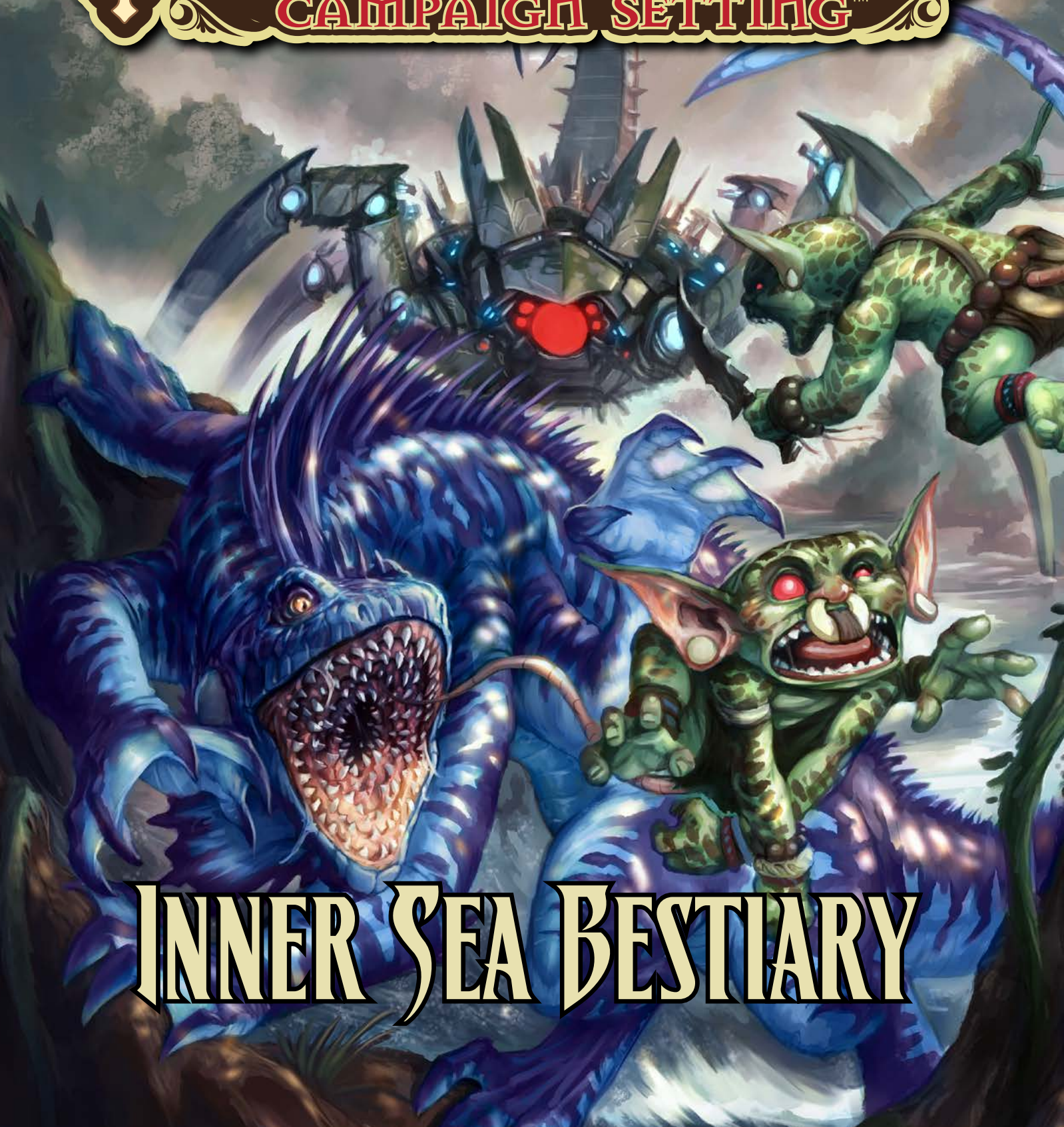


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INNER SEA BESTIARY

MONSTER CRs, TYPES, AND ROLES

MONSTERS BY CR

The following section lists all monsters included in this book alphabetically by CR. In the case of templates, only the sample creature presented with a full stat block at the start of template's entry is included.

| | | |
|---|--|------------------------------------|
| CR 1/3: syrinx | CR 7: Spellscar fezt | CR 17: termagant |
| CR 1/2: android, ghoran, lashunta, monkey goblin | CR 8: marrowstone golem, whirlmaw | CR 18: noqual golem |
| CR 1: mockingfey | CR 9: fungus queen, shoki, star monarch | CR 19: charnel colossus |
| CR 2: ceru, stalk beetle, water wraith | CR 10: korir-kokembe | CR 20: Quantum golem, Moxix |
| CR 3: khaei | CR 11: deadly mantis, myrmidon robot | CR 21: Zelishkar |
| CR 4: gearsman robot, Mana Wastes mutant gnoll, thin man, viduus | CR 12: vespergaunt | CR 22: Volnagur |
| CR 5: cayhound, oronci, umbral shepherd | CR 13: shadow giant | CR 23: Chemnosit |
| CR 6: apostasy wraith, blighted fey satyr, petrified maiden, scarab beetle, vetala | CR 14: kakuen-taka, veiled master | CR 24: Nightripper |
| | CR 15: memitim, woundwyrm | CR 25: Lorthact |
| | CR 16: annihilator robot | |

MONSTERS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: Mana Wastes mutant gnoll, oronci, veiled master, whirlmaw

(android): android

(aquatic): water wraith

Construct: annihilator robot, gearsman robot, marrowstone golem, myrmidon robot, noqual golem, Quantum golem

Dragon: korir-kokembe, woundwyrm

Fey: blighted fey satyr, mockingfey, thin man

(fire): Zelishkar

(giant): shadow giant

Humanoid: android, lashunta, monkey goblin, shadow giant

(incorporeal): apostasy wraith, umbral shepherd

Magical Beast: ceru, Chemnosit, Volnagur, star monarch, water wraith

Monstrous Humanoid: khaei, syrinx

Ooze: vespergaunt

Outsider: cayhound

Outsider (chaotic): kakuen-taka, Moxix, Nightripper

Outsider (evil): kakuen-taka, Lorthact, Moxix, Nightripper, termagant, Zelishkar

Outsider (fire): Zelishkar

Outsider (lawful): Lorthact, termagant

Outsider (psychopomp):

memitim, shoki, viduus

Plant: fungus queen, ghoran

(swarm): kakuen-taka

Template: blighted fey, mana wastes mutant, vetala

Undead: apostasy wraith, charnel colossus, petrified maiden, Spellscar fezt, umbral shepherd, vetala

Vermin: deadly mantis, scarab beetle, stalk beetle

MONSTER ROLES

The following lists categorize all of the monsters in this book by their roles. These roles indicate what types of character classes are treated as key classes for each monster. These lists do not include any of the unique creatures in this book.

Any Role: android, blighted fey, ghoran, lashunta, Mana Wastes mutant, monkey goblin, syrinx

Combat Role: annihilator robot, cayhound, charnel colossus, gearsman robot, kakuen-taka, korir-kokembe, marrowstone golem, memitim, myrmidon robot, noqual golem, oronci, petrified maiden, Quantum golem, shadow giant, Spellscar fezt, star monarch, thin man, vespergaunt, water wraith, whirlmaw, woundwyrm

No Role: deadly mantis, scarab beetle, stalk beetle

Skill Role: apostasy wraith, ceru, khaei, mockingfey, umbral shepherd

Special Role: fungus queen, shoki, star monarch, termagant, viduus

Spell Role: veiled master



Authors • Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan

Cover Artist • Tyler Walpole

Interior Artists • Dave Allsop, Dmitry Burmak, Mauricio Herrera, Kate Maximovich, Brynn Metheney, Scott Murphy, Jim Pavelec, Jean-Baptiste Reynaud, Tyler Walpole, and Ben Wootten

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Leads • Adam Daigle and Rob McCreary

Editing • Judy Bauer, Logan Bonner, Christopher Carey, and Patrick Renie

Editorial Assistance • Jason Bulmahn, Mark Moreland, Stephen Radney-MacFarland, and Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Graphic Designer • Andrew Vallas

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Representative • Adam Lovell

Finance Manager • Christopher Self

Staff Accountant • Kunji Sedo

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Customer Service Team • Cosmo Eisele, Erik Keith, and Sara Marie Teter

Warehouse Team • Will Chase, Michael Kenway, Matt Renton, Jeff Strand, and Kevin Underwood

Website Team • Ross Byers, Liz Courts, Lissa Guillet, and Chris Lambert



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Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

| | | | |
|--------------------------------|-----|----------------------------------|------|
| <i>Advanced Player's Guide</i> | APG | <i>Bestiary 3</i> | B3 |
| <i>Advanced Race Guide</i> | ARG | <i>The Inner Sea World Guide</i> | ISWG |
| <i>Bestiary</i> | B1 | <i>Ultimate Combat</i> | UC |
| <i>Bestiary 2</i> | B2 | <i>Ultimate Magic</i> | UM |

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ON THE COVER



Tyler Walpole gives us a pair of monkey goblins fighting a water wraith, all of which are about to feel the technological might of an annihilator robot.



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paizo.com



INTRODUCTION

Welcome to the *Inner Sea Bestiary*! Monsters from throughout Golarion and beyond fill the pages of this book, ready to challenge adventurers of all kinds.

Usually our hardcover bestiaries are full of creatures integral to the history of fantasy roleplaying games or borrowed from the folklore of dozens of different cultures. This time, rather than drawing from the collective human consciousness of shared folklore, we've plucked monsters from the stories we've been telling throughout the Pathfinder campaign setting. All the monsters included in this book—a pool of creatures both dangerous and benign—come from the world of Golarion. A few, such as androids, golems, and robots, appear elsewhere in differing guises, but take on a curious new flavor in their Golarion incarnations. Most, however, are unique to the Pathfinder campaign setting; they were born from elements mentioned in previous *Adventure Paths*, campaign setting books, or fiction, and until now we hadn't found the right place for a full write-up. Here at last, these passing mentions—including the Spawn of Rovagug, the apostasy wraith, and the fungus queen—spring to full and vibrant (and dangerous) life, complete with stat blocks.

When we were first planning this book, Wes Schneider put up a thread on the messageboards asking for wish lists of monsters that hadn't yet been statted up and curious hidden references, and we were thrilled at our readers' responses. Thanks to everyone who helped identify the monsters that appear in this book!

When referencing these creatures and any of their abilities that show up in the universal monster rules, look to page 292 in *Pathfinder Roleplaying Game Bestiary 3* for a full description of any rules not fully described in this book. This information can also be found online for free at paizo.com/prd. In addition, if you need help reading the stat blocks, information defining the process and telling you where to look for particular pieces of information is included in the introductions to all of our hardcover bestiaries.

Five of the creatures in this book are o-HD races, and so we've included Race Point calculations for players and GMs using the race building rules from Chapter 4 of the *Pathfinder RPG Advanced Race Guide*, noting the RP cost of new race abilities as well as the total RP cost of the new race in question. These calculations can help GMs gauge the relative power of these creatures if they were to be used as player races.

The monsters presented in these pages were designed by many of us here at Paizo as well as some of our fan-favorite freelancers.

Jim Groves takes on creatures from both campaign setting books and fiction, including the blighted fey, cayhound, ceru, deadly mantis, oronci, and water wraith.

Ever the fan of demons, biological ruin, and science, James Jacobs brings us Nightripper, the veiled master, the fungus queen, and the android. The fungus queen comes from James' own *Shadows Under Sandpoint* campaign, and the veiled master hails from Erik Mona's *Kings of Absalom* campaign.

Rob McCreary finally gets a chance to stat up the monkey goblin, long dear to his heart, in all its glory.

Erik Mona brings us the delightfully strange ghoran, a plant race from *Nex*, because, as Erik says, it was upsetting that there wasn't a plant race in the game. Sometimes it's good to be the publisher.

From lowly vermin to spawns of Rovagug, Jason Nelson has tackled a wide range of critters. He brings us Chemnosit, Lorthact, the kakuen-taka, the korirkokembe, Moxix, the scarab beetle, the stalk beetle, the star monarch, Volnagur, and the woundwyrms.

Patrick Renie takes a dangerous trip through the *Mana Wastes* to bring us the *Spellscar* feyx and the *Mana Wastes* mutant template.

Wes Schneider stays true to his love for the creepy by delivering a new kyton, a psychic vampire, the progenitor to the strix, and a handful of psychopomps. While none of these have been mentioned by name, Wes has constantly been trying to find the right time and place to introduce more of his beloved psychopomps and kytons, and this seemed like an ideal opportunity to do so.

Always interested in things from the First World and offworld, James Sutter brings us the strange khæi from beneath *Kaer Maga*, the alien lashunta, the clever mockingfey, the shadowy umbral shepherd, and the otherworldly vespergaunt.

Russ Taylor delves into the world of constructs, bringing three robots and three golems to the pages of this book.

Finally, the mighty Greg Vaughan brings a collection of monsters from throughout the Inner Sea region, spanning the globe from the Field of Maidens to *Kalexcourt* in *Ustalav*. He writes of apostasy wraiths, charnel colossi, petrified maidens, shadow giants, thin men, and whirlmaws.

Of course, there are plenty more creatures described only in passing references. Just because we finally found a home for some of these monsters doesn't mean we'll leave the rest alone forever. Expect more such monsters to debut in upcoming releases throughout our product lines!



ANDROID

This slender woman moves with a strange, calculated grace. Complex blue tattoos glow on her pale flesh.

ANDROID

CR 1/2



XP 200

Android rogue 1

N Medium humanoid (android)

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)**hp** 11 (1d8+3)**Fort** +2, **Ref** +5, **Will** +0**Defensive Abilities** constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.**Melee** rapier +3 (1d6+1/18–20)**Special Attacks** nanite surge, sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 6**Base Atk** +0; **CMB** +1; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +7, Climb +5, DisableDevice +7, Escape Artist +7, Knowledge (engineering) +3, Knowledge (local) +6, Perception +6, Sense Motive +0, Sleight of Hand +7, Stealth +7; **Racial Modifiers** +2 Perception, –4 Sense Motive**Languages** Common, Hallit, Varisian**SQ** emotionless, trapfinding +1

ECOLOGY

Environment any (Numeria)**Organization** solitary, pair, or platoon (3–12)**Treasure** NPC gear (leather armor, rapier, other treasure)

SPECIAL ABILITIES

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

sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

Emotionless (Ex) Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

Nanite Surge (Ex) An android's body is infused with nanites.

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

Of the numerous wonders and horrors that emerge from the technological ruins of Numeria, the androids who periodically crawl from the wreckage are among the most eerie and amazing. Though they appear to be almost human, these artificial wonders are of a completely foreign and utterly alien nature.

Androids are created, not born, and come into the world fully mature. The strange, alien “forgers” in which new androids are created are hidden in strange ruins in Numeria, and most androids have little to no memories of these regions. Strange circuitry-like markings that look like faintly glowing tattoos, a faint metallic sheen to the eyes, and watery, almost translucent red blood are all ways to tell an android from a human—providing its awkward mannerisms haven't revealed the truth already.

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

ANDROID CHARACTERS (6 RP)

Androids are defined by their class levels—they do not have racial Hit Dice. All androids have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma:

Androids have swift reflexes and are very intelligent, but have difficulty relating to others.

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

Constructed (2 RP): See above.

Emotionless (–1 RP): See above.

Nanite Surge (3 RP): See above.

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





APOSTASY WRAITH

A broken mask gives this smoky, ghostly figure a bitter, unwavering gaze.

APOSTASY WRAITH

CR 6



XP 2,400

CE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., sense apostate; Perception +11

DEFENSE

AC 16, touch 16, flat-footed 12 (+2 deflection, +4 Dex)

hp 52 (8d8+16)

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

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits

Weaknesses Razmiri aversion

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain and rend faith)

Special Attacks energy drain (1 level, DC 16)

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 10,

Wis 11, **Cha** 14

Base Atk +6; **CMB** +10;

CMD 22

Feats Blind-Fight, Combat

Reflexes, Improved

Initiative, Iron Will

Skills Fly +23, Knowledge

(religion) +11, Perception +11,

Stealth +15

Languages Common, Hallit

ECOLOGY

Environment any (Razmiran)

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

Treasure none

SPECIAL ABILITIES

Razmiri Aversion (Ex) The

Razmiri conditioning received in life is difficult for an apostasy wraith to overcome. If confronted by a Razmiri priest or anyone successfully disguised in that garb, the apostasy wraith must make a Will save. The DC of this save is equal to 10 + 1/2 the Hit Dice + the Charisma modifier of the highest-level Razmiri priest present. The apostasy wraith

needs to make this saving throw only once per encounter, regardless of the number of Razmiri priests present. If the saving throw fails, the apostasy wraith is forced to flee as if affected by the Turn Undead feat. If the save is successful, it overcomes its aversion and gains a +2 bonus on attack rolls and deals double damage against Razmiri priests (or those disguised as such) for the duration of the encounter.

Rend Faith (Su) On a successful incorporeal touch attack against a foe with divine spellcasting abilities, the ability to channel energy, or other divinely granted special abilities, the apostasy wraith's inherent spite and contempt toward all things religious disrupts the target's connection with his deity. The victim must make a successful DC 16 Will save or be unable to use any such ability for 1 round. The save DC is Charisma-based.

Sense Apostate (Su) An apostasy wraith can sense the presence and direction of Razmiri priests as if using the *locate creature* spell (CL 20th). This ability cannot be dispelled.

When the souls of the followers of the Living God Razmir reach Pharasma's Court, most are bound for the Inner Court, where their ultimate fate as believers of a false god is decided. These mortal souls are so traumatized by the knowledge of the falseness of their faith that they know only the desire to avenge themselves upon those who so duped them in life. These souls disavow the legitimacy of all gods, and return to the Material Plane to sow their vengeance.

An apostasy wraith exists in a state of constant conflict, torn between its burning shame at falling for such duplicity in life and its scorn and hatred toward believers for whom faith proved to be genuine. Their primary motivation is to wreak vengeance upon the false priesthood of Razmir, but that faith's mental conditioning is so effective as to make it difficult for an apostasy wraith to even approach its quarry.




If able to overcome its aversion, its wrath is terrible. Otherwise, an apostasy wraith gladly vents its rage upon followers of other gods in an effort to make them see—even if only for a moment—the despair of finding one's faith misplaced.





BEETLE, SCARAB

This glossy blue-black beetle is the size of a cow.

SCARAB BEETLE CR 6   

XP 2,400

N Large vermin

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

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 67 (9d8+27)

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

Immune death effects, disease, mind-affecting effects, paralysis

OFFENSE

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

Melee bite +11 (1d8+9 plus gnaw)

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

STATISTICS

Str 23, **Dex** 12, **Con** 16, **Int** —, **Wis** 10, **Cha** 1

Base Atk +6; **CMB** +13; **CMD** 24 (32 vs. trip)

Skills Climb +14, Fly -1

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or swarm (3-9)

Treasure none

SPECIAL ABILITIES


Gnaw (Ex) A scarab beetle deals 1 point of Strength damage on a successful bite. This damage is doubled against creatures with no armor or natural armor bonus to AC, but creatures in heavy armor or with a natural armor bonus of +10 or greater are immune, as are creatures immune to critical hits or without flesh.

In Osirion, these massive beetles are a threat to ancient tombs as they chew their way through the interred. Some say scarab beetles' connection with the dead gives them powers greater than those of normal beetles, but any evidence of this has yet to be proven true. Merchants claim powdered scarab is an essential element in magic that protects against death effects.



BEETLE, STALK

This ravenously beetle is the size of a pony, and sports a pair of deadly, serrated mandibles.

STALK BEETLE CR 2   

XP 600

N Medium vermin

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

DEFENSE

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

hp 22 (4d8+4)

Fort +5, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee bite +6 (1d6+4)

Special Attacks sawtooth

STATISTICS

Str 17, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** 1

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

Skills Climb +11

ECOLOGY

Environment warm deserts (Rahadoum)

Organization solitary, swarm (2-8), or plague (9-20)

Treasure none

SPECIAL ABILITIES

Sawtooth (Ex) The serrated mandibles of a stalk beetle allow it to ignore hardness of 5 or less when attacking objects. In addition, a stalk beetle deals 1 point of bleed damage upon a successful critical hit with its bite attack.

Stalk beetles are a plague in Rahadoum, scouring the land like giant locusts, and eating any and all vegetation they encounter.



BLIGHTED FEY

Ropes of fungus and patches of sickly mold cover this wan satyr.

BLIGHTED FEY SATYR

CR 6



XP 2,400

CE Medium fey

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

DEFENSE

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

hp 76 (8d8+40)

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

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

Resist cold 10, electricity 10; **SR** 17

OFFENSE

Speed 40 ft.

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

Ranged shortbow +6 (1d6/x3)

Special Attacks parasitic bond, pipes, thorn throw

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

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

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

STATISTICS

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

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

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

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

Languages Common, Sylvan

SQ Cyth-V'sug's unity, tainted blood

ECOLOGY

Environment temperate forests (Nirmathas)

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

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

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a successful DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on which tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them, he may continue to use his standard abilities.

The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

The forest of Fangwood dominates the nation of Nirmathas. The country depends on the mighty wood for its security and economy, yet in its thick and shadowy depths lurks an oppressive curse. Where the pine trees grow tall and thick, the dryad Arlantia reigns. A pawn of the demon lord Cyth-V'sug, she is infected by the insidious tendrils of the Prince of the Blasted Heath. A magical breach forged by this curse connects the demon lord's realm, the Jeharlu, to Golarion and to the First World itself. Arlantia infects trees with demonic ichor that warps the fey creatures who reside in the heart of Fangwood, and she takes advantage of the conflict and war that wracks Nirmathas to create an army of thorn-crowned daughters and other rot-infested horrors to consume the forest from within.

The blight manifests as a black and greasy fungal rot that moves and sways tree branches and limbs where no wind propels them, and a mystic network of fell power extends an unnatural awareness between nearby blighted fey. Dryads are by far the most insidious of the corrupted fey; they lure humanoids to literally and spiritually dark places to beget more daughters from their dark embrace—and further spread the disease. The dryads connect through a unified but tainted mystic field that transcends their ordinary limitations and permits them to treat every infected tree as if it were their own bonded tree.

Only magic such as *miracle*, *limited wish*, or *wish* can sever the connection to the Jeharlu and cure a blighted fey. Some speculate that a magical linchpin exists within Fangwood, which if destroyed would end this hideous plague.

CREATING A BLIGHTED FEY

"Blighted fey" is an acquired template that can be added to any fey creature with 2 or more Hit Dice, referred to hereafter as the base creature. Blighted fey were once normal fey—a fey creature tied up and bound in the ropery vines of the blighted, tainted trees of the Fangwood acquires the blighted fey template by the next sunset. A blighted fey uses the base creature's statistics and abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Chaotic evil.

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

Armor Class: Natural armor improves by +2.

Hit Dice: The base creature's racial Hit Dice change to d8s. Class Hit Dice are unaffected.



Defensive Abilities: A blighted fey gains DR 10/cold iron and good; immunity to disease, paralysis, poison, and polymorph; and resistance to cold 10 and electricity 10. A blighted fey also gains spell resistance equal to 11 + its newly adjusted CR.

A blighted fey also gains the following ability.

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

Special Attacks: A blighted fey gains the following special attacks. Unless otherwise noted, save DCs are equal to 10 + 1/2 the blighted fey's Hit Dice + the blighted fey's Constitution modifier.

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

Thorn Throw (Ex): A blighted fey can shoot a fistful of needle-sharp thorns at a single target within 20 feet as a standard action. The thorn attack deals an amount of damage equal to a sting natural attack, with damage based on the blighted fey's size (see Table 3-1 on page 302 of the *Bestiary*), except the attack is resolved as a ranged attack instead of a melee attack.

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

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

Daughters of Arlantia (Su): Fey creatures with close ties to a specific plant react differently to the blighted fey template. Blighted fey dryads are no longer dependent upon a specific tree. A dryad's tree

dependent special ability is modified (but not replaced) so blighted fey dryads are required only to remain within 300 yards of any blighted Fangwood tree. This ability applies to blighted fey dryads only.

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

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

Feats: Blighted fey gain Toughness as a bonus feat.

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





CAYHOUND

This reddish-colored mastiff stands eye to eye with most dwarves. Within its powerful frame rumbles the distant sound of thunder.

CAYHOUND

CR 5



XP 1,600

CG Medium outsider

Init +6; Senses darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +5, Ref +7, Will +6

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee bite +11 (1d10+7 plus 1d6 sonic and trip)

Special Attacks righteous bite, thunderous bark

Spell-Like Abilities (CL 7th; concentration +8)

Constant—*freedom of movement*

At will—*open/close*

3/day—*dimension door, knock*

STATISTICS

Str 21, Dex 15, Con 16, Int 8, Wis 12, Cha 13

Base Atk +6; CMB +11; CMD 23 (27 vs. trip)

Feats Dimensional Agility^{UC}, Dimensional Assault^{UC},

Improved Initiative

Skills Acrobatics +10 (+14 when jumping),

Intimidate +6, Knowledge (planes) +6,

Perception +10, Sense Motive +8,

Stealth +10, Survival +8

Languages Celestial

SQ unbound

ECOLOGY

Environment any (Elysium)

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

Treasure none

SPECIAL ABILITIES

Righteous Bite (Su) A cayhound's bite is treated as magical for the purpose of overcoming damage reduction.

Thunderous Bark (Su) Once every 1d6 rounds, a cayhound can bark with the concussive force of a thunderbolt. Every creature within a 15-foot cone-shaped burst must succeed at a DC 14 Fortitude saving throw or take 3d8 points of sonic damage and be knocked prone. A successful saving throw reduces this damage by half and negates being knocked prone. The save DC is Charisma-based.

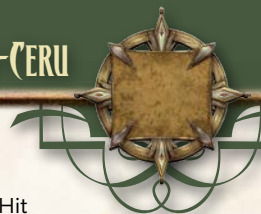
Unbound (Su) Cayhounds move as if under a continuous *freedom of movement* spell.

They are immune to *dimensional anchor*, but are affected by *dimensional lock* normally.

Cayhounds, also called leap dogs, are good-aligned outsiders who exemplify strength and freedom. They are descendants of Thunder, the pet mastiff of the Accidental God, Cayden Cailean, who uplifted his faithful companion upon achieving his own apotheosis. Thunder sired the entire cayhound race (including his famous son, Little Thunder) on the golden fields of Elysium. Cayhounds are filled with wild and turbulent forces barely contained within their canine shapes. They are intelligent and feel true lust for and joy in life, including righteous battle, good food, and strong drink. These fiery red hounds stand head to chest with most humans and weigh approximately 250 pounds.

Wild as they are, the cayhounds are still more good-aligned than they are chaotic. Like their true master, they are great champions of freedom, and they channel his strength and courage (and a bit of luck) in opposing nefarious schemes wherever they find them. Some ally themselves with azatas, supporting good crusades against the Outer Planes. A pack of cayhounds might seek to disrupt a night hag and her steed's theft of good souls traveling to their intended destinations in the Great Beyond. Single cayhounds may be summoned via *lesser planar ally* by priests of Cayden Cailean to come to the aid of the faithful.





CERU

This pint-sized creature resembles a tiny blue elephant no larger than a house cat. Its feet, tail, and ears are clawed and spiked.

CERU

CR 2



XP 600

NG Tiny magical beast

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

DEFENSE

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

hp 22 (3d10+6); fast healing 2

Fort +5, Ref +5, Will +2

Immune poison; Resist acid 5, electricity 5; SR 13

OFFENSE

Speed 20 ft.

