

WARRIOR



BESTIARY

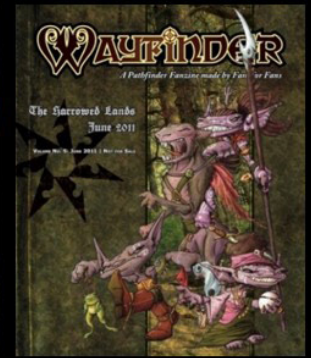
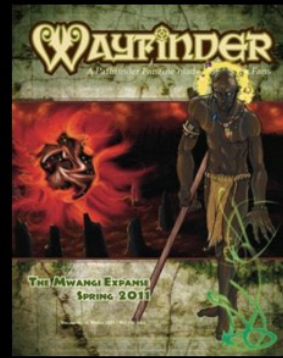
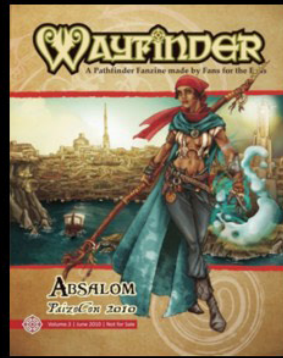
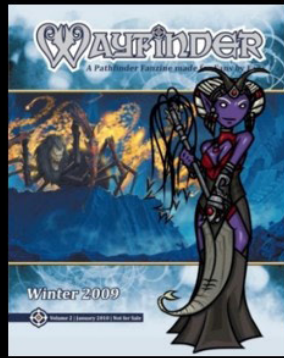
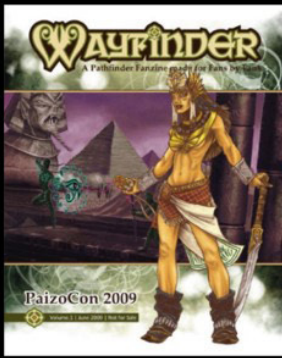


PAIZO FANS
UNITED

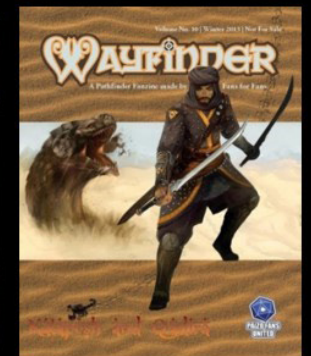
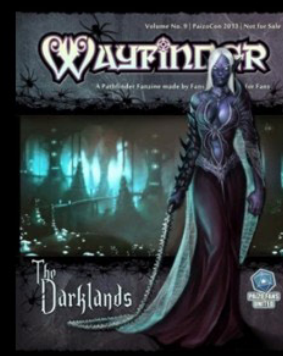
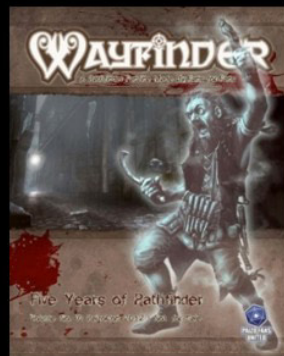
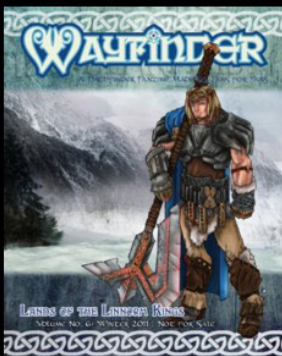
Waunder

BESTIARY

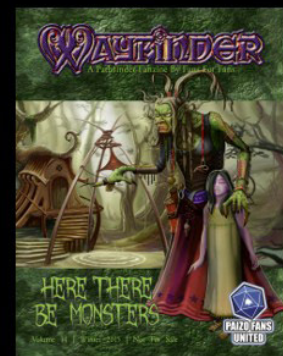
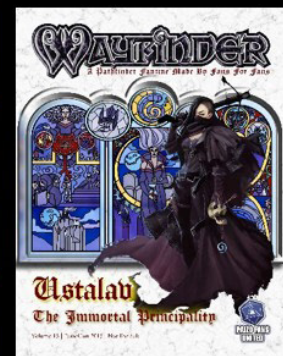
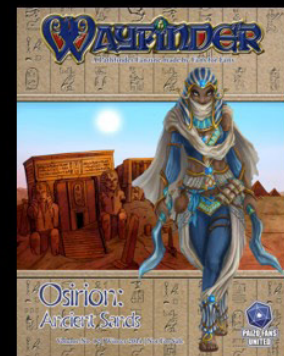




By Pathfinder fans,
for Pathfinder fans....



All Issues Free to Download at
<http://paizo.com/companies/paizoFansUnited>



WAYFINDER

BESTIARY

Credits

Authors - Gabriel Almer, Becky Corvidimus Barnes, John "John Benbo" Bennett, Joshua "Zynete" Blazej, Morgan Boehringer, Dylan "SteelDraco" Brooks, Russ Brown, Will Cooper, Ryan Costello, Jr., Sarah "Ambrosia Slaad" Counts, Paris Crenshaw, Ryan Crossman, Rich "Rebis Ouroboros" Crotty, Calder CaDavid, Craig Cartin, Chris "Ravenovf" Crowe, Matt Duval, Denis Faupel, Robert "Snorter" Feather, Benjamin "Alayern" Fields, Nick "Phloid" Floyd, Guy "ulgulanoth" Fox, Crystal "Immora" Frasier, Jason "Mikaze" Garrett, Christoph "RuyanVe" Gimmler, Amy C. Goodenough, Frank "GM_Solspiral" Gori, Wojciech "Drejk" Gruchala, Jesper "Kajehase" Haglund, Sam "burrahobbit" Harris, Nick "Demiurge 1138" Herold, Kiel "theheadkase" Howell, Scott "Curaigh" Janke, Jason "Herzwesten" Keeley, Joe "Ignotus Advenium" Kondrak, Cole Kronewitter, Thomas LeBlanc, Jeff "Shadowborn" Lee, John Leising, John E. Ling, Jr., Rob Little, Christopher "Acre" Lockwood, Dave Mallon, Matthew Medeiros, Joe "Broken" Medley, Jacob W. "Motteditor" Michaels, Nicholas "Lavachild" Milasich, Alex "Canada Guy" Moore, Eric "Epic Meepo" Morton, Kevin Andrew Murphy, Dustin James Nelson, Fraser "Friend" Nelund, Mark Nordheim, Tom "Tom Qadim" Phillips, Alex "Daviot" Putnam, Danielle "D Noir" Putnam, Ed "Odraude" Ortiz, Jr., Linda "Mariet" Zayas-Palmer, Michael Phillips, Max "Demon Lord" Rich, Matt "Enderrin" Rupprecht, Joseph "Guy Humual" Scott, Mark "Rogue Eidolon" Seifter, David "Hill Giant" Schwartz, Justin "Black Fang" Sluder, Kendra Leigh Speedling, Matthew Starch, Jeffrey Swank, Russ Taylor, Margherita "Bardess" Tramontano, Ian "Set" Turner, Ben Warren, Christopher Wasko, Brendan Ward, and Mike Welham

Cover Artist - Michael Jaecks

Interior Artists - Becky Barnes, Catherine Batka, Darran Caldemeyer, Paul Chapman, Tyler Clark, Jeremy Corff, Emilie Cormier, Liz Courts, Andrew DeFelice, William Dodds, Peter Fairfax, Lynnette Fetters, Crystal Frasier, Erin Frye, Silvia Gonzalez, Bob Greyvenstein, Michael Jaecks, James M. Keegan, Chris L. Kimball, Jason Kirckof, Adam Koča, Danny Hedager Krog, Alberto Ortiz Leon, Mike Lowe, Dave Mallon, Stephen McAndrews, Audrey Medley, Dionisis Milonas, Jesse Mohn, Alex Moore, Dustin Nelson, Kate Neve, Karla Yanin Salas Orozco, Brian Patterson, Beatrice Pelagatti, dodeqaa Polyhedra, Basil Arnould Price, Cody Ragsdale, Nick Russell, Tanyaporn Sangsnit, Bill Simpson, Ashton Sperry, Matthew Stinson, Carlos Torreblanca, Todd Westcot, and Stephen Wood

Editor-in-Chief/Publisher - Tim Nightengale

Assistant Editor-in-Chief - Paris Crenshaw

Editors/Developers - Kalyna Conrad, Paris Crenshaw, Mark Garringer, Skeeter Green, Garrett Guillotte, Eric Hindley, Thomas LeBlanc, Will McCardell, Matt Roth, and Mike Welham

Art Director - Tim Nightengale

Graphic Design and Production - Dain Nielsen and Garrett Guillotte

This product makes use of the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Bestiary, Pathfinder Roleplaying Game Bestiary 2, Pathfinder Roleplaying Game Bestiary 3, Pathfinder Roleplaying Game Bestiary 4, Pathfinder Roleplaying Game GameMastery Guide, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Magic, Pathfinder Roleplaying Game Ultimate Combat, Pathfinder Roleplaying Game Ultimate Equipment, Pathfinder Roleplaying Game Ultimate Campaign, Pathfinder Roleplaying Game Mythic Adventures, Pathfinder NPC Codex, Pathfinder Inner Sea World Guide, Pathfinder Advanced Race Guide, and Pathfinder Roleplaying Game Beginner Box. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

Open Content: The game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d), found on page 171 of this magazine.

TABLE OF CONTENTS

Foreword	1
Monsters A-Z	2-166
Appendix 1: Monsters by Type	167
Appendix 2: Monsters by CR	168
Appendix 3: Monsters by Terrain.	169
OGL	171

ALPHABETICAL LISTING OF MONSTERS

Aaadeem-Sahreah	2	Boltursus	22	Doprak (bugbear).	23
Addiction devil	38	Caen (aeon).	3	Dreadling.	55
Aequoreal (agathion)	4	Cave Camel (herd animal)28		Druegöbas	56
Agogwe	6	Cave harpy	80	Einherjar	57
Albatrocity	7	Charnel pit	29	Elephant seal	137
Alchemical dreadnaught	8	Chiroptea (agathion)	5	Everbloom leshy	100
Anubian	11	Cobblestone lurker.	31	Ferrywright	60
Arcane anglerfish	10	Coin wraith.	165	Flameshaped brute.	61
Aridnyk	12	Contra-Legem	32	Flameshaped skimmer	62
Asashim (angel).	9	Creamfoot fennec	59	Flue hag	63
Aucturn cat.	13	Cthonic creeper.	30	Frosted creature	64
Axe handle hound	14	Dark lad (cairn folk)	26	Fulgur beetle.	17
Basilim	15	Dawn grappler	35	Funtum-Denkyem	65
Blisterfoot	18	Death's head cobra	145	Galewurm.	66
Blizzard mite	110	Death's head drake.	53	Gargoyle brute.	67
Bloated devourer ghoul.	68	Deep one	36	Gaunt ascetic ghoul	69
Blood golem	70	Desert fury	37	Giant khopesh scorpion	135
Blood maiden	19	Devouring oasis.	47	Giant knifewing dragonfly52	
Blood sapling	20	Disemboweled prophet.	48	Ginch (bugbear).	24
Bodmin	21	Doomed derelict	49	Glass scarab	133

