str -, **Dex** 14, **Con** -, **Int** 8, **Wis** 11, **Cha** 13

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

Feats Dodge, Mobility

Skills Fly +17, Perception +7, Stealth +17

Languages Common (cannot speak)

Ecology

Environment any land and underground

Organization solitary, pair or constellation (3-12)

Treasure incidental

Special Abilities

Oni Command (Su) An oni-bi must succeed a Will save whenever an oni gives it a direct order (DC 13+the oni's Charisma modifiers) or be affected as if by a suggestion spell at CL 4th. This effects the oni-bi despite its undead immunity to mind influencing effects.

Soothing Flicker (Su) As a standard action, an oni-bi can fascinate all sighted creatures within 30 feet of it. A successful DC 13 Will save resists this effect and renders the creature immune to that oni-bi's soothing flicker for 24 hours. This fascination lasts for as long as the oni-bi concentrates plus an additional 1d4+1 rounds. A creature can avert its gaze from a flickering oni-bi. The save DC is Charisma-based.

Yokai, Oseichu Creature

Oseichu Creature

This brutish giant bears bags under his eyes and has an overall gaunt aspect. Bisecting his belly like a gaping wound is an oversized mouth filled with gnashing teeth.

Not all yokai are creatures in their own right. The oseichu is more properly a yokai disease, capable of transforming the most mild-mannered into a ravenous monster, demanding food constantly as their body withers away. An oseichu itself is a pale lizard-like creature with only a nubbin of a head and four paddle-like limbs. The eggs of these creatures are shed in the feces of oseichu creatures and can contaminate food. The victim of contaminated food slowly sickens, growing feverish and weak, as an enormous boil begins to form on its abdomen. Once the disease has run its course, the oseichu transforms its host and the boil bursts to reveal a huge mouth. This mouth is capable of speech independently of its host body, and demands food in a grotesque parody of its host's normal voice. Without huge amounts of food, the host will perish in a matter of days.

Although oseichu creatures retain their old personalities, they are driven by the demands of their new bodies to feed whenever possible. Common sense and wisdom are tamped down by the urge for food, while the disease transforms the host's body to be tougher and stronger in order to seize and protect food sources. They gorge themselves through both their original and newly formed mouths. Although some victims of this transformation are able to disguise their condition for a time, most are soon revealed by their second voice, forced to go into hiding or sanitariums. Some savage humanoids relish the transformation as a gift from dark gods and serve as elite warriors in their tribes—such bands are often forced into conflict with civilization as their own food stocks dwindle.

During the transformation process, oseichu syndrome is as treatable as any other disease, but once the transformation takes hold, it is difficult to reverse. Only a *limited wish*, *regenerate* or more powerful magic is capable of returning a victim to normal, although there are rumors of herbal and alchemical remedies to force the oseichu from the body.

Oseichu Syndrome

Disease—*ingested*; *onset*—1 week; *save*—Fortitude DC 20; *damage*—1d4 Con; *special*—when Con reaches 3 or lower, victim transforms into an oseichu creature over the course of 1 hour; *cure*—two consecutive saves.

Variant Oseichu Creatures

A similar condition to oseichu syndrome is almost entirely unique to female humanoids—whether it is influenced by female biology or if it is a separate ailment remains a mystery. Victims of this condition, referred to as futa-kuchi-onna, grow their second mouth on the back of their heads. Their hair animates like tentacles in order to bring more nourishment in. A futa-kuchi-onna is an oseichu without the devastating bite special ability, but instead gains two tentacle attacks. Her bite and tentacle attacks deal normal damage for a creature of her size.

Oseichu Hill Giant CR 8

XP 4,800

CE Large monstrous humanoid (giant)

Init +1; **Senses** low-light vision; Perception +5

Defense

AC 26, touch 10, flat-footed 24 (+4 armor, +1 Dex, +12 natural, -1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +4, **Will** +2

Defensive Abilities rock catching

Weakness ravenous

Offense

Speed 40 ft. (30 ft. in armor)

Melee greatclub +16/+11 (2d8+13) and bite +16 (2d6+13) or 2 slams +15 (1d8+9) and bite +16 (2d6+13)

Ranged rock +8 (1d8+12)

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

Special Attacks devastating bite, rock throwing (120 ft.)

Statistics

Str 29, **Dex** 12, **Con** 19, **Int** 6, **Wis** 8, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 28

Feats Cleave, Dazzling Display (B), Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (bite) (B), Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

Ecology

Environment temperate hills

Organization solitary, gang (2–5), band (6–8), raiding party (9–12 plus 1d4 dire wolves), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves)

Treasure standard (hide armor, greatclub, other treasure)

Special Abilities

Devastating Bite (Ex) An oseichu creature's bite attack deals damage as per a creature one size category larger than it is, and deals 1.5 times the creature's strength bonus in damage. In addition, this bite attack is always treated as a primary weapon, even if the creature is wielding a manufactured weapon.

Ravenous (Ex) An oseichu creature requires three times as much food and water as a normal creature of its size, or it begins to suffer nonlethal damage from starvation and thirst.

Creating an Oseichu Creature

"Oseichu creature" is an acquired template that can be applied to any humanoid or monstrous humanoid. An oseichu creature uses all of the base creature's statistics, except as noted here.

CR: Same as base creature +1 (minimum CR 1)

Type: Change to monstrous humanoid. Do not recalculate base creature's HD, BAB, or saves.

Armor Class: Natural armor improves by +3.

Weakness: Gains the ravenous quality (see above)

Melee: Gains a bite attack modified by the devastating bite special ability.

Special Attacks: Gains the devastating bite special ability (see above)

Abilities: Str +4, Dex +4, Wis -2

Feats: Gains Dazzling Display and Weapon Focus (bite) as bonus feats.

Yokai, Samebito



Samebito

An enormous creature stands here, a cross between an ogre and a shark. It clutches a polearm in its clawed hands. A beard of tendrils like an octopus' arms dangles at the base of its massive jaws, and its nose points far beyond its emerald eyes.

Despite their monstrous appearances, samebito have the same range of personalities as humans do—they are as likely to be kindly as they are to be cruel. These martial giants of the deep seas maintain their own civilization far below the waves, but most of them find employment as bodyguards, artisans or elite troops for more powerful oceanic creatures such as dragons, storm giants and even kraken. They typically approach humanoids with cautious skepticism, knowing that their monstrous appearances create problems. A samebito befriended, however, is a fast and loyal ally.

Samebito are carnivores, hunting whales and other oceanic leviathans for sustenance. All samebito possess some innate magical skill, which many of them turn to the creation of magical weapons. The forges of the samebito, built around abyssal volcanoes, are said to be some of the most wondrous on the Material Plane. Although it has been said that the tears of a samebito become pearls and rubies, this is merely a reference to the vast stores of wealth that these treasures bestow upon the samebito.

Samebito CR 12

XP 19,200

N monstrous humanoid (aquatic)

Init +7; **Senses** darkvision 120 ft., keen scent, low-light vision, Perception +23, Defense

AC 26, touch 16, flat-footed 23 (-1 size, +3 Dex, +12 natural, +4 deflection)

hp 172 (15d10+90)

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

DR 10/magic; **Resist** cold 10, fire 10; **Defensive Qualities** deep-born

Offense

Speed 30 ft., swim 60 ft.