Melee gore +7 (1d3–1 plus poison)

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

Special Attacks luckbringer

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

Constant—*detect magic*At will—*mage hand*

STATISTICS

Str 8, Dex 15, Con 14, Int 13, Wis 12, Cha 15

Base Atk +3; CMB +3; CMD 12 (16 vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Diplomacy +4, Knowledge (arcana) +4, Perception +6, Stealth +15

Languages Common (can't speak)

ECOLOGY

Environment any urban (Vudra)

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

Treasure none

SPECIAL ABILITIES

Luckbringer (Su) As a standard action, a ceru can bring luck or misfortune upon any creature it can see within 30 feet.

This effect lasts for 1 round, and the ceru decides

in advance whether the modified luck is good

or bad. If the ceru grants bad luck, anytime

the target makes an ability check, attack

roll, saving throw, or skill check, it must

roll twice and take the worse result. A

successful DC 13 Will save negates this

effect. If the ceru grants good luck, the

target must choose a single roll (as above)

prior to rolling, and may roll the chosen

roll twice and take the higher result. A

creature can only be affected by this

ability once per 24 hours, and the ceru

may use the ability once per day for

every 4 HD it has (minimum once per

day). The save DC is Charisma-based.

If the ceru is a familiar, it may use its

master's character level, if higher, in place of its racial Hit Dice for determining the number of uses of this ability, and for calculating the save DC (DC = 10 + 1/2 or the master's character level + the master's Cha modifier).

Poison (Ex) Gore—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 consecutive saves.

Cerus are artificial creatures created through the fusion of alchemy and magic in the Impossible Kingdoms of Vudra, where they are regarded as amazing pets for the rich and powerful. A single ceru fetches at least 300 gp from Vudrani specialty merchants. Most cerus are sterile, and so the rare breeding pair commands an additional +1,000 gp beyond the cost of two non-breeding cerus. Many breeders would rather kill their breeding stock (or murder would-be thieves) than lose control of their exclusivity.

Cerus do not yet exist outside of exotic merchant stalls and strange arcane laboratories. Rumors persist of an alchemical formula allowing the creation of a first-generation ceru that is reliably fertile. This revelation is bound to spur a race among arcanists to find the formula and introduce these creatures to the Inner Sea region in much greater numbers. A spellcaster of 7th level or higher can bond with a ceru via the Improved Familiar feat.

Upon reaching maturity, a ceru's body is 1 foot long and weighs 12 pounds. The rare fertile female ceru bears only one litter per year, no matter how frequently bred, with typically no more than one to three offspring.





CHARNEL COLOSSUS

This horror is composed of dozens, if not hundreds, of decomposing cadavers held together as an amalgamated whole.

CHARNEL COLOSSUS

CR 19



XP 204,800

NE Colossal undead

Init +3; **Senses** darkvision 60 ft., *see invisibility*; Perception +50

DEFENSE

AC 29, touch 1, flat-footed 29 (–1 Dex, +28 natural, –8 size)

hp 345 (30d8+210)

Fort +19, **Ref** +11, **Will** +32

Defensive Abilities amorphous, channel resistance +4; **DR** 15/magic and slashing; **Immune** critical hits, precision damage, turning, undead traits; **SR** 30

OFFENSE

Speed 30 ft.

Melee 6 slams +26 (2d8+12/19–20 plus grab and mind feed) or 2 tendrils +21 (2d6+6 plus grab and pull)

Space 30 ft.; **Reach** 20 ft. (40 ft. with tendrils)

Special Attacks voice of the ancients

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

Constant—*see invisibility*

At will—*augury*, *blindness/deafness* (DC 20), *doom* (DC 18)

3/day—*bestow curse* (DC 20), *speak with dead* (DC 20), *unholy blight* (DC 21)

1/day—*blasphemy* (DC 24), *horrid wilting* (DC 25)

STATISTICS

Str 34, **Dex** 9, **Con** —, **Int** 18, **Wis** 36, **Cha** 25

Base Atk +22; **CMB** +42 (+46 grapple); **CMD** 51 (can't be tripped)

Feats Ability Focus (voice of the ancients), Alertness, Blind-Fight, Combat Reflexes, Critical Focus, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Stand Still, Stunning Critical

Skills Climb +45, Intimidate +40, Knowledge (arcana) +37,

Knowledge (history) +34, Knowledge (religion) +37,

Perception +50, Sense Motive +50, Spellcraft +37

Languages Common (or the most commonly spoken language of its corporate body)

SQ corporate will

ECOLOGY

Environment any (Kalexcourt, Ustalav)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Corporate Will (Su) A charnel colossus is composed of the sentience of scores of creatures. Though they are able to work in concert as a cohesive whole, they are also able to separate their actions at will so as to not be impeded by the limitations of a single consciousness, effectively allowing them to focus on two things at once. As a result,

the charnel colossus can use up to two spell-like abilities in the same round that it makes physical attacks or other full-found actions. It also gains an additional spell attack per round. In addition, a charnel colossus is immune to being turned (though it can still take damage from channeled positive energy). While part of the creature's sentience may be affected by a turn attempt, there are enough unaffected intellects within to override the effect.

Mind Feed (Su) When a charnel colossus succeeds at a grapple check with a slam attack, it can use its mind feed ability as a free action during each round in which the grapple is maintained. A victim of a mind feed attempt must succeed at a DC 38 Will save each round that the ability is used. On a failed save, the cadavers that make up the charnel colossus lock their mouths against the victim and begin to draw forth a part of her sentience to add to the collective. This action deals 1d6 points of Wisdom damage per round. If the victim's Wisdom score is reduced to 0, her soul and persona are wholly subsumed by the charnel colossus, and her body becomes bleached white and brittle and is incorporated into the creature's mass. The charnel colossus then has full access to all of the victim's memories (though not any special powers), and the victim can only be recovered and returned to life with a *wish* or *miracle*. If the charnel colossus has grappled multiple victims, it can attempt multiple mind feeds in a single round. The save DC is Wisdom-based.

Voice of the Ancients (Su) A charnel colossus can, as a full-round action, cause its collective knowledge to be whispered into the minds of any sentient creature within 100 feet. These whispers riffle through the brain of any such creatures within range in a maddening susurrus. These individuals must succeed at a DC 34 Will save or be paralyzed and frozen in place as if by the *hold monster* spell. The victim may attempt a new save each round to try and break the effect.

Regardless of whether or not the save is successful, the effect leaves an insidious seed implanted in the victim's mind. The day after the save is made, the victim must succeed at a new save or the seed takes root and creates the subconscious compulsion for the victim to return to the charnel colossus at some point in the future. When and how this occurs is up to the GM. This compulsion can be removed with a *remove curse* spell or by destroying the charnel colossus that implanted the compulsion.

This is a mind-affecting compulsion and cannot be negated by a *silence* spell because it is heard directly in the mind of the victim. Each time a creature is subjected to this attack, there is a 1% chance that some of the lost lore transmitted into her mind causes her to gain a permanent +2 bonus to Intelligence. This beneficial side effect can only occur to a creature once. When a charnel colossus uses this ability, it cannot use its spell-like abilities or take other actions in that round. The save DC is Charisma-based.



Some dead don't rest easy because of the circumstances of their death or the horrific experiences they underwent in life. Their souls return to the world of the living demanding justice, revenge, or just wanton destruction. Some dead, however, never intended for their souls to leave. Instead they wished to preserve their knowledge, their culture, or some other aspect of their life in an undying form that could forever accumulate more of the same. In these instances, where lichdom is not sought as a viable option, and a multitude of individuals wish to take part, the result can be a charnel colossus.

A charnel colossus is an amalgam of scores, even hundreds, of individuals who, upon death, chose to be interred under special ritual circumstances with others of like mind. This allowed them to feed their individual life experiences into an undying corporation of the collective whole. The resulting monstrosity would be like a living library—if it were living. The individual will of the deceased participants is subsumed in favor of a hive-like personality composed of all of the knowledge and experiences of the individual contributors. A few dominant or powerful members of this amalgam may give the resulting combined creature a general style of behavior, but no single constituent provides the creature with a true guiding force. Instead, the result is a pooling of the wisdom and experience of those who have been so interred—often over a period spanning hundreds of years—creating an abomination whose sole focus is the perpetuation of any such cultural traditions and the acquisition of more constituent parts to ever expand its breadth of experience. It is this guiding gluttony for further expansion of consciousness that ensures that even the most benign of traditions or experiential pools from

which a charnel colossus is formed inevitably results in an all-consuming horror.

The charnel colossus is a mass of the corpses that form its composition, often intermixed with earth, broken grave goods, and other burial materials if the decayed bodies alone are insufficient to fill out its massive size. This amorphous whole is collected within a membrane through which the individual corpses can still be seen and against which they often press as if seeking their freedom. But when a creature becomes trapped in the embrace of a colossus, the membrane proves to be permeable—the rotten, lipless mouths of those so interred are able to reach forth and feed upon the victim's own life experience. The colossus can also form two thin tendrils of this charnel stuff in order to lash out and draw prey into its embrace.

As powerful, ever-hungering abominations, charnel colossi are thankfully few and far between. The only documented one currently known to exist is reported to be trapped beneath the ruins of Kalexcourt in northwestern Ustalav, in an ancient Kellid shamanistic burial site.





FUNGUS QUEEN

This eerie creature has the upper body of a beautiful, pale green woman and the lower body of a pulsating mound of fungus.

FUNGUS QUEEN

CR 9



XP 6,400

CE Medium plant (extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 114 (12d8+60)

Fort +13, **Ref** +7, **Will** +7

DR 10/cold iron or good; **Immune** electricity, plant traits;

Resist acid 10, cold 10; **SR** 20

OFFENSE

Speed 20 ft.

Melee 2 claws +14 (1d6+5), 4 tentacles +12 (1d4+2 plus grab)

Special Attacks compel plants, constrict (1d4+5), create spawn, energy drain (1 level, DC 23), sporepod

Spell-Like Abilities (CL 9th; concentration +16)

Constant—*detect good*, *tongues*

At will—*veil* (DC 23, self only)

3/day—*charm monster* (DC 21), *detect thoughts* (DC 19), *suggestion* (DC 19)

1/day—*dominate person* (DC 22), *mind fog* (DC 22), *slow* (DC 20)

STATISTICS

Str 21, **Dex** 17, **Con** 21, **Int** 18, **Wis** 16, **Cha** 24

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 27

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Skill Focus (Disguise)

Skills Bluff +19, Disguise +25, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +15, Use Magic Device +19

Languages Abyssal, Aklo, Common, Orvian, Undercommon; *tongues*, telepathy 100 ft.

SQ plant empathy +23

ECOLOGY

Environment any underground (Darklands)

Organization solitary or cult (fungus queen plus 2–16 mind-controlled plants and minions)

Treasure double

SPECIAL ABILITIES

Compel Plants (Su) A fungus queen's mind-affecting powers and spell-like abilities (and spells, should the fungus queen gain the ability to cast them) affect plant creatures (but not mindless plant creatures) as if they weren't immune to mind-affecting effects.

Create Spawn (Su) A creature that would normally be slain by a fungus queen's energy drain attack is not killed—instead, it immediately loses all negative levels imparted by the fungus queen and transforms into a fungus-infested

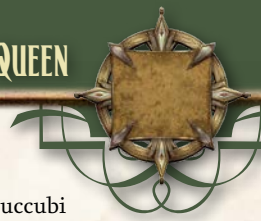
minion of the queen. Such creatures gain the fungoid simple template. Fungoid creatures are under the control of the fungus creature that created them, and remain enslaved until their mistress is destroyed or until they are cured of the infestation (see the facing page). A fungus queen can communicate telepathically with her fungoid spawn at any range as long as they are on the same plane, and may have a number of Hit Dice worth of enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit become free-willed fungoid creatures. A fungus queen may free an enslaved spawn in order to enslave a new spawn, but once freed, a fungoid creature cannot be enslaved again (although it can still be influenced by the fungus queen's compel plants and plant empathy abilities).

Energy Drain (Su) A fungus queen's energy drain functions identically to that of a succubus (*Bestiary* 68). Creatures killed by this attack do not die—they instead become infested with the fungus queen's spores (see Create Spawn). The save DC is Charisma-based.

Plant Empathy (Ex) This ability functions as the druid's wild empathy, save that a fungus queen can use this ability only on plant creatures. A fungus queen gains a +4 racial bonus on this check. Mindless plant creatures are imparted a modicum of implanted intelligence when a fungus queen uses this ability, allowing her to train such creatures as guardians.

Sporepod (Su) As a standard action, a fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier (7 for the typical fungus queen). As a move action, she can instantaneously travel to one of her sporepods as if using *transport via plants*. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 5 feet of any sporepod with a tentacle—she is still limited to making only four tentacle attacks as part of a full-attack action, or one as a standard action. A sporepod is an object that has an AC of 15 and 20 hit points; damage dealt to a sporepod does not harm the fungus queen.

Hundreds of years ago, a cabal of powerful succubus assassins in the service of Nocticula attempted to invade the Jeharlu, the Abyssal Realm of Cyth-V'sug, demon lord of disease and fungus. They sought to assassinate a powerful witch named Soris Delyn, who had befouled one of Nocticula's favorite mortal temples, hidden below the Chelish city of Vyre, before fleeing to her patron's side. The succubi failed at their mission, and from their corpses grew the first fungus queens. Pleased with the outcome, Soris returned to the Material Plane with the fungus queens



and seeded them throughout the Inner Sea region to aid in the spread of Cyth-V'sug's cult. The fungus queens have taken to the Material Plane like rot to a carcass, and today hundreds of the subversive creatures dwell in the foul reaches of the world. They are particularly fond of large cave systems in the reaches of Nar-Voth near the surface, and of the slums of ruined cities in the Worldwound. Styrian Kindler's *Account of Ostog the Unslain* tells of a particularly harrowing encounter with a fungus queen in the caverns below Devil's Platter east of Sandpoint, and of indications that this was but one of many such queens dwelling in the region. A particularly dangerous and powerful sect of advanced fungus queens dwells within swampy reaches of Tanglebriar, commanding groups of vegepygmies grown from the corpses of slain elves—these fungus queens have seceded from the rule of Cyth-V'sug and now serve his rebellious minion Treerazer in the crusade to corrupt and destroy Kyonin.

An encounter with a normally nonintelligent plant monster acting in a sinister and organized way is sure evidence of the manipulation of a fungus queen, but these monsters are equally fond of commanding and keeping other creatures as pets and slaves as well, particularly attractive humanoids. Those charmed minions they especially favor are given the gift of the fungus queen's embrace, and are transformed into fungoid minions forever loyal to their pallid mistress.

Fungus queens are violently jealous and possessive. Those who attempt to lure away their charmed and dominated pets or cure those they have infested gain their eternal ire, but it is by succubi that fungus queens are the most enraged. Whether it be a simple territorial conflict or some deeper hatred born of their unique genesis, a fungus queen faced with someone whom she even suspects might be a succubus is a terror indeed, for in such battles the sensuous plants abandon their normally subtle approaches of mental control and trickery, and instead bring all of their power to bear in an attempt to rip the offending creature limb from limb.

Fungus queens take great delight in transforming succubi into fungoid creatures under their control. While their jealousy doesn't compel them to do battle with other fungus queens, they are always careful to maintain their own territorial boundaries apart from any nearby queens, and they take great pains not to "poach" from their sisters' harems of charmed and infested pets.

Many fungus queens grow quite powerful over time, typically gaining class levels in ranger, bard, or sorcerer—they generally do not become more powerful by merely gaining racial Hit Dice or increasing in size. A typical fungus queen is 6 feet tall and weighs 150 pounds.

FUNGOID SIMPLE TEMPLATE (CR +1)

Creatures with the fungoid template appear as they did in life, save that their flesh is pallid and moist, and mushrooms and mold cake their bodies.

This template can be applied to any living, non-plant creature. A fungoid creature's quick and rebuild rules are the same.

Rebuild Rules: The creature's type changes to plant, and it gains all of the traits of the plant type. The creature gains telepathy 100 ft. with other fungoid creatures. Its alignment changes to chaotic evil.





GHORAN

This humanoid creature's taut green shell extends like a cowl from chin to brow, wreathing a face of brilliant flower petals.

GHORAN

CR 1/2



XP 200

Ghoran bard 1

N Medium plant

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 12 (1d8+4)

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

Immune plant traits

Weaknesses delicious, light dependent

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6–1/18–20)

Special Attacks bardic

performance 7 rounds/day

Spell-Like Abilities (CL 1st;

concentration +4)

1/day—*detect poison, goodberry,*

purify food and drink

Bard Spells Known (CL 1st;

concentration +4)

1st (2/day)—*charm person*

(DC 14), *disguise self*

o (at will)—*daze* (DC 13),

light, mending, message

STATISTICS

Str 8, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12,

Cha 17

Base Atk +0; **CMB** –1; **CMD** 10

Feats Weapon Finesse

Skills Bluff +7, Knowledge (history, local) +4,

Perception +5, Perform (sing) +7

Languages Common, Sylvan

SQ bardic knowledge +1, ghorus seed, past-

life knowledge

ECOLOGY

Environment any (Nex)

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

Treasure NPC gear (rapier, other treasure)

SPECIAL ABILITIES

Delicious (Ex) Ghorans take a –2

penalty on Escape Artist and

combat maneuver checks made

to escape a grapple against any

creature that has a bite attack

with the grab ability.

Ghorus Seed (Ex) As a full-round

action, a ghoran can expel its ghorus seed from an orifice in its abdomen. If planted in fertile ground and left undisturbed for 2d6 days, the seed grows into a healthy duplicate of the original ghoran, save that the duplicate may reallocate all of its skill ranks upon sprouting. Once a ghoran expels its seed, it gains 1 negative level, and it dies as soon as its duplicate sprouts. This duplicate replaces the previous ghoran character.

Light Dependent (Ex) Ghorans take 1d4 points of Constitution damage each day they go without exposure to sunlight.

Past-Life Knowledge (Ex) Ghorans remember memories encoded in their ghorus seed. They treat all Knowledge skills as class skills.

When Geb's magic despoiled his kingdom, the archmage Nex enlisted the renegade druid Ghorus to create a form of plant life that could survive in the blighted wasteland and sustain his starving people. Eventually, the plants evolved sentience and ambulatory bodies mimicking the appearance of their human farmers and consumers.

GHORAN CHARACTERS (19 RP)

Ghorans are defined by their class levels—they do not possess racial Hit Dice.

They have the following racial traits.

+2 Con, +2 Cha, –2 Int:

Ghorans are hardy and guileful, but process thoughts slowly.

+2 Natural Armor:

Ghorans have tough, rugged skin.

Plant: Ghorans have the plant type.

Natural Magic (2 RP):

Ghorans with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*detect poison, goodberry* (created berries bud from the ghoran's body), and *purify food and drink*. The caster level is equal to the ghoran's level. The DC for these spells is equal to 10 + the spell's level + the ghoran's Charisma bonus.

Delicious (–1 RP), Ghorus Seed (6 RP), Light Dependent (–2 RP), Past-Life Knowledge (2 RP): See above.

Languages: Ghorans begin play speaking Sylvan and Common.

Ghorans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).





GIANT, SHADOW

This giant's skin is dead black, and it wears a gold-inlaid breastplate, a headdress, and armbands decorated with skulls.

SHADOW GIANT

CR 13



XP 25,600

LE Large humanoid (extraplanar, giant)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +14

DEFENSE

AC 28, touch 11, flat-footed 26 (+5 armor, +2 Dex, +12 natural, -1 size)

hp 218 (19d8+133)

Fort +18, **Ref** +8, **Will** +7

Defensive Abilities rock catching, shadow cloak

OFFENSE

Speed 30 ft.

Melee mwk great terbutje +23/+23/+18/+13 (2d8+12/19-20 plus energy drain) or 2 slams +25 (1d8+12 plus energy drain)

Ranged rock +16 (1d8+12/19-20)

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

Special Attacks energy drain (1 level, DC 21), rock throwing (180 ft.)

STATISTICS

Str 34, **Dex** 15, **Con** 24, **Int** 10,

Wis 12, **Cha** 15

Base Atk +14;

CMB +27;

CMD 39

Feats Cleave,

Combat Reflexes,

Double Slice,

Great Cleave,

Improved Bull

Rush, Improved Critical (great

terbutje), Improved Critical

(rock), Power Attack,

Two-Weapon Fighting,

Vital Strike

Skills Climb +21,

Intimidate +15, Perception +14 (+18 in dim light), Stealth +4 (+12 in dim light);

Racial Modifiers +4 Perception in dim light, +8 Stealth in dim light

Languages Giant, Shadowtongue

SQ militant

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, gang (2-5), family (6-13 plus 35% noncombatants, 1 cleric

or witch shaman of 5th-8th level, and 1 fighter or barbarian chief of 7th-10th level), or company (14-33 plus 1 fighter or barbarian chief of 7th-10th level)

Treasure standard (+1 gold breastplate^{UC}, masterwork great terbutje^{UC}, gold jewelry and adornments worth 500 gp, other treasure)

SPECIAL ABILITIES

Militant (Ex) A shadow giant is proficient in all simple weapons, all martial weapons, and one exotic weapon of its choice.

Shadow Cloak (Ex) Because of the shadow giant's connection with the Plane of Shadow, as a move action in any illumination other than direct sunlight, a shadow giant can cloak itself in moving shadows that act as the spell *blur* for 1d6+6 rounds. It can use this ability three times per day.

Though their kind originated on the Plane of Shadow, several families of shadow giants have relocated to the wilder regions of Nidal at the invitation of the Umbral Court.

They serve as a company of elite shock troops, kept a close secret and only used in operations where they are not expected to leave any survivors to tell the tale.

Most shadow giants are especially taciturn and keep to themselves when not called to duty by the Umbral Court. They keep their own counsel and practice their own mysterious religion, whose bloody rituals of autosacrifice and cannibalism are presided over by their bone-and-feather-adorned shamans atop short-stepped pyramids constructed of dark basalt blocks. On the Shadow Plane, families of shadow giants have been known to combine together to form greater tribes when times of war are at hand. Such an army arrayed upon the field of battle is often enough to make enemies sue for peace with offers of gold and prisoners for sacrifice.





GOBLIN, MONKEY

This creature has the wide head and toothy mouth of a goblin with dappled green skin, simian hands and feet, and a long, ratlike tail.

MONKEY GOBLIN

CR 1/2



XP 200

Monkey goblin barbarian 1

NE Small humanoid (goblinoid)

Init +4; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 13 (1d12+1)

Fort +3, **Ref** +4, **Will** +0; +2 vs. fear

OFFENSE

Speed 30 ft., climb 30 ft.

Melee kukri +4 (1d3+2/18–20)

Ranged shortbow +6 (1d4/x3) or
net +6 (entangle)

Special Attacks rage (5 rounds/day)

STATISTICS

Str 15, **Dex** 18, **Con** 13, **Int** 10, **Wis** 10, **Cha** 6

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

Feats Exotic Weapon Proficiency (net)

Skills Acrobatics +10, Climb +14, Perception +4, Stealth +11,
Survival +4; **Racial Modifiers** +2 Acrobatics, +2 Stealth

Languages Goblin

SQ fast movement, prehensile tail

ECOLOGY

Environment tropical forests (Mediogalti Island)

Organization solitary, raiding party (4–9), warband (10–16), or
tribe (17+ plus 100% noncombatants; 1 tribal hunter of 3rd
level per 20 adults, 1 or 2 war chiefs of 4th or 5th level, and
1 chieftain of 6th–8th level)

Treasure NPC gear (leather armor, kukri, net, shortbow with
10 arrows, other treasure)

SPECIAL ABILITIES

Prehensile Tail (Ex) All monkey goblins have long, flexible tails that they can use to carry objects. They cannot wield weapons with their tails, but the tails do allow them to retrieve small objects stowed on their persons as a swift action.

Monkey goblins are an offshoot of the goblin race adapted for life in the high leafy canopies of Golarion's tropical forests. Equipped with ratlike prehensile tails, monkey goblins are as at home in the trees as they are on the ground.

Monkey goblins lead a savage lifestyle, and many take levels in the barbarian class, though warriors and fighters are also common among the race. While spellcasting classes are almost unheard of among them, monkey goblin shamans in the service of demon lords or other dark gods are given a respect by other monkey goblins that borders on fear.



MONKEY GOBLIN CHARACTERS (10 RP)

Monkey goblins are defined by their class levels—they do not have racial Hit Dice. All monkey goblins have the following racial traits.

+4 Dexterity, –2 Wisdom, –2 Charisma: Monkey goblins are fast, but foolishly impulsive and disagreeable.

Small: Monkey goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMD and on combat maneuver checks, and a +4 size bonus on Stealth checks.

Slow Speed: Monkey goblins have a base speed of 20 feet.

Low-Light Vision: Monkey goblins can see twice as far as humans in conditions of dim light.

Acrobatic: Monkey goblins gain a +2 racial bonus on Acrobatics and Stealth checks.

Fearless: Monkey goblins gain a +2 racial bonus on all saving throws against fear.

Natural Climber: Monkey goblins have a climb speed of 30 feet.

Prehensile Tail: See above.

Languages: Monkey goblins begin play speaking Goblin. Monkey goblins with high Intelligence scores can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, Orc.



GOLEM, MARROWSTONE

Thin veins of black rock crisscross the frame of this hulking construct.

MARROWSTONE GOLEM

CR 8



XP 4,800

N Large construct

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

Aura necrotic field (30 ft.)

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)

hp 85 (10d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +14 (2d6+5 plus 2d6 negative energy)

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

Special Attacks create spawn

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** —, **Wis** 11,

Cha 1

Base Atk +10; **CMB** +16; **CMD** 26

ECOLOGY

Environment any underground (Darklands)

Organization solitary or gang (2–5)

Treasure none

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a marrowstone golem rises from death as a free-willed ghoul in 24 hours. A creature with four or more class levels rises as a ghast instead. In either case, the ghoul or ghast has a 25% chance of retaining whatever class levels it had in life.

Immunity to Magic (Su) A marrowstone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem, as noted below.

- A *transmute rock to mud* spell slows a marrowstone golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- Effects that heal undead heal half that amount of damage to a marrowstone golem, to a limit of its full normal hit points.
- A marrowstone golem that fails its save against a magical

attack that deals positive energy damage (including the channel energy ability when used to harm undead, but not when used to heal living creatures) does not take any damage from the attack, but it loses its create spawn ability, its necrotic field aura, and the negative energy damage from its slam attack for 1d4 rounds.

Necrotic Field (Su) Undead within 30 feet of a marrowstone golem gain a +2 resistance bonus on saving throws, increase the save DCs of their extraordinary and supernatural abilities by 2, and gain a +4 bonus to channel resistance. Positive energy effects cause only half damage to a creature within the marrowstone golem's aura. Their aura particularly strengthens ghouls and ghosts, giving them a +2 bonus on attack and weapon damage rolls.



Carved from rock hewn from the marrowstone mines of Sekamina, these golems amplify the magical radiation emitted by veins of lazurite. They can only be crafted within the necropolis of Nemret Noktoria, land of ghouls, for lazurite brought beyond its boundaries loses its potency. Binding the lazurite into the body of the golem stabilizes it and lets the construct leave the boundaries of the ghoulish city with its fell powers intact.

Though the ghouls guard the secrets of making a marrowstone golem, they are sometimes known to trade their handiwork with outsiders.