Grave guard	73	Nachzerer.	113	Sea wanderer devil. . . .	43
Green maiden (cairn folk)27		Nandi bear	16	Seal	137
Grim harvester	77	Needler	114	Seduction devil	45
Grimolochin (gremlin) .	74	No-Life king	115	Segruchen	138
Gro'kosh.	78	Nycar.	116	Shepherd devil	46
Guribast	79	Obour	117	Ship's cat	139
Harvest hag	81	Outiko	118	Silt drake	54
Haywan	82	Perfektenner.	119	Sin dragon (pride)	50
Hearth wraith	83	Pesh mummy	112	Skindancer	140
Heartland castaway . . .	84	Pharonic kamadan. . . .	88	Skinshroud.	141
Hellforge devil.	40	Pheyraoh	120	Skitterbird	142
Hephtethnet	85	Physician devil	41	Skull crab	34
Hieroglyph swarm	86	Pohton	121	Slide-rock bolter	143
Hoop snake.	146	Polevoi.	122	Smotherscum	144
Horned kobold	96	Predatory sandbar	123	Spawn of Apep	147
Jungle ooze	87	Psammead (gremlin) . .	76	Splinter swarm	151
Kaulder	89	Ravening jackal.	124	Storm hag.	152
Keld piskie	91	Razorweed	125	Sun hag	153
Kelp fiend.	92	Riddleborn (sphinx) . .	149	Taotaomona	154
Kelp slime.	93	River kraken	97	Tar golem	72
Kennie	94	River wraith	126	Thespis	155
Klabauter	95	Rompo	127	Tripodero	156
Landvaettir.	98	Roperling	128	Tsemaus.	157
Lumin	102	Rumor devil	42	Ulat-Ashad	158
Lumin swarm	102	Runespinner.	129	Ustrel.	160
Mairselath	104	Rusalka	130	Varkolak.	161
Marabbecca	105	Salt golem.	71	Vogatemtu (bugbear) . .	25
Marwor swarm	106	Sandling ooze	131	Voidwasp swarm	162
Mawgetebab'dly.	107	Sandspine.	132	Wechselkind.	163
Mediogalti devil.	109	Saurosphinx (sphinx) .	150	Witchlight	164
Monstrous lobster	101	Scarwall guard	134	Wyrmwing	166
Moon wisp	111	Sea grip	136		

FOREWORD

PaizoCon. 2015. I was meeting with my illustrious Wayfinder staff, Paris Crenshaw, Dain Nielsen, and Garrett Guillotte, and we were reflecting on how weird and amazing it was that we were looking at Wayfinder THIRTEEN. That is kind of a serious accomplishment, we all agreed. Then, Dain uttered the words he could not take back: “We should do something special...like, a bestiary.”

A bestiary. Of course!

We had been throwing around this idea of a special “Best of Wayfinder” issue for a while, but the question was never “if” but “when” we would do such a thing, and “what” the heck we would put in it. Monsters seemed a good subject, especially since we had announced that issue #14’s theme was “Monsters”. Perfect.

Dain went on to explain that since all the monsters have been already published, it would be a simple enough task to just pull them all together and give each monster one page. It made sense...it wasn’t entirely accurate, but it made sense at the time. *[layout commentary: it was an understatement... a glorious understatement, though I think I did use “should be” as a qualifier - Dain ;)]* The key, I proposed, was that it would have to be a surprise to the fans. No one was expecting a release of something other than the next issue, and if it was a gift back to our contributors and supporters, well, who doesn’t like a surprise gift, right? (I would later regret this idea, simply because it meant that we had this absolutely AWESOME idea that I could not tell anyone about it, unless of course they were helping with it. This became torturous when, over the remainder of 2015 and 2016, I saw Kickstarter after Kickstarter for new bestiaries from other publishers.)

And so, this *Wayfinder Bestiary* was conceived, appropriately, at PaizoCon. Beers may have been involved; I can’t recall.

Once the process was underway, it was interesting, as I paged through all of my copies and the PDFs hunting for the monsters within each issue, to see just how the bestiary concept evolved. Early issues #1, 2, and 3 did not have a formal bestiary section yet. Monsters were limited to individual articles. Issue #1 had only two creatures, and one was more of a recipe with a stat block. Issue #2 had 8 monsters, limited to 4 articles, and Issue #3 had 5 monsters from 3 articles. It wasn’t until issue #4, under

the guidance of Liz Courts (another alumni now at Paizo!) that the Bestiary article was formally introduced. When I was handed the keys to Wayfinder #5, I vowed to not only continue it, but to try and make it better. And by “better”, I apparently meant more monsters, with Issues #5-12 ranging from 11 to 20 creatures. In Issue #6, we decided to emulate Paizo even more, by placing the bestiary as the last article in each issue. Imitation IS the highest form of flattery, right?

The result: **one hundred fifty-five creatures**, taken from Wayfinder #1 through #15, contributed by **75 authors**, illustrated by **47 artists**, and reviewed and edited by our 10 editors led by Paris, Assistant Editor-in-Chief. Among that illustrious group, we have current Paizo employees, RPG Superstar winners and runners-up, and a large number of authors and artists who have gone on to be accomplished contributors to both Paizo products and third-party products. It is an impressive alumni, all of whom contributed their amazing talents, and highly valued time...for free.

This is what Wayfinder is. This is the power of community. I am terribly proud of what we, as a community,

have wrought.

If you are new to Wayfinder because, hey, free bestiary products are sexy, you should note that there are **17** completely free magazines full of even more fan-created goodness waiting for you to download and read. And, most importantly, we are a community that is open for you to join and contribute. Wayfinder is waiting for the next monster... to come from YOU. Join us, won’t you?

Thanks to everyone who has supported Wayfinder. We hope you enjoy the *Wayfinder Bestiary*.



Tim “Timitius” Nightengale
Wayfinder Editor-in-Chief



AAADEEM-SAHREAH

This large crocodile-like reptile lunges forward from the rocks on eight powerful legs. Four glowing red lines trace themselves from its powerful legs to its head, and red-hot teeth line its jaw.

AAADEEM-SAHREAH (GREAT LIZARD) CR 4

XP 1,200

N Large magical beast

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

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +5, **Will** +2

Resist fire 10

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.; sprint

Melee bite +9 (1d8+7 plus 2d6 fire and grab)

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

Special Attacks searing jaws

STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 22 (34 vs. trip)

Feats Acrobatic Steps⁸ (rocky or mountainous environments only), Improved Initiative, Skill Focus (Perception, Stealth)

Skills Climb +9, Perception +9, Stealth +5 (+13 in rocky or mountainous environments);

Racial

Modifiers

+8 Stealth in rocky or mountainous environments

ECOLOGY

Environment warm hills or plains

Organization solitary, pair, or pack (2–6)

Treasure none

SPECIAL ABILITIES

Searing Jaws (Ex) When an aaadeem-sahreah succeeds on a check to maintain a grapple, it can superheat its metal-like teeth, dealing 4d6 fire damage (in addition to any other effects of the successful check).

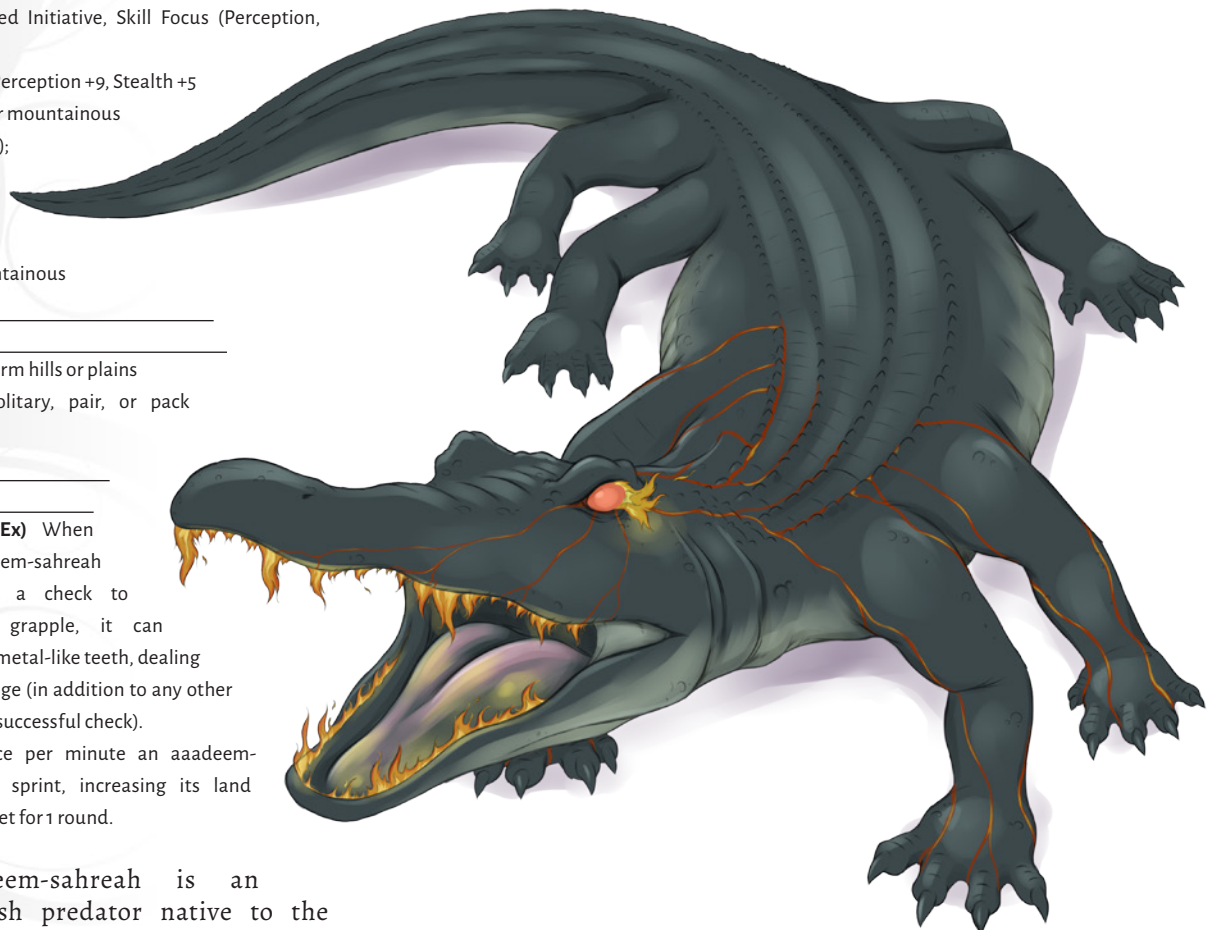
Sprint (Ex) Once per minute an aaadeem-sahreah may sprint, increasing its land speed to 60 feet for 1 round.

mountainous foothills and scrubland of Qadira, eastern Casmeron, and across the Obari Ocean from Katapesh to Nex. A possible distant relative of basilisks, the aaadeem-sahreah has the body of a large alligator with eight powerful legs. A cunning hunter, its armored scaly hide is capable of changing color to camouflage itself against the rocks and scrubland where it lives. Lines of red scales form stripes running from its clawed feet, down its back, past its blood red eyes, and ending at its toothy maw. The aaadeem-sahreah's powerful legs make it agile on rocks and boulders, and in short bursts the beast can rush forward surprisingly quickly.

Thought to be elemental- or genie-touched, the aaadeem-sahreah can siphon heat from the sunbaked earth and channel it to its metal-like teeth, causing them to glow red-hot. While doing so, the area around its feet chills creating a short-lived hoar frost, and the stripes along its body pulse with a red glow.

By Matt "Enderrin" Rupprecht (Wayfinder #10)

Art by Jason Kirckof



The aaadeem-sahreah is an apex ambush predator native to the

AEON, CAEN

This sphere of liquid fire mixed with unmelting ice shards floats a few feet over the ground. Both elements sprout arm-like tendrils extending from its core, and its surface occasionally crackles with static charges in a pattern that resembles a simple face.