Melee +2 *naginata* +23/+18/+13 (1d10+12/x4), bite +18 (2d6+3 plus bleed), beard +18 (1d6+3 plus disarm) or 2 claws +20 (1d8+7), bite +20 (2d6+7 plus bleed), beard +18 (1d6+3 plus disarm)

Space 10 ft.; **Reach** 10 ft. (20 ft. with *naginata*)

Special Attacks bleed (1d6)

Spell-like Abilities CL 15th, concentration +19

Constant—*freedom of movement*, *shield of faith*

Statistics

Str 25, **Dex** 17, **Con** 23, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +15; **CMB** +23 (+27 disarm); **CMD** 36 (40 vs. disarm)

Feats Combat Expertise, Craft Magic Arms and Armor, Greater Disarm, Improved Disarm, Improved Initiative, Iron Will, Master Craftsman, Multiattack

Skills Craft (weaponsmith) +21, Perception +23, Stealth +21, Survival +19, Swim +16; Racial Modifiers +4 Perception, +4 Stealth

Languages Common, Aquan

SQ amphibious

Ecology

Environment temperate costal and aquatic

Organization solitary, pair or retinue (3-10)

Treasure double standard (+2 *naginata*, other treasures)

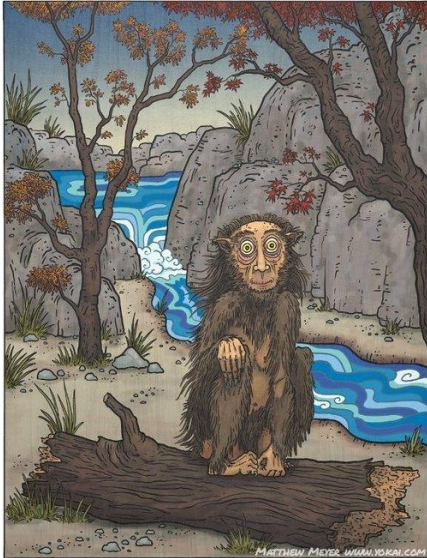
Special Abilities

Beard (Ex) A samebito's beard is a secondary attack that deals bludgeoning damage. A samebito may make a free combat maneuver check to disarm without provoking an attack of opportunity when it hits with its beard attack.

Deep-born (Ex) A samebito is immune to damage from water pressure.

Keen Scent (Ex) A samebito can notice creatures by scent in a 180 foot radius underwater and can smell blood in the water at a range of 1 mile.

Yokai, Satori



Satori

A monkey-like creature the size of a man stares with wide, owl-like eyes. It has an expression of wisdom and peace, even as it clutches a bloody stone in its paws.

Although they exude an aura of tranquility and peace, the simian creatures known as satori are in fact bloodthirsty monsters that delight in tormenting and devouring humanoids. They most closely resemble oversized macaques with human-like proportions, although satori families with facial features and coloration matching those of langurs, proboscis monkeys or mangabeys are not unheard of. They are ambush predators of an odd sort, as they delight in catching prey unaware through conversation as much as they do via stealth. A satori will often play as a harmless creature and engage in whimsical patter with a traveler in order to catch them off guard before striking.

Satori are proud to the point of conceit over their ability to read minds, which they view as a sign of their superiority (despite their lack of technological prowess and overall barbarity). If they cannot read the mind of an opponent, due to trained will or good luck, they are likely to leave that individual alone unless starving or threatened. Although satori use their mental abilities to gain the upper hand in battles, they are visceral creatures that delight in tearing prey apart with their bare hands or crushing their bones with hurled rocks. Satori have little need or desire for physical goods or wealth, but they recognize its use in setting traps for greedy people.

Satori CR 5

XP 1,600

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., Perception +12, scent

Aura mind reading (60 ft., Will DC 15 negates)

Defense

AC 19, touch 17, flat-footed 12 (+4 Dex, +3 insight, +2 natural)

hp 51 (6d10+18)

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

Defensive Abilities evasion, intuition

Offense

Speed 30 ft., climb 30 ft.

Melee 2 slams +9 (1d6+3), bite +9 (1d6+3)

Ranged rock +10/+5 (2d6+4)

Special Attacks babble, rock throwing (50 ft.)

Statistics

Str 17, **Dex** 18, **Con** 17, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +6; **CMB** +9; **CMD** 26

Feats Improved Initiative, Nimble Moves, Quick Draw

Skills Bluff +12, Climb +11, Perception +12, Stealth +13; **Racial Modifiers** +4 Bluff

Languages Common

Ecology

Environment temperate mountains

Organization solitary, pair or gang (3-6)

Treasure half standard

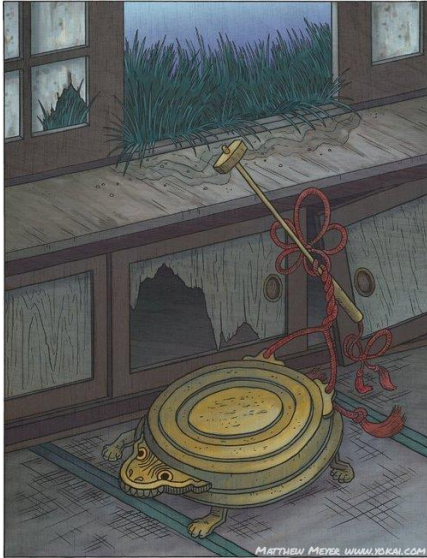
Special Abilities

Aura of Mind Reading (Su) A satori is constantly aware of the presence and number of thinking minds in a sixty foot radius around itself, as per the detect thoughts spell. Any creature within this area must succeed a DC 15 Will save or the satori can read its surface thoughts for as long as the creature remains in the area. Unlike a detect thoughts spell, a satori does not have to concentrate to use this ability. The save DC is Charisma based.

Babble (Su) As a swift action, a satori can speak a rapid pattering of thoughts, both from those it is currently reading and those from long ago. All creatures within 30 feet of a babbling satori must succeed a DC 15 Will save or be confused for 1d4+1 rounds. Creatures that pass this save are immune to the babble of that satori for the next 24 hours. A creature that has failed its save against the satori's aura of mind reading takes a -2 penalty to their save. The save DC is Charisma based.

Intuition (Su) A satori gains an insight bonus to its AC and CMD equal to its Wisdom modifier. It loses this bonus when it is flat-footed.

Yokai, Shōgorō



Shōgorō

This trundling beast resembles a tortoise made out of metal, with a domed shell protecting its short limbs and neck. Its tail is long and ends in a ball, like the beater of a gong.

When a gong, bell or other large percussion instrument is present at the scene of a horrible murder, the anguish, terror and shock of the deceased may become imprinted on the instrument, creating the turtle-like tsukumogami known as a shōgorō. These creatures exist to warn others of the crime and attempt to find justice, but they are limited to communicating only through ringing themselves. Although the racket they create can serve to drive people from the scene of the crime, they are little use otherwise. Some shōgorō go so far as to haunt the murderer that created them, beating them into submission or making their life a living, noisy, hell.