CONSTRUCTION

A marrowstone golem's body is chiseled from a single block of marrowstone weighing at least 2,500 pounds. Marrowstone can only be found in the necropolis of Nemret Noktoria in the Darklands realm of Sekamina. Preparing the stone requires the use of exotic unguents that cost 2,500 gp.

MARROWSTONE GOLEM

CL 11th; Price 42,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *antilife shell*, *create undead*, creator must be caster level 11th; **Skill** Craft (sculpture) or Craft (stonemasonry) DC 21; **Cost** 22,500 gp



GOLEM, NOQUAL

Pale green metal makes up the body of this automaton. Despite its towering size, it moves with lithe quickness.

NOQUAL GOLEM

CR 18



XP 153,600

N Huge construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Aura impeded magic (60 ft.)

DEFENSE

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)

hp 202 (25d10+65)

Fort +8, **Ref** +10, **Will** +8; +8 vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities spell absorption; **DR** 15/adamantine;

Immune construct traits, magic

OFFENSE

Speed 40 ft.

Melee 2 slams +36 (4d8+19/19-20 plus spell sunder)

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

Special Attacks construct bane

STATISTICS

Str 36, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +40; **CMD** 52

Feats Toughness^B

ECOLOGY

Environment any (Numeria, Thassilon)

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Construct Bane (Ex) A noqual golem deals an additional 2d6 points of damage against constructs (except other noqual golems) and undead created by feats or spells.

Immunity to Magic (Su) A noqual golem is immune to and absorbs any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows a noqual golem (as the *slow* spell) for 3 rounds, with no saving throw. If the golem is under a *haste* effect, the attack breaks the *haste* effect instead.
- A *mage's disjunction* spell staggers a noqual golem and negates its impeded magic ability for 1d4 rounds.

Impeded Magic (Su) To successfully cast a spell within 60 feet of a noqual golem, a caster must make a concentration check (DC 25 + the level of the spell being cast). If the check fails, the noqual golem absorbs the spell.

Powerful Blows (Ex) A noqual golem inflicts 1-1/2 times its Strength bonus and threatens a critical hit on a 19-20 with its slam attacks.

Spell Absorption (Su) A noqual golem absorbs any spells blocked or dispelled by its impeded magic, immunity to magic, and spell sunder abilities. It heals 5 points of damage for every spell level absorbed. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. Absorbing a spell gives the golem the benefits of *haste* (as the spell) for 1 round per spell level.

Spell Sunder (Su) A creature struck by a noqual golem's slam attack is targeted by *dispel magic* (CL 18th). It absorbs any spells so dispelled.

The construction of a noqual golem requires both a considerable supply of the skymetal noqual and the skill to overcome noqual's antipathy to dweomers. The resulting golem resembles an iron golem, but is larger and more nimble. Noqual golems impede magic by their mere presence, and their touch disrupts spells and magical constructs.

Nearly all noqual on Golarion lies under Numerian control. The artificers of Numeria prefer tinkering with technological constructs rather than magical ones, but nonetheless Furkas Xoud was believed to have created a noqual golem. Another is thought to serve the sorcerers of Starfall as a fail-safe should their technology prove inadequate. A cabal of cypherimages has taken advantage of the recent discovery of noqual near Riddleport to commence work on their own magic-stealing golem.

CONSTRUCTION

A noqual golem's body is sculpted from 30,000 pounds of iron alloyed with 1,000 pounds of noqual at the staggering cost of 53,000 gp.

NOQUAL GOLEM

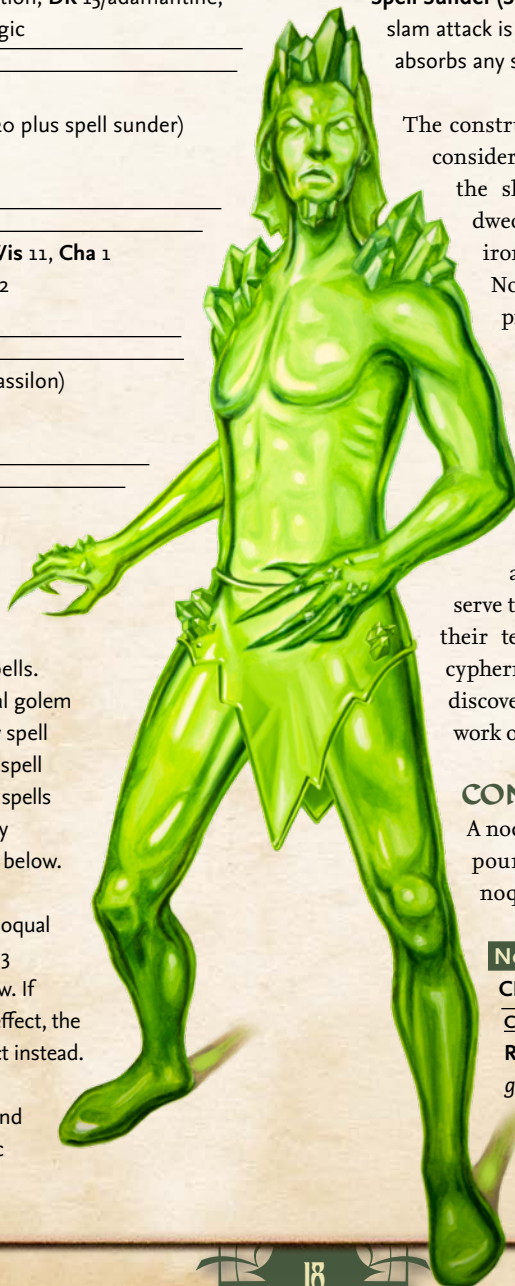
CL 18th; Price 253,000 gp

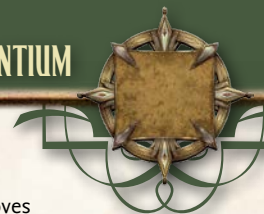
CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *greater dispel magic*, *polymorph any object*, *wish*, creator must be caster level 18th;

Skill Craft (armor) or Craft (weapons) DC 26;

Cost 153,000 gp





GOLEM, QUANTUM

This towering metal construct crackles with eldritch energy and wields an immense sword in its hands.

QUANTUM GOLEM

CR 20



XP 307,200

N Gargantuan construct

Init -2; **Senses** darkvision 60 ft., link, low-light vision; Perception +0

DEFENSE

AC 37, touch 4, flat-footed 37 (-2 Dex, +33 natural, -4 size)

hp 375 (30d10+210)

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

DR 20/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee +5 *bastard sword* +46/+41/+36/+31 (4d8+20/19-20)

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

Special Attacks eldritch surge

STATISTICS

Str 40, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +30; **CMB** +49; **CMD** 57

Feats Whirlwind Attack^B

SQ urban defender

ECOLOGY

Environment any (Quantum)

Organization solitary or pair

Treasure standard (+5 *bastard sword*, other treasure)

SPECIAL ABILITIES

Eldritch Surge (Su) A Quantum golem can hurl a lance of eldritch energy that deals 30d6 points of damage to all creatures in a 240-foot line (Reflex DC 25 for half). The crimson Quantum golem deals half electricity and half fire damage, and slows a creature (as the *slow* spell) that fails its save for 2d4 rounds. The green Quantum golem deals half acid and half fire damage, and nauseates any creature that fails its save for 1d4 rounds. The save DC is Constitution-based.

Immunity to Magic (Ex) A Quantum golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted.

- A magical attack that deals cold damage against the crimson golem or electricity damage against the green golem slows it (as the *slow* spell) for 1 round, with no saving throw.
- A Quantum golem and its equipment are immune to rust attacks.

Link (Su) Each Quantum golem always knows the exact location of the other.

Urban Defender (Su) A Quantum golem gains 150 bonus hit

points as long as it's within 1 mile of the city. If it moves beyond this range, it loses these bonus hit points.

Around the perimeter of Quantum, two immense golems march a patrol uninterrupted since the days of the archmage Nex himself. They stand as mirror images of each other, one crimson in hue and bearing a sword in the right hand, the other green and with sword in the left. Legend holds that Nex crafted the golems to defend his capital during a time of desperate struggle in which he foresaw his own absence.

The golems only pause in their unending patrol if attacked or obstructed, and then only until they eliminate or circumvent the obstacle, whichever is most direct. The golems always patrol at opposite ends of the city, marching counterclockwise and pausing if their partner is interrupted. They last broke from patrolling in 576 AR, when they fought the Gebbite horde in the very battle in which Nex vanished from Golarion.

CONSTRUCTION

The secret of the Quantum golems' construction vanished with their creator, the archmage Nex.





KAKUEN-TAKA

Within a towering structure of bone and rotting flesh lurk hundreds of fluttering fiends.

KAKUEN-TAKA

CR 14



XP 38,400

CE Huge outsider (chaotic, evil, extraplanar, swarm)

Init +10; **Senses** darkvision 60 ft.; Perception +31

DEFENSE

AC 16, touch 15, flat-footed 9 (+6 Dex, +1 dodge, +1 natural, -2 size)

hp 199 (21d10+84)

Fort +17, **Ref** +20, **Will** +10

Defensive Abilities fleshy shield; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

OFFENSE

Speed 30 ft.

Melee swarm (5d6 plus dimensional snare and distraction), 2 slams +19 (5d6)

Space 15 ft.; **Reach** 0 ft. (10 ft. with slam)

Special Attacks consume flesh, trample (5d6, DC 20)

STATISTICS

Str 10, **Dex** 23, **Con** 16, **Int** 6, **Wis** 13, **Cha** 13

Base Atk +21; **CMB** 23; **CMD** 40 (can't be tripped)

Feats Ability Focus (consume flesh), Dodge, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Run, Skill Focus (Perception), Step Up, Toughness

Skills Acrobatics +30, Intimidate +25, Perception +31, Stealth +12, Survival +11

Languages Abyssal

ECOLOGY

Environment any (the Worldwound)

Organization solitary, patrol (1 swarm with 1 flesh mansion and 1d4 carrionstorms), or gang (1d3 patrols)

Treasure incidental

SPECIAL ABILITIES

Consume Flesh (Su) Once per round, when a kakuen-taka kills or reduces a creature to negative hit points with its swarm attack, it automatically attempts to consume the target's flesh as a free action (Fortitude DC 24 negates). If the target fails its save, its body is destroyed and the kakuen-taka gains the benefits of a *death knell* spell. This is a death attack.

Create Carrionstorm (Ex) As a full-round action at sunrise, a kakuen-taka (a bhoga swarm with a flesh mansion) can create 1d4 carrionstorms (see page 408 of the *Rise of the Runelords Anniversary Edition*). These carrionstorms have a blinding poison in addition to their swarm attack. The carrionstorms are not under the control of the kakuen-taka but instinctively follow it, attacking minor foes while the kakuen-taka destroys greater threats. If the flesh mansion is destroyed and the kakuen-taka does not create another one within 24 hours, the carrionstorms are destroyed.

Any carrionstorms in excess of four wander away from the kakuen-taka and are automatically destroyed 24 hours later.

Carrionstorm Poison (Ex) Swarm—injury; save Fort DC 12, frequency 1/round for 6 rounds, effect permanent blindness, cure 2 consecutive saves. The save DC is Constitution-based (using the carrionstorm's Constitution).

Dimensional Snare (Su) Any creature affected by the kakuen-taka's swarm attack must succeed at a DC 21 Will save or be affected by *dimensional anchor* for 1 round. This save is Charisma-based.

Flesh Mansion (Ex) A kakuen-taka's bhoga swarm normally inhabits a hollowed-out reconfigured corpse called a flesh mansion, which it uses as a shelter, vehicle, and war machine. When the swarm wears a flesh mansion, it uses the above stat block (unlike a normal swarm, the flesh mansion's slam attacks have reach and threaten squares within its reach). As a standard action, the swarm can abandon its flesh mansion (which falls inert in its square), inhabit an empty flesh mansion, hide within its flesh mansion (gaining cover against all opponents but still being able to use its swarm attack), or stop hiding within the flesh mansion. If the flesh mansion is destroyed, the swarm can create another by performing a ritual that requires 1 hour and the corpse of a Huge creature. The flesh mansion is not a separate creature, nor is it undead; it is merely a corpse the swarm manipulates. Without a flesh mansion, the bhoga swarm's statistics are CE Diminutive outsider (chaotic, evil, extraplanar, swarm); **AC** 22, touch 21, flat-footed 15; **Defensive Abilities** swarm traits; **Melee** swarm (5d6 plus dimensional snare and distraction); **Reach** 0 ft.; **Str** 1; **CMB** —; **CMD** — (can't be tripped); Stealth +32.

Fleshy Shield (Ex) A newly created flesh mansion has 150 hit points. The swarm takes only half damage from all attacks that deal hit point damage, with the remainder taken by the flesh mansion. Because a swarm of Diminutive creatures is immune to all weapon damage, apply half of all weapon damage to the fleshy shield and ignore the half that would be applied to the swarm. When the flesh mansion reaches 0 hit points, it is destroyed and the swarm functions like a normal swarm (see Flesh Mansion above). A kakuen-taka can repair a damaged flesh mansion by spending a full-round action grafting a corpse into it (restoring 5 hit points for a Small corpse, 10 for Medium, 20 for Large, 50 for Huge).

In the far northern lands bordering on the Worldwound, a strange and terrifying menace plagues the tundra and prairie—shambling fleshy abominations called kakuen-taka, the Hunger That Moves. They wander the desolate emptiness of the subpolar wilds, a living manifestation of the Worldwound's taint whose horrific onset is presaged by a sour-sweet wind and wheeling, screaming flocks of undead birds. The lucky victims of the birds' blinding poison are spared the sight of the rumbling juggernauts of



putrefying meat driven like siege engines by a swarm of fiends called bhogas. Individually these fiends have little wit or skill, but together they have a malign intellect that allows them to construct mobile nests out of dead flesh like morbid termites building a mound.

The bhogas find a giant, mammoth, or other creature of great size and devour its organs, usually while the creature is still alive and trying to resist. Once the creature is dying or dead, the fiends reconfigure the corpse's remaining flesh and bone into a hideous, multilegged pillar, which they then invade and inhabit like a hollow tree. Some of the bhogas use their collective strength to move the fleshy mansion's limbs while the rest clamber about its walls or skulk underneath it, searching for new prey to terrorize and consume. This monstrosity attracts birds the fiends animate as flesh-craving undead swarms. Together, the three components of this peculiar ecology stalk the demon-tainted lands. If a healthy swarm discovers another suitable corpse, the fiends engage in a frenzy of mating, build a second flesh mansion, split into two swarms, then rapidly give birth to fill all the available space in their new home.

When a flesh mansion becomes so rotted that it cannot maintain its structure or the swarm cannot easily move it, the bhogas abandon their creation and seek out another, leaving behind a monstrous, decaying shell, unrecognizable as the living creature it once was. Necromancers can use the husk for parts or animate the entire thing as a new abomination. Desperate ghouls, zombies, or animals might feed on it and become tainted by its latent Abyssal energies.

As much a plague upon demons as upon the mortal races, kakuen-taka have no true allies. Perhaps this accounts for their constant wandering and their fondness for desolate and isolated locales, far from any that might interfere with their feasting. Rarely, a powerful demon might enslave one with magic and use the swarm's dimensional snare ability to capture and kill its rivals. Driven out of the central part of the Worldwound by more intelligent and organized demons, kakuen-taka have become a recurring plague in the southern fringes of the territory, below Storasta and abutting the borders with Numeria and Ustalav. In these lonely moors

and hills, kakuen-taka regularly eradicate patrols and entire settlements. None of the adjacent countries values the empty lands highly enough to risk major resources to stamp them out.

Kakuen-taka are indifferent to their own kind and attack each other only if one swarm has a flesh mansion and the other does not. Given adequate food, several kakuen-taka might travel together to tear apart larger prey, but over time they usually wander apart, following their separate carrionstorms, and have no sense of loyalty toward their former comrades.





KHAEI

This short, stunted humanoid is bald and has weirdly twisted limbs, its body seeming to fade and come apart at the edges.

KHAEI

CR 3



XP 800

N Small monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

hp 30 (4d10+8)

Fort +3, **Ref** +5, **Will** +4

OFFENSE

Speed 20 ft.

Melee club +5 (1d4) or
touch +5 (lost time)

Ranged sling +6 (1d3)

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

Constant—*blur*

At will—*dancing lights*

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 7, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +3; **CMD** 14

Feats Combat Reflexes, Improved Initiative

Skills Perception +7, Stealth +16; **Racial Modifiers** +4 Stealth

Languages Undercommon

ECOLOGY

Environment any underground (beneath Kaer Maga)

Organization solitary, pair, gang (3–5), or village (6–30)

Treasure standard

SPECIAL ABILITIES

Lost Time (Su) As a touch attack, a khaei can touch a creature and prematurely age it. The creature touched must succeed at a DC 14 Fortitude save or take 1d4 points of Constitution damage and be permanently aged 1d10 years. This effect also deals 1d4 points of damage to the khaei. Effects from multiple khaei stack, though a single khaei can use this power on a given opponent only once.

The khaei are a mystery even to themselves. Their twisted limbs give them an awkward, shambling gait, and their personalities are dull and incurious, making them seem in many ways to be simply degenerate humans. At the same time, their bodies' tendency to trail off into mist and shadow, combined with their weird magical attack, suggests they could be much more. A typical khaei stands 4 feet tall and weighs 100 pounds.

By far the most unusual aspect of the khaei is their ability to manipulate time. A khaei in fear for her life can grab an attacker and forcefully age him by several years, creating enormous strain on the foe's body. This exertion does damage to the khaei as well, and thus is rarely used, but a would-be tyrant who considers the khaei easy pickings may find himself surrounded by a weeping mob that quickly ages him into decrepitude—then forgives and cares for him. The few scholars who know of the khaei's existence speculate that the creatures may themselves be somehow unstuck in time, perhaps sent back or forward from another era in preparation for a great event.

Khaei live in small, isolated communities underground, often inhabiting a single cavern and refusing to explore beyond it or otherwise improve their situation. The only known enclave of khaei in the Inner Sea region is in the Dark Forest, a cavern deep beneath the city of Kaer Maga, where they serve as both subjects and prey for the mysterious dullahan called the Dark Rider. One of the most cherished stories of these khaei concerns a time and place—somewhere in either the past or the future—when there were many more of them, their cavern-forests linked by magical standing stones.





KORIR-KOKEMBE

This green-tinted dragon has multiple sets of legs down its long, sinuous body. An oversized gullet bulges in its throat.

KORIR-KOKEMBE CR 10   

XP 9,600

N Huge dragon

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

Aura frightful presence (30 ft., DC 18)

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)

hp 136 (13d12+52)

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

Immune disease, dragon traits, magic paralysis and sleep

OFFENSE

Speed 40 ft., climb 40 ft., fly 80 ft. (good), swim 40 ft.

Melee bite +18 (2d6+10 plus disease and grab), 2 claws +18 (2d6+7/19-20 plus grab), tail slap +13 (2d6+3 plus grab)

Space 15 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks constrict (2d6+7), grab (Gargantuan), rake (2 claws +18, 2d6+7/19-20)

Spell-Like Abilities (CL 13th;

concentration +15)

Constant—*freedom of movement*

At will—*repel vermin* (DC 16),

vomit swarm^{APG} (must wait 1d4 rounds before using this ability again)

3/day—*entangle* (DC 13)

1/day—*creeping doom* (DC 19), *insect plague*

STATISTICS

Str 25, **Dex** 15, **Con** 18, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +13; **CMB** +22 (+26 grapple); **CMD** 34 (46 vs. trip)

Feats Critical Focus, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack, Sickening Critical, Wingover

Skills Climb +21, Fly +15,

Intimidate +15,

Knowledge

(nature) +13,

Perception +18,

Spellcraft +10,

Stealth +10

(+18 in jungles),

Survival +10, Swim +25;

Racial Modifiers +8 Stealth

in jungles

Languages Draconic

SQ compression

ECOLOGY

Environment warm jungles

(Mwangi Expanse)

Organization solitary or nest (2-5)

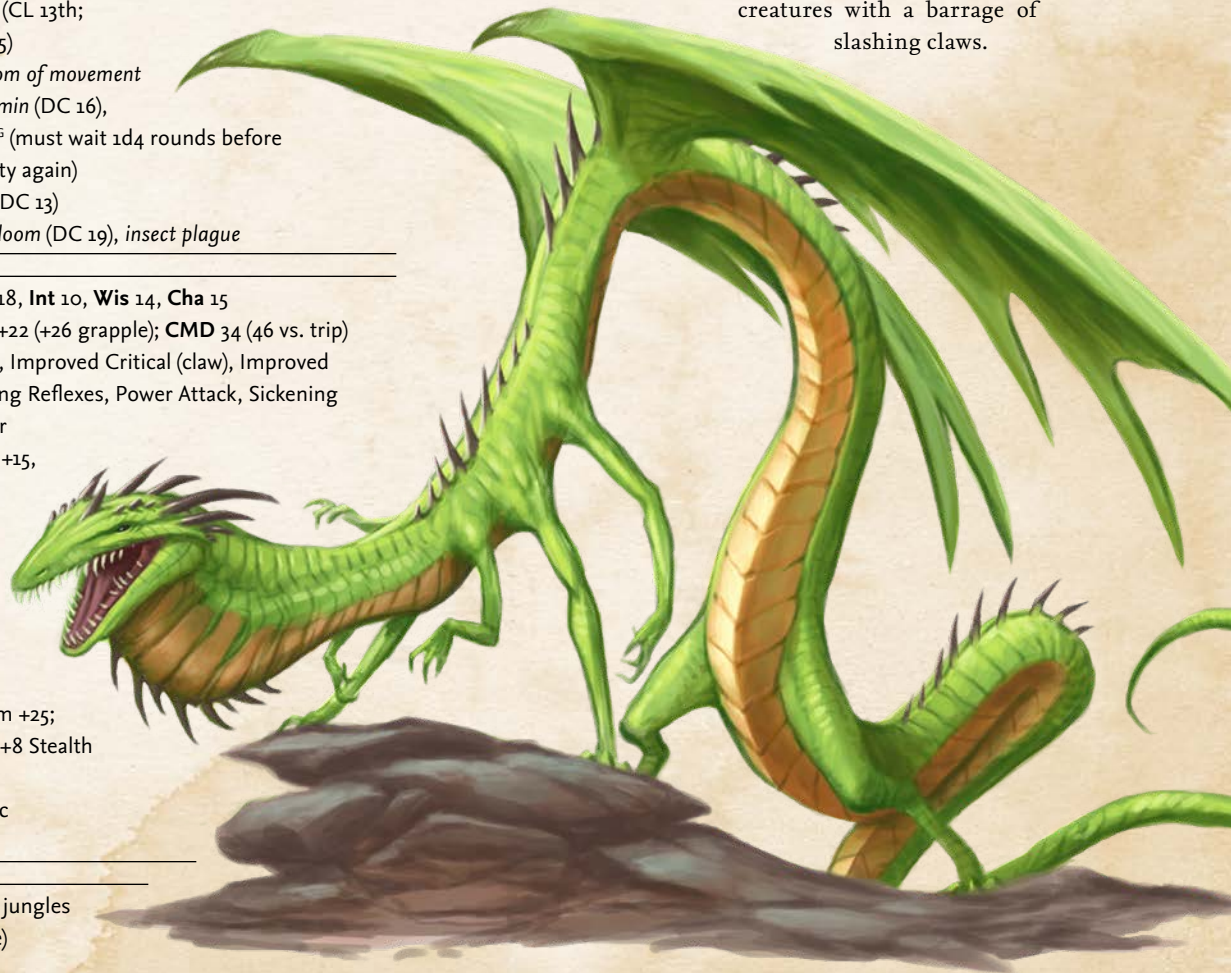
Treasure standard

SPECIAL ABILITIES

Disease (Ex) Bite—injury; save Fort DC 20; onset 1 round;

frequency 1 day; effect 1d3 Dex damage and 1d3 Str damage; cure 2 consecutive saves.

Korir-kokembe live in the deep, watery jungles of central Garund, plaguing the major rivers and lake systems. While young korir-kokembe may swim near populated waterways to claim their prey, their elder kin prefer more remote backwaters, sloughs, and heavily wooded swamps where they can hunt undisturbed. These degenerate dragons live in a violent symbiosis with the tiny vermin that infest the jungle, hosting colonies of such creatures within their own bodies. Such tiny vermin constantly swarm in and out of the korir-kokembe's gullet, bringing contagion to creatures bitten and allowing the wyrm to expel swarms of pests, or to summon yet more vermin to its aid. While korir-kokembe are capable of flight, they generally prefer to crawl or climb on their eight legs, hunching their bodies like inchworms or twining their coils around their prey while savaging creatures with a barrage of slashing claws.





KYTON, TERMAGANT

This hovering iron maiden heaves forth a monstrously pregnant mass of tortured limbs and raw tentacles.

TERMAGANT

CR 17



XP 102,400

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

Init +8; Senses darkvision 60 ft.; Perception +27

DEFENSE

AC 31, touch 14, flat-footed 26 (+4 Dex, +1 dodge, +17 natural, -1 size)
hp 263 (17d10+170); regeneration 10 (good weapons and spells, silver weapons)

Fort +20, Ref +11, Will +19

DR 10/good and silver; Immune cold; SR 28

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +25 (1d8+9/19-20 plus 2d6 bleed), 7 tentacles +20 (1d6+4 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks flux infusion, rupture, shared rupture, unnerving gaze (30 ft., DC 23)

STATISTICS

Str 28, Dex 19, Con 30, Int 16, Wis 25, Cha 21

Base Atk +17; CMB +27 (+31 grapple); CMD 42 (can't be tripped)

Feats Combat Reflexes, Critical Focus, Dodge, Improved Critical (slams), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack

Skills Bluff +25, Fly +30, Heal +27, Intimidate +25, Knowledge (planes, religion) +23, Perception +27, Sense Motive +27, Stealth +20

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or circle (3-5)

Treasure standard

SPECIAL ABILITIES

Poison (Su) Anytime a creature is grappled by a termagant's tentacles or is affected by its rupture or shared rupture ability, it is exposed to the termagant's flux infusion. Flux infusion functions as a poison, but with unpredictable effects. Those who fail their saving throws take 1d4 points of ability drain. The ability score drained is randomly determined every time the flux infusion affects the creature (roll 1d6: 1-2 Constitution, 3-4 Dexterity, 5-6 Strength). The save DC is Constitution-based.

Flux Infusion: Injury; save Fort DC 28; frequency 1/round for 10 rounds; effect 1d4 Con, Dex, or Str; cure 2 consecutive saves.

Rupture (Su) When killed, a termagant explodes in a blast of its flux infusion poison. All living creatures within 15 feet must succeed at a DC 28 Fortitude saving throw or be poisoned. The save DC is Constitution-based.

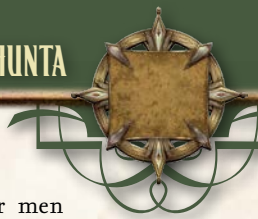
Shared Rupture (Su) Any creature killed while poisoned by a termagant explodes. All living creatures within 10 feet

of the creature must succeed at a DC 23 Fortitude save or be poisoned. The save DC is based on the termagant's Constitution with a -5 penalty.

Unnerving Gaze (Su) A creature that succumbs to a termagant's unnerving gaze becomes nauseated for 1d4 rounds as its mind attempts to comprehend the horrors it has witnessed.



Coddling, cooing mothers of nails and aberrant life, kyton termagants seek to make all living creatures adopted members of their malformed brood. That most of their purposefully deformed progeny die shortly after coming into their care only compels termagants to search farther for sturdier beings better suited to the honor of becoming their misshapen children.