CAEN **CR 10**

XP 9,600

N Medium outsider (aeon, cold, extraplanar, fire)

Init +10; **Senses** darkvision 60 ft., sense heat; **Perception** +17

DEFENSE

AC 24, touch 18, flat-footed 18 (+2 deflection, +6 Dex, +6 natural)

hp 125 (10d10+70); fast healing 5

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

Defensive Abilities absorb lightning;

Immune cold, critical hits, fire, poison; **SR** 21

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee fiery touch +13 touch (5d6 fire), icy touch +13 touch (5d6 cold)

Ranged icy flame ray +16 touch (5d6 cold plus 5d6 fire damage)

Special Attacks freezing flame, lightning leap

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

At will—*jolt*^{UM:Blg}, *ray of frost*, *spark*^{APC}

3/day—*summon monster V* (fire, ice, or lightning elementals only)

STATISTICS

Str 17, **Dex** 22, **Con** 22, **Int** 14, **Wis** 19, **Cha** 19

Base Atk +10; **CMB** +13; **CMD** 31 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot, Toughness

Skills Fly +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (nature) +20, Knowledge (planes) +20, Perception +17, Spellcraft +15, Stealth +19

Languages envisaging

SQ extension of all, no breath, void form

ECOLOGY

Environment any

Organization solitary, pair, or trio

Treasure standard

SPECIAL ABILITIES

Absorb Lightning (Ex)

As a standard action, a caen can transform itself into a lightning-absorbing vortex. In this state, the caen becomes incorporeal and gains immunity to electricity, instead healing 1 point of damage for each 3 points

of damage the electricity effect would otherwise deal. A caen must spend a standard action each round to maintain this ability.

Freezing Flame (Su) Any creature struck with both fiery touch and icy touch in the same round has to succeed at a Reflex saving throw (DC 18) or become entangled with burning ice for 1d4 rounds. While entangled, the victim suffers 1d6 points of fire damage and 1d6 points of cold damage each turn. As a full-round action, an entangled creature can free itself from the flaming ice with a Strength check or Escape Artist check (DC 18). The saving throw DC is Strength-based.

Icy Flame Ray (Su) A caen can fire a ray of energy dealing half cold and half fire damage. A creature struck with it has to succeed at a Reflex saving throw (DC 18) or become entangled with burning ice as the freezing flame ability.

Lightning Leap (Sp) As a standard action three times per day, a caen can transform into a bolt of lightning similar to the *ride the lightning* spell (*Pathfinder RPG Advanced Player's Guide*), except the duration is instantaneous, and the Reflex save DC is 19. The save DC is Charisma-based.

Sense Heat (Su) A caen detects presence of open fire, all effects with cold or fire descriptor, and all creatures with the cold or fire subtypes within 60 feet as if using blindsense.

Caens are aeonic guardians of energy, particularly the duality of fire and ice, and the raw power released when the oppositions clash. Mortals rarely meet caens since they focus their efforts on cosmic-scale disruptions of the balance between heat and cold. Only a rare cataclysm is large enough to create a power imbalance that draws their attention to the Material Plane.

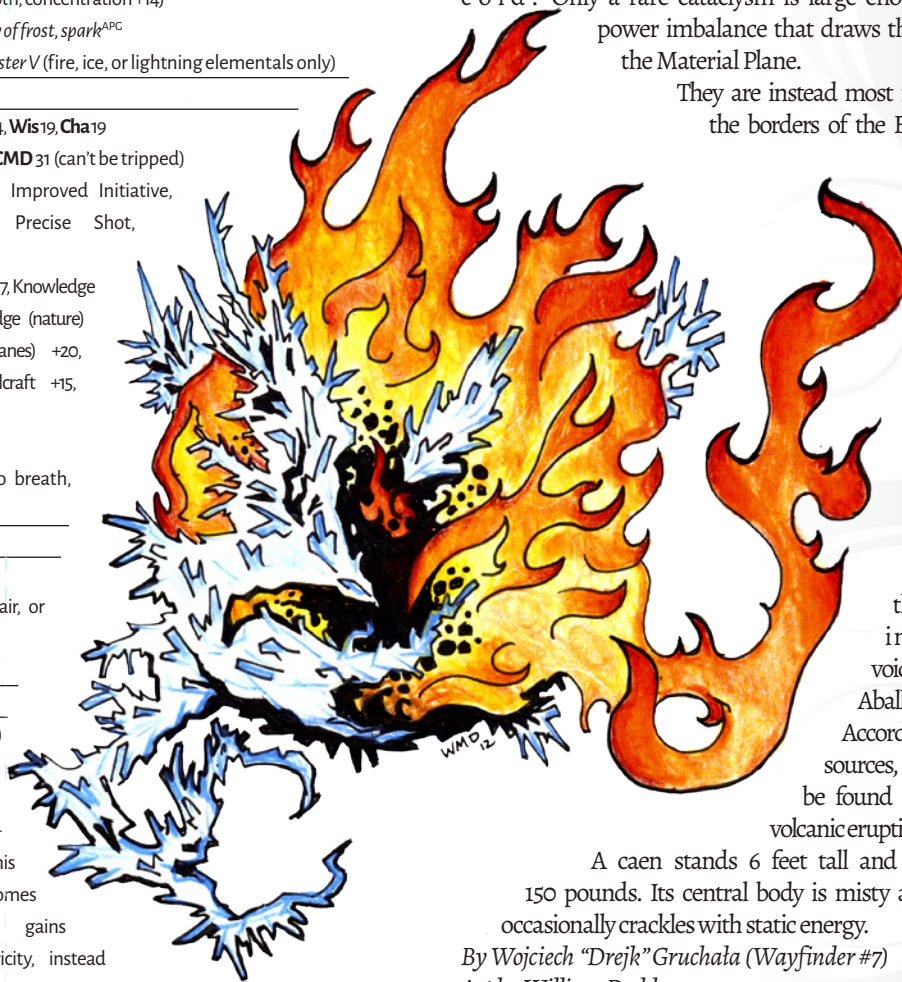
They are instead most reliably found at the borders of the Elemental Planes

and elemental incursions, though they are known to frequent a few of the celestial bodies in Golarion's solar system where the heat of solar radiation clashes with the cold of interplanetary void, such as Aballon and Triaxus. According to some sources, caens can even be found in places where volcanic eruptions melt glaciers.

A caen stands 6 feet tall and weighs around 150 pounds. Its central body is misty and steamy and occasionally crackles with static energy.

By Wojciech "Drejk" Gruchala (Wayfinder #7)

Art by William Dodds



AGATHION, AEQUOREAL

This clear and luminescent jellyfish-like creature floats gently before you. A serene, hopeful expression graces its humanoid face.

AEQUOREAL

CR 2

XP 600

NG Tiny outsider (agathion, aquatic, extraplanar, good)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

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

hp 11 (2d10)

Fort +0, **Ref** +5, **Will** +6; +4 vs. poison

Defensive Abilities hollow body; **DR** 5/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 13

OFFENSE

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

Melee 2 stings +6 (1d2-3)

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

Special Attacks mnematocyst

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

Constant—*know direction, speak with animals*

At will—*dancing lights, stabilize*

1/day—*detect thoughts, sleep*

1/week—*touch of idiocy*

STATISTICS

Str 5, **Dex** 14, **Con** 11, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** -4; **CMD** 8 (cannot be tripped)

Feats Iron Will, Weapon Finesse

Skills Acrobatics +7 (-5 when jumping),

Diplomacy +6, Fly +15, Knowledge

(planes) +5, Perception +10, Stealth

+19, Swim +12; **Racial Modifiers** -12

Acrobatics when jumping, +4 Perception,

+4 Stealth, +8 Swim

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

SQ amphibious, compression, lay on hands (1d6, 1/day, always as a 2nd-level paladin)

ECOLOGY

Environment any air or water (Nirvana)

Organization solitary, bloom (3–5), or dream (6–10)

Treasure none

SPECIAL ABILITIES

Dream Link (Su) An aequoreal can slide its body over a Medium or smaller creature's head and link minds. This allows the linked creature to communicate telepathically and share dreams with the aequoreal as well as with any other beings whose forehead is currently touched by its tentacles. Dream link does not inhibit a creature's breathing ability.

Hollow Body (Ex) An aequoreal's hollow body collapses

easily to absorb blunt force. Bludgeoning damage in excess of an aequoreal's damage reduction is converted to nonlethal damage.

Mnematocyst (Su) The stinging cells of an aequoreal can transfer a shocking jolt of electricity and memory into the minds of its target. Evil creatures take 1d4 electricity damage. Evil and neutral creatures are stunned for 1d3 rounds (DC 13 Fort negates) by the rush of confusing and guilt-inducing memories. Good creatures take no damage and are instead affected as by calm emotions (DC 13). This ability can be used once every 1d4 rounds.

The tranquil aequoreals are common sights throughout the seas and skies of Nirvana. Their bodies resemble seemingly empty-bodied jellyfish whose “umbrella” has the shape of a humanoid head trailing thin tentacles from its “neck”. This gelatinous membrane bears a humanoid face often accentuated by alien, yet beautiful, features. The umbrella and tentacles, along with the delicate neural network within, are typically translucent and glow in spots and lines with a soft blue bioluminescence, particularly the irises of the aequoreal's eyes. Aequoreals seem evenly divided among males, females, and individuals of indeterminate gender, fluctuating in accordance to their dreams.

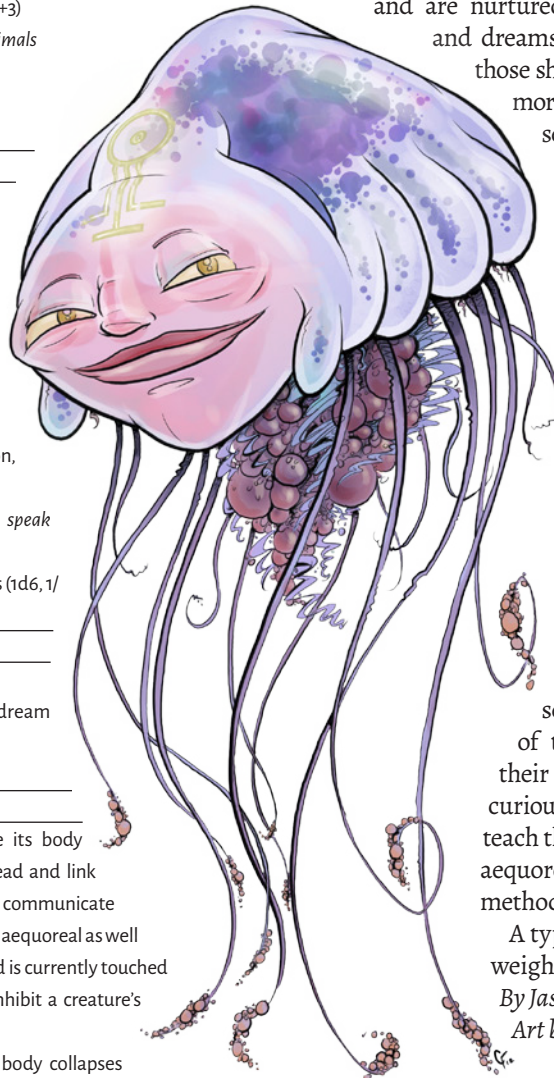
Reflecting their once mortal nature, aequorals absorb and are nurtured by the shed mortal memories and dreams of Nirvana's petitioners, as well those shared freely by celestials and living mortals. The aequoreals, in turn, serve as a living library of these accumulated benevolent thoughts and hopes.