A shōgorō not on a mission of justice is sometimes found in the company of other tsukumogami, although their demeanors are more methodical and calm than the rest of their impish ilk. They care little for material wealth, but may carry with them a token of the life taken near their birth or a similar memento.

Shōgorō CR 3

XP 800

N Small construct (tsukumogami)

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

Defense

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

hp 32 (3d10+16)

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

DR 5/adamantine; **Resist** sonic 10

Defensive Abilities soul-powered

Weakness haunted

Offense

Speed 20 ft.

Melee slam +5 (1d6+1 plus rattle)

Special Attacks clamor

Statistics

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

Base Atk +3; **CMB** +3; **CMD** 13 (17 vs. trip)

Feats Great Fortitude, Toughness

Skills Perform (percussion) +5, Stealth +4 (+0 when moving silently); **Racial Modifiers** -4

Stealth when moving silently

Languages Common (cannot speak)

Ecology

Environment urban

Organization solitary, pair or section (3-6)

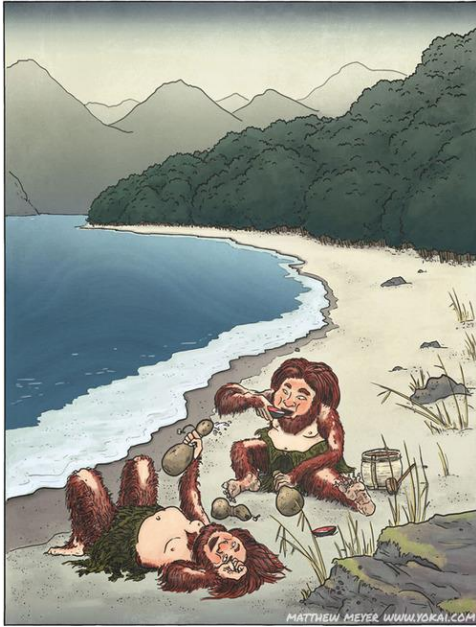
Treasure half standard

Special Abilities

Clamor (Su) Three times per day as a standard action, a shōgorō can create a ringing tone of such power that all creatures and unattended objects within 10 feet of the shōgorō must succeed a DC 13 Fortitude save or take 2d6 points of sonic damage. Creatures that take this damage are also deafened for one minute. On a successful save, a creature takes half damage and is not deafened. The save DC is Charisma based.

Rattle (Ex) A creature struck by a shōgorō's slam attack must succeed a DC 12 Fortitude save or be rattled by violent vibrations, taking a -4 penalty to Dexterity for 1 round. The save DC is Strength based.

Yokai, Shōjō



Shōjō

Although this smiling, red-haired creature looks much like an ape, its posture is as upright as a man's. It wears a loincloth made of seaweed and clutches a hollow gourd in one hand.

Despite their great intelligence, the ape-like humanoids known as the shōjō have no civilization to speak of. Their talent with brewing potions, poisons and assorted tinctures has never led them to develop an economy, they prefer to sleep under the stars than in any sort of permanent dwelling, and they eschew honor and hard work for days spent drinking and making merry. Although many scholars consider this contrast between their mental capacity and their indolence a contradiction, the shōjō see it as merely a logical consequence of their intelligence—they have deliberately chosen to abandon responsibility for fun.

A shōjō most closely resembles an orangutan, except that the males never grow the enlarged cheek pads of a mature orangutan male. Shōjō society, such as it is, is egalitarian and free-wheeling, with the most respect more typically coming to those that have invented a new recipe for sake or devised some clever game than the oldest, wisest or strongest. Shōjō are native to remote tropical islands, where they have grown quite skilled at transforming fruits, coconuts, shellfish and bird's eggs into both potent liquors and alchemical items of all sorts. Each shōjō maintains a catalog of recipes and formulae to refer to, and some claim that the first human alchemists learned their trade from these mischievous ape-men.

Interactions between humanoids and shōjō may proceed in a number of ways. Trade between shōjō bands and ship's crews are typically mutually beneficial. Alcohols of the civilized world are especially prized to the shōjō, and if they are unable to obtain it fairly, most shōjō will not hesitate to steal it. The only time shōjō fight to the death is in defense of their homes, but a riled shōjō is a terrifying foe indeed.

Shōjō CR 6**XP 2,400**

CN Medium monstrous humanoid

Init +4; **Senses** low-light vision, Perception +12

Defense

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)**hp** 66 (7d10+28)**Fort** +6, **Ref** +9, **Will** +7**Defensive Abilities** rolling dodge

Offense

Speed 30 ft., climb 20 ft., swim 20 ft.**Melee** 2 slams +10 (1d6+3)**Ranged** thrown item +11 (varies)**Extracts Prepared** CL 6th2nd—*blur*, *bull's strength*, *fire breath** (DC 16), *resist energy*1st—*bomber's eye**, *expeditious retreat*, *identify*, *shield*, *true strike*

*See Pathfinder Advanced Player's Guide

Special Attacks kill or cure, rend (2 slams, 1d6+4)

Statistics

Str 16, **Dex** 19, **Con** 18, **Int** 15, **Wis** 14, **Cha** 9**Base Atk** +7; **CMB** +10; **CMD** 25**Feats** Brew Potion, Dodge, Mobility, Point Blank Shot**Skills** Climb +11, Craft (alchemy) +16, Knowledge (nature) +9, Perception +12, Spellcraft +9, Stealth +14, Survival +12, Swim +11; **Racial Bonuses** +4 Craft (alchemy)**Languages** Aquan, Common**SQ** master brewer

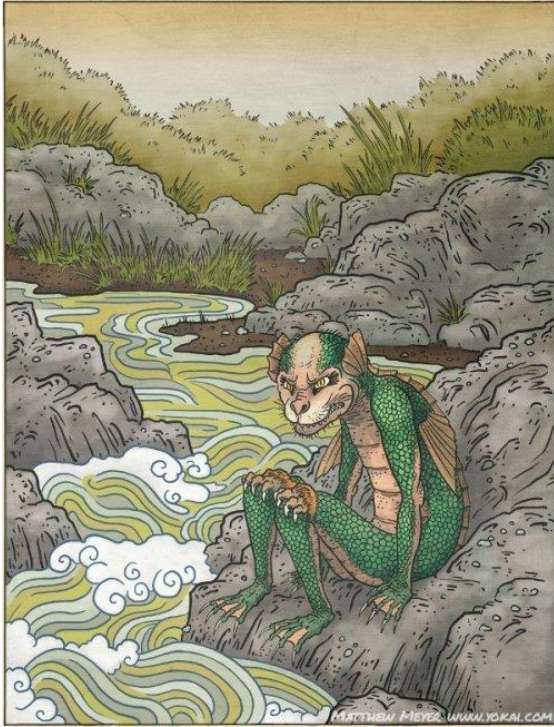
Ecology

Environment warm coastlines and forests**Organization** solitary, pair or party (3-8)**Treasure** standard (potions and alchemical items, formula book, other treasure)

Special Abilities

Extracts (Sp) A shōjō can prepare and use extracts as a 6th level alchemist.**Kill or Cure (Su)** Three times per day as a full-round action, a shōjō can infuse a draught of alcohol with magical energy. To the shōjō, or to any creature the shōjō designates as a swift action, drinking this draught has the same effects as a dose of *restorative ointment*. Any other creature must succeed a DC 17 Fortitude save or be affected as if by wolfsbane (see Pathfinder Roleplaying Game Core Rulebook). Unused draughts expire after 24 hours, reverting back into ordinary alcohol. The save DC is Intelligence based.**Master Brewer (Ex)** A shōjō may use the Craft (alchemy) skill to brew any form of alcohol. A shōjō never takes penalties for making alchemical items without the use of an alchemist's lab.**Rolling Dodge (Ex)** Once per round, when a shōjō is missed by a melee attack, it may take a 5-foot step as an immediate action. The shōjō's movement in the next round is reduced by 5 feet.