LASHUNTA

Delicate antennae extend from the forehead of this lithe woman.

LASHUNTA CR 1/2   

XP 400

Female lashunta wizard 1

NG Medium humanoid (lashunta)

Init +1; **Senses** Perception +2

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 11 (1d6+2)

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

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +0 (1d6-1)

Ranged light crossbow +1 (1d8/19-20)

Special Attacks hand of the apprentice (6/day)

Spell-Like Abilities (CL 1st; concentration +4)

At will—*daze* (DC 13), *mage hand*

1/day—*detect thoughts* (DC 15)

Wizard Spells Prepared (CL 1st; concentration +4)

1st—*charm person* (DC 14), *mage armor*,

magic missile

o (at will)—*acid splash*, *detect magic*,

flare (DC 13), *read magic*

STATISTICS

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

Cha 16

Base Atk +0; **CMB** -1; **CMD** 10

Feats Scribe Scroll, Toughness

Skills Diplomacy +4,

Handle Animal +4,

Knowledge (arcana) +9,

Perception +2, Spellcraft +7,

Use Magic Device +4; **Racial**

Modifiers +2 Knowledge (arcana)

Languages Celestial, Common, Draconic, Elven,

Lashunta; limited telepathy

SQ arcane bond (amulet)

ECOLOGY

Environment any (Castrovel)

Organization any

Treasure NPC gear (light

crossbow with 20 bolts,

quarterstaff, gold amulet

[bonded object], other treasure)

The lashunta are the primary race of Castrovel, called “the Green Planet” for its steaming jungles. Though the women look like idealized elves or humans—save for the twitching

antennae sprouting from their foreheads—their men are squat, hairy, and broad-shouldered, with a fierce and confrontational demeanor. Both genders excel at scholarship, and the race boasts a large number of telepaths and telekinetics, in addition to conventional magic-users. This ability to create mental or empathic bonds is particularly prevalent among female warriors, who form close connections with their saurian mounts.

Female lashunta are typically 6 feet tall and weigh 140 pounds. The males of the race are usually 5 feet tall and weigh 200 pounds.

LASHUNTA CHARACTERS (11 RP)

Lashunta are defined by their class levels—they do not have racial Hit Dice. They have the following racial traits.

+2 Intelligence: Lashunta are almost universally intelligent and eager to learn.

Sexual Dimorphism: Male and female lashunta have very different body and personality types, more so than most humanoid species. Male lashunta are muscular (+2

Strength) and often brash and unobservant (-2 Wisdom).

Female lashunta, though beautiful and commanding

(+2 Charisma), lack the males’ rugged builds

(-2 Constitution).



Lashunta Magic (5 RP):

A lashunta possessing an Intelligence score of 11 or higher gains the following spell-like abilities: At will—*daze*, *mage hand*; 1/day—*detect thoughts*. The caster level for these effects is equal to the lashunta’s class levels.

Knowledgeable: A lashunta gains a +2 racial bonus to any one Knowledge skill.

Limited Telepathy (3 RP):

A lashunta is able to mentally communicate with any creature within 30 feet with whom she shares a language. Otherwise this ability is identical to the telepathy ability.

Languages: Lashunta begin play speaking Lashunta and Elven. Lashunta with high Intelligence scores can choose any languages they want (except Druidic and other secret languages).



LORTHACT

This devilish humanoid has five horns growing out of his forehead that resemble a crown. He stands on stout cloven hooves.

LORTHACT

CR 25



XP 1,638,400

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

Init +11; Senses darkvision 60 ft., true seeing; Perception +43

Aura unholy aura

DEFENSE

AC 45, touch 29, flat-footed 33 (+6 armor, +5 deflection, +11 Dex, +1 dodge, +2 luck, +10 natural)

hp 560 (32d10+384); regeneration 5 (good weapons or spells)

Fort +26, Ref +31, Will +30

Defensive Abilities evasion; DR 20/good and silver; Immune fire, poison; Resist acid 30, cold 30; SR 36

OFFENSE

Speed 30 ft.

Melee 2 claws +44 (1d6+6 plus 1 Int drain) or +2 quarterstaff+40/+35/+30/+25 (1d6+11 plus 1 Intelligence drain)

Special Attacks Intelligence drain, scholastic masquerade, spell reservoir

Spell-Like Abilities (CL 25th; concentration +38)

Constant—mind blank, tongues, true seeing

At will—alter self, blasphemy (DC 30), dominate person (DC 28), freedom of movement, greater arcane sight, greater dispel magic, greater invisibility, greater scrying (DC 30), greater shadow conjuration (DC 30), greater shadow evocation (DC 31), greater teleport, mass suggestion (DC 29), programmed image (DC 29), unholy aura (DC 31)

3/day—banishment (DC 29), quickened greater dispel magic, empowered horrid wilting (DC 31), polymorph any object (DC 31), spell turning

1/day—dominate monster (DC 32), limited wish, mage's disjunction (DC 32), prismatic sphere, time stop

STATISTICS

Str 22, Dex 33, Con 35, Int 30, Wis 26, Cha 37

Base Atk +32; CMB +38; CMD 65

Feats Deflect Arrows, Destructive Dispel^{UC}, Dispel Synergy^{UC}, Dodge, Empower Spell-Like Ability (horrid wilting), Flyby Attack, Great Fortitude, Greater Spell Penetration, Improved Great Fortitude, Improved Unarmed Strike, Iron Will, Power Attack, Quickened Spell-Like Ability (greater dispel magic), Spell Penetration, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +36, Bluff +48, Craft (alchemy) +30, Diplomacy +48, Disguise +48, Fly +23, Intimidate +45, Knowledge (arcana) +45, Knowledge (planes) +45, Knowledge (dungeoneering) +20, Knowledge (engineering) +20, Knowledge (geography) +20, Knowledge (nobility) +20, Knowledge (religion) +20, Knowledge (history) +30, Knowledge (local) +30, Perception +43, Perform (act) +23, Sense Motive +30, Sleight of Hand +30, Spellcraft +45, Stealth +46, Use Magic Device +45

Languages Abyssal, Aklo, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Giant, Ignan, Infernal, Undercommon; telepathy 300 ft.

SQ infernal duke traits, temporal anomaly

Combat Gear boots of speed, rods of cancellation (2), staff of power; Other Gear bracers of armor +6, mirror of life trapping, ring of evasion, ring of protection +5

ECOLOGY

Environment any (Korvosa)

Organization solitary

Treasure triple

SPECIAL ABILITIES

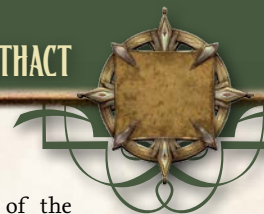
Infernal Duke Traits An infernal duke is a powerful devil that has not yet made the full transition from unique devil to full archdevil. It possesses several traits, as summarized here.

- Immunity to charm and compulsion effects, death effects, fire, and poison.
- Resistance to acid 30 and cold 30.
- Telepathy 300 feet.
- Lorthact's natural weapons, as well as any weapon he wields, are treated as evil and lawful for the purpose of overcoming damage reduction.
- Lorthact can grant spells to his worshipers. Granting spells does not require any specific action on his behalf. Lorthact grants access to the domains of Evil, Law, Magic, and Trickery. His favored weapon is the quarterstaff.

Intelligence Drain (Su) Lorthact drains 1 point of Intelligence each time he hits with a weapon or natural weapon (Will DC 39 negates). Alternatively, he can make a single melee touch attack per round, dealing no hit point damage but draining 2d4 points of Intelligence (Will DC 39 half). After draining Intelligence from a creature, Lorthact gains the benefit of foresight (as the spell) against that creature for 1 minute.

Scholastic Masquerade (Su) When targeting a dominated wizard with his spell reservoir ability, Lorthact can also steal a school power from that wizard's chosen school. He can steal one of the wizard's 1st-level school powers by using three levels of his spell reservoir, both 1st-level school powers at a cost of six levels, and all school powers at a cost of nine levels. While Lorthact retains these powers, the target wizard cannot use them. The stolen powers function at the target wizard's level. Lorthact can steal school powers or a prepared spell from a dominated wizard, but not both. He may steal school powers from multiple schools if he has multiple wizards dominated.

Spell Reservoir (Su) Lorthact can drain prepared arcane spells from the mind of a creature he has dominated and store them for later use, similarly to a ring of spell storing. Draining a spell requires 1 full-round action if he is able to touch the target, or 1 minute to perform through the mental link provided by the dominate effect; in either case, no saving throw is allowed. He can hold no more than one stolen spell from each dominated caster in his spell reservoir, and the



total level of stolen spells cannot exceed 25. These stolen spells take effect at the original caster's level.

Temporal Anomaly (Su) Lorthact exists slightly outside of the normal timestream. Spells that predict the future—such as *augury*, *divination*, *foresight*, and *moment of prescience*—cannot perceive him and provide no benefit against him or information about him. In addition, whenever a creature within 60 feet of him uses *time stop*, Lorthact can act normally within the duration of the *time stop*, as if he had cast it himself. As neither Lorthact nor the caster are frozen in time with respect to each other, each can target and affect the other with attacks, spells, or other effects they create, though they cannot affect other creatures within the duration of the *time stop*. This ability functions even if Lorthact is flat-footed or unaware of his opponent.

Lorthact the Unraveler, also named the Dwimmerlaik, the Ur-Magius, and the Diabolus Mystere, was once a high-ranking duke of Hell. Atypically, he was not solely bound to the service of a single archdevil, instead serving openly at various times as a mystical advisor and consultant on magical matters under both Geryon and Mephistopheles. Some believed him to be secretly a favorite of Asmodeus himself; this supposed favor provided some measure of protection from his jealous rivals. His last mistress in Hell was Eiseth, Whore-Queen of the erinyes, but when Eiseth uncovered a plot to reverse their positions—Lorthact arrogating himself to lordship and reducing her to mere consort—her wrath was enormous and eternal. Lorthact's allies deserted him lest they taste the fury of the erinyes. Lorthact proclaimed his innocence, but he saw condemnation awaiting and fled, racing across the planes with the whips of the erinyes at his heels.

After several planar refuges proved no shelter from his relentless pursuers, Lorthact sought solace in the mortal realms. Laying several false leads, he then doubled back to the diabolists of Cheliox, the first place his pursuers looked for him on Golarion. But after they had moved on, he slipped back into places they thought already thoroughly scoured. Adopting a succession of guises, he kept his presence hidden for years, but he never felt truly comfortable under the gaze of so many potentially unfriendly eyes. Seeking a more remote locale, he traveled to the farthest reaches of Chelish sovereignty: the Varisian city-state of Korvosa. There he found the perfect patsy in the vain and corrupt Lord Volshyenek Ornelos. Rebuffed by House Thrune in his quest to restore his youth and vigor, Volshyenek was easy prey for Lorthact's inveigling. The devil bound him in a web of lies and stole not only his soul but also his life. Impersonating Lord Ornelos for over 200 years, he became

a dominant figure in Korvosa, shadow-master of the Acadamae and sire of a great house. Meanwhile, he sought ways to rebuild his diabolic power and his store of souls so one day he might buy his way back to ducal favor in Hell.

In the end, Eiseth's diabolic assassins found him at long last, and he was forced to fake his own death. Yet he still dominates Korvosa from the shadows, controlling the Acadamae through his descendant Toff Ornelos. Little happens in the city without his knowledge, and he plays the part of the mage through shadow-magic, illusions, *limited wishes*, and the stolen magic of others. However, casters who delve too deeply into his or Korvosa's secrets find themselves at odds with the deadly duke, his powers honed by centuries of exile to undermine and destroy mages who might uncover his identity or unravel his schemes.





MANA WASTES MUTANT

Patchy, matted fur covers this mutated, hyena-headed monster, and acidic green drool pours from its ravenous maw.

GNOLL MUTANT

CR 4



XP 1,200

Gnoll Mana Wastes mutant fighter 2

CE Medium aberration (augmented humanoid, gnoll)

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

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

hp 32 (4 HD; 2d8+2d10+12)

Fort +9, **Ref** +2, **Will** +4; +1 vs. fear, +4 vs. mind-affecting effects

Defensive Abilities bravery +1; **DR** 5/cold iron; **Immune** disease, poison; **SR** 15

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19–20), slam +5 (1d8+2 plus disease)

STATISTICS

Str 15, **Dex** 14, **Con** 17, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17

Feats Cleave, Iron Will, Power Attack, Weapon Focus (longsword)

Skills Perception +6, Stealth +8, Survival +7

Languages Gnoll

SQ deformed arm

ECOLOGY

Environment warm plains or deserts (the Mana Wastes)

Organization solitary, pair, gang (3–9), or tribe (16–28 plus 1 wasteland lord of 5th level)

Treasure NPC gear (masterwork breastplate, masterwork longsword, other treasure)

The magic-warping effects of the Mana Wastes often extend to the very life force of creatures who wander the trackless deserts. The dangerous radiations of magic gone awry infuse the bodies and essences of these wanderers. Those who spend too much time in the Spellscar Desert or the wasteland's other treacherous environs occasionally fall prey to the deadly energies that persist in these regions, and their bodies gradually decay more and more until they are so far removed from their original forms that they can be described only as mutants. These twisted and degenerate creatures roam in packs throughout the Mana Wastes.

Because those who succumb to the Mana Wastes' mutagenic effects often hail from the Grand Duchy of Alkenstar or one of its smaller holdings in the region, numerous humanoid mutants are proficient in the use of firearms, having learned to wield the weapons in place of the unpredictable forces of magic. Those who manage to actually secure a powerful weapon from one of the dwarven arms factories in the Wastes often garner the

respect of other mutants. Such firearm wielders invariably rise to positions of power, becoming known as wasteland lords by their envious peers, who all squabble and fight for the same honor.

Most Mana Wastes mutants collaborate in small tribal groups with other mutants, since those who wander the battered desert alone risk attack from the resident mutated vermin or violent bands of lawless gnolls, giants, or goblins. The civilized people of Alkenstar shun mutants for the most part, regarding transformed humans and other wanderers of the Mana Wastes as no better than monsters. The border guards of neighboring Nex keep a stringent lookout for such wasteland travelers and attack them on sight. The necromancers of Geb, however, see potential in the mutated peoples of the Spellscar Desert, and occasionally entreat them to leave their blasted home and relocate to the heart of Geb in Yled by promising a life of comfort and acceptance. In actuality, such mutants are taken to the infamous Mortuarium, where Geb's cruelest wizards perform unholy experiments on Alkenstar's deformed expatriates and turn them into undead abominations to serve in Geb's lurching army.

CREATING A MANA WASTES MUTANT

"Mana Wastes Mutant" is an acquired template that can be added to any living, corporeal creature. A Mana Wastes mutant retains the base creature's statistics and special abilities except as noted here.

CR: As base creature +1.

Alignment: Any non-lawful.

Type: The creature's type changes to aberration. Do not recalculate HD, BAB, or saves.

Armor Class: A Mana Wastes mutant gains a +2 bonus to its natural armor over the base creature's natural armor bonus.

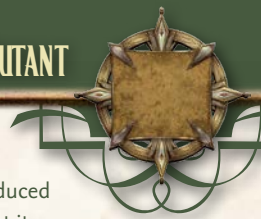
Defensive Abilities: A Mana Wastes mutant gains a +4 bonus on saves against mind-affecting effects, DR 5/cold iron (or DR 10/cold iron if the base creature has 11 HD or more), and spell resistance equal to 11 + its adjusted CR. Mana Wastes mutants are immune to disease and poison.

Speed: A winged Mana Wastes mutant's maneuverability drops to clumsy. If the base creature flew magically, it loses this ability.

Melee: A Mana Wastes mutant retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the mutant's size.

Spell-Like Abilities: A Mana Wastes mutant loses access to any spell-like abilities the base creature may have had. Any spellcasting abilities gained from class levels remain unchanged.

Special Abilities: A Mana Wastes mutant retains any extraordinary and supernatural special qualities of the base



creature. A Mana Wastes mutant gains one of the following abilities for every 4 HD or fraction thereof (minimum 1—the first ability chosen must always be disease).

Acid Resistance (Su): A Mana Wastes mutant gains resistance to acid 10. This ability can be taken more than once. Each time it is taken, the Mana Wastes mutant increases its resistance to acid by an additional 10. A Mana Wastes mutant that gains acid resistance in excess of 30 becomes immune to acid instead.

Acidic Pustules (Ex): Mana Wastes mutants are often covered in necrotic pustules that burst at the slightest touch. Whenever a creature deals piercing or slashing damage to a Mana Wastes mutant, all creatures adjacent to the Mana Wastes mutant must succeed at a Reflex save (DC = 10 + 1/2 the Mana Wastes mutant's Hit Dice + the Mana Wastes mutant's Constitution modifier) or take acid damage as its boils and blisters pop and spray about. A Mana Wastes mutant deals an amount of acid damage in this way based on its size (1d4 points of acid damage for a Medium Mana Wastes mutant, 1d6 for a Large mutant, and so on).

Breath Weapon (Ex): A Mana Wastes mutant can spray a 30-foot cone of acidic bile from its mouth as a standard action once every 1d4 rounds. The acid damage caused by this attack is equal to 1d6 per two Hit Dice the mutant possesses. A successful Reflex save (DC = 10 + 1/2 the Mana Waste mutant's Hit Dice + the Mana Waste mutant's Constitution modifier) halves any damage taken from this attack.

Disease (Su): Even though Mana Wastes mutants are immune to disease, they carry a deadly magical contagion that they spread with their slam attacks. *Mana fever:* injury; *save* Fort DC = 10 + 1/2 the Mana Wastes mutant's Hit Dice + the Mana Wastes mutant's Constitution modifier; *onset* 1d4 minutes; *frequency* 1/day; *effect* 1d2 Con damage, 1d2 Cha drain (or 1d3 Con damage, 1d3 Cha drain if the base creature has 8 HD or more); *cure* 2 consecutive saves. Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant.

Increased Speed (Ex): Some Mana Wastes mutants are transformed in such a way that their base speed increases by 10 feet.

Deformities: In addition to its special abilities listed above, a Mana Wastes mutant gains one of the following deformities from its transformation (roll a 1d4 to randomly determine the deformity).

- | | |
|---|---|
| 2 | <i>Deformed Leg:</i> The mutant's base speed is reduced by 10 feet (minimum base speed of 5 feet), but it gains a +4 racial bonus to its CMD. |
| 3 | <i>Shattered Mind:</i> The mutant takes a –2 penalty to Intelligence, but gains a +2 racial bonus on Will saves. |
| 4 | <i>Warped Hide:</i> The mutant loses its +2 racial bonus to Con, but gains an additional +2 bonus to its natural armor. |

Abilities: Increase from the base creature as follows: Str +2, Con +2, Cha –2.

Skills: A Mana Wastes mutant gains Climb, Intimidate, Stealth, and Survival as class skills.



| d% | Effect |
|----|---|
| 1 | <i>Deformed Arm:</i> One hand can't wield weapons, but the mutant's slam attack deals damage as if it were two size categories larger than its actual size. |



MANTIS, DEADLY

This terrifying monstrosity towers taller than the mightiest jungle trees, its forelimbs raised in a meditative, deadly stance.

DEADLY MANTIS

CR 11



XP 12,800

N Colossal vermin

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

DEFENSE

AC 25, touch 6, flat-footed 21 (+4 Dex, +19 natural, -8 size)

hp 152 (16d8+80)

Fort +15, **Ref** +9, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 60 ft.

Melee bite +17 (4d6+13), 2 claws +17 (2d8+13 plus grab)

Space 30 ft.; **Reach** 30 ft. (10 ft. with bite)

Special Attacks fling, rending mandibles

STATISTICS

Str 36, **Dex** 18, **Con** 21, **Int** —, **Wis** 11, **Cha** 5

Base Atk +12; **CMB** +33 (+37 grapple); **CMD** 47 (51 vs. trip)

Skills Climb +17, Perception +4; **Racial Modifiers** +4 Climb, +4 Perception

ECOLOGY

Environment tropical jungles (Mediogalti Island)

Organization solitary

Treasure none

SPECIAL ABILITIES

Fling (Ex) If a deadly mantis begins its turn with a Large or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 3d6 points of damage as if they had fallen from the same distance.

Rending Mandibles

(Ex) If a deadly mantis hits with both claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack has a +12 attack bonus and deals 4d6+6 points of damage. In addition to dealing damage, the mantis can tear away

the victim's armor as a free action by making a combat maneuver check. If the mantis is successful, the target's armor is ripped from its body. If the target fails a DC 31 Reflex save, the armor subjected to this attack loses half its hit points and gains the broken condition. The save DC is Strength-based.

The legendary deadly mantis stalks the deepest jungles of Mediogalti Island and the Mwangi Expanse. Tales about this lethal predator preying upon such mammoth creatures as drakes and giants frighten even the bravest hunters. Deadly mantises are sacred to the followers of Achaek, the Mantis God, who keep the massive beasts well fed, and bring them sacrificial victims and livestock. Followers of Achaek have also been known to serve as protectors of the dens of deadly mantises. Though creatures of this size and power obviously need no guardians, the devout followers guard their lairs and prevent adventurers from slaying the mighty insects. The typical deadly mantis stands 40 feet tall, 60 feet long, and weighs several tons.





MOCKINGFEY

This tiny sprite has the head of a humanoid and the body of a brilliantly colored parrot.

MOCKINGFEY

CR 1



XP 400

CN Tiny fey

Init +3; Senses low-light vision; Perception +7

DEFENSE

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

hp 13 (3d6+3)

Fort +2, Ref +6, Will +4

OFFENSE

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

Melee 2 talons +6 (1d2–2)

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

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

At will—*daze* (DC 11)

STATISTICS

Str 6, Dex 16, Con 13, Int 7, Wis 12, Cha 13

Base Atk +1; CMB +2; CMD 10

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics +9, Disguise +7, Fly +15, Perception +7, Stealth +16

SQ mock

ECOLOGY

Environment any forests (First World)

Organization solitary, pair, or jape (3–20)

Treasure standard

SPECIAL ABILITIES

Mock (Su) As a standard action, a mockingfey can magically take on the appearance of any creature it can see. This functions like *disguise self*, but with no restrictions on duration, creature type, or size. The mockingfey does not change size, and if the creature it's mimicking is larger than it, the mockingfey simply appears to be a miniature version. Anyone interacting with this effect can attempt a DC 12 Will save to see through the ruse. A mockingfey can maintain a given form indefinitely, but cannot change to any form other than its own without visual reference—once a given disguise has ended, the fey must see the subject again to resume that form. The save DC is Charisma-based.

Mockingfey originally stem from the First World, where they're regarded as entertainment by locals and nuisances by visitors, who are the usual butt of the creatures' pranks. The pint-sized fey often congregate in large colonies called japes or mockingdells, inhabiting the trees near a commonly traversed path or meadow. When an intelligent creature enters the grove, one of the bird-sprites flies down to perch on the traveler's shoulder or some nearby

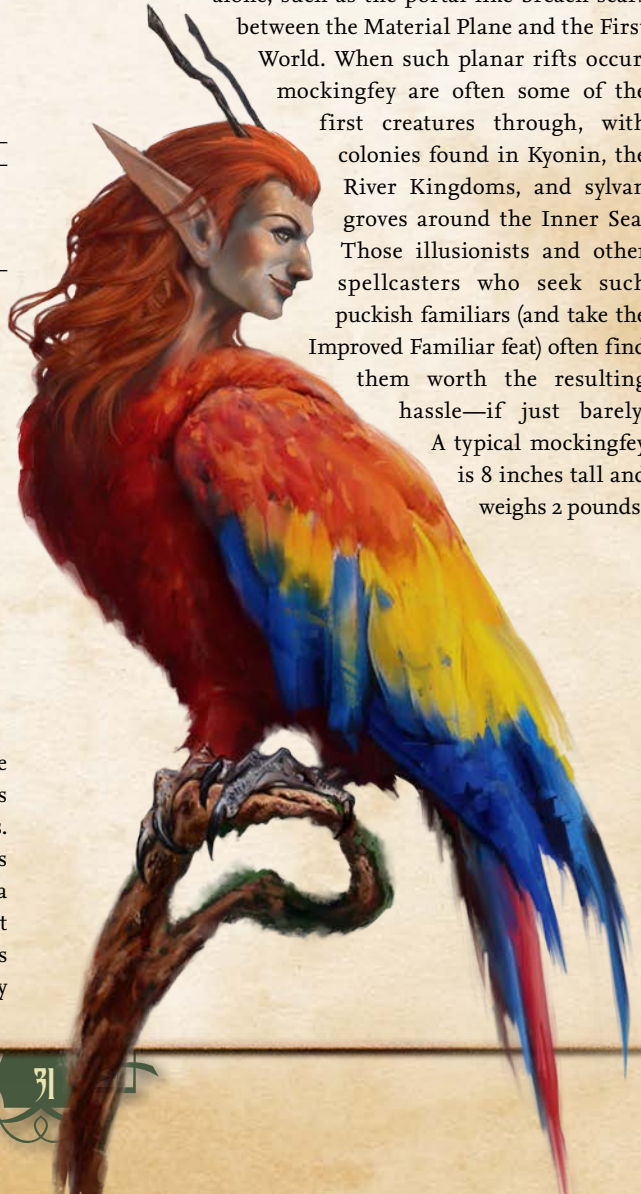
vantage. It then promptly shifts shape to become a perfect, miniature doppelganger of the creature in question, proceeding to cavort and imitate the newcomer in a most convincing and unflattering manner, mimicking the creature's tone but chattering only gibberish.

This gibberish is not solely for comic effect, as while mockingfey are eager (if distractible) students in most matters, they refuse to use verbal language of any sort, believing that words unnecessarily constrain the things they describe. Instead, they communicate through gestures, pantomime, and elaborate dances. Those who think them mere beasts, however, are quickly set straight, as enemies of mockingfey are confronted with disorienting magic and the mockingfey's capricious allies from the First World.

While many people find mockingfey's antics irritating, the little creatures are surprisingly useful allies, with a loyal, friendly nature toward those who treat them well, and an insatiable curiosity that makes them surprisingly well informed about their surroundings. This same curiosity extends to things most folks would leave alone, such as the portal-like breach scars

between the Material Plane and the First World. When such planar rifts occur, mockingfey are often some of the first creatures through, with colonies found in Kyonin, the River Kingdoms, and sylvan groves around the Inner Sea. Those illusionists and other spellcasters who seek such puckish familiars (and take the Improved Familiar feat) often find them worth the resulting hassle—if just barely.

A typical mockingfey is 8 inches tall and weighs 2 pounds.





MOXIX

This strange, four-armed fiend appears to be constructed completely out of stone. Dried blood stains its body.

Moxix

CR 20



XP 307,200

CE Gargantuan outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft., see

invisibility; Perception +33

Aura hoppedrinker (60 ft.)

DEFENSE

AC 34, touch 9, flat-footed 31 (+3 Dex, +25 natural, -4 size)

hp 379 (23d10+253)

Fort +24, **Ref** +10, **Will** +22

Defensive Abilities gush; **DR** 15/adamantine and good;

Immune electricity, poison; **Resist** acid 20, cold 20, fire 20

OFFENSE

Speed 40 ft.