While mostly content to placidly enjoy, contemplate, and share their collected memories and dreams, many actively seek out those they see in dire need of hope. These aequoreals tend to latch onto sturdier and solid-bodied celestials or mortal adventurers for protection. They can be taken as familiars by 7th-level good-aligned spellcasters who utilize the Improved Familiar feat and meet the prerequisites. In this role, aequoreals often serve as muses, as well as students of the world; as they inspire with their dreams, they remain insatiably curious about what their masters might teach them. Though they loathe violence, aequoreals will act with force if gentler methods prove insufficient.

A typical aequoreal is 1 foot wide and weighs 5 pounds.

By Jason “Mikaze” Garrett (Wayfinder #8)

Art by Crystal Frasier



AGATHION, CHIROPTEAL

This dark skinned, small-framed humanoid has leathery wings extending from her thin arms and oversized bat-like ears framing her head.

CHIROPTEAL **CR 5**

XP 1,600

NG Small outsider (agathion, extraplanar, good)

Init +4; **Senses** blindsight 60 ft., darkvision 60 ft., detect magic, low-light vision, see invisibility; **Perception** +12

Aura fear aura (20 ft., DC 16)

DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)

hp 39 (6d10+6)

Fort +3, **Ref** +9, **Will** +8; +4 vs. poison

DR 5/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 16

OFFENSE

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

Melee 2 claws +12 (1d4 plus attach), bite +11 (1d6 plus 1d6 bleed)

Special Attacks echo burst

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

Constant—*detect magic*, see *invisibility*,
Speak with animals

At will—*aid*, *darkness*, ear-piercing scream
(DC 13), *ghost sound* (DC 12), *stabilize*

3/day—*blur* (self only), *distressing tone*^{JM}
(DC 14)

1/day—*discordant blast*^{APC} (DC 16)

STATISTICS

Str 10, **Dex** 19, **Con** 12, **Int** 13, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +5; **CMD** 20

Feats Dodge, Flyby Attack, Weapon FinesseB,
Weapon Focus (claw)

Skills Bluff +11, Diplomacy +8, Fly +17, Knowledge
(planes) +10, Perception +12, Sense Motive
+12, Stealth +13

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

SQ lay on hands (3d6, 5/day, as a 6th-
level paladin)

ECOLOGY

Environment any underground (Nirvana)

Organization solitary, pair, or colony (5–8)

Treasure standard

SPECIAL ABILITIES

Echo Burst (Su) A chiroptéal can overload her larynx to release a deafening blast of sound in all directions, dealing 5d6 sonic damage and deafening all enemies in a 50 ft.-radius burst. A successful DC 17 Fort save halves the damage and negates the deafness. The save DC is Charisma-based, and includes a +2 racial bonus.



Chiropteals are small, thin-boned humanoids with bat-like features, including leathery wings that grow from their arms, an extended “finger” on each wing, and long, clawed toes. Their human-like faces typically bear smallish features save for slightly larger-than-normal eyes and wide, pointed ears—each one at least half as large as the chiroptéal’s head. While many have faces most humanoids might consider pleasant, some appear surprisingly hideous, most often due to oversized and misshapen noses. They dress simply and lightly, carrying little beyond what they can hold close to their bodies to avoid entangling themselves in flight. When venturing out in daylight, they often rely on smoked goggles to shield their sensitive eyes until they have fully acclimated.

Hailing from the darker and deeper regions of the plane of Nirvana, chiropteals are more at home in the Darklands than most of their agathion kin, though they find few like-minded folk there. Deep in the Darklands, they typically roost near trade routes or adopt svirfneblin villages to protect. Closer to the surface, they often take on roles as guardians to keep mortals from venturing into dangerous territory unawares or to keep the dangers of the Darklands contained.

Chiropteals tend to live simply, preferring a diet of fruit and fungi and days spent in communal song in their homes’ protective darkness. However, they readily enjoy the perks of other civilizations, and communities that offer their comforts freely often find themselves with guardians who are loathe to leave a good thing once they have found it. Many chiropteals understand others find their appearance frightening, and as such they can be slow to approach mortal communities on the surface. Instead, they work from the shadows as much as possible, making careful introductions to more open-minded folk.

Though they prefer to avoid direct confrontations and employ hit-and-run tactics, chiropteals also gang up and latch onto larger foes to subdue them. Their anesthetizing bites can cause enemies to quickly bleed out, though chiropteals typically stabilize those they are forced to fight. Chiropteals’ echolocation abilities give them a knack for mapping out subterranean tunnels and labyrinths make them valuable allies for those exploring the Darklands or other dark and enclosed spaces. They seldom lead the charge against evil, recognizing their own relative frailty, but offer eager support to bolster sturdier allies.

A typical chiroptéal is 3 feet tall and weighs 40 pounds. They most commonly become bards, clerics, or rogues. A rare few are blind, and these individuals are considered particularly blessed and believed to be attuned with the echoes of creation still bouncing off planar borders. Such chiropteals often become oracles.

By Jason “Mikaze” Garrett (Wayfinder #9)

Art by Peter Fairfax

AGOGWE

Flashing large canine teeth from behind scarlet red lips and gums, this agile ape has mottled fur and a gleam of intelligence in its bright green eyes.

AGOGWE **CR 3**

XP 800

N Small monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

hp 22 (3d10+6)

Fort +3, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft., climb 40 ft.

Melee bite +5 (1d3+1), 2 slams +5 (1d2+1)

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 6, **Wis** 13, **Cha** 8

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

Feats Run, Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +13, Climb +9, Perception +10, Sleight of Hand +12, Stealth +16;

Racial Modifiers +8 Acrobatics, +4 Sleight of Hand, +4 Stealth

Languages Agogwe

SQ filcher

ECOLOGY

Environment any jungle

Organization single, pair, troop (3–12), or tribe (13–30)

Treasure standard

SPECIAL ABILITIES

Filcher (Ex) All agogwe are adept at stealing things. Sleight of Hand is always a class skill for an agogwe.

Agogwe are capricious little humanoids believed to be indigenous to the jungles of the Mwangi Expanse, especially the deepest regions between Usaro and Kibwe. Though far from human, agogwe possess a primitive intellect well above animal intelligence. They tend to live in nomadic family-oriented tribes.

They are capable of using simple tools, when they find them, but they have not demonstrated the ability to make much more than crude, stone clubs. Agogwe do occasionally gather shiny items, simple weapons, or other trinkets, especially if they live near more civilized communities. They use the tools they find, if they can, and sometimes decorate

themselves with baubles and stolen finery.

Agogwe are generally timid creatures that avoid fighting and most often attempt to escape dangerous situations. However, agogwe will stand and fight to protect a mate or offspring. If an enemy threatens more than one child or mate, the tribe may band together to drive away the threat or kill it.

Scholars in the Pathfinder Society are not actually certain that the agogwe really exist. Due to their reclusive nature, they have only been encountered a few times. Even then, attempts to record information about them have been confounded by their reluctance to engage with outsiders and by other, unrelated incidents. The Society attempted to launch an expedition in 4600 AR to locate and study the agogwe, but significant delays in planning prevented the researchers from departing for Mwangi until 4604.

The team spent nearly two years in the jungle without achieving any results. Near the end of 4605, however, the team's lead researcher sent a magical message indicating that they had made significant progress and that they were on the verge of a great discovery concerning the agogwe's connection to other Mwangi races, including the Charau-ka. No further word ever came from the team, however, and the events surrounding Aroden's death at the beginning of 4606 prevented a serious attempt to recover them.

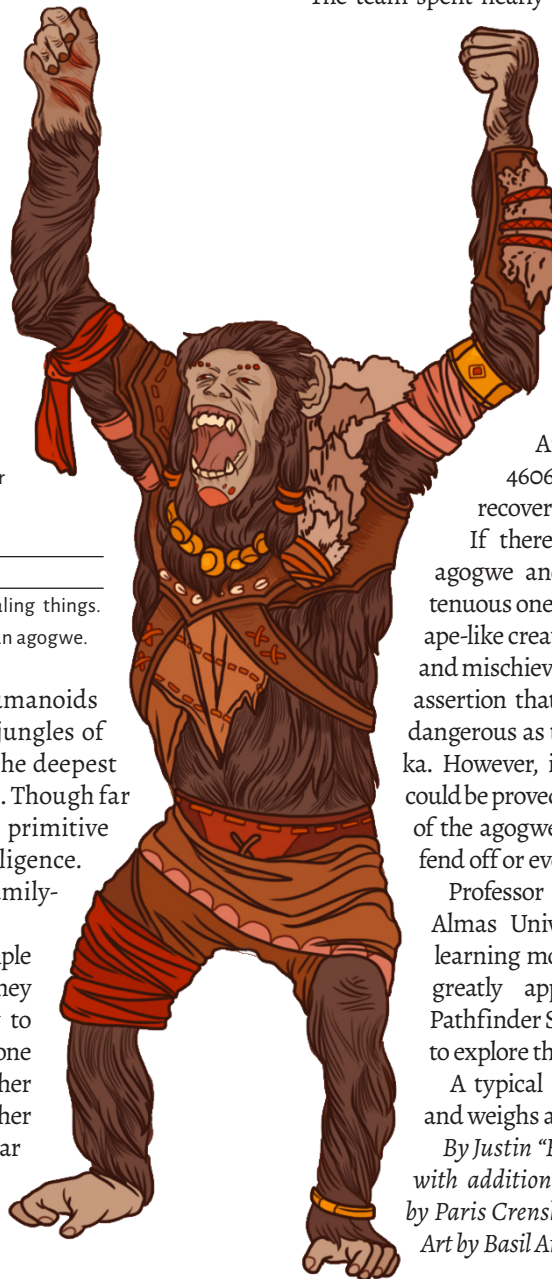
If there is a connection between the agogwe and the Charau-ka, it must be a tenuous one. All accounts of these diminutive ape-like creatures indicate that they are clever and mischievous, but there has never been any assertion that the agogwe are as vicious and dangerous as the demon-worshipping Charau-ka. However, if a link between the two races could be proved, gaining a better understanding of the agogwe might provide clues for how to fend off or even destroy the charau-ka.

Professor Jalus Ebincott, at Andoran's Almas University, is greatly interested in learning more about the agogwe and would greatly appreciate assistance from the Pathfinder Society or any other group willing to explore the Mwangi Expanse on his behalf.

A typical agogwe stands about 4 feet tall and weighs approximately 75 pounds.

By Justin "Black Fang" Sluder (Wayfinder #4) with additional campaign setting information by Paris Crenshaw

Art by Basil Arnould Price



ALBATROCITY

What appears to be a typical seabird wings its way closer. Then it opens its beak, revealing rows of needlelike teeth, and unleashes an ear-splitting shriek.

ALBATROCITY **CR 5**

XP 1,600

NE Small aberration

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +14

Aura frightful presence (60 ft., DC 17)

DEFENSE

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

hp 52 (8d8+16)

Fort +4, **Ref** +8, **Will** +9

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee bite +11 (1d6+1), 2 claws +11 (1d3+1)

Special Attacks death curse

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

At will—*piercing shriek*^{UM} (DC 15)

STATISTICS

Str 12, **Dex** 19, **Con** 14, **Int** 11, **Wis** 17, **Cha** 16

Base Atk +6; **CMB** +6; **CMD** 20

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Acrobatics +13 (+5 when jumping), Disguise +5 (+13 to appear as a seabird), Fly +17, Intimidate +14, Perception +14, Stealth +15; **Racial Modifiers** +8 Disguise to appear as a seabird

Languages Common

ECOLOGY

Environment any ocean or coastlines

Organization solitary, pair, rookery (3–12)

Treasure incidental

SPECIAL ABILITIES

Death Curse (Su) An albatrocity inflicts a curse on the character who deals the killing blow to the creature. If the victim fails a DC 17 Will save, he suffers a –4 penalty on attack rolls, saves, ability checks, and skill checks. Additionally, he must succeed at a daily DC 17 Will save to avoid taking 1d4 Charisma damage. *Remove curse* only breaks this curse if

cast by a cleric of a sea deity; higher-level magic breaks the curse as normal. The save DC is Charisma-based.