Yokai, Suiko



Suiko

This reptilian humanoid has a face like a cross between an ape's and a tiger's. Large fish-like scales cover its body and a set of wicked claws grow from its kneecaps in addition to its hands and feet.

Those who live near the water's edge understand the dangers posed by kappa. These amphibious humanoids are tricksters and pranksters, but they are usually violent only when met with violence. When kappa become more violent and aggressive, it is a sign that their activities may be controlled by a suiko. Suiko are cousins of the kappa, but lack both the physical and psychological weaknesses of their kin. A suiko's skull is fully closed, trapping its life-giving water within, and suiko care nothing for politeness or cucumbers—only the allure of gold and blood can sate their desires.

Suiko are giants among the kappa, but are still fairly short—being the height of a dwarf, but lean and lanky. They are bullies through and through, happiest when controlling a gang of weaker creatures (especially kappa) through threats, violence and mind-altering magic. Most suiko are ambitious creatures and may gain power through the service of more magical and fearsome aquatic monsters such as sea-going dragons, giants or krakens. Suiko are as comfortable in salt water as freshwater, and their schemes can bring those far from the sea into the clutches of malign oceanic interests.

Suiko delight in wrestling even more than do their smaller relatives, but when a suiko grabs hold of an opponent, it aims to kill. The clawed knees and feet of a suiko allow it to rapidly shred a held victim, and their hollow fangs drain blood quickly. Legends attribute to suiko soul-stealing abilities, rumors that the suiko themselves are happy to spread, but this is likely an exaggeration of their talent for necromantic magic.

Suiko CR 8**XP 4,800**

NE Medium monstrous humanoid (aquatic)

Init +5; **Senses** darkvision 60 ft., Perception +11

Defense

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)**hp** 103 (9d10+55)**Fort** +11, **Ref** +11, **Will** +10**DR** 5/cold iron; **Resist** acid 10, cold 10

Offense

Speed 30 ft., swim 40 ft.**Melee** bite +14 (1d8+3), 2 claws +14 (1d6+3 plus grab)**Special Attacks** blood drain (1d4 Con), nimble grappler, rake (4 claws +14, 1d6+3)**Spell-like Abilities** CL 9th, concentration +11At will—*invisibility*, *ventriloquism* (DC 13)3/day—*chill touch* (DC 13)1/day—*charm monster* (DC 16, creatures with the aquatic subtype only), *enervation*, *inflict serious wounds* (DC 15), *vampiric touch*

Statistics

Str 17, **Dex** 20, **Con** 23, **Int** 11, **Wis** 14, **Cha** 14**Base Atk** +9; **CMB** +13 (+17 grapple); **CMD** 26**Feats** Agile Maneuvers, Great Fortitude, Iron Will, Stealthy, Weapon Finesse**Skills** Escape Artist +17, Intimidate +11, Perception +11, Sense Motive +8, Stealth +16, Swim +20; **Racial Modifiers** +4 Escape Artist**SQ** amphibious

Ecology

Environment temperate aquatic**Organization** solitary, pair, band (3-6) or gang (1d6 plus 4-24 kappa)**Treasure** double standard

Special Abilities

Nimble Grappler (Ex) A suiko can make rake attacks the round that it successfully grapples an opponent. In addition, a suiko takes no penalty to Dexterity when grappling and is not flat-footed when pinning an opponent.

Yokai, Teke Teke

Teke Teke

Half of a human woman drags herself along on her hands. Clutched in both hands is an enormous scythe, which scrapes the ground as she moves.

Teke tekes are created from the souls and bodies of those killed in spectacularly gruesome fashions. Many of them are spawned from accident victims, although the victims of monster attacks or particularly creative serial killers may also manifest a teke teke. Whatever kindness and compassion the victim of this heinous death possessed in life is lost in undeath—a teke teke only exists to mutilate others and spread the curse of a violent demise.

Teke tekes are rare and typically solitary creatures, but if multiple individuals are killed in the same fashion simultaneously, they may all arise together and act as a pack of killers. The victims of a teke teke are typically left out in the open, all the better to attract attention and revulsion. Although they delight in bloodshed, teke teke can be subtle and patient, stalking a chosen target for hours and drawing out their fear before striking.

Teke Teke CR 13

XP 25,600

CE Small undead

Init +9; **Senses** darkvision 60 ft., Perception +25

Aura frightful presence (30 ft., DC 23), life suppression (30 ft.)

Defense

AC 30, touch 23, flat-footed 30 (+1 size, +7 Dex, +1 dodge, +7 natural, +4 deflection)

hp 161 (19d8+76); fast healing 5

Fort +10, **Ref** +15, **Will** +14

Defensive Abilities horror screen, uncanny dodge; **SR** 24

Immune undead traits

Offense

Speed 30 ft., climb 20 ft.; bladewalker

Melee scythe +23/+18/+13 (2d4+12/19-20x4 plus bleed and trip) or 2 claws +23 (1d4+8 plus bleed)

Special Abilities bleed (1d6), infuse weapons, mutilate

Statistics

Str 27, **Dex** 25, **Con** –, **Int** 13, **Wis** 16, **Cha** 19

Base Atk +14; **CMB** +21 (+23 trip); **CMD** 43 (45 trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Critical (scythe), Lightning Reflexes, Mobility, Spring Attack, Whirlwind Attack

Skills Acrobatics +26 (+30 jumping), Climb +16, Intimidate +26, Perception +25, Sense Motive +25, Stealth +33; **Racial Modifiers** +4 to Acrobatics when jumping

Languages Abyssal, Common

Su oversized weapons (Medium)

Ecology

Environment any land or underground

Organization solitary, pair or clot (3-8)

Treasure standard

Special Abilities

Aura of Life Suppression (Su) Whenever a spell with the healing subschool or channeled positive energy targets a creature within 30 feet of a teke teke, the caster must succeed a caster level check equal to the teke teke's spell resistance or lose the spell or effect. This ability is suppressed in the area of a *consecrate* or *hallow* spell.

Bladewalker (Ex) A teke teke can move without penalty while using its hands to walk, even if it is wielding a weapon.