Melee bite +29 (2d8+10/19-20), gore +29 (2d8+10), 4 slams +29 (2d6+10/19-20 plus grab)

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

Special Attacks breath weapon (60-ft. cone, 16d6 acid damage plus disease, Reflex DC 32 halves, usable every 1d4 rounds), constrict (2d6+10), rend (2 slams, 2d6+15)

Spell-Like Abilities (CL 23rd; concentration +30)

Constant—*mind blank*, see *invisibility*

At will—*crushing despair* (DC 21), *detect magic*, *dispel magic*, *eyebite* (DC 23), *protection from good*, *stone shape*

3/day—*create undead*, *feeblemind* (DC 22), *insanity* (DC 24), *quicken mind fog* (DC 22), *phantasmal killer* (DC 21), *song of discord* (DC 22), *symbol of pain* (DC 22)

1/day—*desecrate*, *greater teleport* (self plus 50 lbs. of objects only), *summon* (level 9, any 1 CR 19 or lower demon 100%), *symbol of insanity* (DC 25), *weird* (DC 26)

STATISTICS

Str 30, **Dex** 17, **Con** 32, **Int** 15, **Wis** 24, **Cha** 25

Base Atk +23; **CMB** +37 (+41 grapple); **CMD** 50

Feats Bleeding Critical, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Dazing Assault^{APG}, Improved Critical (bite), Improved Critical (slam), Iron Will, Power Attack, Quicken Spell-Like Ability (*mind fog*), Vital Strike

Skills Bluff +33, Climb +28, Diplomacy +25, Intimidate +33,

Knowledge (planes) +28, Knowledge (religion) +21,

Perception +33, Sense Motive +33, Spellcraft +25

Languages Abyssal, Aklo, Common; telepathy 300 ft.

ECOLOGY

Environment warm jungles (Yoha's Graveyard)

Organization solitary

Treasure double

SPECIAL ABILITIES

Breath Weapon (Su) Moxix can exhale a cone of acidic fog laced with a terrible disease. Any creature damaged by

the acid of his breath weapon must succeed at a DC 28 Fortitude save or contract this disease. A humanoid afflicted with this disease must attempt a new Will save each day. If the humanoid fails, it attacks and attempts to eat the weakest humanoid nearby. If the save is successful, it resists this impulse. A humanoid who dies or is killed while afflicted rises as a ghaist at the next midnight. The save DC is Charisma-based.

Moxix's Delectation: Inhaled; save Fortitude DC 28; onset 1 day; frequency 1/day; effect 1d4 Con and 1d4 Wis damage; cure 2 consecutive saves.

Gush (Ex) Anytime Moxix takes more than 50 points of weapon damage in a round, blood and pus spews forth from the wound. The blood is extremely slippery and sprays out in a 20-foot radius, coating all creatures and surfaces in the area. Any creatures in the area must succeed at a DC 28 Reflex save or drop any items they are holding. A saving throw must be made each round that the creature attempts to use or pick up an item it previously dropped. In addition, the area coated in the gushing blood is difficult to move about in, and creatures moving through the area must succeed at a DC 15 Acrobatics check or fall prone.

Hoppedrinker (Su) Moxix emits an aura that drains hope from all within 60 feet. All morale bonuses are suppressed within this aura, regardless of their source. In addition, spells and spell-like abilities granting a morale bonus are affected as *dispel magic* used to counterspell (caster level 23rd) every round at the beginning of Moxix's turn. A successful dispel check negates the entire effect (not just the morale bonus) and grants Moxix temporary hit points equal to the spell's level (to a maximum of 100). These temporary hit points last 1 hour.

Mindshatter (Su) If a creature fails its save against Moxix's *eyebite* spell-like ability, as a standard action before the end of his turn he may unravel the target's mind and spirit. This acts as *greater dispel magic* (caster level 23rd) against effects that protect against mind-affecting or necromantic effects and automatically affects the target as *enervation* and *touch of idiocy* (duration 24 hours).

Moxix, the Drinker of Human Hopes, is a unique demon bound to the mysterious isle called Yoha's Graveyard in the Shackles. Appearing as an eldritch four-armed statue of weathered gray stone, Moxix has a single emerald eye centered in his horrible face. A nest of twisted horns rests atop his head, and his fang-filled maw is perpetually stained with blood. Those courageous explorers traveling to his seemingly idyllic isle are driven mad by strange visions and dreams, or by inscrutable but disturbing carvings, idols, and glyphs that litter the island. Even if they withstand the island's maddening magic, adventurers in search of legendary lost riches may confront Moxix himself and be scourged



of mind, body, and soul. Moxix's baleful presence and malevolent awareness leer from every crudely carved icon, relief, and idol bearing his likeness, bringing with them a tinge of insanity and a ravenous hunger for human flesh. Ghosts and pentagram-branded cannibals and lunatics are all that remain of ill-fated expeditions to Yoha's Graveyard.

Moxix found his first worshipers among the terrible cyclopes of Ghol-Gan as their civilization fell into ruin. As the one-eyed giants slipped more and more into depravity and violence, they began worshipping foul, otherworldly creatures their brothers and sisters brought up from the vaults of the Darklands after their exposure to the serpentfolk's wicked ways. Among the dozens of fiendish icons was Moxix, who came into influence among the cyclopes as their practice of sacrifice and cannibalism increased. It was at this time Moxix became known as the Drinker of Human Hopes. The ancient Ghol-Gan cyclopes fed him hundreds of captured humans, most of whom were of Azlanti descent. In one instance early in his time among the Ghol-Gan cyclopes, Moxix's followers captured an entire Azlanti embassy and fed them to the strange demon one by one while their companions watched in horror. Some say the sacrifices' spirits still inhabit the region, their wailing cries drifting through the hills and jungles of the haunted island.

As his reign of blood began to spread from its base in southern Ghol-Gan, a raging contingent of rival cyclopes from elsewhere in the failing empire raided the demon-worshipping clan dedicated to Moxix, bringing both brute strength and the magic of powerful shamans and oracles to bear against it. The battle raged for 2 days, and in the end an oracle sacrificed her life in a final ploy to destroy Moxix. However, the oracle only succeeded in binding him to the high mountain peak that would one day become the island known as Yoha's Graveyard.

To this very day, Moxix remains trapped in his island domain, ever eager to

draw creatures to the ziggurat he calls home. There he delights in turning people to cannibalism, destruction, and insanity. Obscuring and disease-laden mists swirl around the island, keeping its lands hidden and protected from trespassers. Once per year, however, on the first full moon after the rainy season, the mists part for a single night. Some explorers have mounted expeditions to Moxix's island during these events, but as of yet, no one has returned the same person she used to be; all bear the mark of insanity Moxix stamps on their being.





NIGHTRIPPER

Twin talons attached to grotesque back-appendages drip blood from this hideously emaciated, jackal-legged albino demon.

NIGHTRIPPER

CR 24



XP 1,228,800

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +36

Aura *unholy aura* (DC 25)

DEFENSE

AC 42, touch 25, flat-footed 31 (+4 deflection, +11 Dex, +17 natural)

hp 526 (27d10+378); regeneration 15 (good weapons or spells)

Fort +27, **Ref** +30, **Will** +25

DR 15/cold iron and good; **Immune** charm and compulsion effects, death effects, electricity, poison; **Resist** acid 30, cold 30, fire 30; **SR** 35

OFFENSE

Speed 60 ft.

Melee +5 *vorpal bastard sword* +43/+38/+33/+28 (1d10+18/17–20), claw +31 (2d6+4/19–20 plus 2d6 bleed), 2 talons +31 (1d6+4/19–20 plus 2d6 bleed)

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

Special Attacks curse of living death, slowing gaze, sneak attack +3d6, swift cuts, sword mastery

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

Constant—*airwalk*, *detect good*, *detect law*, *freedom of movement*, *true seeing*, *unholy aura* (DC 25)

At will—*greater dispel magic*, *greater teleport*, *phantasmal killer* (DC 21), *spiked pit*^{APG} (DC 20), *telekinesis* (DC 22)

3/day—*acid pit*^{APG} (DC 21), *quicken blade barrier* (DC 23), *harm* (DC 23), *hungry pit*^{APG} (DC 22)

1/day—*reverse gravity*, *summon* (level 9, any demon or combination of demons whose total combined CR is 20 or lower 100%), *time stop*, *weird* (DC 26)

STATISTICS

Str 29, **Dex** 32, **Con** 39, **Int** 18, **Wis** 23, **Cha** 24

Base Atk +27; **CMB** +36; **CMD** 61

Feats Combat Expertise, Combat Reflexes, Dazzling Display, Deadly Stroke, Exotic Weapon Proficiency (bastard sword)^B, Greater Feint, Greater Weapon Focus (bastard sword)^B, Greater Weapon Specialization (bastard sword)^B, Improved Critical (bastard sword, claw, talon), Improved Disarm, Improved Feint, Power Attack, Quick Draw, Quicken Spell-Like Ability (*blade barrier*), Shatter Defenses, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B

Skills Acrobatics +41, Intimidate +37, Knowledge (history, local, religion) +31, Knowledge (nobility) +34, Perception +36, Sense Motive +36, Stealth +41, Use Magic Device +37

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

SQ nascent demon lord traits

ECOLOGY

Environment any (Kurnugia)

Organization solitary

Treasure triple (+5 *keen vorpal bastard sword*, other treasure)

SPECIAL ABILITIES

Curse of Living Death (Su) Once per round, as a free action as he kills a living creature, Nightripper can choose to afflict that target with the curse of living death. The target can resist this curse with a successful DC 30 Will save right before it dies, allowing the victim to die normally. If the victim fails its save, it enters a sort of half-living state; it becomes completely helpless, unable to take any actions whatsoever, but remains conscious and aware of the world, and of the pain in its body. It cannot be resurrected or otherwise restored to life until the curse is lifted. While the curse remains in effect, the victim takes 1d4 points of Intelligence, Wisdom, and Charisma drain every day as any lingering shreds of sanity are blasted away. When each ability score is drained to zero, the DC of the curse increases by +4. A character suffering the curse of living death can remain in this state forever, but as long as any one of her mental ability scores is at zero, she is capable only of enduring pain and cannot observe the world around her. Even if the character's body is destroyed, the cursed victim's consciousness remains as a disembodied and invisible presence at the site of this destruction, and cannot be resurrected or released to the afterlife. The save DC is Charisma-based.

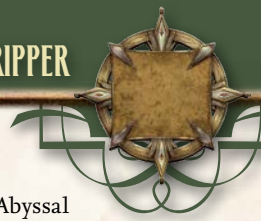
Nascent Demon Lord Traits A nascent demon lord is a powerful demon that has not yet made the full transition from unique demon to full demon lord of an Abyssal realm. They have several traits, as summarized here.

- Immunity to charm and compulsion effects, death effects, electricity, and poison.
- Resistance to acid 30, cold 30, and fire 30.
- *Summon (Sp)* Once per day, Nightripper can summon any demon or combination of demons whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level spell.
- Telepathy 300 feet.
- Nightripper's natural weapons, as well as any weapon he wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
- Nightripper can grant spells to his worshipers. He grants access to the domains of Chaos, Darkness, Evil, and Strength. His favored weapon is the bastard sword.

Slowing Gaze (Su) Slowed (as the *slow* spell) for 1 round, 30 feet, Will DC 30 negates. The save DC is Charisma-based.

Swift Cuts (Ex) As long as he is attacking with a sword, Nightripper treats foes who are staggered, nauseated, or under the effects of a *slow* spell (or similar effects, such as his gaze) as if they were flat-footed.

Sword Mastery (Ex) Nightripper possesses several sword-related bonus feats normally restricted to fighters.



Even today, centuries after his 13th and final execution, memories of Riktus Scroon continue to haunt the nightmares of those who live along the northern coastlines of the Inner Sea. During his reign of horror, the man who would come to be known as the Nightripper used his position in the now disbanded Graven Guard of Taldor to move along the shipping lanes with ease. His position among the mercenary company afforded him time in countless settlements from Golisfar to Corentyn, and in these unsuspecting towns he hunted. Scroon preferred young victims, that their vanishing would cause the most distress possible—his favorites were young adults freshly in love, although he seemed to have had no preference between man or woman. He abducted his victims with astonishing skill, tormenting them for hours with his blades before leaving them broken and bleeding to death at the bottom of a specially prepared pit far outside of town. The mass murderer was finally captured by Cesandra Dayne, an obsessed priest of Sarenrae who had lost her fiancée and her father to Scroon. Only by forsaking the teachings of her church was she able to trap the murderer in the slums of Almas, and although the resulting fight saw the death of a dozen innocent bystanders, in the end Cesandra had her man alive.

After Scroon was turned over to the law in his hometown of Oppara, the authorities thought to prosecute him for the deaths of no fewer than 46 known victims. When Scroon gleefully bragged of having murdered nearly a thousand men, women, and children, the authorities were eager to write off his ravings, yet after Scroon provided exacting details to the sites of 933 victims, and one after the other his directions led to actual graves, the killer's sentencing was hastened—death by hanging. Yet Scroon survived. One after the other, attempts to execute the Nightripper failed—headsmen died of fright as they lifted the axe, guillotines malfunctioned, magic failed. Each botched execution left Scroon more disfigured, but his legend grew. The 13th and final execution put the man down once and for all—or so it was hoped.

Scroon's soul went to the Boneyard, where something amazing happened—he passed through to the Abyss with his mind and memories intact. So remarkable was his retention of his identity that it drew the attention of Lamashtu herself, who pulled the killer's soul from the shuddersome bosom of the Abyss and made him her personal assassin, raising him from a broken shell of a soul to a nascent demon lord with greater power than he'd ever hoped for in life. His form had changed, transforming into a shape more befitting one of his horrific nature, yet his mind remained sharp and clear. Nightripper harbors a strong desire for revenge, but for now he serves dutifully as Lamashtu's favored torturer and assassin and

as the lord of the dungeons below her palace in the Abyssal realm of Kurnugia. But it is said that someday, when he has repaid his debt to the Mother of Demons for his ascension and rescue from the dregs of the Abyss, the Nightripper will return to his old haunts. Only this time, it will not be individuals he breaks and bleeds and buries in his pits—it will be entire cities.





ORONCI

A cruel face and orc features dominate this creature's upper half, while its lower quarters bear the sinewy shape of a centipede.

ORONCI

CR 5



XP 1,600

CE Large aberration

Init +3; Senses darkvision 120 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +6 natural, +2 shield, -1 size)

hp 59 (7d8+28)

Fort +6, Ref +5, Will +5

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 40 ft., climb 40 ft.

Melee mwk

battleaxe +11
(1d8+6/x3), bite +10
(1d6+9 plus poison)

Ranged mwk longbow +8
(1d8/x3)

Space 10 ft.; Reach 5 ft.

Special Attacks frenzy, spit

STATISTICS

Str 23, Dex 17, Con 18, Int 7, Wis 10, Cha 16

Base Atk +5; CMB +12 (+14 overrun); CMD 25
(27 vs. overrun; can't be tripped)

Feats Acrobatic Steps, Improved Overrun, Nimble Moves, Power Attack

Skills Acrobatics +8 (+12 when jumping), Climb +16, Perception +5, Stealth +6, Swim +8

Languages Orc

ECOLOGY

Environment any underground (Darklands)

Organization solitary, pair, or nest (3-9)

Treasure standard (heavy wooden shield, mwk battleaxe)

SPECIAL ABILITIES

Frenzy (Ex) Once per day, an oronci that takes damage in combat can fly into a frenzy as a free action the following round. While in this state, an oronci cannot use any Charisma-, Dexterity-, or Intelligence-based skill checks, but functions as if under the effects of a *haste* spell. The oronci can continue to frenzy for up to 3 rounds, after which it is staggered for 1 round.

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Dex; cure 2 consecutive saves.

Spit (Ex) An oronci can spit poison at a target within 30 feet as a standard action. This is a ranged touch attack, and can only be performed once every 1d6 rounds. If the attack is successful, the target is affected by the poison just as if it had been injured. The oronci can still poison a target with each successful bite attack.

Undersized Weapons (Ex) Although an oronci is Large, its upper torso is the same size as that of a Medium humanoid. As a result, oronci wield weapons as if they were one size category smaller than their actual size (Medium for most oronci).

When drow fleshwarping alchemy is turned and focused upon an orc, the obscene result is called an oronci. Upon submersion in a fleshwarper's alchemical ichor, the unfortunate orc's legs merge, and its lower body turns black and elongates to a length of approximately 15 feet.

This new body divides into segments, with each segment sprouting a pair of short, sturdy, thin legs. Finally, the horror's tusks connect to newly grown poison ducts that constantly drip poisonous spittle. The orc's head and upper body stay relatively intact as far as fleshwarping goes, though its eyes sometimes adopt a dark, vacant stare.

With the exception of the driders, the oronci are among the most useful of the obscenities produced by fleshwarping. They embody all the savage brutality of an orc warrior, but mounted centaurlike upon an even larger, more powerful frame. Being less intelligent than drow, oronci make better shock troopers and advance soldiers for drow armies than the dark elves themselves. Oronci who have escaped the slavery of the dark elves have become favored champions for certain clever orc chieftains. Some oronci even overcome their sensitivity to daylight given time, which makes them better suited to terrorize the surface lands.





PETRIFIED MAIDEN

Fresh blood seeps from the cracks of this weathered but exquisitely detailed stone sculpture of a warrior woman.

PETRIFIED MAIDEN CR 6   
XP 2,400

NE Medium undead
Init +5; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)
hp 67 (9d8+27)
Fort +6, **Ref** +4, **Will** +6
Defensive Abilities channel resistance +2, petrified body, reconstitution; **DR** 5/adamantine; **Immune** undead traits; **SR** 17

OFFENSE

Speed 30 ft.
Melee +1 scimitar +13/+8 (1d6+6/18–20), slam +5 (1d6+2 plus curse of stone) or slam +10 (1d6+6 plus curse of stone)

STATISTICS

Str 18, **Dex** 12, **Con** —, **Int** 9, **Wis** 11, **Cha** 16
Base Atk +6; **CMB** +10; **CMD** 21 (cannot be disarmed)
Feats Cleave, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (scimitar)
Skills Intimidate +15, Perception +12, Stealth +13
Languages Common (cannot speak)
SQ weapon expertise

ECOLOGY

Environment any land (Field of Maidens)
Organization solitary, gang (2–4), or crew (5–20)
Treasure standard (+1 scimitar, other treasure)

SPECIAL ABILITIES

Curse of Stone (Su) Curse—touch; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Dex.
 A creature afflicted by the curse of stone slowly turns to stone, its skin turning an ashen gray and hardening into a stony texture. For every 3 points of Dexterity damage taken, the victim gains a +1 natural armor bonus. The curse of stone can only be cured by removing the curse followed by a *stone to flesh* spell to undo the damage it has done. If the curse is not removed first, *stone to flesh* only restores 1d3 points of Dexterity, though these can be lost again as the curse continues to spread. The save DC is Charisma-based.

Petrified Body (Ex) The stony flesh of a petrified maiden reacts to certain spells and effects as noted below.

- A *transmute rock to mud* spell deals 1d6

points of damage per caster level to a petrified maiden, with no saving throw.

- *Transmute mud to rock* immediately heals any and all damage taken by a petrified maiden.
- A *stone to flesh* spell does not actually change the petrified maiden's structure, but negates its damage reduction and spell resistance for 1 round.

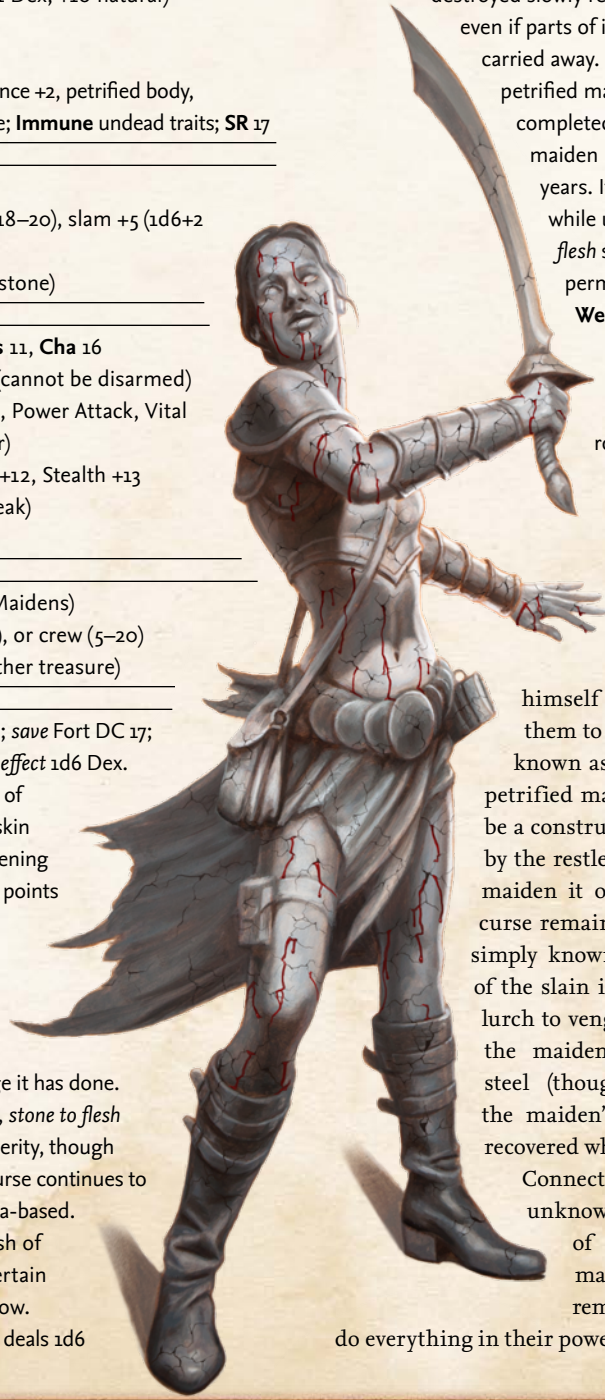
Reconstitution (Su) As long as Geb's original curse that first afflicted the petrified maidens remains unbroken, any petrified maiden (animate or not) that is damaged or destroyed slowly returns to its undamaged form, even if parts of it were utterly destroyed or carried away. For a relatively undamaged petrified maiden, this slow process can be completed in a week or so. For a petrified maiden reduced to rubble, it might take years. If a petrified maiden is destroyed while under the effects of a *stone to flesh* spell, it cannot reconstitute and is permanently destroyed.

Weapon Expertise (Ex) A petrified maiden is proficient with any one martial weapon. It gains a +1 bonus on attack and damage rolls with this weapon.

Petrified maidens are the remains of the army of warrior women led by the pirate queen Mastrien Slash in her failed invasion of southern Geb. The wizard king Geb himself cursed the warriors, turning them to stone and creating what is now known as the Field of Maidens. While a petrified maiden appears at first glance to be a construct, it has in fact been animated by the restless undead spirit of the warrior maiden it once was. The nature of Geb's curse remains mysterious even today—it is simply known that occasionally the spirits of the slain inhabit their stony corpses and lurch to vengeful unlife. When this occurs, the maiden's stone weapon changes to steel (though it remains fused within the maiden's grasp). The weapon can be recovered when the maiden is destroyed.

Connected to one another by some unknown force—perhaps a side effect of Geb's curse—those petrified maidens whose remains have been removed from the Field of Maidens

do everything in their power to rejoin their sisters.





PSYCHOPOMP

All life has its beginning and its end. From the moment of birth, everything that shrieks and struggles upon the Material Plane crawls toward a singular finale, that fatal climax that grants passage into the River of Souls and the unimaginable infinities of the afterlife. As the spirits of the deceased flow from the confusion of mortality to their ultimate fates, they are each judged by Pharasma, goddess of death, who assures that all who die reach their prescribed afterlife. Yet with all the worlds of the Material Plane, with the countless faces and exceptions of mortality, and with all those who would turn fate and finality to their own devices, death as a system and institution requires more agents than a single goddess to uphold. So serve the psychopomps—denizens of the Boneyard and the dispassionate stewards, chroniclers, and guides of all that die.

Psychopomps preside over the flow of life. Their primary concerns focus upon souls in the vulnerable transition between death and their final destinations upon the planes. Psychopomps carry out their duties with the dispassion of veterans and cynics. In terms of service measuring in ages, psychopomps meet countless souls from innumerable worlds, and soon nearly every story, fate, plea, and exception becomes all too familiar. They care little for the histories or personalities of the souls that pass them by, concerned only for the efficient and unvaried processing of each spirit to its final unremarkable eternity. Damnation and paradise are the same to them, as are heroes and villains, and no psychopomp cares one jot for great deeds left undone, other fates hanging in the balance, or bribes worth even a world's ransom. But while drudgery is the lot of many psychopomps—interrupted only by the diversions they sometimes create for themselves—their system is not without flaws. There are those who would seek to deny the natural order of death—creatures that prey upon souls, spirits lost in their migration, undead abominations. To counter such abnormalities and preserve the flow of souls as the multiverse requires, numerous specialized psychopomps exist to protect the dead and counter any who would seek to pervert the state of death to their own ends.

Noteworthy among psychopomps are their masks. Nearly all who have dealings with the living wear some manner of grim face covering or funerary mask. While these masks are not part of a psychopomp's body and grant them no special abilities, the legends of numerous cultures suggest that a living creature that sees a psychopomp's unmasked countenance invites a premature death. Those psychopomps who deal predominately with the dead typically eschew such marks of station except as a formality.

As psychopomps help convey souls to all of the Outer Planes, and thus provide petitioners equally to each of

PSYCHOPOMP USHERS

Beings ancient and dispassionate rise above the psychopomp droves, emissaries of dooms who have presided over the deaths of whole nations, races, and worlds. These eldest and most efficient servants of death hold great respect for Pharasma, but are not necessarily her minions, striving to fulfill their own visions of death's ultimate purpose and process over all other objectives.

Atropos the Last Sister
 Barzakh the Passage
 Ceyanan the Shepherd
 Dammar the Denied
 Imot the Symbol of Doom
 Mother Vulture
 Mrtyu, Death's Consort
 Narakaas the Cleansing Sentence
 The Pale Horse
 Phlegyas, Consoler of Atheists
 Saloc, Minder of Immortals
 Teshallas the Primordial Poison
 Vale the Court of Ancestors

those realms, they enjoy a special status among many planar races as respected neutrals. As such, most other planar races grant them a wide berth, with even archons and demons going out of their ways to avoid interfering with death's emissaries. Soul-hungry daemons and reality-violating qliphoth number among the only races that actively oppose psychopomps. Consequently, the deadlier classes of psychopomps watch for and hunt disruptive members of these races, seeking to expunge the paths between the planes of any that would impede the certain cycle of death.

PSYCHOPOMP SUBTYPE

Psychopomps are neutral outsiders native to the plane known as the Boneyard. Psychopomps have a particular suite of traits (unless otherwise noted in a creature's entry).

Psychopomp Traits: A psychopomp has the following traits.

- Darkvision 60 feet and low-light vision.
- Immunity to death effects, disease, and poison.
- Resistance to cold 10 and electricity 10.
- Except where otherwise noted, psychopomps speak Abyssal, Celestial, and Infernal.
- *Spirit Touch (Ex)* A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.
- *Spiritsense (Su)* A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability.



PSYCHOPOMP, MEMITIM

Eyes the dead cast of onyx glare from beneath the legionnaire's helmet worn by this ominous, black-winged angel.