An albatrocity relies on its similarity to the albatross to wreak havoc across the seas of Golarion. Much like a standard albatross, the creature weighs 45 pounds, stands nearly 4 feet tall, and measures 12 feet from wingtip to wingtip when it flies. However, a beak featuring dozens of razor-sharp teeth, as well as a keening cry that harms those who hear it, reveal the creature's true nature. An albatrocity is just as horrific dead as it is alive, and a hapless character who slays the monster becomes the victim of a terrible curse.

The creature employs simple tactics when it attacks a ship. An albatrocity fixes itself on whichever crewmember is at the wheel, drawing close to its potentially unaware victim. It then lets loose a shriek that disables its target and subsequently dives for the incapacitated victim to shred him with its teeth and claws. If a rookery of the creatures attacks, some of them work to damage the ship's sails to cripple the vessel.

By Mike "taig" Welham (Wayfinder #8)

Art by Becky "Corvidimus" Barnes



ALCHEMICAL DREADNOUGHT

A titanic humanoid form thunders toward you, thick green smoke pouring from where it should have a head. A harsh chemical stench makes your eyes water and your lungs burn as it lumbers closer and the multitude of corpses comprising it become clear.

ALCHEMICAL DREADNOUGHT CR 12

XP 19,200

CE Huge undead

Init -1; **Senses** all-round vision, darkvision 60 ft., mistsight; Perception +19

Aura stench (60 ft., DC 23, 10 rounds)

DEFENSE

AC 26, touch 9, flat-footed 26 (+2 deflection, -1 Dex, +17 natural, -2 size)

hp 143 (19d8+57)

Fort +8, **Ref** +5, **Will** +11

Defensive Abilities All-around vision, amorphous; **DR** 10/slashing and magic; **Immune** acid, undead traits; **Resist** electricity 10, fire 10;

OFFENSE

Speed 40 ft.

Melee 2 claws +20 (2d6+22/19-20)

Ranged corpse bomb +13 ranged touch (1d8+10 plus acid splash and corpse cloud)

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

Special Attacks absorb, breath weapon (acidic vomit, 60 ft. cone, 8d6 acid damage, Reflex DC 21 for half, once per day), corpse bomb (every 1d4 rounds), trample (1d8+15, DC 31)

STATISTICS

Str 35, **Dex** 8, **Con** —, **Int** 6, **Wis** 10, **Cha** 14

Base Atk +14; **CMB** +28; **CMD** 37

Feats Ability Focus (stench), Bull Rush Strike^{APC}, Cleave, Crippling Critical, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack, Toughness^S, Weapon Focus (claw)

Skills Intimidate +24, Perception +22

Languages Common (cannot speak)

ECOLOGY

Environment any land (battlefields or magical wastelands)

Organization solitary

Treasure half (acid-resistant treasure on absorbed bodies)

SPECIAL ABILITIES

Absorb (Su) Anytime the alchemical dreadnought enters the space of a dead or dying creature of Large size or smaller, the target may be absorbed. Dead creatures are automatically absorbed, while a dying creature gets a Will save (DC 21) to resist absorption. Each corpse absorbed this way functions similarly to a *death knell* spell. The bonuses from this effect stack, to a maximum of 50 temporary hit points and a +10 enhancement bonus to Strength. These bonuses fade after 10 minutes per HD of the creatures absorbed. The save DC is Charisma-based.

Corpse Bomb (Su) As a standard action, the alchemical dreadnought can infuse a corpse from its body with alchemical power and throw it at its foes as a ranged touch attack that deals 1d8 + Str to the target and releases a corpse cloud. The alchemical dreadnought can throw a corpse bomb every 1d4 rounds. The save DC is Charisma-based.

Corpse Cloud (Su) A *stinking cloud* effect erupts from the explosion of a corpse bomb, centered on the point of impact. Creatures in the cloud also take

2d6 points of acid damage each round on the dreadnought's turn (Fortitude DC 21 negates nausea and halves the damage). A corpse cloud dissipates after 1d6+1 rounds. The save DC is Charisma-based.

Mistsight (Ex) Fog, mist, smoke, or similar effects do not hinder an alchemical dreadnought's senses.

An alchemical dreadnought is a towering composition of many fused corpses. Instead of a head, thick, green smoke pours from the hole in its shoulders. With no discernible face, it sees the world through the eyes of all the corpses fused into its flesh. Powerful bone claws allow the dreadnought to tear at its prey.

In battle, an alchemical dreadnought throws corpse bombs at the largest concentration of foes, then wades into the cloud, slaughtering anything it can reach. Unaffected by its corpse cloud, it drops corpse bombs on targets in melee with it, reveling in the destruction it causes. By slaughtering weaker foes and absorbing them with its trample attack, the dreadnought increases its power to deal with more significant threats.

The first alchemical dreadnoughts were accidentally created from mass graves on battlefields where horrific alchemical weapons were used.

A typical dreadnought is about 30 feet tall and weighs 12,000 pounds, but can grow larger if it absorbs enough corpses.

By Dylan "SteelDraco" Brooks (Wayfinder #13)

Art by Michael Jaecks



ANGEL, ASASHIM

This feathered warrior towers over even the tallest of men. Great wings close around its muscled body and powerful arms wield an enormous, gleaming sword.

ANGEL, ASASHIM CR 11

XP 12,800

NG Large outsider (angel, extraplanar, good)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura protective aura

DEFENSES

AC 25, touch 16, flat-footed 18 (+7 Dex, +9 natural, -1 size)

hp 147 (14d10+70)

Fort +9, **Ref** +16, **Will** +13; +4 vs poison

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

SR 22

OFFENSE

Speed 40 ft., fly 100 ft. (good)

Melee Huge mwk greatsword +21/+16/+11 (4d6+10/19-20), 2 claws +20 (1d8+7)

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

Special Attacks Cleave, Flyby Attack, Great Cleave, Power Attack, Vital Strike

Spell-like abilities (CL 12th, concentration +16)

Constant—*true seeing*

At will—*bless*, *bane* (DC 22), *command* (DC 22), *consecrate*, *protection from evil*

3/day—*flame strike* (DC 26), *hallow* (DC 26), *magic circle against evil*

STATISTICS

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

Base Atk +14; **CMB** +22; **CMD** 39

Feats Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Power Attack, Vital Strike

Skills Acrobatics +21, Bluff +4, Climb +21, Craft +5, Diplomacy +18, Disguise +4, Escape Artist +7, Fly +23, Heal +18, Intimidate +18, Perception +21, Perform +4, Sense Motive +21, Stealth +3, Survival +4, Swim +7, Knowledge (planes) +22, Knowledge (religion) +19, Spellcraft +19

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

SQ lay on hands 7/day (3d6)

ECOLOGY

Environment any good-aligned plane

Organization solitary

Treasure standard

SPECIAL ABILITIES

Powerful Build (Ex) Due to its powerful musculature, an asashim may use weapons of up to one size category larger without penalty.

The asashim are a tightly knit group of free thinking celestial warriors, a self-contained unit that will throw in their lot with any party they deem the most righteous.

On occasion, they have accepted payment for their services, most often in the form of esoteric knowledge or powerful magic, which has led to their nickname in some circles as “Heaven’s Sellswords.” There are always two hundred asashim at any one time, and if any die, more appear from some unseen source to keep the number consistent and maintain the illusion of a legion of immortal warriors.

Asashim resemble 9-foot-tall humanoids with finely scaled ivory skin and two pairs of violet-feathered wings sprouting from their backs. The asashim appear human from the waist up, but have the legs of some sort of ivory dragon or bird, which have long, golden claws and tufts of dark violet feathers. They also have clawed hands and their arms have tufts of feathers. An asashim’s face resembles that of a slightly feral-looking human with glowing magenta eyes and a shock of dark feathers for hair. All asashim carry a massive greatsword, and wear nothing but a red kilt or loincloth and a thick red leather belt and scabbard.

By Dave Mallon (Wayfinder #2)

Art by Beatrice Pelagatti



ANGLERFISH, ARCANES

The rotten chest spilling its gold onto the sandy ocean bottom suddenly vanishes. The stony outcropping behind it splits into a great, toothy maw and rushes at you with incredible speed.

ARCANES ANGLERFISH CR 8

XP 2,400

N Huge magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 8, flat-footed 20 (+12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +7, **Will** +4

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +16 (2d8+12 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks swallow whole (3d6 acid, AC 16, 10 hp)

Spell-Like Abilities (CL 10th; concentration +12)

At will—*detect thoughts* (DC 13), *major image* (DC 17; maximum area: 10 ft. cube)

3/day—*sympathy* (DC 22)

STATISTICS

Str 26, **Dex** 10, **Con** 18, **Int** 5, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 30

Feats Ability Focus

(major image), Ability

Focus (sympathy),

Improved Initiative,

Improved Natural

Attack (bite), Skill

Focus (Stealth)

Skills Stealth +19, Swim

+16; **Racial Modifiers**

+8 Stealth

Languages Aquan

(cannot speak)

ECOLOGY

Environment any

ocean

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Chameleon Skin (Ex)

An arcane anglerfish's racial bonus to Stealth comes from his ability to change the color of its skin to match its surroundings, even complex or regular patterns.

Fast Swallow (Ex) An

arcane anglerfish can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

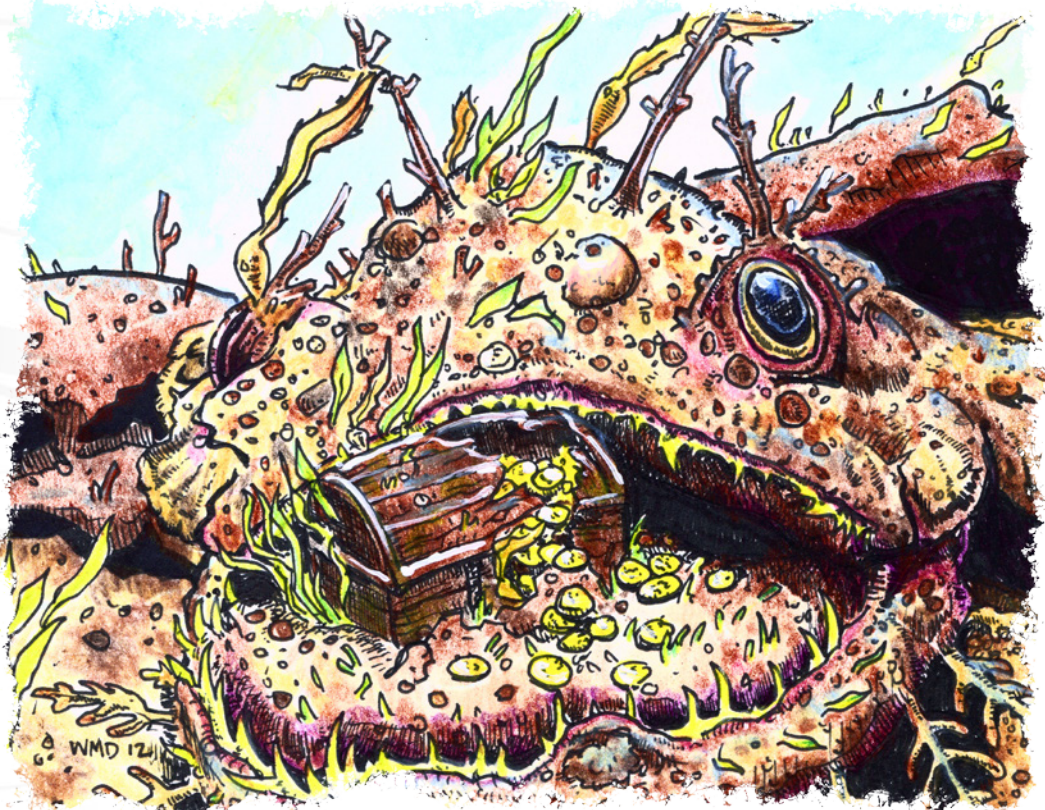
Freeze (Ex) An arcane anglerfish can hold itself so still it appears to be a rock or coral outcropping. An arcane anglerfish that uses freeze can take 20 on its Stealth check to hide in plain sight.