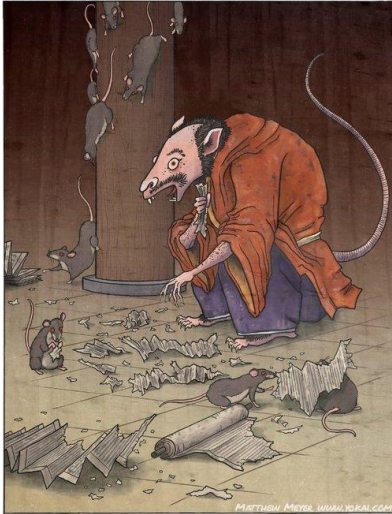
Bleed (Ex) The bleed dealt by a teke teke's scythe attack is a property of the teke teke, not of the weapon.

Horror Screen (Su) A teke teke gains a deflection bonus to its Armor Class and Combat Maneuver Defense equal to its Charisma modifier.

Infuse Weapons (Su) Any weapon wielded by a teke teke is treated as magic, chaotic and evil for the purposes of overcoming damage reduction.

Mutilate (Ex) Any creature killed by a teke teke is mutilated to the point which it cannot be restored to life via a *raise dead* spell. Other methods that do not require an intact corpse function normally.

Yokai, Tesso



Tesso

This wizened humanoid resembles a cross between an ancient monk and a giant rat. Long yellow incisors peek from between his thin lips, and his ears swivel above a bald pate. His thin naked tail drags on the ground, peering from beneath homespun robes.

The ascetic humanoids known as tesso consider themselves to be the guardians of magical lore and ancient martial traditions. Their own histories trace their ancestry from a human monk who was so incensed about his poor treatment by a rival monastery that he transformed into a swarm of ravenous rats in order to destroy the libraries of his enemies. Tesso continue this tradition of viewing knowledge as an exclusive commodity; those temples and monasteries whose standards of archiving and maintaining sacred tomes and scrolls fail to meet a tesso's expectations are likely to fall victim to tesso seeking to either steal or destroy those works.

Tesso maintain their own hidden temples high in the mountains, where they are happy to allow those pilgrims who make the journey to access their lore—for a price, of course. The tesso's affinity for text extends to magical scrolls, and these are favored payments for use of tesso libraries. Tesso occasionally take humanoid pupils, and the most skilled monks may boast of years spent under the watchful eye of rat-like masters.

A tesso stands nearly five feet tall and is rangy and thin, weighing little more than a hundred pounds. Their lean muscles are as strong as iron and they are remarkably quick despite their apparent decrepitude. Tesso vary in coloration as rats do and grow grey with age. The oldest and most skilled tesso eventually turn pure white. Tesso have life-spans that extend into the centuries.

Tesso CR 10**XP 9,600**

LN Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., Perception +20, scent

Defense

AC 25, touch 18, flat-footed 17 (+7 Dex, +7 natural, +1 Dodge)**hp** 123 (13d10+52)**Fort** +8, **Ref** +15, **Will** +12**Defensive Abilities** evasion

Offense

Speed 40 ft., climb 30 ft.**Melee** unarmed strike +20/+15/+10 (2d6+4), bite +15 (1d6+2)**Special Attacks** spell sunder**Spell-like Abilities** CL 10th, concentration +14At will—*read magic*3/day—*summon swarm* (rat swarm only)

Statistics

Str 19, **Dex** 25, **Con** 18, **Int** 15, **Wis** 18, **Cha** 12**Base Atk** +13; **CMB** +20 (+22 disarm); **CMD** 35 (37 vs. disarm)**Feats** Agile Maneuvers, Combat Expertise, Dodge, Improved Disarm, Improved Unarmed Strike (B), Power Attack, Stunning Fist, Weapon Finesse**Skills** Acrobatics +20 (+24 jumping), Climb +12, Knowledge (arcana) +15, Knowledge (history) +15, Perception +20, Spellcraft +16, Stealth +23**SQ** monastic training, scroll master, swarm form

Ecology

Environment temperate mountains**Organization** solitary, pair or dojo (3-6)**Treasure** standard

Special Abilities

Monastic Training (Ex) A tesso deals damage with its unarmed strikes as a monk of a level equal to the tesso's Hit Dice. Monk levels stack with a tesso's Hit Dice to determine its unarmed strike damage.

Scroll Master (Su) A tesso can use any scroll as if it were a spell on a tesso's spell list. The DC of any spell a tesso casts from a scroll is determined by its Wisdom modifier and the level of the spell.

Spell Sunder (Su) As a standard action, a tesso can make a single unarmed strike at its highest attack bonus. If this attack hits, it affects the creature struck as a targeted greater dispel magic (CL 13th).

Swarm Form (Su) As a standard action that does not provoke attacks of opportunity, a tesso can disincorporate into a swarm of Tiny rats. In this form a tesso drops all of its gear and has a space of 10 feet and a reach of 0 feet. It gains all swarm traits and a swarm attack that deals 3d6 points of damage. It can reform its body as a full-round action as long as it has 1 hit point.

Yokai, Todomeki



Todomeki

Although its outline is humanoid, a closer look reveals that this creature is anything but. It is wrapped in layers of thick fabric and has arms that reach down to its knees. Its skin is an inhuman pastel hue and its body is covered from head to toe in hundreds of eyes.

Todomeki number among the ranks of human-mimics—creatures of roughly human body plan which lurk in the outskirts of cities and villages, preying on society while contributing nothing. Todomeki are less aggressive and dangerous than many of these creatures, as they care nothing for human lives or flesh—only wealth. Todomeki are excellent sneak-thieves, and make their livings out of the pockets of others.

Todomeki feed on metal, but they can only consume it in small amounts at a time. Rather than having a slaving maw like a xorn or the ability to disintegrate metals like a rust monster, todomeki must feed using dozens of tiny mouths scattered around the surface of their bodies. When closed, these mouths are nearly invisible, but they bear long tongues and speak with piping, bird-like voices. Todomeki will eat metals of all kinds, but precious metals are their favorites, imbuing them with magical energy in addition to nutrition. A todomeki lair is typically strewn with coins and other stolen baubles of all kinds—a larder as much as it is a horde.

Townfolk tell tales that todomeki are the damned souls of the avaricious or thieves, doomed to live out their old actions inside of a monstrous body. There is little evidence for such claims—todomeki reproduce as do other creatures, laying a clutch of leathery-shelled eggs and guarding them for months. Todomeki are good parents, but drive away their children once they reach full size. Todomeki lairs are built in abandoned houses and wells, in played out mine-shafts, anywhere a bit of structure can shelter them from the elements. Although todomeki have little

material culture of their own, they are obsessed with clothing, wearing dozens of mismatched layers to protect themselves and conceal their inhuman features.

Todomeki CR 2

XP 600

CN Medium aberration

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

Defense

AC 15, flat-footed 13, touch 12 (+2 Dex, +2 natural, +1 armor)

hp 17 (5d8-5)

Fort +0; **Ref** +3; **Will** +4

DR 10/slashing or piercing; **Defensive Abilities** all-around vision

Offense

Speed 30 ft.