MEMITIM CR 15 

XP 51,200

N Medium outsider (extraplanar, psychopomp)

Init +13; **Senses** darkvision 60 ft., low-light vision, spiritsense, *true seeing*; Perception +28

Aura terminal aura (50 ft., DC 23)

DEFENSE

AC 32, touch 19, flat-footed 23 (+9 Dex, +13 natural)

hp 216 (16d10+128)

Fort +13, **Ref** +19, **Will** +15

Immune acid, death effects, disease; **Resist** cold 10, electricity 10; **SR** 26

OFFENSE

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

Melee +3 *scythe* +27/+22/+17/+12 (2d4+13/19-20/x4)

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

At will—*detect good*, *detect evil*, *dimensional anchor* (DC 19), *dispel magic*, *freedom of movement*, *gaseous form*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *plane shift* (self only), *speak with dead*, *status*, *true seeing*, *veil*

5/day—*finger of death* (DC 22), *forbiddance*, *undeath to death* (DC 21)

1/day—*energy drain* (DC 24)

STATISTICS

Str 24, **Dex** 29, **Con** 26, **Int** 17, **Wis** 20, **Cha** 21

Base Atk +16; **CMB** +23; **CMD** 42

Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Improved Critical (*scythe*), Improved Initiative, Power Attack, Weapon Focus (*scythe*)

Skills Bluff +24, Diplomacy +24, Escape Artist +28, Fly +32, Intimidate +24, Knowledge (planes, religion) +22, Perception +28, Sense Motive +7, Stealth +28

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (owl, raven, or vulture; *beast shape I*), spirit touch

ECOLOGY

Environment any (the Boneyard)

Organization solitary, pair, or dirge (3-7)

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

SPECIAL ABILITIES

Terminal Aura (Su) Every round, any creature within 50 feet of a memitim that has -1 or fewer hit points but is stable must succeed at a DC 23 Will saving throw or be affected by the spell *bleed*. Any dying creature within range of this aura



does not receive a Constitution check to stabilize, but can still be healed as normal—though it may be affected by *bleed* in subsequent rounds if it is not restored to 0 or more hit points. Any creatures with fast healing or regeneration must also succeed at a DC 23 Will save every round or that ability does not function for 1 round. The save DC is Charisma-based.

Soldiers know memitims as the angels of death, the black-winged specters whose own ominous hosts compose a third impartial legion fielded in the clouds above the bloodiest battlegrounds. As combatants shed their mortal forms in droves, memitims ready their weapons, prepared to drive back all manner of monstrous, soul-hungry scavengers that lurk just beyond the veil of death. While daemons, night hags, and undead number among their most persistent foes, memitims strike against any who would deny the dead passage into the River of Souls or who would cut a life short to harvest its essence. While most memitims impartially preside over bloodshed and massacres, their full wrath manifests against any who would cut numerous lives short in unnatural pursuit of their souls.

PSYCHOPOMP, SHOKI

A gnarled staff keeps this grizzled hunchback standing under the weight of his ramlike horns and his massive snail shell.

SHOKI

CR 9



XP 6,400

N Medium outsider (extraplanar, psychopomp)

Init +4; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, low-light vision, *spiritsense*; Perception +22

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 115 (10d10+60)

Fort +9, **Ref** +11, **Will** +14

Immune acid, charm, cold, death effects, fear, sleep; **Resist** electricity 10; **SR** 24

OFFENSE

Speed 30 ft.

Melee +2 *cold iron quarterstaff* +15/+10 (1d6+6 plus soul lock)

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

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will—*etherealness*, *invisibility* (self only), *mass cure moderate wounds* (DC 15, harm undead only), *protection from evil*, *protection from good*, *searing light*

1/day—*plane shift* (self only)

STATISTICS

Str 16, **Dex** 19, **Con** 22, **Int** 18, **Wis** 21, **Cha** 17

Base Atk +10; **CMB** +13; **CMD** 28

Feats Alertness, Combat Casting, Dodge, Iron Will, Persuasive

Skills Bluff +16, Diplomacy +20, Intimidate +20, Knowledge (arcana, planes, religion) +17, Perception +22, Sense Motive +22, Spellcraft +14, Stealth +17

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid; *alter self*), spirit touch

ECOLOGY

Environment any (the Boneyard)

Organization solitary

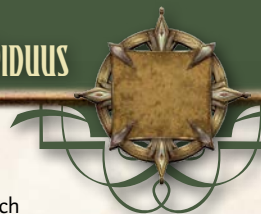
Treasure double (+2 *cold iron quarterstaff*, 2d4 holy symbols, other treasure)

SPECIAL ABILITIES

Soul Lock (Su) Once per day, a shoki can use its +2 *cold iron quarterstaff* to capture the soul of a creature at the threshold of death—any undead creature or being with 0 or fewer hit points. The target must succeed at a DC 19 Will save or be slain, its spirit locked within the shoki's staff. A corporeal undead transforms into a corpse if affected by this ability, while an incorporeal undead is trapped bodily within the staff (this ability cancels a ghost's ability to rejuvenate). A spirit trapped within a shoki's staff cannot be returned to life through any means short of *true resurrection*, *miracle*, or *wish*. A trapped soul can be freed if the shoki wills it, or by casting *banishment*, *dismissal*, or *freedom* upon the staff. A shoki's staff can only contain one soul at a time. The save DC is Wisdom-based.

Shokis are the collectors of lingering souls, tasked with compelling even the most deluded beings to take the first step into the River of Souls. Their tactics are varied, but most start by counseling the wayward dead using theological arguments and blunt warnings of the ravenous things that wait to feed upon lost spirits. Each shoki bears powerful tools to aid it in such pursuits—eclectic collections of holy symbols and withered staves of cold iron capable of imprisoning a single soul. Shokis only use their staves against the most stubborn or demented souls, whom they capture and personally escort to the Boneyard for judgment.





PSYCHOPOMP, VIDUUS

This dour being has a mostly humanoid form enwrapped in a cocoonlike lower body, and wields a large quill.

VIDUUS

CR 4



XP 1,200

N Medium outsider (extraplanar, psychopomp)

Init +4; **Senses** darkvision 60 ft., low-light vision, spiritsense; Perception +14

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 47 (5d10+20)

Fort +5, **Ref** +4, **Will** +10

Immune death effects, disease, mind-affecting effects, poison; **Resist** cold 10, electricity 10; **SR** 15

OFFENSE

Speed 30 ft., climb 30 ft.

Melee quill +5 (1d4 plus censor or expurgate)

STATISTICS

Str 10, **Dex** 11, **Con** 18, **Int** 15, **Wis** 19, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 15

Feats Alertness, Improved Initiative, Iron Will

Skills Bluff +11, Climb +8, Diplomacy +11,

Knowledge (history, planes, religion) +10, Perception +14, Sense Motive +14, Stealth +8

Languages Abyssal, Celestial, Common, Infernal

SQ spirit touch, transformation

ECOLOGY

Environment any (the Boneyard)

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

Treasure standard

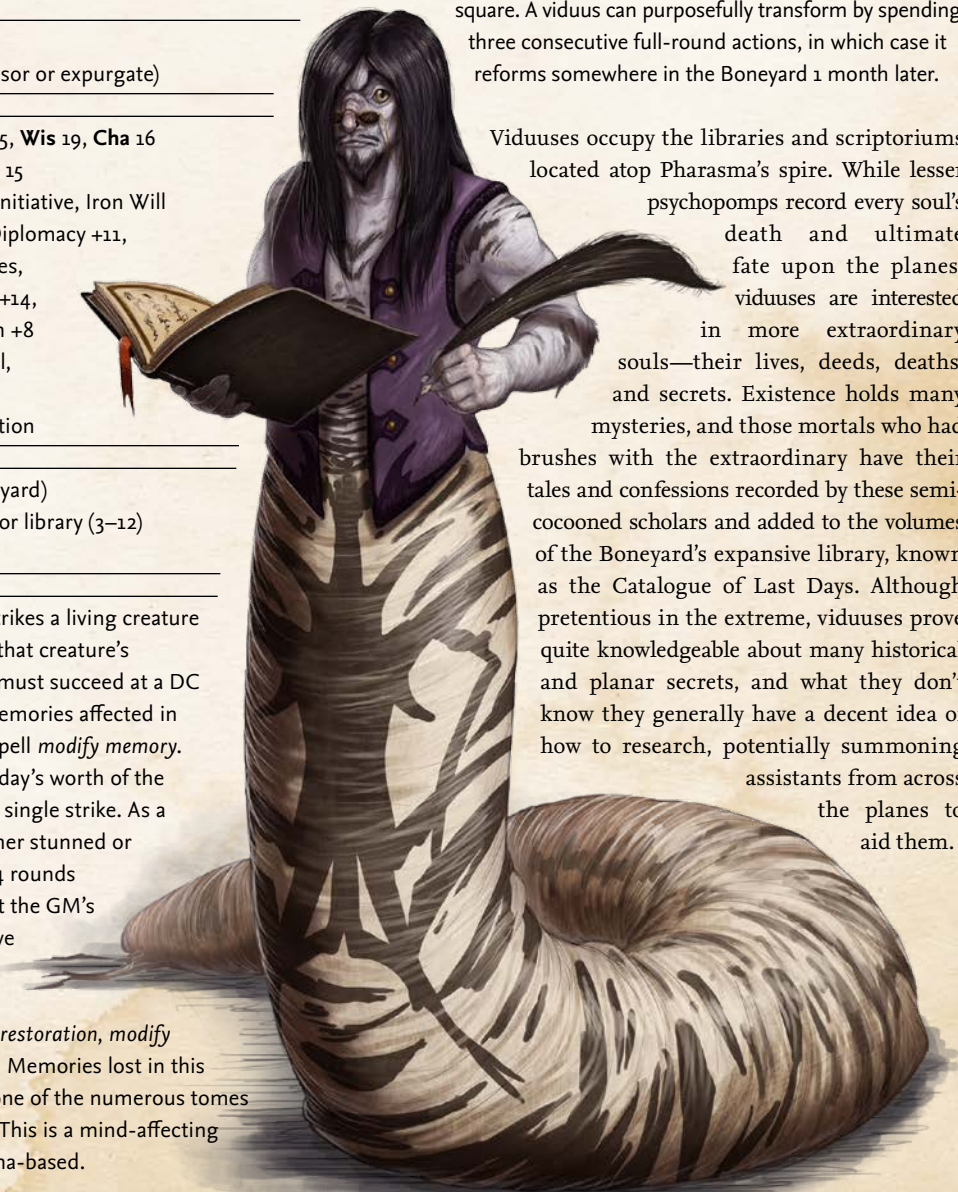
SPECIAL ABILITIES

Censor (Su) A viduus that strikes a living creature with its quill can rewrite that creature's memories. The creature must succeed at a DC 15 Will save or have its memories affected in a manner similar to the spell *modify memory*. The viduus can rewrite 1 day's worth of the target's memories with a single strike. As a result, the creature is either stunned or confused for the next 1d4 rounds (50% chance of either). At the GM's discretion, this might have longer-term effects. A creature's memories can be restored by *lesser restoration*, *modify memory*, or similar spells. Memories lost in this manner are copied into one of the numerous tomes protected by the viduus. This is a mind-affecting effect. The DC is Charisma-based.

Expurgate (Su) A viduus that strikes a dead creature—such as a soul, petitioner, or undead creature—with its quill can obliterate that creature's memories. The creature must succeed at a DC 15 Will save or have all of its memories erased. It retains language and basic knowledge, but no details as to the events of its life. This typically leaves the creature calm and indifferent to all beings around it. This memory loss is permanent, though the memories can be restored by *lesser restoration*, *modify memory*, or similar spells. Memories lost in this manner are copied into one of the numerous tomes protected by the viduus. This is a mind-affecting effect. The DC is Charisma-based.

Transformation (Su) A viduus that is reduced to 0 hit points transforms. Its cocoon body bursts open, expelling a swarm of biting white-and-black centipedes (same statistics as a spider swarm) and a bank of *mind fog* centered on the viduus's square. A viduus can purposefully transform by spending three consecutive full-round actions, in which case it reforms somewhere in the Boneyard 1 month later.

Viduuses occupy the libraries and scriptoriums located atop Pharsasma's spire. While lesser psychopomps record every soul's death and ultimate fate upon the planes, viduuses are interested in more extraordinary souls—their lives, deeds, deaths, and secrets. Existence holds many mysteries, and those mortals who had brushes with the extraordinary have their tales and confessions recorded by these semi-cocooned scholars and added to the volumes of the Boneyard's expansive library, known as the Catalogue of Last Days. Although pretentious in the extreme, viduuses prove quite knowledgeable about many historical and planar secrets, and what they don't know they generally have a decent idea of how to research, potentially summoning assistants from across the planes to aid them.





ROBOT

Products of technology advanced far beyond even those of the gunsmiths of Alkenstar, robots represent constructs animated by engineering and advanced science rather than magic. The people of Golarion think of robots as “automatons” or “metal men”—their proper nomenclature is known to only a few.

The first robots arrived untold years ago, when a ship from beyond the stars smashed into Golarion. The metal vessel entered the atmosphere in a blaze of fire and broke apart, scattering fragments across the plains of Numeria. Over the following centuries, several varieties of robots emerged or were recovered from some of these ruins. A few still follow the alien dictates of their original programming, while others run amok, their directives corrupted or forgotten. Perhaps the best-known robots are the fabled gearsmen, a veritable army of humanoid robots found stored and awaiting orders in a massive hold in Silver Mount.

The means of commanding robots vary from model to model, a source of endless frustration for Numerian artificers. Some obey orders from any humanoid, some bond to a specific master until her death, and others yield only to the command of brooches or rods recovered from Silver Mount. Still others submit after mechanical surgery, or not all. A surprisingly large fraction of uncontrolled robots already speak Common or Hallit. Most models exhibit considerable linguistic talents, and the robots train each other in their new home’s languages. Despite comprehending Numerian languages, most robots rarely speak save for terse acknowledgments and orders.

THE ROBOT SUBTYPE

“Robot” is a special subtype that can be applied to any construct without changing its CR. Robots share some features with clockwork constructs (*The Inner Sea World Guide* 256), and as with clockworks, you can simply remove the robot subtype and its traits to transform it into a typical construct animated by magic. A construct cannot possess both the robot and the clockwork subtypes. All robots gain the following traits, unless noted otherwise.

- **Intelligent:** Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.
- **Vulnerable to Critical Hits:** Whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.

- **Vulnerable to Electricity:** Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.
- **Difficult to Create:** Robots are crafted via complex methods hidden and well guarded in Numerian ruins or other technological bastions. While the Technic League has developed magical solutions to some of these requirements, actual details on creating robots are beyond the scope of this book.

NUMERIAN TECHNOLOGY

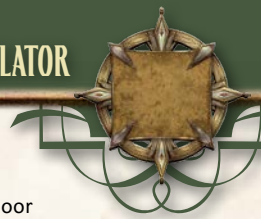
Miraculous and deadly treasures lie in wait in Numerian dungeons, and the robots that dwell there often utilize these technological arms and tools themselves. A robot’s weapons and defenses are fueled by its central energy core, and unless otherwise indicated, a robot’s weapons and defenses have infinite ammunition and power.

Force Fields: A force field sheathes a robot in a thin layer of shimmering energy that grants a number of bonus hit points that varies according to the robot (typically 5 × the robot’s CR). All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot’s CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Weaponry: A robot that has a technological weapon (such as a laser rifle or chain gun) built into its body treats such weapons as natural attacks and not manufactured weapons attacks, and cannot make iterative attacks with these weapons. Integrated weaponry can still be targeted by effects that target manufactured weapons (such as *magic weapon* spells or *sunder* attempts), but as a general rule cannot be harvested for use outside of the robot’s body once the robot is destroyed. A robot is always proficient with its integrated weapons. Integrated ranged weapons do not provoke attacks of opportunity when fired in melee combat.

Laser Weapons: These weapons emit beams of intensely focused light waves that resolve as touch attacks and deal fire damage. A laser can pass through force fields and force effects like a *wall of force* without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers do not provide cover from lasers (but unlike force barriers, glass still takes damage from a laser strike passing through it). Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Plasma Weapons: These weapons emit bursts of superheated, electrically charged gas known as plasma. A plasma weapon’s attacks resolve as touch attacks. Half the damage dealt by plasma is fire damage, and half is electricity damage.



ROBOT, ANNIHILATOR

This towering, scorpion-like construct makes tortured shrieks as it moves, its metallic weapons thrumming with otherworldly energy.

ANNIHILATOR ROBOT

CR 16



XP 76,800

N Gargantuan construct (robot)

Init +6; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; **Perception** +24

DEFENSE

AC 31, touch 9, flat-footed 28 (+2 Dex, +1 dodge, +22 natural, -4 size)

hp 250 (20d10+60 plus 80 hp force field)

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

Defensive Abilities hardness 10; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 50 ft., climb 30 ft.; booster jets

Melee 2 claws +28 (2d6+12/19-20)

Ranged 2 integrated chain guns +19 (8d6/x4)

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

Special Attacks combined arms, plasma lance, suppressing fire

STATISTICS

Str 34, **Dex** 15, **Con** —, **Int** 14, **Wis** 13, **Cha** 1

Base Atk +20; **CMB** +36; **CMD** 53 (61 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (chain gun), Improved Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)

Skills Acrobatics +28 (+36 when jumping), Climb +20, Intimidate +15, Perception +24, Sense Motive +24

Languages Common, Hallit

ECOLOGY

Environment any (Numeria)

Organization solitary

Treasure none

SPECIAL ABILITIES

Booster Jets (Ex) As a swift action up to 10 times per hour,

an annihilator robot can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Chain Guns (Ex) These advanced firearms have a range increment of 200 feet, automatically reload as a free action, and never misfire. An annihilator's core can process scrap metal into new ammunition, effectively giving the annihilator infinite ammo with these weapons.

Combined Arms (Ex) When taking a full attack action, an annihilator can attack with melee and ranged integrated weapons simultaneously.

Plasma Lance (Ex) As a standard action once every 3 rounds, an annihilator may fire a 120-foot-long line of plasma from its tail. All creatures in this area take 20d6 points of plasma damage (Reflex DC 22 halves). The save DC is Intelligence-based.

Suppressing Fire (Ex) As a standard action, an annihilator can use its chain guns to fire in a 100-foot cone. When it does so, it makes a single chain gun attack against every target in this area.

The first known annihilator rampaged through western Numeria in 4709 AR, destroying dozens of towns and villages before retreating with more than a dozen prisoners into the Felldales. Since then, increasing numbers of these immense and devastating robots have been spotted in the region. Annihilators seem driven to destroy structures and slaughter living foes, yet they often gather up the dying and unconscious from battlefields—their purpose for keeping these battered but still-living prisoners is unknown.





ROBOT, GEARSMAN

Made of what appears to be burnished brass, this construct resembles a suit of armor with a glowing glass orb for an eye.

GEARSMAN ROBOT

CR 4



XP 1,200

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 42 (4d10+20)

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

Defensive Abilities hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee slam +9 (1d4+7) or

mwk spear +10 (1d8+5/x3 plus 1d6 electricity)

Ranged mwk spear +6 (1d8+6/x3)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1

Base Atk +4; **CMB** +9; **CMD** 20

Feats Combat Reflexes, Power Attack

Skills Craft (any one) +8, Disable Device +8, Perception +8, Profession (any one) +7, Sense Motive +8

Languages Common, Hallit

SQ adaptive learning, charge weapon, self-repair

ECOLOGY

Environment any (Numeria)

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

Treasure standard (masterwork spear, other treasure)

SPECIAL ABILITIES

Adaptive Learning (Ex) A gearsman has a number of skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills beyond those possessed by all robots. In addition, a gearsman has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any skill—these ranks cannot be split among multiple skills and must all apply to one skill. A gearsman may change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions. Rather than spend these bonus ranks on a skill, a gearsman can choose to devote them to weapon knowledge, gaining proficiency with a single weapon instead of bonus ranks in a skill. All gearsmen are automatically proficient with all simple weapons.

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.

Self-Repair (Ex) A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount: 24 points of damage.

Of all the impossible artifacts of Silver Mount, none has been a greater boon to the Technic League than the fabled gearsmen. For reasons known only to themselves, many of these robots serve the artificers of the Technic League as shock troops and guards, performing their tasks with mechanical detachment and coldly logical efficiency. Yet they serve a purpose beyond Numeria, disobeying their putative masters whenever orders contradict their mysterious internal directives. When questioned about their lapses, a gearsman answers only with endlessly patient silence.





ROBOT, MYRMIDON

This metallic creature has pincer-tipped arms and a single red eye—it flies with eerie grace via blasts of fire from its back.

MYRMIDON ROBOT

CR 11



XP 12,800

N Large construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +20

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 167 (15d10+30 plus 55 hp force shield)

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

Defensive Abilities hardness 10, resilient; **Immune** cold, construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

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

Melee 2 claws +22 (1d6+8 plus grab), 2 quantum lashes +22 touch (1d10 force/19-20)

Ranged integrated laser rifle +16 touch (2d10 fire)

Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

Special Attacks combined arms, constrict (1d6+8), rockets

STATISTICS

Str 27, **Dex** 15, **Con** —, **Int** 12, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot

Skills Fly +26, Knowledge (engineering) +19, Perception +20

Languages Common, Hallit

ECOLOGY

Environment any (Numeria)

Organization solitary or unit (2-6)

Treasure none

SPECIAL ABILITIES

Combined Arms (Ex) When taking a full-attack action, a myrmidon can attack with melee and ranged integrated weapons simultaneously.

Laser Rifle (Ex) A myrmidon's eye is an integrated laser rifle. This weapon has a range increment of 250 feet.

Quantum Lash (Ex) A myrmidon's two facial tentacles lash out with surprising force, and are capable of extending up to a reach of 20 feet. These lashes are primary attacks that deal force damage on a successful hit. They resolve as touch attacks, but the damage dealt is not modified by Strength, nor can it be improved via Power Attack. A quantum lash threatens a critical hit on a 19-20. A quantum lash that strikes a force field or force effect has a chance to disrupt that effect. Against a magical force effect like a *wall of force*, the myrmidon makes a special check as if it were casting *dispel magic* against the effect (CL 11th). Against a robot's



force field, the robot struck must succeed at a DC 18 Fortitude save or its force field is deactivated for 1d10 rounds, after which it returns at the same hit point level it was at before it was deactivated. The save DC is Intelligence-based.

Resilient (Ex) Myrmidons receive a +3 racial bonus on all saving throws.

Rockets (Ex) As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 halves). A myrmidon carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Superior Optics (Ex) Myrmidons see invisible creatures or objects as if they were visible.

Myrmidons are highly mobile robots programmed to patrol the skies above important locations. They tend to react with swift violence, and often interpret any anomalous sensory input as proof of hostile intent and rain destruction on the offending target. Most have analyzed enough language to communicate, but rarely choose to do so. The Technic League has had little success in reprogramming myrmidons to submit to their control, with most such attempts resulting in devastating backlashes as the robots run amok until destroyed.



SPAWN OF ROVAGUG

The spawn of Rovagug are titanic terrors, slaving monstrosities of immense size and strength that live only to destroy. They are unnatural things, born of a fundamental wrongness in the universe where entropy gnaws at the root of reality. None know whether the spawn of Rovagug are the literal children of the Rough Beast in a biological sense, for it is almost impossible to think of what manner of creature could survive copulation with Rovagug or the gestation of such terrible abominations. Perhaps their foremothers are not remembered because these beasts ripped their way from the womb with their own claws, tearing and rending their way to matricidal freedom. Some sages speculate that perhaps Lamashtu herself bore them in one monstrous brood at the dawn of time, before Rovagug's imprisonment, but none of her blasphemous rites or scriptures attests to this, and her faithful make no claim that these terrors are sacred to the Mother of Monsters.

Whatever their provenance, spawn of Rovagug are living engines of destruction, slumbering for long periods before awakening with an incomprehensible hunger for sustenance and devastation. Their rampages lack cruelty or premeditation. If they indeed can trace any lineage to the Rough Beast, they did not inherit his spirit of hateful and wanton viciousness. Instead, they are comparatively simple creatures, their urges to destroy purely instinctual. They wreak havoc because it is what they were created to do, each in their own way. It may be that spawn of Rovagug represent a divergence in the fabric of reality, a natural flaw that seeks to unravel the threads of the universe even as the universe attempts to heal itself around them, which in turn the spawn of Rovagug experience as a suffocating constriction. They must destroy if they are to survive, rending reality to create space to breathe, figuratively speaking. Their apparent satiation at the end of rampages may simply represent the spawn unraveling the order of the universe sufficiently to allow them to once more rest in peace. Their hibernation resumes until the universe knits itself back together too tightly, choking the spawn once more until they rise yet again in another waking rampage of annihilation.

It is known that certain strange and nigh-impossible rituals are capable of attracting the attention of a spawn of Rovagug or awakening one from long hibernation. Such rituals may draw the spawn to a place or perhaps point it in a certain direction, but taking full control of a spawn of Rovagug is wholly impossible. The earliest recorded appearance of a spawn of Rovagug, in ancient Ninshabur, was of Festering Ulunat, the Unholy First, whose immortal carapace towers over Osirion's capital

of Sothis and has spawned countless legends about a future end-time wherein he might reawaken. Perhaps the most famous of Rovagug's living spawn is the Tarrasque, the Armageddon Engine, but Wrath-Blazing Xotani, the Firebleeder, and Unyielding Kothogaz, the Dance of Disharmony, have reputations no less terrifying in Garund and Vudra, respectively, among those aware of their existence.

SPAWN OF ROVAGUG TRAITS

Spawn of Rovagug are Colossal magical beasts, and gain the normal features of a creature of that type as well as the following traits common to all spawn of Rovagug.

Damage Reduction (Ex) Spawn of Rovagug have DR 15/epic.

Frightful Presence (Su) Spawn of Rovagug radiate an aura of terror in a 300-foot radius.

Hibernation (Ex) Spawn of Rovagug can sleep for years, decades, or even centuries and do not need to eat or breathe during these periods of dormancy, though they breathe normally and eat ravenously and almost constantly once they've been awakened. If a spawn of Rovagug is forced into an environment where it cannot breathe and would suffocate, it goes into hibernation until conditions are right for it to reawaken.

While in hibernation, a spawn of Rovagug's damage reduction improves to 50/epic and it gains immunity to any spell or spell-like ability that allows spell resistance as well as all divination effects.

Immunities (Ex) All spawn of Rovagug are immune to ability damage, bleed, disease, energy drain, mind-affecting effects, paralysis, permanent wounds, petrification, poison, and polymorph. In addition, each spawn of Rovagug possesses immunity to two of the following energy types: acid, cold, electricity, fire, or sonic.

Regeneration (Ex) All spawn of Rovagug possess regeneration, and no form of attack can suppress this regeneration; they regenerate even if disintegrated or slain by a death effect. If a spawn of Rovagug fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is dealt to its remains. It can be banished or otherwise transported as a means to save a region, but a method to kill Spawn of Rovagug has yet to be discovered.

Spell Resistance (Su) A spawn of Rovagug possesses spell resistance equal to 11 + its CR.

Unstoppable Force (Ex) A spawn of Rovagug can always charge, even if its movement is impeded or its path is blocked by another creature. It receives a +20 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, the natural weapons of a spawn of Rovagug ignore all forms of damage reduction and hardness.



CHEMNOSIT, THE MONARCH WORM

This massive beast possesses a mouth of rasping teeth and tentacles with biting mouths. In the center of its maw rests a glowing evil eye.

CHEMNOSIT

CR 23


XP 819,200

CE Colossal magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 180 ft.; Perception +27

Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 39, touch 3, flat-footed 38 (+1 Dex, +36 natural, -8 size)

hp 472 (27d10+324); regeneration 30

Fort +29, **Ref** +18, **Will** +13

DR 15/epic; **Immune** ability damage, acid, bleed, cold, disease, energy drain, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 34

OFFENSE

Speed 40 ft., burrow 40 ft.