A giant version of the common anglerfish, this monstrosity is made even more dangerous by its sentience and magical abilities. While it can easily subsist on local prey, it has adapted to lure intelligent prey into range of its dangerous maw.

An adult arcane anglerfish has a repertoire of illusions to lure prey, usually dependent on the type encountered in the area. Some will use the image of a drowning person, others a lissome mermaid beckoning to sailors, or the glittering vision of sunken treasure. Should the prey need more incentive, it can use detect thoughts to refine the lure. If even this does not bring in the prey, it can place a sympathy effect on the area containing the illusion, compelling its prey into range. The arcane anglerfish deals with prey in the same way as its smaller kin: once within range, it lunges forward to swallow its prey whole.

By Jeff Lee (Wayfinder #8)

Art by William Dodds



ANUBIAN

This dark-skinned, muscular human male possesses the head of a jackal. He wears a shendyt and carries a khopesh.

ANUBIAN CR 4

XP 1,200

LN Medium outsider (extraplanar, lawful)

Init +5; **Senses** darkvision 120 ft., detect chaos, low-light vision, scent; **Perception** +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural; +2 deflection vs. chaotic)

hp 39 (6d10+6)

Fort +6, **Ref** +6, **Will** +5; +4 vs. poison, +2 resistance vs. chaotic

DR 5/chaotic; **Immune** blindness, exhaustion, fatigue, fear; **SR** 15

OFFENSE

Speed 50 ft.

Melee bite +9 (1d8+3), 2 claws +9 (1d4+3) or mwk khopesh +10/+5 (1d8+3/19-20), bite +4 (1d8+1)

Special Attacks knockdown

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

Constant—*detect chaos, locate object*

At Will—*greater teleport* (self plus 50 lbs. of objects only), *message*

STATISTICS

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

Base Atk +6; **CMB** +9 (+11 trip); **CMD** 20

Feats Dodge, Improved Initiative, Iron Will

Skills Acrobatics +10 (+18 when jumping), Knowledge (nobility) +9, Intimidate +9, Perception +10, Sense Motive +10, Stealth +16, Survival +14; Racial Modifiers +6 Stealth, +4 Survival

Languages Ancient Osirion

SQ nightstalker

ECOLOGY

Environment warm deserts

Organization squad (4–12)

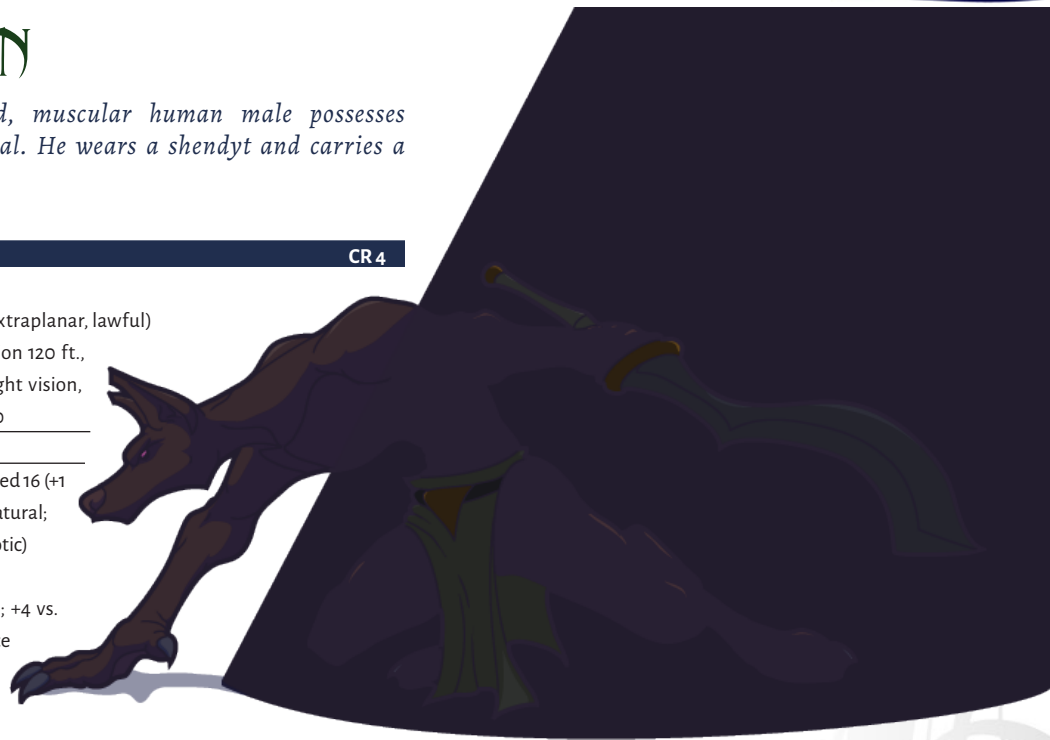
Treasure masterwork khopesh

SPECIAL ABILITIES

Knockdown (Su) An Anubian receives a +2 bonus on checks made to trip a foe. Whenever it successfully trips an opponent, that opponent provokes an attack of opportunity from the Anubian.

Nightstalker (Su) An Anubian only exists at night and vanishes in the light of the sun.

The existence of Anubians, or grave guardians as they're also known, is veiled in mystery. Some claim they are nothing more than bandits dressed



in jackal masks who wait for nightfall to steal the bounty of other tomb robbers. Others claim they are the recent creation of a powerful wizard who wishes to claim the ancients' secrets for his own. Still others claim they are a curse, sent as a bane to those who would take precious items from the tombs of Osirion's pharaohs of old. Whatever the Anubians' origins, those unfortunate enough to see them rarely live to tell the tale.

In truth they are returned souls who have sworn to protect their dead masters' property and honor. When night falls, they rise up from the robbed or vandalized resting places of their long-dead masters to avenge the insult of the tomb's desecration. They can locate any stolen items and single-mindedly focus on recovering them. The more valuable the stolen items, the greater the number of Anubians that arise. If caught in the morning sun they fade, but return the following night to resume their hunt.

During combat gain the upper hand through stealth and pair up against a foe when possible. They follow simple tactics, usually tripping their opponents with their khopeshes and striking any foes who fall prone. They fight until either they recover the stolen item or they fall in battle. Once defeated, the souls return to their planes of existence—resuming the afterlife they have earned until their masters need them again.

By Max "Demon Lord" Rich (Wayfinder #12)

Art by Jeremy Corff

ARIDNYK

This floating crystalline mass sheds an eerie white light, held aloft by gossamer wings as it flutters from corpse to corpse.

ARIDNYK **CR 6**

XP 2,400

NE Tiny undead

Init +8; **Senses** darkvision 60 ft., deathwatch, detect undead, lifesense 60 ft.; Perception +9

DEFENSE

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

hp 59 (7d8+28)

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

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

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Special Attacks channel negative energy 7/day (DC 17, 4d6)

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

Spell-like Abilities (CL 7th, concentration +11, +15 when casting defensively)

Constant *death watch*, *detect undead*

Cleric spells prepared (CL 7th; concentration +10, +14 when casting defensively)

4th—*enervation* (DC 17)

3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *contagion* (DC 16)

2nd—*desecrate*, *protective penumbra*^{UM}, *silence* (DC 15), *unliving rage*^{ACC}

1st—*bane* (DC 14), *cause fear* (DC 14), *chill touch* (DC 14), *ray of sickness*^{UM} (DC 14), *doom* (DC 14)

0—*bleed* (DC 13), *detect magic*, *light*, *touch of fatigue* (DC 13)

STATISTICS

Str 1, **Dex** 18, **Con** —, **Int** 3, **Wis** 16, **Cha** 19

Base Atk +5; **CMB** -2; **CMD** 12 (can't be tripped)

Feats Alertness, Combat Casting, Improved Initiative, Selective Channeling

Skills Fly +21, Knowledge (religion) -3, Perception +9, Sense Motive +9, Stealth +16

Languages Common (cannot speak)

ECOLOGY

Environment any (desecrated holy places, sites of holy crusades)

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Lifesense (Su) An aridnyk notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Spells An aridnyk casts spells as a 7th-level cleric, and can cast inflict spells spontaneously as a cleric of an evil deity, but does not have access to domains. An aridnyk can cast all necromancy spells as divine spells.

When a healer of considerable power and selflessness dies from exposure to negative energy, there is a minute chance that the healer's soul will cling to this world as an aridnyk. Born from the spirit's regrets and unfinished duties, aridnyks crave above all else to heal the injured, cure the sick, and bolster the weak. However, the aridnyk's mind is twisted in undeath, and its connection to the divine is severed. The aridnyk can only call upon the unholy power that birthed it, and in its madness, it is unable to discern between negative and positive energy.

Because of their single-mindedness and their tendency to target the most injured creatures with negative energy attacks, aridnyks are considered by the uninformed to be especially malicious undead. In reality the spirits are zealously attempting to heal others with their deadly powers. Aridnyks wander in search of those in need and often end up hounding unwilling "patients" or following groups of undead, empowering them with negative energy in a futile attempt to lay them to rest.

Aridnyks' appearance can vary wildly, though most often they appear as masses of white, shining crystal with abstracted traits of animals or other beings that the soul associated with goodness and purity in life. They also sometimes take the shape of a desecrated holy symbol of the god they once served. Should two of these creatures encounter one another they invariably see each other as kindred spirits and allies, joining together and redoubling their efforts.

Aridnyks cannot be created by conventional necromancy.

Attempts to engineer one (by deliberately killing a cleric of a good deity with massive amounts of negative energy, for example) always fail. These rare and unusual undead are highly prized by necromancers as naturally occurring wellsprings of unholy power, because they are relatively simple to trick, train, or outright force into serving as a combat medic for hordes of zombies or skeletons. Packs of undead bolstered by aridnyks are rightly feared for their durability and ferociousness.

Aridnyks are typically no larger than a foot in diameter and weigh virtually nothing.

By Ryan Crossman
(Wayfinder #13)

Art by Becky "Corvidimus" Barnes



AUCTURN CAT

This slender, silver-eyed, night-black cat opens its mouth far wider than any normal being could, revealing three impossibly long tentacles instead of a tongue.