Melee 2 slams +4 (1d4+1)

Statistics

Str 12, **Dex** 14, **Con** 9, **Int** 13, **Wis** 10, **Cha** 11

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

Feats Combat Reflexes, Nimble Moves, Stealthy

Skills Acrobatics +7, Bluff +3, Climb +6, Disable Device +4, Disguise +3, Escape Artist +9, Knowledge (local) +6. Perception +6, Sleight of Hand +9, Stealth +9; Racial Modifiers +4

Sleight of Hand

Languages Common, Undercommon

SQ eat coins

Ecology

Environment urban or underground

Organization solitary, pair or band (3-6)

Treasure double standard (padded armor, other treasure)

Special Abilities

Eat Coins (Su) As a standard action that does not provoke attacks of opportunity, a todomeki can consume up to 10 coins, imbuing itself with magical ability. The effect that this has is determined by the values of the coins consumed.

Copper: The todomeki can gain a +2 competence bonus to one d20 roll of its choice. It can use this ability as a free action once within a duration equal in rounds to the number of coins consumed.

Silver: The todomeki gains a +1 resistance bonus to all saving throws for a number of rounds equal to the number of coins consumed.

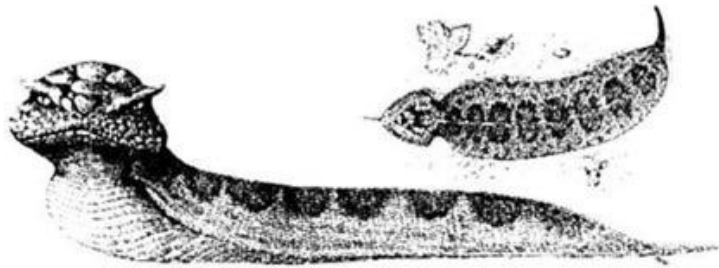
Gold: The todomeki gains a +2 insight bonus to attack rolls, skill and ability checks for a number of rounds equal to the number of coins consumed.

Platinum: The todomeki gains fast healing 2 for a number of rounds equal to the number of coins consumed.

A todomeki that eats a mixture of coins at once gains the benefit of the coin with the least value.

A todomeki can only have one bonus from eating coins at a time.

Yokai, Tsuchinoko



TWO VIEWS OF THE TZUCHINOKO
(International Society of Cryptozoology)

Tsuchinoko

This snake is the length of a man's arm and twice as thick. Unlike most snakes, it has a short, discrete tail much thinner than its body. Its head is broad and triangular, and bears an incongruously wry facial expression.

Considered to be mythical by many, the elusive snake-like creatures known as tsuchinoko are intelligent predators with a mischievous streak. Their diet consists of small mammals, birds and other reptiles, but they have a pronounced fondness for alcohol. Many of their encounters with humanoids are in order to obtain such a beverage, which they accomplish using lies, threats or empty promises. Tsuchinoko are consummate liars and enjoy sending other creatures on wild goose chases based on their empty words.

Tsuchinoko are exceedingly rare; a single forest may only be home to one of these creatures. They are good parents, raising their young together until they mature, then splitting up as their children find territories of their own. Tsuchinoko keep little treasure, although they may treasure a prized bauble or two as a keepsake of a particularly impressive con.

Unlike other snakes, tsuchinoko do not slither—rather, they crawl in inchworm fashion with startling speed. This strength allows them to launch themselves fully a yard into the air when threatened, sending them hurtling towards enemies with a mouth full of tiny, venomous teeth. When a tsuchinoko cannot win a battle, it flees, gripping its tail in its teeth and rolling to safety.

Tsuchinoko CR 3

XP 800

Small CN magical beast

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

Defense

AC 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural)

hp 32 (5d10+5)

Fort +5, **Ref** +7, **Will** +3

Defensive Abilities elusive; Immune poison

Offense

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

Melee bite +9 (1d6 plus poison)

Special Attacks powerful charge (bite, 3d6), springing charge

Statistics

Str 11, **Dex** 17, **Con** 13, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 17 (cannot be tripped)

Feats Improved Initiative, Run (B), Skill Focus (Bluff), Weapon Finesse

Skills Acrobatics +7, Bluff +6, Climb +8, Perception +6, Stealth +11, Swim +8

Languages Common

Ecology

Environment temperate forests

Organization solitary or pair

Treasure half standard

Special Abilities

Elusive (Su) A tsuchinoko is constantly under the effects of a *pass without trace* spell. In addition, except when it is in combat, it is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 10th and cannot be dispelled.

Poison (Ex) *Bite*—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *damage* 1d3 Con; *cure* 2 saves. The save DC is Constitution based.

Springing Charge (Ex) A tsuchinoko ignores difficult terrain when making charge attacks.

Yokai, Yama-jijii



Yama-jijii

Clad in rags, this dwarfish one-legged humanoid is coated in a fine layer of gray downy fur. It stares with a single baleful eye above a jaw filled with oversized teeth.

Yama-jijii, sometimes called “mountain coots”, are bizarre creatures native to remote mountains. Despite their cyclopic appearance, yama-jijii actually do have two eyes—one of them is so small that it is barely visible, and it drifts to the side of the creature’s head as they mature. All yama-jijii are male—their reproductive habits are mysterious, and they do not discuss the matter with others. They are fantastically strong for their small size, capable of crushing bones and boulders with their teeth and blowing the leaves off of trees with their powerful shouts.

Yama-jijii are omnivorous and their interactions with mortals can vary from treating them as prey to bestowing them with gifts of good fortune and treasure. Yama-jijii use their ability to read minds to find prospective victims; they typically do not attack people whose minds they cannot read. Some mountaineers go out of their way to befriend yama-jijii; these relationships are somewhere between alliances and domestication due to the yama-jijii’s general lack of culture and social conventions. The mountaineers gain the yokai’s powerful jaws as a defense mechanism and their abilities to manipulate luck, whereas the yama-jijii get the benefits of civilization such as cooked food (mochi is their favorite), clothing and shiny jewelry and gemstones.

Yama-jijii CR 10

XP 9,600

CN Small aberration

Init +7; **Senses** darkvision 60 ft., low-light vision, Perception +9

Defense

AC 24, touch 17, flat-footed 18 (+1 size, +3 Dex, +3 dodge, +7 natural)

hp 126 (12d8+72)

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

Defensive Abilities fortunate, incredible balance

Immune sonic; **SR** 21

Offense

Speed 30 ft. climb 20 ft., hopping stride

Melee bite +20 (4d6+15/19-20)

Special Attacks manipulate luck, powerful attack (bite)

Spell-like Abilities CL 12th, concentration +15

At will—*detect thoughts* (DC 15)

3/day—*invisibility*, *shout* (DC 17)

1/day—*vermin shape II**

*see the *Pathfinder Roleplaying Game: Ultimate Magic*

Statistics

Str 30, **Dex** 17, **Con** 22, **Int** 7, **Wis** 10, **Cha** 16

Base Atk +9; **CMB** +18; **CMD** 31 (34 vs. trip)

Feats Dazzling Display, Improved Critical (bite), Improved Initiative, Intimidating Prowess, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +19, Climb +18, Intimidate +22, Perception +9, Stealth +16; Racial Modifiers uses Strength for Acrobatics checks

Languages Sylvan

Ecology

Environment temperate mountains

Organization solitary, pair or squad (3-6)

Treasure standard

Special Abilities

Fortunate (Su) A yama-jijii gains a luck bonus on all saving throws equal to its Charisma bonus.