Melee 6 toothed tentacles +33 (2d10+13/19-20 plus grab)

Ranged ray +20 (*disintegrate*/19-20)

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

Special Attacks hungry gaze, spines, swallow whole (2d10+13 plus 1d4 Str damage, AC 28, 47 hp)

Spell-Like Abilities (CL 27th; concentration +32)

 At will—*disintegrate* (DC 21)

 1/day—*earthquake*

STATISTICS

Str 36, **Dex** 13, **Con** 34, **Int** 5, **Wis** 14, **Cha** 21

Base Atk +27; **CMB** +48 (+52 grapple, +68 overrun); **CMD** 59 (can't be tripped)

Feats Ability Focus (hungry gaze), Awesome Blow, Bleeding Critical, Blind-Fight, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Critical (ray), Improved Critical (toothed tentacle), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (toothed tentacle)

Skills Climb +20, Perception +27, Swim +17

Languages Aklo

SQ hibernation, unstoppable force

ECOLOGY

Environment any (Darklands)

Organization solitary

Treasure none

SPECIAL ABILITIES

Hungry Gaze (Su) Chemnosit's gaze attack deals 3d6 points of nonlethal damage plus fatigue at a distance of 120 feet. A successful DC 30 Fortitude save negates the fatigue. Creatures already fatigued become exhausted; creatures already exhausted become staggered. A creature that fails its save must succeed at a DC 30 Will save or gain an overwhelming compulsion to eat flesh of creatures of its type, including its own if no other is available. The save DCs are Charisma-based.

Spines (Ex) Creatures striking Chemnosit with natural weapons, unarmed strikes, melee weapons, or melee touch attacks take 2d6+12 points of damage.

The dread burrower Chemnosit is an engine of destruction, able to devour the stoutest construction and the mightiest of mortals with ease. His power lies in the profane glamour of his glowing eye, inspiring a gruesome urge to devour—a hunger for the flesh of one's own kind. For all his power, this is the true dread of the Monarch Worm. While he burrows constantly through the Darklands to the deepest Vaults of Orv, he sometimes rises to Golarion's surface bringing annihilation in his wake, as those corrupted by his awful eye wreak devastation upon themselves and their own people. Chemnosit drinks in the carnage like a feast before devouring any survivors.





VOLNAGUR, THE END-SINGER

This immense creature's warty body is shaped like a many-pointed star, and from it sprout nearly a dozen different wings.

VOLNAGUR

CR 22



XP 614,400

CE Colossal magical beast

Init +10; **Senses** all-around vision, blindsense 300 ft., darkvision 60 ft., low-light vision, scent; Perception +20

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 39, touch 9, flat-footed 32 (+6 Dex, +1 dodge, +30 natural, -8 size)

hp 437 (25d10+300); regeneration 30

Fort +26, **Ref** +20, **Will** +12

DR 15/epic; **Immune** ability damage, acid, bleed, disease, electricity, energy drain, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 33

OFFENSE

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

Melee bite +29 (4d6+12), 3 razor tongues +29 (2d6+12/18-20/x3 plus 1d6 bleed, 1 Con bleed, and blood rage), 6 wings +24 (2d8+6)

Ranged 4 eye rays +23 (4d6 sonic/18-20 plus nausea)

Space 30 ft.; **Reach** 30 ft. (50 ft. with razor tongues)

Spell-Like Abilities (CL 25th; concentration +30)

At will—*acid fog*, *greater invisibility*, *song of discord* (DC 20)

3/day—*winds of vengeance*^{APG}

STATISTICS

Str 34, **Dex** 22, **Con** 35, **Int** 7, **Wis** 14, **Cha** 21

Base Atk +25; **CMB** +45; **CMD** 62 (can't be tripped)

Feats Ability Focus (eye ray), Dodge, Flyby Attack, Improved Initiative, Improved Precise Shot, Improved Vital Strike, Iron Will, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Snatch, Vital Strike

Skills Fly +19, Perception +20

Languages Aklo

SQ hibernation, shatter silence, unstoppable force

ECOLOGY

Environment any (Casmaron)

Organization solitary

Treasure none

SPECIAL ABILITIES

Blood Rage (Ex) Any creature taking bleed damage from Volnagur's razor tongues takes a -4 penalty on Will saves and is affected as the *murderous command*^{UM} spell (Will DC 16 negates) each round that bleeding continues, ignoring allies that are also taking bleed damage from Volnagur.

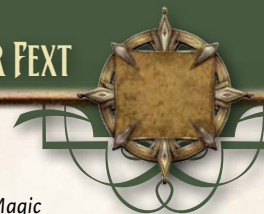
Eye Rays (Su) Volnagur fires eye rays at a range of up to 120 feet. Creatures struck by his eye rays are nauseated for 1 minute (Fortitude DC 29 negates). In addition, if the target fails a second Fortitude save against the same DC, it gains



one of the following conditions, lasting as long as the nauseated condition, as its mind and body begin to unravel (roll 1d6): 1—confused, 2—fatigued (exhausted if already fatigued), 3—shaken (increase severity of fear effect if already present), 4—sickened, 5—staggered, 6—stunned. Reroll if an identical condition already exists. This is a sonic effect. The save DC is Charisma-based.




Shatter Silence (Su) Volnagur's presence unravels magical *silence* effects or effects that provide energy resistance against sonic attacks. At the beginning of its turn, any such effect within 60 feet is targeted as *dispel magic* (caster level 25th).

Volnagur, the End-Singer, is an alien thing whose very presence brings turbulence, disturbance, and cacophony wherever he soars. He flits with effortless grace upon a hideous assortment of mismatched wings that constantly molt and rot from within, the oldest wings falling off as new ones spring up and grow in their place. His skirling cry awakens madness and blood fury in those who listen, as does the touch of his impossibly long, jagged-razor tongues. Alien harmonics induced by his grotesque gaze cripple those upon whom he gazes.



SPELLSCAR FEXT

This undead horror's upper body is twisted and malformed, and its hands end in tangles of blunt, electric-blue tendrils.

SPELLSCAR FEXT CR 7   

XP 3,200

CE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

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

hp 85 (10d8+40)

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

DR 5/cold iron; **Immune** undead traits; **SR** 18

Weaknesses vulnerable to glass

OFFENSE

Speed 30 ft.

Melee 2 slams +14 (1d6+7/18–20)

Special Attacks deadly slam, dispelling critical

STATISTICS

Str 25, **Dex** 16, **Con** —, **Int** 8, **Wis** 13,

Cha 19

Base Atk +7; **CMB** +14; **CMD** 27

Feats Cleave, Combat Reflexes,

Improved Initiative, Power Attack, Skill

Focus (Stealth)

Skills Climb +16, Intimidate +12,

Perception +14, Stealth +18

Languages Common

SQ ravage magic

ECOLOGY

Environment any (Spellscar Desert)

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

Treasure standard

SPECIAL ABILITIES

Deadly Slam (Ex) A Spellscar fext threatens a critical hit with its slam attack on rolls of 18–20.

Dispelling Critical (Su) Whenever a Spellscar fext successfully scores a critical hit with its slam attack, the creature struck must succeed at a DC 19 Will save or be affected as though by the targeted dispel version of a *dispel magic* spell (caster level 10th). The save DC is Charisma-based.

Ravage Magic (Su) Any targeted spell or spell-like ability that fails to penetrate a Spellscar fext's spell resistance is absorbed by the fext and warped into a form of primal magic. A Spellscar fext can twist only a number of spell levels per round equal to its Charisma modifier (4 for most Spellscar fexts); any spells in excess of this limit automatically bypass a Spellscar fext's spell resistance and don't trigger this ability. Roll on the following table to determine the effect of a spell that has been affected by a Spellscar fext's ravage magic ability. Alternatively, a Spellscar mutant may use any of the sample primal magic events found

on page 13 of *Pathfinder Campaign Setting: Inner Sea Magic* in place of the following effects, replacing the CR of such effects with the CR of the Spellscar fext.

| d% | Effect |
|--------|--|
| 01–40 | The spell has no effect. |
| 41–70 | The Spellscar fext emits a burst of negative energy, dealing a number of points of negative energy damage equal to 1d6 × the spell level of the triggering spell to all creatures in a 30-foot-radius burst. |
| 71–90 | The Spellscar fext instantly switches places with the spellcaster that targeted the fext with the triggering spell as though by <i>dimension door</i> . |
| 91–100 | The spell is immediately turned back on its caster via <i>spell turning</i> . |



Vulnerable to Glass (Ex) A Spellscar fext's hide is particularly vulnerable to the penetrations of glass and glass-based weapons. Spellscar fexts take 150% as much damage as normal from glass-headed piercing or slashing weapons.

The abominable undead known as Spellscar fexts are formed by wayward spellcasters who perish in the sprawling badlands of the Mana Wastes, their bodies and souls perverted by the unpredictable primal energies that surge throughout the Spellscar Desert. The average Spellscar fext stands about 6 feet tall and weighs 200 pounds.

The unnatural and corruptive transformations a fallen victim undergoes as it turns into a Spellscar fext render its body hard and especially resilient to the magical energies of most spellcasters. In a peculiar twist, the same corruptive energy that causes spells to bounce off of Spellscar fexts' hides also strangely renders them susceptible to glass and glass-based weapons. Talented gunsmiths from Alkenstar have managed to craft glass bullets for rifle-wielding adventurers and monster hunters for the purpose of eradicating Spellscar fexts.



STAR MONARCH

This brilliantly colored moth rises taller than a house. A long tail resembling peacock feathers trails behind the creature.

STAR MONARCH

CR 9



XP 6,400

CG Huge magical beast

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +16

Aura dreamwarden (30 ft.)

DEFENSE

AC 22, touch 15, flat-footed 15 (+6 Dex, +1 dodge, +7 natural, -2 size)

hp 114 (12d10+48)

Fort +12, **Ref** +14, **Will** +9

DR 5/silver; **Immune** cold; **SR** 20

OFFENSE

Speed 30 ft., fly 80 ft. (average); starflight

Melee 2 claws +14 (1d8+4 plus grab), tail +14 (2d6+4 nonlethal)

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

Special Attacks glowsap, rake (4 claws +10, 1d6+3)

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

Constant—*entropic shield*

At will—*dancing lights*, *restful sleep*^{APG}

3/day—*deep slumber* (DC 17), *dream*, *wandering star motes*^{APG} (DC 18)

1/day—*cloak of dreams*^{APG} (DC 20)

STATISTICS

Str 18, **Dex** 23, **Con** 18, **Int** 11, **Wis** 17, **Cha** 18

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 35 (43 vs. trip)

Feats Alertness, Dodge, Flyby Attack, Hover, Improved Initiative, Iron Will

Skills Fly +14, Perception +16, Sense Motive +12

Languages Common (can't speak); telepathy touch

SQ navigational awareness, no breath, toxic flesh

ECOLOGY

Environment any (Varisia)

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

Treasure none

SPECIAL ABILITIES

Dreamwarden (Su) Any sleeping creature within 30 feet of a star monarch is protected by *protection from evil* and *sanctuary* (Will DC 15 negates). The save DC is Constitution-based.

Glowsap (Ex) As a standard action, a star monarch can spray a target within 30 feet with an adhesive spittle as a ranged touch attack. A creature struck is affected as a tanglefoot bag (Reflex DC 20 partial; see *Core Rulebook* 160). In addition, this adhesive glows under starlight or moonlight, limning the target as *faerie fire* if used outdoors at night. The save DC is Constitution-based.

Navigational Awareness (Ex) Star monarchs never become lost and are immune to *maze* spells or any effect that would cause them to lose their sense of direction.

Starflight (Su) A star monarch 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).




Toxic Flesh (Ex) A star monarch's flesh is poisonous. A creature biting it or ingesting any part of its body becomes sickened for 1d4 rounds (Fortitude DC 20 negates) and is affected as if it had consumed a dose of arsenic (*Core Rulebook* 558).

Star monarchs are magical emissaries of Desna, the guide and protector of those who wander and guardian of dreams. They fly in glowing clouds through the void of space, visiting Golarion to watch over the faithful of Desna. Star monarchs spin streamers of sticky silver, weaving evanescent gossamer cocoons to enrobe those who slumber under their protection. These cocoons sublimate into wisps of half-remembered dreams with the coming of dawn. Star monarchs rarely intervene directly in combat, more often helping good creatures by aiding them from the shadows, guiding their paths, or guarding them while they sleep. Star monarchs can be found across Golarion in a variety of iridescent hues, and all are sacred to followers of the Song of the Spheres.



SYRINX

Robed in silk and its own regal wings, this humanoid assays its surroundings with the lethal detachment of the owl it resembles.

SYRINX CR 1/3   

XP 135
 Syrinx adept 1
 LE Medium humanoid (syrinx)
Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +3 (+5 at night)

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)
hp 5 (1d6-1)
Fort -1, **Ref** -1, **Will** +4; +2 vs. mind-affecting effects

OFFENSE

Speed 30 ft., fly 60 ft. (average)
Melee quarterstaff -1 (1d6-1)
Adept Spells Prepared (CL 1st; concentration +3)
 1st—*command* (DC 13)
 0—*detect magic*, *ghost sound* (DC 12), *read magic*, *stabilize*

STATISTICS

Str 8, **Dex** 8, **Con** 9, **Int** 12, **Wis** 15, **Cha** 11
Base Atk +0; **CMB** -1; **CMD** 8
Feats Combat Casting
Skills Fly +3, Perception +3 (+5 at night), Spellcraft +5; **Racial Modifiers** +2 Perception at night, +2 Stealth at night
Languages Common, Syrinx; speak with avians

ECOLOGY

Environment temperate mountains (Arcadia)
Organization solitary, pair, or cell (3-8)
Treasure standard

SPECIAL ABILITIES

Speak with Avians (Ex) Syrinx can speak with all birds of the animal creature type and birdlike magical beasts (like phoenixes and thunderbirds).

From lofty monastery-cities entrenched in soaring cliff sides and high mountain valleys, the syrinx seek to bring peace to all lands that fall within sight of their marbled spires. Erudite and aloof, the owl-like scholars embrace art, philosophy, and nebulous faiths, seeking to distance themselves from a history of barbarism and ruin. To this end, they seek to enslave all lesser races, especially those without wings. Their elitist culture rests upon thousands of backs in an elaborate hierarchy of slaves. Directly below the syrinx are the strix, a race they magically modified in the distant past to serve as warriors and slave masters.

SYRINX CHARACTERS (16 RP)

Syrinx are defined by their class levels, and do not possess racial Hit Dice. Syrinx have the following racial traits.

-2 Dex, +2 Wisdom: Syrinx are contemplative and patient, traits that make them somewhat slow to act.

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

Flight: Syrinx have a fly speed of 60 feet with average maneuverability.

Low-Light Vision: Syrinx can see twice as far as humans in conditions of dim light.

Darkvision: Syrinx can see in the dark up to 60 feet.

Nocturnal: Syrinx gain a +2 racial bonus on Perception and Stealth checks at night.

Pride (2 RP): Syrinx receive a +2 racial bonus on saving throws against mind-affecting effects.

Speak with Avians (0 RP): See above.

Languages: Syrinx begin play speaking Syrinx. Syrinx with high Intelligence scores can choose from the following: Auran, Azlant, Celestial, Strix, or Infernal.





THIN MAN

The creature is unbelievably slender and has teeth filed to points. Its long, gangly arms end in hands with wickedly sharp nails.

THIN MAN

CR 4



XP 1,200

CN Medium fey

Init +7; Senses low-light vision; Perception +10

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 38 (7d6+14)

Fort +4, Ref +8, Will +7

Immune poison

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +7 (1d6+4), 2 claws +8 (1d4+4 plus 1d4 bleed)

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

STATISTICS

Str 18, Dex 16, Con 15, Int 8, Wis 11, Cha 9

Base Atk +3; CMB +7; CMD 21

Feats Dodge, Improved Initiative, Iron Will, Weapon Focus (claw)

Skills Climb +14, Escape Artist +17, Perception +10, Stealth +13 (+25 in cane fields), Survival +7; Racial Modifiers +4 Escape Artist, +12 Stealth in cane fields

Languages Aklo

SQ compression, vanish

ECOLOGY

Environment warm plains (Nuat)

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

Treasure none

SPECIAL ABILITIES

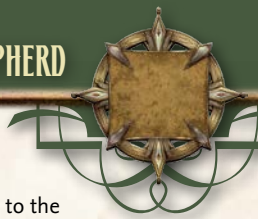
Vanish (Su) Once per day as a move action while benefiting from concealment, a thin man can simply vanish from sight. This gives it a +20 bonus on Stealth checks and the ability to hide in plain sight for 1 round per Hit Die even when there is no cover, concealment, or shadow nearby. If it makes an attack, the thin man is no longer in its vanished state. It usually uses this ability when attempting to elude pursuit.

The mysterious thin men of Nuat have long been a part of Rahadoumi legend. They inhabited their tiny island home long before human colonists first arrived, and the so-called thin men have lived on the periphery of Rahadoumi society or among the indigenous cane fields since times long forgotten. Their natural coloration and slender frames serve particularly well in concealing them from the prying eyes of suspicious humans.

The thin men use their naturally hard and sharp claws to dig narrow burrows beneath the fields and corpses of the island. Their bodies have few bones—instead, their skeletal frameworks are almost entirely cartilaginous in nature, which allows them to navigate their tiny burrows with relative ease and escape the notice of their human neighbors. Their close connection with the earth likewise gives them immunity to natural toxins.

Though the thin men generally keep to themselves, only observing their human counterparts from the shadows, on occasion they tire of the meager fare of plant roots, grubs, and small vermin on which they normally subsist, and catch a local farmer alone in his fields or traveling at night. On these occasions, they murder the hapless victim and feast on his remains. Their uncanny ability to hide in the endless waving fields of cane lets them avoid the patrol of the Pure Legion or posse of vengeful farmers that comes around to search for the killer.





UMBRAL SHEPHERD

This mass of shadow possesses a horrific demon face. Several writhing tentacles sprout from its grublike body.

UMBRAL SHEPHERD

CR 5



XP 1,600

LE Medium outsider (incorporeal)

Init +6; Senses darkvision 60 ft.; Perception +10

DEFENSE

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

hp 39 (6d10+6)

Fort +3, Ref +9, Will +8

Defensive Abilities incorporeal

Weaknesses light sensitivity, planebound

OFFENSE

Speed 0 ft., fly 30 ft. (perfect)

Melee touch +8 (shadow touch or possession)

STATISTICS

Str —, Dex 14, Con 12, Int 15, Wis 13, Cha 15

Base Atk +6; CMB +8; CMD 20 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes

Skills Bluff +10, Disguise +11, Fly +14, Intimidate +11, Knowledge (planes) +11, Knowledge (religion) +11, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal, Shadowtongue

ECOLOGY

Environment any (Plane of Shadow)

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

Treasure none

SPECIAL ABILITIES

Planebound (Ex) An umbral shepherd is inherently tied to the Plane of Shadow, and can't survive for long on any other plane without a host body. Each round that an umbral shepherd is on another plane without a host body, it takes 1d6 points of damage.

Possession (Su) An umbral shepherd can possess a host body as if using *magic jar*, save that if its host body is killed while possessed, the shepherd dies as well. An umbral shepherd can attempt a possession anytime it succeeds at a touch attack, even while already in a host body. If the touched creature fails a DC 15 Will save, it becomes possessed. Possession by an umbral shepherd takes a toll on its host body, which takes 1 point of Constitution drain every month it is so possessed. Abandoning a host body requires the umbral shepherd to either

take a standard action (to appear in a square adjacent to the host) or make a successful possession attempt on a new host. The save DC is Charisma-based.

Shadow Touch (Su) An umbral shepherd that succeeds at a touch attack can attempt to dissolve a portion of the victim's flesh into shadow, which then dissipates, dealing 1d4 points of Constitution damage. Victims that succeed at a DC 15 Fortitude save take half damage. The umbral shepherd can use this ability even while possessing a host body. The save DC is Charisma-based.

Umbral shepherds are parasitic entities eternally devoted to Zon-Kuthon. Brought forth onto Golarion primarily by the shadowcallers of Pangolais in Nidal, the evil creatures relish the chance to infest host bodies and use these vessels to further the work of their dark master. Those infested by such creatures are identifiable primarily by their pure-black eyes and fervor for the Midnight Lord, as well as the slow decay of their bodies. Umbral shepherds also serve as specialized torturers, with their ability to create bloodless cavities and tunnels through a prisoner's body with a touch of their horrible, burrowing tentacles.

Whether Zon-Kuthon created the umbral shepherds or simply discovered and adopted them into his faith is unclear, but the shadowy parasites are irreversibly linked to both him and their home plane. Though they lust for the chance to spread their worship elsewhere, exposure to the light and energy of other planes is extremely harmful to them, thus necessitating the use of host bodies. Umbral shepherds value their hosts as vehicles but ultimately see them as disposable, knowing that without powerful magic their vessels will gradually sicken and die. An umbral shepherd that believes its vessel is close to death almost always abandons it rather than risking death itself, and usually transfers to a new host.

In their natural state, umbral shepherds are shaped like limbless, demon-faced humans made of coherent shadow, and are capable of spawning any number of tentacles of varying sizes. Some religious scholars believe that the first Joyful Things may have been attempts by Kuthites to change themselves into something closer to the shepherds, yet this remains the unsubstantiated speculation of outsiders.





DAMPIRE, VETALA

With its bloodless flesh and eyes the color of deepest night, this imperious being obviously no longer numbers among the living.

VETALA

CR 6



XP 2,400

Female human vetala oracle 5

NE Medium undead (augmented humanoid, human)

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

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 dodge, +4 natural)

hp 61 (5d8+35); fast healing 5

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

Defensive Abilities channel resistance +4; **DR** 10/magic and good; **Immune** undead traits; **Resist** electricity 10, fire 10

Weaknesses vetala weaknesses

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +7 (1d6+4 plus paralysis)

Special Attacks drain prana (DC 18), malevolence, paralysis (1d4+1 rounds, DC 18), possess corpse

Oracle Spells Known (CL 5th; concentration +11)

2nd (6/day)—*death knell* (DC 18), *false life*, *inflict moderate wounds* (DC 18), *levitate*, *minor image* (DC 18), *silence* (DC 18)

1st (8/day)—*cause fear* (DC 17), *command* (DC 17), *doom* (DC 17), *inflict light wounds* (DC 17), *obscuring mist*, *shield of faith*

o (at will)—*bleed* (DC 16), *detect magic*, *ghost sound*, *guidance*, *light*, *mage hand*, *read magic*, *resistance*

Mystery bones

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 16, **Wis** 12, **Cha** 22

Base Atk +3; **CMB** +7; **CMD** 20

Feats Alertness^B, Blind-Fight^B, Combat Casting, Deceitful^B, Dodge, Extra Revelation, Improved Initiative^B, Mobility, Skill Focus (Disguise)^B

Skills Bluff +16, Climb +10, Diplomacy +14, Disguise +27, Knowledge (religion) +11, Perception +16, Sense Motive +19, Spellcraft +11, Stealth +16; **Racial Modifiers** +8 Disguise, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Infernal, Vudrani

SQ oracle's curse (haunted), revelations (death's touch, undead servitude, voice of the grave)

ECOLOGY

Environment any (Vudra)

Organization solitary

Treasure NPC gear (chain shirt, *cloak of resistance* +1, *potions of invisibility* [2], other treasure)

While most of the Inner Sea's vampires lust for living blood, the mysterious vetalas hunger for a more intangible force: the energy that infuses mortal minds. Referred to as

consciousness or psyche by some, the academics of Vudra—from where most vetalas hail—call this fundamental vital force prana. Regardless of their desire's name, vetalas prey upon those who show creative promise, possess potent force of will, or seem destined for greatness, draining the most brilliant sources of mortal light to fuel their own unnatural embers. Their dark mastery of life force allows vetalas to possess corpses or even overwhelm the minds of living creatures. With these stolen masks and the resources of abducted lives, they work their foul wills.

Vetalas are said to be the spirits of children “born evil,” who never received burial rites upon their deaths. Sometimes one of these evil spirits takes hold of a corpse—not necessarily its own—which becomes its anchor to the mortal world. Such young souls seek out experiences and life energy, becoming as wicked as any other vampire as they endlessly indulge their profane, deathless desires.

CREATING A VETALA

“Vetala” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most vetalas were once humanoids, fey, or monstrous humanoids. A vetala uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature + 2.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vetala gains darkvision 60 ft.

Armor Class: Natural armor improves by +4.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, vetalas use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A vetala gains channel resistance +4, DR 10/magic and good, and resistance to fire 10 and electricity 10, in addition to all of the defensive abilities granted by the undead type. A vetala also gains fast healing 5. If reduced to 0 hit points in combat, a vetala is helpless and its fast healing ceases to function for 1 hour. Additional damage dealt to the vetala has no effect. Its body might be subjected to any method of dismemberment or desecration, but after 1 hour—regardless of the state of its remains—it regains 1 hit point, is no longer helpless, and resumes healing at the rate of 5 hit points per round.

Weaknesses: Vetalas cannot tolerate the sound of prayers or religious mantras recited by those truly faithful to a good deity. Any character with a good-aligned deity can force a vetala to recoil by dramatically praying as a standard action. Praying doesn't harm a vetala; it merely keeps the creature at bay. A recoiling vetala must stay at least 5 feet away from a praying character and cannot touch or make melee attacks against it. After 1 round, a vetala can fight past its revulsion



and function normally each round it succeeds at a DC 25 Will save. The prayers of those who worship non-good deities or worship no deity have no effect on a vetala.

Reducing a vetala's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, consecrating the vetala's remains and burying the body destroys it forever. A vetala's body is considered consecrated if it is doused with a vial of holy water and buried, if it is buried in earth affected by the spell *consecrate*, or if *bless*, *prayer*, or a similar divine spell is cast upon it as it is being buried. Digging up a vetala's corpse or profaning the area where it's buried does not restore a buried vetala.

Speed: Same as the base creature. A vetala also gains a climb speed equal to its base land speed.

Melee: A vetala gains two claw attacks if the base creature didn't have them. A vetala's claw attacks do damage as a creature once size category larger (for example, a Medium vetala's claw attack deals 1d6 points of damage). A vetala's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A vetala gains several special attacks. Save DCs are equal to 10 + 1/2 the vetala's Hit Dice + the vetala's Cha modifier unless otherwise noted.

Drain Prana (Su): A vetala can drain the mental vitality of a grappled opponent. If the vetala establishes or maintains a pin, it drains this energy, dealing 1d4 points of Charisma damage. Additionally, the victim is affected by the spell *modify memory*, as if the vetala had spent 5 minutes concentrating. The vetala gains perfect knowledge of any memory it chooses to eliminate using this ability. Vetals often use this ability to prevent victims from remembering they've been attacked.

Malevolence (Su): As a full-round action, a vetala can attempt to take control of a helpless living creature's body, as the spell *magic jar* (caster level 10th or the vetala's Hit Dice, whichever is higher), except that it does not require a receptacle. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same vetala's possession for 24 hours. If a creature fails its save, its consciousness and control of its body are subsumed as the vetala takes command of its body. The vetala can remain in control for a number of hours equal to its Charisma modifier or until it decides to end the possession. Whenever the possession ends or the host body is killed, the vetala's consciousness instantly returns to its body, regardless of distance, so long as it remains on the same plane. If the vetala's body has been destroyed or moved to another plane, the vetala's consciousness is destroyed when the possession ends. While possessing another creature, the vetala's body is empty and vulnerable, though it is instantly aware if its body is disturbed or takes damage.