AUCTURN CAT **CR 7**

XP 600

NE Tiny aberration

Init +8; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 22, touch 16, flat-footed 18 (+4 Dex, +6 natural, +2 size)

hp 85 (10d8+40)

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

Defensive Abilities impossible geometries, out of this world; **Immune** disease

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee 3 tentacles +12 (2d4+2), 2 claws +13 (1d3+4)

Space 2-1/2 ft.; **Reach** 0 ft. (10 ft. with tentacles)

Special Attacks twisting angles

STATISTICS

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

Base Atk +7; **CMB** +9; **CMD** 23

Skills Acrobatics +17, Climb +12, Disguise +13 (+33 while in the form of a normal cat), Knowledge (dungeoneering) +14, Perception +24, Stealth +25, Swim +12; **Racial Modifiers** +20 Disguise while in the form of a normal cat, +8 Perception

Feats Combat Reflexes, Improved Initiative, Multiattack, Weapon Focus (tentacle), Wingover

SQ no breath, self-mummification, twisting paths

Language Aklo (cannot speak); telepathy, 100 ft.

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Impossible Geometries (Ex) An

Aucturn cat is a being of complex dimensional geometry extending beyond the three spatial dimensions. It passes through any visible opening, even those too small for its apparent size, and operates as if under a constant *freedom of movement*.

Out Of This World (Ex) Despite

masquerading as an innocent animal, an Aucturn cat is an alien being from beyond the stars.

Any dragon, fey, humanoid, or monstrous humanoid targeting an Aucturn cat with a spell or spell-like ability that specifically targets animals becomes

staggered for 1 round and sickened for 1d4 rounds; this reveals the Aucturn cat's alien nature, removing its disguise. This is a mind-affecting effect.

Self-Mummification (Ex) Aucturn cats can enter a form of hibernation, slowly drying their internal organs into husks. In this state the Aucturn cat has hardness 8, is immune to aging, starvation, thirst, and radiation, can survive vacuum of space, and does not register as a living being to any magic less powerful than *true seeing*. It remains dimly aware of its surroundings and can revive itself in 1d4 rounds at will.

Twisting Angles (Ex) The impossible geometries of an Aucturn cat's anatomy allow its tentacle attacks to strike at weird angles and extend beyond the three dimensions ignoring concealment, cover, displacement, and miss chances, and dealing full damage to incorporeal and ethereal targets. A creature struck by an Aucturn cat's tentacle has its speed halved for one round. On a critical hit the victim has its speed reduced to 0 and becomes flat footed for one round. *Freedom of movement* or *dimensional anchor* prevents loss of movement.

Twisting Paths (Ex) Aucturn cats do not have innate teleportation abilities on their own but can follow shadow walk or any teleportation effect used within 60 feet of them.

Aucturn cats are alien cat-like beings that appear in early Osirian legends associated with the Dominion of the Black. According to the few surviving hieroglyphs, a few Aucturn cats arrived along with strange, god-like beings and remained behind. Their presence might be the source of Osirian worship of and deference to cats, encouraging the ancient people to show respect to animals that might be much more powerful alien beings in disguise. The practice of mummification and

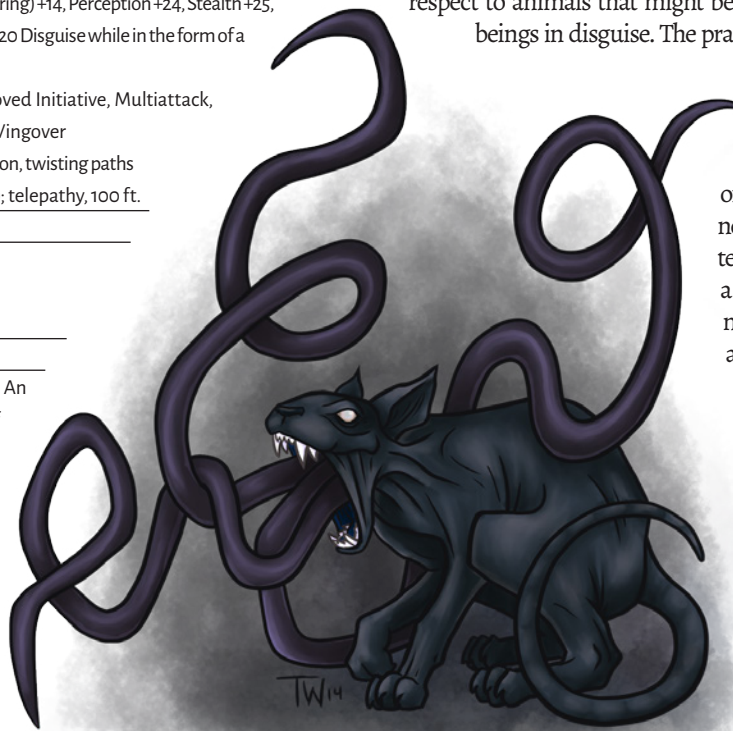
burial of cats might be a reflection of Aucturn cats' ability to hibernate for hundreds or thousands of years as dried husks. Even now, grave-robbers meet terrible fates by disturbing a hibernating Aucturn cat mistaken for the mummy of a mundane animal.

Aucturn cats are selfish, capricious and cruel beings, likely to play with their food, which they prefer alive, unless fancy strikes them or their victims appeal to their vanity. When they communicate telepathically, they project no words, instead sending arrays of dizzying, headache-inducing images and scenes of

alien worlds and beings.

By Wojciech "Drejk" Gruchala (Wayfinder #12)

Art by Todd Westcot



AXE HANDLE HOUND

This unbelievably thin canine has a head shaped like a lumberjack's axe. Charging forward, its head cleaves the air as it leaps to attack.

AXE HANDLE HOUND **CR 1**

XP 400

N Small magical beast

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

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 15 (2d10+4)

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

OFFENSE

Speed 40 ft.

Melee bite +5 (1d4+1)

Special Attack sudden charge

STATISTICS

Str 13, **Dex** 14, **Con** 15, **Int** 3, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +6 (+14 when jumping), Stealth +10; **Racial Modifiers** +4 Acrobatics when jumping

Languages Common (can't speak)

ECOLOGY

Environment any forest

Organization solitary, pair, or pack (3-12)

Treasure none

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, an axe handle hound makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attack fails, the axe handle hound cannot be tripped in return.

Axehandle hounds are the bane of cutyards throughout clearcut forests, haunting the edges of logging camps in search of food to steal to fill their odd diet.

Overall, they resemble dogs with a roughly axe-like shape. They have heads shaped like an axe blade, hence the name, complemented by a skinny, handle-shaped body above short stubby legs.

Nocturnal prowlers, they sneak into lumber camps after nightfall looking for axe and pick handles, which they voraciously

devour or haul away to eat as they see fit. The hound's diet consists entirely of clean, worked wood – staves, polearms hafts, shovels, picks and axes, anything that has salt sweat left on the handles after having been used repeatedly they are not interested at all in newly cut wood, only wooden handles that have been repeatedly used. Some believe that they have an inherent salt deficiency, and feast on sweat cured wood to solve this problem. Weaker, softer woods are also ignored, and harder woods (darkwood, ironwood) are especially prized. Axehandle hounds have been called “The rust monster of the woods” for obvious reasons.

They make for excellent pets; however, the cost of feeding them can be exorbitant. The skull of an axehandle hound can also be used to create a bone battleaxe (see ‘Primitive Armor and Weapons’ from Chapter 3 of *Ultimate Combat*).

Axehandle Hound Companions

Starting Statistics:

Size Small, **Speed** 40 ft.;

AC +1 natural armor; **Attack** slash (1d6+1);

Ability Scores Str 13, Dex 14, Con 15, Int 3, Wis 14, Cha 6;

Special Qualities low-light vision, scent.

7th-Level Advancement:

Size Medium;

AC +2 natural armor;

Attack slash (1d8+3);

Ability Scores Str +4, Dex –2, Con +4;

Special Qualities sudden charge

By Rich “Rebis Ouroboros” Crotty (Wayfinder #7)

Art by Lynnette Fetters



BASILIM

The ancient and weather-worn statue of a being of an age long past, and mostly forgotten, shuffles forward with malicious intent.

BASILIM **CR 3**

XP 800

LE Medium construct

Init +0; **Senses** blindsight 30 ft.; Perception +2

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 42 (4d10+20)

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

Defensive Abilities construct traits, madness; **DR** 5/adamantine

Weaknesses madness

OFFENSE

Speed 20 ft.

Melee 2 slams +7 (1d6+4)

STATISTICS

Str 16, **Dex** 10, **Con** —, **Int** 10, **Wis** 6, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 19

Feats Iron Will, Power Attack

Skills Intimidate +3, Perception +2

ECOLOGY

Environment any land

Organization solitary or garden (5-10)

Treasure standard

SPECIAL ABILITIES

Madness (Ex) All basilim are somewhat unhinged. Unlike artificial constructs, they are not immune to mind-affecting effects. However, a basilim can continue making saving throws against a mind-affecting spell or effect each round until free of the effect. This drives the basilim deeper into madness, causing it to hallucinate or act in a bizarre fashion.

Whether by the gaze of a medusa, the bite of a cockatrice, or some other effect, a basilim was turned to stone. Unlike most victims of petrification, a basilim has reanimated itself through sheer force of will. Though it is both blind and deaf, it can feel its surroundings with a perfection it never knew in life. Most basilim take hundreds, if not thousands of years, to learn to move

their new bodies. This process drives the creatures insane.

Unlike other constructs, such as golems, a basilim cannot be constructed on purpose. It can only develop over the course of centuries in places with great magical sources, whether these are arcane, divine, or even occult in nature. Occasionally, a great psychic event will begin the process of animation, causing an entire garden to come into being all at one time.

A typical basilim stands about six feet tall and weighs 800 pounds.

By Justin "Black Fang" Sluder (Wayfinder #5)

*Art by
Dionis
Milonas*



BEAR, NANDI

Hunch-backed with dark brown fur and lighter spots, this creature blends the features of a bear and a hyena. Its forelimbs are powerful with thick, jagged claws.

NANDI BEAR **CR 6**

XP 2,400

N Large animal

Init +5; **Senses** low-light vision; Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 76 (8d8+40)

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

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee 2 claws +8 (1d8+9 plus grab), bite +7 (3d6+13 plus trip)

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

Special Attacks rend (2 claws, 1d8+13)

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Power Attack, Skill Focus (Perception, Stealth), Toughness^B

Skills Climb +17, Perception +10, Stealth +11, Swim +17; **Racial Modifiers** +4 Stealth

SQ powerful bite

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or pack (3-8)

Treasure none

SPECIAL ABILITIES

Powerful Bite (Ex) A nandi bear's jaws are more powerful than they appear. Add 1-1/2 times its Strength bonus to damage.

The nandi bear is a carnivorous creature that supposedly feeds off humanoid brains, sneaking into villages and entering huts to claim its victims. Often mistaken for hyenas, nandi bears favor traveling in packs, but hunt alone. They are ferocious and often attack without provocation. Nandi bears always use Power Attack, whether attacking prey or defending themselves.