Hopping Stride (Ex) A yama-jijii can ignore all difficult terrain created by earth or sand. Magically altered terrain, like a *spike stones* spell, affects a yama-jijii normally.

Incredible Balance (Ex) A yama-jijii gains a +3 dodge bonus to AC and to its CMD to avoid being tripped.

Manipulate Luck (Su) Three times per day, a yama-jijii can change the fate of a single individual within 30 ft. This ability can take one of two forms

Bane: If the target fails a DC 19 Will save, it becomes cursed. It takes a -2 luck penalty to all attack rolls, saving throws, skill and ability checks. This is a curse effect and is permanent unless removed with a *remove curse* or similar effect. The save DC is Charisma based.

Boon: The target gains a +2 luck bonus to all attack rolls, saving throws, skill and ability checks. This benefit lasts for one minute per Hit Die of the yama-jijii (12 minutes for the average yama-jijii).

Yuan-ti, Abomination



In the society of the yuan-ti, the pureblood caste act as spies and the halfbloods as warriors, but the leaders of their race, the head that directs the serpent's body, are the abominations. Blessed by their serpentfolk creators with bodies more snake than human, abominations possess the physical and mental might necessary to cow the fractious yuan-ti into submission and direct them in tearing down the works of humanity.

Abominations are deeply chaotic and see each other as threats, but work together for the sake of survival. To limit clashes of personality, roughly half of a yuan-ti settlement's abominations tend to rest for months at a time in a state of torpor, conserving their energy. In spite of this, a single abomination—typically a high-level cleric or psychic—often dominates the tribe and turns into a cult of personality.

Abominations recognize serpentfolk as having divine authority over their race, but also remember the decline and fall of their ancient civilization. Abominations may lend their tribes' strength to serpentfolk allies, but are always watchful for signs of weakness. Yuan-ti believe in the survival of the strong, and in their eyes, their creators' ancient fall is no sign of strength. They see all other reptilian creatures as inferior kindred, not to be accorded respect but useful as servants, especially the strong and fecund nagaji and lizardfolk.

YUAN-TI ABOMINATION

CR: 7

XP: 3,200

CE Large monstrous humanoid

Init: +5; **Senses:** Darkvision 60 ft., scent; Perception +19

AC: 23, touch 11, flat-footed 21 (+1 Dex, +1 dodge, +10 natural, +2 shield, -1 size)

hp: 85 (9 HD)
Fort +7, **Ref** +7, **Will** +11
SR 18

Speed: 30 ft., climb 20 ft., swim 20 ft.

Melee: Mwk scimitar +13/+8 (1d6+4/18-20), bite +7 (1d8+3 plus poison plus grab)

Ranged: Mwk composite longbow +10/+5 (2d6+4/x3/110 ft.)

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

Special Attacks: Constrict (1d6+6)

Psychic Magic (CL 9th, concentration +15):

13 PE - *Animal trance* (2 PE, DC 17), *aversion* (3 PE, DC 18), *baleful polymorph* (5 PE, DC 20, into viper only), *chameleon stride* (0 PE), *corrosive touch* (0 PE), *daze* (0 PE, DC 15), *deeper darkness* (2 PE), *fear* (3 PE, DC 18), *neutralize poison* (2 PE, DC 17), *suggestion* (3 PE, DC 18)

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

Base Atk: +9; **CMB:** +14 (+18 grapple); **CMD:** 25 (can't be tripped)

Feats: Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack

Skills: Bluff +13, Climb +12, Craft (any two) +14, Diplomacy +13, Intimidate +16, Perception +19, Sense Motive +16, Spellcraft +14, Stealth +9, Swim +12

Languages: Abyssal, Common, Draconic, Yuan-ti

SQ: Change shape (Tiny to Large venomous snake, *beast form III*), undersized weapons

Environment: Warm forests

Organization: Solitary, pair, gang (3-4), troop (2-13 purebloods, 2-5 halfbloods, and 2-4 abominations), or tribe (20-160 purebloods, 10-80 halfbloods, and 10-40 abominations)

Treasure: Double standard (masterwork scimitar, masterwork composite longbow [+4 Str] with 20 arrows, masterwork heavy steel shield, other treasure)

Poison (Ex): Bite - injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 saves.

Undersized Weapons (Ex): Although a yuan-ti abomination is Large, its upper torso is the same size as that of a Medium humanoid. As a result, abominations wield weapons as if they were one size category smaller than their actual size (Medium for most abominations).

ABOMINATION VARIANTS

Like halfbloods, abominations mix human and snake in varying degrees. The majority of abominations resemble a snake with human arms as described above, but a few have no arms at all and simply appear to be giant serpents. These abominations cannot use weapons, but gain a secondary tail attack (1d8 + Str modifier) and can constrict for 2d6 damage plus 1-½ its Strength modifier.

Yuan-ti, Halfblood



Whereas the purebloods are the spies of the yuan-ti, the halfbloods are the warriors, descending on human cities when the purebloods have sufficiently weakened their defenses. They resemble a roughly even mix of human and snake, most commonly appearing as snake-headed humanoids covered in scales (making them easily mistaken for true serpentfolk), though numerous variations on the theme exist (see below).

Halfbloods are bred for combat: their humanoid form, venomous bite, and relatively fast gestation and aging make them ideal foot soldiers. They are no simple grunts, however - besides their formidable psychic powers, the average halfblood is a genius by human standards, and many are brilliant strategists.

In addition to serving as warriors, halfbloods also make up the bulk of yuan-ti priesthods, gathering in large cults beneath their abomination masters. Halfbloods are cruel and ambitious, and many feel powerful envy towards both the weaker purebloods (who get to enjoy lives of luxury in human society) and the stronger abominations (their leaders).

YUAN-TI HALFBLOOD

CR: 5

XP: 1,600

CE Medium monstrous humanoid

Init: +5; **Senses:** Darkvision 60 ft., scent; Perception +14

AC: 21, touch 12, flat-footed 19 (+1 Dex, +3 armor, +2 shield, +4 natural, +1 dodge)

hp: 52 (7 HD)

Fort +5, **Ref** +6, **Will** +9

SR 16

Speed: 30 ft.

Melee: Mwk scimitar +10/+5 (1d6+2/18-20), bite +4 (1d6+1 plus poison)

Ranged: Mwk composite longbow +9/+4 (1d8+2)

Psychic Magic (CL 8th, concentration +11, +9 melee touch):

10 PE - *Animal trance* (2 PE, DC 16), *cause fear* (1 PE, DC 15), *chameleon stride* (0 PE), *corrosive touch* (0 PE), *deeper darkness* (3 PE), *detect poison* (0 PE), *entangle* (1 PE), *neutralize poison* (4 PE, DC 18), *suggestion* (3 PE, DC 17)

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

Base Atk: +7; **CMB:** +9; **CMD:** 22

Feats: Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Mobility

Skills: Bluff +10, Craft (any two) +14, Diplomacy +10, Perception +14, Sense Motive +11, Spellcraft +11, Stealth +11

Languages: Abyssal, Common, Draconic, Yuan-ti

SQ: Change shape (Tiny to Large venomous snake, *beast form III*)

Environment: Warm forests

Organization: Solitary, pair, gang (3-4), troop (2-13 purebloods, 2-5 halfbloods, and 2-4 abominations), or tribe (20-160 purebloods, 10-80 halfbloods, and 10-40 abominations)

Treasure: Double standard (masterwork scimitar, masterwork composite longbow [+2 Str] with 20 arrows, masterwork studded leather armor, masterwork heavy steel shield, other treasure)

Poison (Ex): Bite - injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 saves.