Paralysis (Ex): Any creature struck by a vetala's claws must make a successful Will save or be paralyzed for 1d4+1 rounds. Elves are immune to this effect.

Possess Corpse (Su): As a full-round action, a vetala can possess a Large or smaller corpse just as it can a living body. The vetala's consciousness leaves its body and takes control of the corpse, animating it as either a skeleton or zombie (depending on its state of decay). The vetala can remain in control of a corpse indefinitely, and can communicate through the body, but cannot use any of its other special abilities. This ability otherwise functions just as malevolence.

Ability Scores: Str +4, Dex +2, Int +4, Wis +2, Cha +6. As an undead creature, a vetala has no Constitution score.

Feats: Vetals gain Alertness, Blind-Fight, Deceitful, Improved Initiative, and Skill Focus (Disguise) as bonus feats.

Skills: Vetals gain a +8 racial bonus on Disguise, Perception, Sense Motive, and Stealth checks.





VEILED MASTER

This monstrosity has a six-eyed face and six long tentacles—four ending in glowing spheres and two in what look like hands.

VEILED MASTER

CR 14



XP 38,400

LE Large aberration (aquatic, shapechanger)

Init +10; Senses darkvision 120 ft.; Perception +23

DEFENSE

AC 30, touch 15, flat-footed 24 (+4 armor, +6 Dex, +11 natural, –1 size)

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

Fort +13, Ref +13, Will +14

Immune electricity, mind-affecting effects; Resist cold 20; SR 25

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +17 (2d6+6 plus consume memory and slime), 2 claws +17 (1d6+6 plus slime), 4 tentacles +12 touch (2d6+3 electricity plus thoughtlance)

Space 10 ft.; Reach 10 ft. (20 ft. with claws and tentacles)

Special Attacks delayed suggestion, mucus cloud

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

Constant—*mage armor*

At will—*detect thoughts* (DC 18), *dominate person* (DC 21), *hypnotic pattern* (DC 18), *illusory wall* (DC 20), *mirage arcana* (DC 21), *persistent image* (DC 21), *programmed image* (DC 22), *project image* (DC 23), *veil* (DC 22)

3/day—*dominate monster* (DC 25), *quickened dominate person* (DC 21), *geas/quest* (DC 22), *mass suggestion* (DC 22)

Sorcerer Spells Known (CL 12th; concentration +18)

6th (4)—*symbol of persuasion* (DC 23)

5th (6)—*symbol of pain* (DC 22), *teleport*

4th (7)—*dimension door*, *phantasmal killer* (DC 20), *symbol of slowing*^{UM} (DC 21)

3rd (7)—*clairaudience/clairvoyance*, *explosive runes* (DC 20), *hold person* (DC 19), *secret page*

2nd (8)—*blindness/deafness* (DC 18), *invisibility*, *levitate*, *symbol of mirroring*^{UM} (DC 19), *touch of idiocy*

1st (8)—*charm person* (DC 17), *comprehend languages*, *erase* (DC 17), *ray of enfeeblement* (DC 17), *silent image* (DC 17)

0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 16), *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *read magic*, *touch of fatigue*

STATISTICS

Str 22, Dex 22, Con 27, Int 21, Wis 19, Cha 22

Base Atk +12; CMB +19; CMD 35 (can't be tripped)

Feats Arcane Strike, Combat Casting, Combat Expertise, Eschew Materials^B, Extend Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Quicken Spell-Like Ability (*dominate person*)

Skills Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (nature) +21, Perception +23, Sense Motive +20, Spellcraft +24, Stealth +21, Swim +33, Use Magic Device +22

Languages Aboleth, Aklo, Aquan, Azlanti, Undercommon; telepathy 300 ft.

SQ change shape (any Small or Medium form; greater polymorph), runemastery, swift transformation

ECOLOGY

Environment any water (Golarion's oceans)

Organization solitary or shoal (1 veiled master and 2–8 aboleths)

Treasure triple

SPECIAL ABILITIES

Consume Memory (Su) When a veiled master bites a creature, it consumes some of that creature's memories. The creature bitten must succeed at a DC 24 Fortitude save or gain one negative level. A veiled master heals 5 points of damage each time it grants a negative level in this way, and also learns some of the target creature's memories (subject to the GM's discretion). This is a mind-affecting effect. A veiled master can suppress this ability as a free action. The save DC is Charisma-based.

Delayed Suggestion (Sp) Whenever a veiled master successfully uses *dominate person* or *dominate monster* on a creature, it can also implant a delayed *suggestion* that triggers when *dominate* effect ends. Typically, this *suggestion* (which functions as a spell-like ability, CL 20th, Will DC 19 negates) is for the previously dominated creature to seek out the veiled master again and submit to a new domination attempt, but sometimes, a veiled master implants other *suggestions* (such as a *suggestion* to attack the first person it sees).

Mucus Cloud (Ex) While underwater, a veiled master exudes a cloud of transparent slime in a 30-foot-radius spread. All creatures in this area must succeed at a DC 26 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

Runemastery (Ex) A veiled master is particularly skilled at casting spells that create magical writing, such as *explosive runes*, *secret page*, or any spell with the word "symbol" in its name. It never requires material components or focus components when casting such spells, and the save DC of any of these spells increases by 1. A veiled master's symbol spells are difficult to disarm—the Disable Device DC for these symbols increases by 2.

Slime (Ex) A creature hit by any of a veiled master's bite or claw attacks must succeed at a DC 26 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.



Spells A veiled master can cast spells as a 12th-level sorcerer.

Swift Transformation (Su) A veiled master can use its change shape ability as a swift action.

Thoughtlance (Su) Four of a veiled master's tentacles end in glowing spheres of light. These spheres deal 2d6 points of electricity damage on a touch attack, and also blast a creature's mind with waves of mental energy—a creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 24 Will save or be staggered for 1 round. Additional touches increase the duration by 1 round. While a creature is staggered in this manner, it must make concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level). The save DC is Charisma-based.

The aboleths are among the oldest of Golarion's denizens, creatures that can trace back their presence in the deepest reaches of the world's oceans to times far before humanity came to dwell upon the globe—or before even most deities themselves turned their attentions to this tiny sphere of water and stone. In those ancient times, elder forces and eldritch entities knew of the world. While they were not gods as are known today, even they were dismissed and ignored by the aboleth race, for the aboleths knew that what the gods could accomplish, so could they, given time. And the aboleths have always had time.

During the era of ancient Azlant, when the aboleths manipulated humanity like puppets, some of their kind walked among their pets in disguise, veiling themselves with magic to appear as humanoids. These were the veiled masters, and if one were to make the foolish attempt at imposing human constructions on this alien race, the veiled masters would be considered the nobility among aboleth-kind. In truth, while the aboleths do treat the veiled masters with utmost respect and defer to their decisions, they are not regarded as the rulers of the race—even stranger and more dangerous entities rule over the veiled masters in the deepest trenches below the sea.

Aboleths are without a doubt skilled at domination and illusion, but the veiled masters are the true experts of the arcane. It is they who engineered the deceptions and manipulations of ancient Azlant's culture. Their hidden gifts and subtle coaxings did much to encourage humanity's first rise to glory in that age, and many of Azlant's nations had veiled masters walking among them, whispering into their leaders' ears. The people

knew the veiled masters as powerful wizards, and there were murmurs that the mysterious cabal was more than human, but few suspected the truth for very long. The veiled masters handled such suspicions by doing violence to the bodies and minds of those who proved too curious. It was the veiled masters who first learned of Azlant's growing hubris—of their beliefs that they were greater than their patrons. At first, their punishments were minor, yet to the veiled masters' surprise and frustration, these acts only strengthened humanity's resolve. In the end, Earthfall was the answer, and as Azlant sank below the waves, the veiled masters retreated to the depths as well, content for now that the devastation above would serve as a lesson that would never be forgotten.

Today, the veiled masters live on. They walk among the humanoid races again, watching and waiting. The time to teach a new lesson draws ever closer.





DESPERGAUNT

This amorphous mass of eyes, tentacles, and green vapor vaguely resembles a jumble of rotten brain matter.

VESPERGAUNT

CR 12



XP 19,200

NE Medium ooze

Init +6; **Senses** all-around vision, blindsight 60 ft., *true seeing*; Perception +22

Aura madness (60 ft., DC 21)

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 195 (17d8+119)

Fort +14, **Ref** +9, **Will** +9

Defensive Abilities amorphous, **DR** 10/aligned; **Immune** ooze traits; **SR** 23

Weaknesses light sensitivity

OFFENSE

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

Melee 2 slams +21 (2d8+8 plus siphon spirit)

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

Spell-Like Abilities (CL 17th; concentration +20)

Constant—*tongues*, *true seeing*

At will—*deeper darkness*

3/day—*contact other plane*

1/month—*wish*

STATISTICS

Str 27, **Dex** 14, **Con** 24, **Int** 15, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 32 (can't be tripped)

Feats Alertness, Combat Reflexes, Great Fortitude, Improved

Initiative, Iron Will, Lightning Reflexes, Persuasive,

Power Attack, Weapon Focus (slam)

Skills Diplomacy +10, Fly +15, Intimidate +17,

Knowledge (planes) +19, Perception +22, Sense

Motive +12, Stealth +12

Languages *tongues*; telepathy 100 ft.

SQ no breath

ECOLOGY

Environment any (Aucturn)

Organization solitary or convocation (2–4)

Treasure none

SPECIAL ABILITIES

Aura of Madness (Su) Any creature within a 60-foot radius of the vespergaunt must succeed at a DC 21 save or be confused for 1d4 rounds. Once a creature successfully saves, it cannot be affected by the same vespergaunt's aura again for 24 hours. As a free action, the vespergaunt can suppress its aura. This is a mind-affecting effect. The save DC is Charisma-based.

Damage Reduction (Su) A vespergaunt's damage reduction is bypassed by any weapons that are chaos-, evil-, good-, or law-aligned.

Siphon Spirit (Su) Any creature touched by a vespergaunt must succeed at a DC 21 Will save or gain 1 negative level as the vespergaunt rips away a portion of its soul. A divine spellcaster gains an additional negative level with each failed save. The victim must save anew each time it is touched, and a character killed by this attack disintegrates completely except for its eyes and strands of brain matter, which become part of the vespergaunt. Only powerful magic such as *miracle* or *wish* can resurrect a creature slain in this manner.

Often called “heresy oozes,” vespergaunts are emissaries and tools of the horrible god-things of the Dark Tapestry. Found primarily on Aucturn, vespergaunts act as spiritual conduits for those attempting to contact the Great Old Ones, collecting and relaying those prayers deemed worthy while also preparing inhabited worlds for the coming of the Dominion of the Black. A typical vespergaunt is 8 feet tall and 6 feet wide, and weighs just 50 pounds.





WATER WRAITH

This eight-legged lizard has a round, lamprey-like mouth full of teeth, and its scales slowly change color to match its surroundings.

WATER WRAITH

CR 2



XP 600

CN Large magical beast (aquatic)

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

DEFENSE

AC 16, touch 11, flat-footed 14 (+1 Dex, +1 dodge, +5 natural, -1 size)

hp 19 (3d10+3)

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

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +4 (1d8+2 plus attach), 4 claws +4 (1d6+2)

Special Attacks blood drain (1d2 Constitution), rend (2 claws, 1d3+3)

STATISTICS

Str 14, **Dex** 13, **Con** 13, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+10 when attached); **CMD** 18 (30 vs. trip)

Feats Dodge, Improved Initiative

Skills Perception +5, Stealth +1, Swim +14

SQ amphibious, expressive chameleon

ECOLOGY

Environment warm rivers (Garund)

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

Treasure none

SPECIAL ABILITIES

Expressive Chameleon (Ex) Once per round as a free action, a water wraith can change its color to any of its own choosing. A water wraith using this ability to camouflage itself gains a +8 bonus on Stealth checks.

Water wraiths are eight-legged amphibious lizards indigenous to the Mwangi Expanse with the ability to change their color at will. This chameleon-like ability, combined with their superior intelligence, makes them coveted as exotic pets or guard animals. They are imported throughout Garund for those virtues. Patient and cunning hunters, water wraiths prefer to lie still in ponds and rivers until their prey comes within range. When an

unfortunate creature does, these fearless hunters strike, their webbed claws propelling them quickly forward either on land or in water. Once their toothy, eel-like mouths attach to victims, water wraiths quickly begin to bleed them dry.

Water wraiths depicted here represent the upper end of size limitations for captive specimens. In captivity, these creatures are deliberately kept underfed and rarely grow beyond 2 feet in length. Water wraiths encountered wild in the Mwangi wetlands, or kept on an unrestricted diet, grow to even more massive sizes.

Strange superstitions are born out of water wraiths' color-changing powers. This changeability is not just an automatic defensive response, but can be a matter of self-expression, or even strategy and tactics on the part of the creature. Water wraiths often express likes and dislikes with an outward display of color: bright red is frequently associated with hunger, and dull green represents dislike or lack of interest. Some small communities in Katapesh and Osirion actually utilize water wraiths in a primitive system of jurisprudence. The authorities release the accused into a pen with the creatures, then interpret the reactions of the lizards as signs of guilt or innocence. All too frequently, the wraiths declare the accused innocent by virtue of being delicious. Water wraiths find full-blooded elves to be unpalatable, but show no aversion to their half-elven cousins. Water wraiths are not limited to changing color in response to base drives, however. Sneaky and cunning, they do not hesitate to blend into their surroundings despite their emotional state if it affords them an advantage in hunting.





WHIRLMAW

This creature glides on undulating folds of leathery skin. Its spinning, circular mouth is lined with rows of razor-sharp teeth.

WHIRLMAW

CR 8



XP 4,800

N Medium aberration

Init +10; **Senses** darkvision 60 ft., keen sight, tremorsense 30 ft.; Perception +8

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)

hp 102 (12d8+48)

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

Immune fire

OFFENSE

Speed 10 ft., burrow 10 ft., fly 90 ft. (perfect)

Melee bite +16 (2d6+9 plus burrowing bite)

Special Attacks flying charge

STATISTICS

Str 23, **Dex** 22, **Con** 18, **Int** 3, **Wis** 10, **Cha** 3

Base Atk +9; **CMB** +15; **CMD** 31 (can't be tripped)

Feats Flyby Attack, Hover, Improved Initiative, Power Attack, Weapon Focus (bite), Wingover

Skills Fly +18, Perception +8, Stealth +15

SQ dust cloud

ECOLOGY

Environment warm deserts (Rahadoum)

Organization solitary or flight (2–9)

Treasure none (eye gems worth 300 gp each)

SPECIAL ABILITIES

Burrowing Bite (Ex) If a whirlmaw successful hits a Small or larger creature with its bite attack, it immediately attempts to start a grapple as a free action with a +4 bonus on the grapple check. If the grapple check is successful, the whirlmaw's spinning, sawlike mouth immediately begins to burrow into the flesh of the creature, dealing 4d6+12 points of damage per round until the grapple is broken.

Dust Cloud (Ex) By rapidly beating the leathery flaps of skin attached along its body, a whirlmaw can raise a cloud of debris while using its Hover feat just as if it were a Large creature.

Flying Charge (Ex) When a whirlmaw makes a charge attack while flying, it gains a +4 bonus on its attack roll (rather than the normal +2 bonus), and does not take the normal –2 penalty to Armor Class.

Keen Sight (Ex) A whirlmaw is extremely sharp-sighted. It takes only half the penalty on Perception checks for distance, and can see creatures in open terrain clearly from up to a mile away.

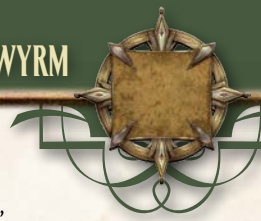
Predators of the deep desert, whirlmaws are just one of the many dangers posed to those who travel the dry wastes



of inner Rahadoum. Little more than flying eaters, these creatures rise singly or in flights, and attack all other living creatures that enter their territory. They are equally at home nestled in shallow burrows beneath sand dunes or resting in the rocky crevices of mountains. When they hunt, they soar upon the high thermals and keep an eye out for potential prey through the stony orbs that serve as their eyes.

These bizarre hunters prefer to burrow into the torsos of their victims and consume the blood-rich organs, leaving the corpses' peripheral parts for scavengers. Few that encounter these vicious predators live to tell of it. The skeletal remains of whirlmaws' victims can be identified by the suspiciously circular sections of their torsos missing where the creatures burrowed through and consumed the flesh, bone, and organs in their entirety.

The green, gemlike eyes of a whirlmaw are prized by those who seek exotic and dangerous treasures in the desert. It is speculated by some that these mystical orbs are the source of the whirlmaw's natural fire immunity, and alchemists and wizards often use them as components in creating magic items that bestow that form of energy resistance.



WOUNDWYRM

This massive, eyeless draconic creature is covered in purple-hued scales and sharp, spiky protrusions.

WOUNDWYRM

CR 15



XP 51,200

CE Huge dragon (chaotic, evil)

Init +5; Senses blindsight 60 ft.; Perception +22

DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +1 dodge, +20 natural, -2 size)

hp 225 (18d12+108)

Fort +17, Ref +12, Will +12

DR 10/good or lawful; Immune acid, dragon traits, gaze attacks, illusions, magic paralysis and sleep, poison, polymorph, visual effects; SR 26

OFFENSE

Speed 30 ft., burrow 30 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +26 (2d8+10), 2 claws +26 (2d6+10), tail slap +21 (2d8+5), 2 wings +21 (1d8+5)

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

Special Attacks breath weapon (100-ft. line, 16d6, Reflex DC 25 for half, usable every 1d4 rounds), entropic breath, maw of the Abyss

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

Constant—*entropic shield*, *freedom of movement*

1/day—*polymorph any object* (DC 23)

STATISTICS

Str 31, Dex 13, Con 22, Int 14, Wis 13, Cha 20

Base Atk +18; CMB +30; CMD 42 (46 vs. trip)

Feats Blind-Fight, Critical Focus, Dodge, Flyby Attack, Improved Initiative, Power Attack, Snatch, Staggering Critical, Stunning Critical

Skills Acrobatics +19, Bluff

+18, Diplomacy

+15, Fly +18,

Intimidate +26,

Knowledge (planes) +23, Perception +22, Spellcraft +23, Survival +22, Swim +22

Languages Abyssal, Common, Draconic

ECOLOGY

Environment any (the Worldwound)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Entropic Breath (Su) Instead of a line of acid, a woundwyrms can exhale a 30-foot cone of *acid fog* (as the spell) that persists for 1 minute. Any creature that begins its turn within the entropic breath becomes confused (Will DC 25 negates) for as long as it remains within the cloud and for 1d6 rounds thereafter.

Maw of the Abyss (Su) As a full-round action, a woundwyrms can attempt to suck creatures and unattended objects in a 15-foot cone into a vortex in its maw. This acts as a drag combat maneuver (CMB +30) against creatures, and acts as a Strength check with a +10 bonus to break objects. Unattended objects weighing less than 100 pounds are automatically drawn into its maw. Creatures and objects alike take 1d12 points of sonic damage per round within the cone. While using this ability, a woundwyrms cannot speak, use its breath weapon, or make attacks or attacks of opportunity with its bite attack.

Woundwyrms are ferocious predators native to the corrupted landscape of the Worldwound. They are equally at home in sea and sky, above the ground and below it. Oozing deliquescence seeps from between their cracked, rocky scales, and a constant fume of rainbow hues drifts out of their gullets, save when they inhale and ingest the very substance of disintegrating reality.





ZELISHKAR OF THE BITTER FLAME

This fiendish figure appears to be shaped from pure flame with a feline face. Three wicked tongues dart from the creature's mouth.

ZELISHKAR

CR 21



XP 409,600

NE Large outsider (daemon, evil, extraplanar, fire)

Init +5; Senses darkvision 60 ft., scent, true seeing; Perception +33

Aura unholy aura

DEFENSE

AC 39, touch 13, flat-footed 35 (+11 armor, +3 Dex, +1 dodge, +15 natural, -1 size)

hp 396 (24d10+264)

Fort +19, Ref +19, Will +20

Defensive Abilities blur (20% miss chance); **Immune** ability damage, acid, charm and compulsion effects, death effects, disease, fire, poison; **Resist** cold 30, electricity 30; **SR** 32

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +34 (1d8+11 plus 2d6 fire), 2 claws +35 (1d10+11/19-20 plus 2d6 fire)

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

Special Attacks bitter flames, corpse cremation, incandescent body, incendiary grasp, pounce, rake (2 claws +35, 1d10+11 plus 2d6 fire)

Spell-Like Abilities (CL 24th; concentration +30)

Constant—blur, true seeing, unholy aura (DC 24)

At will—blistering invective^{UC} (DC 18), dispel good (DC 21), fire shield, mass charm monster (creatures of the fire subtype only) (DC 24)

3/day—empowered fire storm (DC 24), incendiary cloud (DC 24), quickened contagious flame^{APG}, sirocco^{APG} (DC 22)

1/day—summon (level 9, 2 fiendish elder fire elementals or any daemon of 20 Hit Dice or fewer 100%)

STATISTICS

Str 33, Dex 21, Con 32, Int 17, Wis 22, Cha 23

Base Atk +24; CMB +36; CMD 52

Feats Blind-Fight, Charge Through^{APG}, Combat Reflexes, Dodge, Empower Spell-Like Ability (fire storm), Greater Overrun, Improved Critical (claw), Improved Overrun, Mobility, Power Attack, Quicken Spell-Like Ability (contagious flame), Weapon Focus (claw)

Skills Acrobatics +29, Bluff +20, Diplomacy +20, Fly +26, Intimidate +33, Knowledge (planes) +30, Perception +33, Sense Motive +29, Spellcraft +24, Stealth +25, Survival +27

Languages Abyssal, Common, Ignan, Infernal; telepathy 300 ft.

SQ daemonic harbinger traits

ECOLOGY

Environment any (Osirion)

Organization solitary

Treasure triple (+5 breastplate, other treasure)

SPECIAL ABILITIES

Bitter Flames (Su) Whenever Zelishkar deals fire damage with any attack or effect, half of the damage is fire damage and the other half is untyped damage, similar to a flame strike spell. In addition, creatures that fail a save against any fire effect Zelishkar creates are sickened for 1 minute. Those damaged by his melee attacks or by fire effects that allow no save are instead sickened for 1 round per attack. This duration stacks.

Corpse Cremation (Su) Whenever Zelishkar reduces a living creature to negative hit points, as a swift action he can turn its body to ashes and feed upon the target's life force, as death knell (Will DC 28 negates). Whenever Zelishkar slays a creature with any attack or ability, the creature's corpse is reduced to ashes (treat as disintegrate).

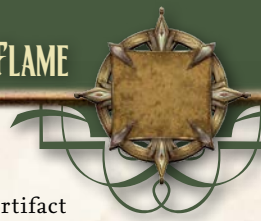
Daemonic Harbinger Traits A daemonic harbinger is a powerful daemon that has not yet made the full transition from unique daemon to a horseman. It possesses several traits, as summarized here.

- Immunity to acid, charm and compulsion effects, death effects, disease, and poison.
- Resistance to cold 30, electricity 30, and fire 30.
- Telepathy 300 feet.
- The harbinger's natural weapons, as well as any weapon it wields, are treated as evil and lawful for the purpose of overcoming damage reduction.
- The harbinger can grant spells to its worshipers. Granting spells does not require any specific action on its behalf. Zelishkar grants access to the domains of Evil, Law, Magic, and Trickery. His favored weapon is the quarterstaff.

Incandescent Body (Su) As a free action, Zelishkar can cause his body to erupt into white-hot flame. He sheds light as bright as a daylight spell, and dazzles any creature that does not avert its gaze. Creatures with the fire subtype are immune to this dazzling effect. Zelishkar can dim his flames to burning black shadows as a free action, suppressing the dazzling effect and allowing him to use Stealth without penalty.

Incendiary Grasp (Su) If Zelishkar hits a target with more than one natural weapon in the same round, the fire damage from each hit is combined as if from a single attack for the purpose of overcoming effects that provide resistance to fire. In addition, if Zelishkar succeeds at a grapple combat maneuver, as a swift action he can suppress any fire resistance or immunity the target possesses until the beginning of Zelishkar's next turn. Creatures with the fire subtype are immune to this effect, unless that subtype is granted by a temporary magical effect or magic item.

The dread Zelishkar of the Bitter Flame is a figure much feared on the crumbling plains of Abaddon and across the multiverse. A monstrous feline in shape but seemingly sculpted of lurid crimson flame, Zelishkar is girded with a crest and cuirass of infernally strengthened



obsidian, shaved to razor thinness yet losing none of its terrible strength. His eyes are jet-black pits that mirror his armor, though pinpoints of awful orange radiance gleam deep within. He is surrounded always by a heat shimmer that diffuses his blinding radiance. Zelishkar is reputed to sense the presence of his prey by the tiniest variations in temperature, tracking the movements of creatures both seen and unseen before he pounces. His own fires burn with a hellish uncleanness, tainting even those who thought themselves proofed against his flames and rapidly consuming their body and soul, leaving nothing behind but befouled ashes.

Zelishkar is feared as much for his incisive tactical acumen as for his dreadful and terrifying powers in close combat. He has single-handedly withered and despoiled cities and farmlands when summoned in the name of his daemonic mistress—Szuriel, patron of war and suffering. She forged Zelishkar's form in the deepest pits of the Cinder Furnace as her terrifying harbinger, embodying the hopeless misery of funeral pyres that consume and cremate the dead in the wake of the war that she brings. He proved so adept that she judged him worthy to transcend his purpose, and he has come to embody all of the hateful and sadistic purposes that fire serves. His name is invoked now by torturers and inquisitors alike as they consign their hapless captives to the ultimate agonies of being burned alive, and even by arsonists both petty and grand. All twisted souls who love nothing more than to see the world burn offer up silent praises to Zelishkar in their hearts; even if they never speak his name, the hate that burns within them is a sweet savor in his nostrils.

Zelishkar was summoned to Golarion in ancient times, during the height of Osirion's empire, and he led legions of flaming minions against the enemies of the Pharaoh of Forgotten Plagues, notably the Jistka Imperium. In a twist of supreme hubris, the Pharaoh of Forgotten Plagues turned against his summoned ally after several successful campaigns, and chose Zelishkar to be the test subject of his grandest experiment yet. The Osirian king had just finished construction of a grand labyrinth south of the Alamein Peninsula, and in a display of prideful foolishness ordered Zelishkar to be imprisoned within to prove the infallibility of his maze. It took the efforts of an entire army of summoned genies to lock the daemonic harbinger away beneath the desert's churning sands, but his imprisonment was absolute

with the aid of an ancient efreeti and a legendary artifact known as the *Bottle of the Bound*.

Through all the long millennia since, Zelishkar and the remnant of his host have remained imprisoned beneath the Labyrinth of Shiman-Sekh, the city founded by the Song Pharaoh upon her victory over the Pharaoh of Forgotten Plagues years after Zelishkar's detention. He has emerged from his prison but once, when Szuriel and the ironically named Incorruptible Pharaoh joined to loose his fiery fury upon one of the sky-cities of Shory. His destructive rampage could not be contained, however, and he devastated several cities and oases of western Osirion before he and his host were finally bound back within their prison. There he remains, plotting burning vengeance upon Osirion and all of Golarion for his ages of durance vile.



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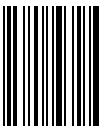
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