HALFBLOOD VARIANTS

Out of all yuan-ti, halfbloods are most prone to strange mutations. To generate a random yuan-ti halfblood, roll d% and consult the following table.

d% Halfblood Variety

01-40: As described above

41-60: Human head, but arms are snakes (two bite attacks instead of one, damage 1d4+2 plus poison, can't wield weapons or shields)

61-80: Snake tail in addition to human legs (speed 30 ft., swim 15 ft., can constrict Small or smaller creatures for 1d4+3 points of damage)

81-00: Snake tail instead of human legs (speed 20 ft., climb 15 ft., swim 15 ft., can constrict Medium or smaller creatures for 1d6+3 points of damage, can't be tripped)

Yuan-ti, Pureblood

Purebloods are the diplomats, spies, and saboteurs of yuan-ti society. Retaining more of their human blood than the other castes, purebloods are adept at infiltrating human cultures, creating networks of crime and corruption to undermine human societies and destroy them from within. Due to their relative lack of physical or mental gifts, purebloods are accorded the least respect of all the castes, but the lives of luxury they can enjoy in human society make up for it. Purebloods enjoy creature comforts, spending hours sunning themselves between schemes.

YUAN-TI PUREBLOOD

CR: 3

XP: 800

CE Medium monstrous humanoid

Init: +5;

Senses: Darkvision 60 ft.; Perception +9

AC: 18, touch 12, flat-footed 16 (+3 armor, +1 Dex, +2 shield, +1 natural, +1 dodge)

hp: 26 (4 HD)

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

SR 14

Speed: 30 ft.

Melee: Mwk scimitar +6 (1d6+1/18-20)

Ranged: Mwk longbow +6 (1d8/x3)

Psychic Magic (CL 4th, concentration +6):

7 PE - *Animal trance* (2 PE, DC 14), *cause fear* (1 PE, DC 13), *charm person* (1 PE, DC 13), *darkness* (2 PE), *detect poison* (0 PE), *entangle* (1 PE, DC 13)

Str 13, **Dex** 13, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14

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

Feats: Alertness^B, Blind-Fight^B, Dodge, Improved Initiative

Skills: Disguise +6 (+11 to pass as human), Knowledge (any one) +5, Perception +9, Sense Motive +6, Stealth +8; **Racial Modifiers:** +5 Disguise to pass as human

Languages: Common, Yuan-ti

SQ: Change shape (Tiny to Large venomous snake, *beast form III*)

Environment: Warm forests or urban

Organization: Solitary, pair, gang (3-4), troop (2-13 purebloods, 2-5 halfbloods, and 2-4 abominations), or tribe (20-160 purebloods, 10-80 halfbloods, and 10-40 abominations)

Treasure: Double (masterwork scimitar, masterwork longbow with 20 arrows, masterwork studded leather armor, masterwork heavy steel shield, other treasure)

Zotzilaha



Children of the bat-god Camazotz, zotzilahas are embodiments of their divine father's rage and might, sent unto his followers to inspire fear and worship.

A zotzilaha is a batlike humanoid that stands almost eight feet tall. Its head is that of a monstrous bat, its mouth filled with enormous fangs. A pair of leathery wings sprout from its back. Its wickedly clawed arms are deceptively long, and it usually keeps them folded against its body like a praying mantis. Each zotzilaha embodies a different aspect of their father and possesses traits according to its character; thus, a zotzilaha that embodies Camzotz's strength might be unusually muscular, while one who embodies his mastery over darkness might have pitch-black fur. When a zotzilaha enters combat, its body begins to fume as smoke pours from its nostrils and fire licks its claws, and when it uses its breath weapon it briefly erupts in a blaze of flame.

Zotzilahas are Camazotz's favored servants. He frequently sends them to the Material Plane to inhabit his temples, and allows his mortal worshipers to believe they are Camazotz himself and accept sacrifices in his name. The bat-god's temples are often built in or near volcanoes, and when not haunting their father's shrines they cavort in the tumultuous molten rock.

Vyriavaxus, the now-dead demon lord of shadows, is said to have once been a zotzilaha, perhaps the first sired by Camazotz. Vyriavaxus was seduced and murdered by his rival Noctricula, and now all zotzilahas despise the Lady of Shadow and seek out her servants to gruesomely slay. Zotzilahas particularly loathe shadow demons, who were created by Vyriavaxus but now serve his murderer; they will go to great lengths to destroy shadow demons for betraying their eldest brother.

ZOTZILAHA

CR: 12; **MR:** 5

XP: 19,200

CE Medium outsider (chaotic, evil, extraplanar, fire, mythic)

Init: +8^M; **Senses:** Darkvision 60 ft., see in darkness, smoke vision; Perception +21

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

hp: 199 (13 HD)

Fort +9, **Ref** +12, **Will** +13; second save

DR 10/epic; **Immune:** Fire, paralysis, poison, sonic; **Resist:** Acid 10, electricity 10; **SR** 26

Weakness: Vulnerable to cold

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

Melee: Bite +22 (1d8+9 plus 1d6 fire plus 1d6 Strength drain), 2 claws +22 (1d6+9 plus 1d6 fire plus 1d6 Strength drain)

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

Special Attacks: Breath weapon (30 ft. cone, 4d6 fire and 4d6 unholy, Reflex DC 21 for half, usable every 1d4 rounds), heat (1d6 fire), lingering breath (2d4 fire, 5 rounds), mythic power (5/day, surge +1d8+1)

Spell-Like Abilities (CL 12th, concentration +19):

1/day – Summon (level 6, 2d6 [fire bats](#) or 2d6 dire bats 100%)

Str 28, **Dex** 18, **Con** 21, **Int** 7, **Wis** 20, **Cha** 25

Base Atk: +13; **CMB:** +22; **CMD:** 36

Feats: Cleave, Flyby Attack, Great Cleave, Improved Initiative^M, Potent Surge, Power Attack^M, Toughness

Skills: Fly +20, Intimidate +23, Knowledge (religion) +14, Perception +21, Stealth +20

Languages: Abyssal, Draconic, Ignan, Infernal; speak with bats, telepathy 100 ft.

Environment: Any (The Abyss)

Organization: Solitary

Treasure: Double

Breath Weapon (Su): When a zotzilaha uses its breath weapon, it may expend one use of mythic power to cause creatures that fail their Reflex saves to have their flesh scoured away by the ravenous unholy flames. The creatures must make a DC 21 Fortitude save to avoid taking 1d4 points of Constitution damage. The save DC is Constitution-based.

Smoke Vision (Ex): A zotzilaha can see perfectly in smoky conditions (such as those created by pyrotechnics).

Speak with Bats (Ex): A zotzilaha can *speak with animals* with all bats and batlike creatures.