The original nandi bears are believed to have originated in an odd stretch of forest in the Mana Wastes, bred by gnoll beast masters

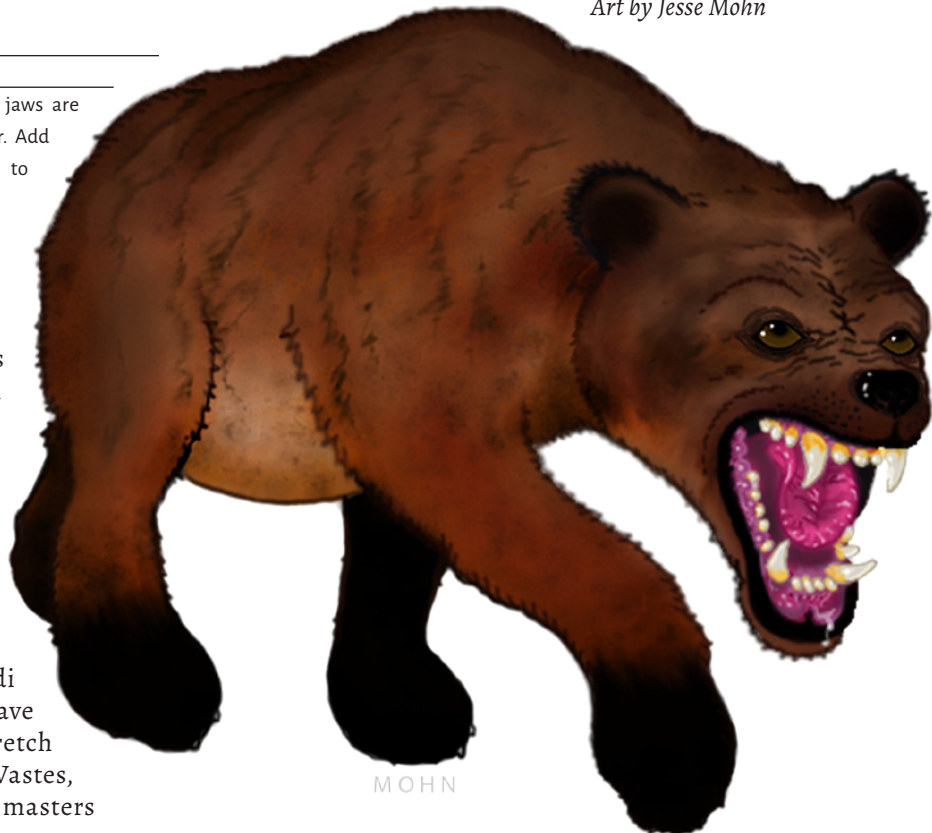
experimenting on cross-breeding bears with hyenas. Using an alchemical formula to make both species more physiologically compatible, they managed to slowly crossbreed the animals into the hybrids known today. What the gnolls didn't realize, however, was that the scavenger instincts of the hyenas coupled with the radiation of the Mana Wastes gave the nandi bears a strange urge to feast on the brains of intelligent creatures. This urge is no odd eccentricity, however; the bears seem to know that if they can consume enough intelligence they can become a sentient species themselves.

When a nandi bear has consumed enough humanoid brains, it gains a glimmer of greater intelligence and physically transforms, becoming an almost entirely different creature known as a nandi bear savant. These creatures resemble gnoll-bear hybrids, taking on a slightly more humanoid gait and gaining somewhat humanoid features, such as opposable thumbs. A nandi bear savant will often lead a pack of nandi bears on raids against humanoid settlements in order to let the lesser members of the pack feast on the brains of those within, and attain their own level of consciousness.

A nandi bear stands 9 feet tall on its hind legs and weighs close to 1000 pounds. Nandi bear savants are often about the same height but tend to weigh almost 100 pounds less than their savage kin.

By Justin "Black Fang" Sluder (Wayfinder #4) with additional material by Eric Hindley

Art by Jesse Mohn



MOHN

BEETLE, FULGUR

Electricity arcs across the shell of this fluorescent blue, child-sized beetle.

FULGUR BEETLE

CR 1

XP 400

N Medium vermin

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

DEFENSE

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

hp 15 (2d8+6)

Fort +6, **Ref** -1, **Will** +0

Defensive Abilities electrified; **Immune** mind-affecting effects; **Resist** electricity 10

OFFENSE

Speed 30 ft., fly 15 ft. (poor)

Melee bite +3 (1d6+3)

Ranged jolt +0 touch (2d6 electricity)

STATISTICS

Str 14, **Dex** 9, **Con** 16, **Int** —, **Wis** 10, **Cha** 11

Base Atk +1 **CMB** +3 **CMD** 12 (20 vs. trip)

Skills Fly -5

SQ temporary revivification

ECOLOGY

Environment temperate hills, swamps, or urban (graveyards)

Organization solitary, cluster (2-6) or colony (7-12)

Treasure none

SPECIAL ABILITIES

Electrified (Ex) A creature that strikes a fulgur beetle with a natural weapon, unarmed strike, or metal weapon takes 1d6 points of electricity damage. Creatures grappling a fulgur beetle take this damage when initiating the grapple and on each round the grapple is maintained.

Jolt (Ex) By connecting the tips of its antennae as a standard action, a fulgur beetle can fire a jolt of electricity at a target within 30 feet.

Temporary Revivification

(Ex) A fulgur beetle can animate a mostly-intact corpse, as per the spell *animate dead* (CL 1st), except that the zombie

remains animated for only a number of rounds equal to the beetle's HD + Constitution modifier (usually 5 rounds). A newly animated zombie acts on the fulgur beetle's next turn.

Nesting in marshes, foothills, abandoned buildings, and cellars, these scavengers feed primarily on brain matter and lingering electrical impulses. Fulgur beetles are persistent problems in graveyards, wandering in at night and digging up shallow graves to feast on fresh corpses.

Fulgur beetles produce and transmit electricity through a complex network of organs. This electricity courses through their carapace, and can be directed outward in short bursts through their antennae, either to defend themselves or jump-start a prospective meal. When carrion is scarce, fulgur beetles swarm, hunting live prey with blasts of electricity. The beetles' bioelectric organs and shells often find use as alchemical reagents or spell components.

Fulgur beetles are typically 3 feet tall and weigh 150 pounds, with females being slightly bulkier.

By Ryan Crossman (Wayfinder #13)

Art by Crystal Frasier



BLISTERFOOT

This massive black-scaled lizard has a vicious gleam in its eyes and flames well up from within the beast's mouth.

BLISTERFOOT **CR 4**

XP 1,200

N Large magical beast (fire)

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

DEFENSE

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

hp 37 (5d10+10)

Fort +6, **Ref** +9, **Will** +2

Immune fire; **Resist** cold 10

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +10 (2d6+6 plus 1d6 fire plus grab)

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

Special Attacks breath weapon (30 ft. line, 3d6 fire, DC 14, once every 1d4 rounds), pounce

STATISTICS

Str 18, **Dex** 21, **Con** 15, **Int** 5, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 25 (27 vs. trip)

Feats Improved Initiative, Run, Weapon FinesseB, Weapon Focus (bite)

Skills Acrobatics +13 (+25 jumping), Climb +16, Perception +9, Stealth +10 (+14 underground); **Racial Modifiers** +4 Acrobatics, +4 Perception, +4 Stealth (+8 underground)

Languages Orc (cannot speak)

ECOLOGY

Environment any warm land

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

Treasure none

Bred for war by the orcs of Blisterwell, these massive lizards often serve as mounts to war-chiefs of the Haskodar and One-Eye tribes. Though less intelligent than their orc masters, blisterfoot are far more intelligent than regular reptiles and are able to understand the language of their masters.

Prized for their intelligence and the obvious utility of their breath weapon, blisterfoot are sought after by the leaders of other orc tribes, as well as several tribes of giants and hobgoblins. However, the Haskodar and One-Eye orcs are loath to share the secrets of raising these beasts that serve as formidable combat machines throughout their war-torn city.

Even giving up a single egg means one less lizard to ride with the hordes into battle, so both Tulluk Clovenface and Molkk Dwarf-mangler, the leaders

of the Haskodar and One-Eye tribes (*Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*) have decreed that anyone who steals a blisterfoot egg or sells an egg or a young lizard to outsiders is to be executed. This, of course, has not stopped enterprising thieves—and a few hapless orcs—from making the attempt. To date, sufficiently few have succeeded that the Blisterwell orcs still hold a monopoly on the lizards. In the rare instances when one of the chieftains deems an ally worthy of receiving a lizard as a gift, the creatures are sterilized—a procedure that is also kept secret—before it is delivered to the honored recipient.

Among the Blisterwell tribes, the breeding of blisterfoot has taken on the same level of art and skill other races would apply to the breeding of horses or fine hunting dogs. Only a few family lines have the beasts in sufficient numbers to supply the armies. These groups cling to their breeding secrets, and experiment with ways to improve the traits within their herds. A few specialized breeders even work to enhance the blisterfoot's already-formidable abilities by infusing them with draconic or other bloodlines.

Unique Blisterfoot

Firefang (Huge advanced blisterfoot, CR 6): This monstrous beast is well-known to visitors to Blisterwell, where it occupies one of the gatehouses that guard the entrance to the city. Firefang is cared for by a group of orcs who are assigned the duty as punishment. The lizard's temper is legendary, and only the toughest of his caretakers survive postings to tend to him for more than a few months.

Scourmaw (unique blisterfoot, CR 5): One of the rare successes of crossbreeding achieved by Haskodar tribesmen, who presented Scourmaw as a gift to the tribe's shaman, Ysock Rockcaller. Possibly crossed with a forest drake—through mysterious means—Scourmaw's breath weapon is a stream of boiling hot acid (dealing half fire and half acid damage).

By Justin "Black Fang" Sluder (Wayfinder #5) with additional campaign setting information by Paris Crenshaw

Art by Jason Kirckof



BLOOD MAIDEN

Bloodied claws adorn the wing-arms of this dark skinned, white-haired hybrid of a drow and a bat.

BLOOD MAIDEN **CR 8**

XP 4,800

CE Medium monstrous humanoid

Init +8; **Senses** bloodsense 60 ft.; darkvision 60ft.; Perception +20

DEFENSE

AC 21, touch 15, flat-footed 16 (+1 dodge, +4 Dex, +6 natural)

hp 102 (12d10+36); vampiric healing

Fort +7, **Ref** +12, **Will** +11

DR 5/silver; **Immune** disease; **Resist** cold 10, electricity 10; **SR** 19

Weaknesses light blindness

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (poor)

Melee 2 claws +15 (1d8+3 plus profuse bleeding) and bite +15 (1d4+3 plus siphon blood)

Special Attacks profuse bleeding (1d4), siphon blood (DC 18)

Spell-like Abilities (CL 12th; concentration +14)

At will—*dancing lights, darkness, faerie fire*

STATISTICS

Str 16, **Dex** 18, **Con** 16, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +12; **CMB** +11; **CMD** 26

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Power Attack

Skills Fly +15, Perception +20, Stealth +23, Survival +16;

Racial Modifiers +4 Perception, +4 Stealth

Languages Drow Sign Language, Elven, Undercommon

ECOLOGY

Environment any underground

Organization solitary, pair, or flight (3-12)

Treasure standard

SPECIAL ABILITIES

Profuse Bleeding (Ex) A blood maiden's

claws deal 1d4 points of bleed damage.

Profuse bleeding stacks with itself and any other effect that deals bleed damage.

Siphon Blood (Su) If a blood maiden hits with her bite attack against a creature suffering from a bleed effect, the target must immediately make a Fortitude saving throw (DC 18) or take 1 point of Constitution damage. Creatures not suffering from any bleed effects are unaffected. The save DC is Charisma-based.

Vampiric Healing (Su) When living creatures within 30 feet of a blood maiden suffer bleed damage, she regains hit points equal to the amount of bleed damage.



Blood maidens are vicious and bloodthirsty creatures, combining the worst traits of drow and vampires. These terrible creatures draw the blood of their victims toward their mouths in streams of crimson mist that flow through the air from any open wounds within range.

Blood maidens are fleshcrafted drow assassins, guardians, and scouts, with a rising number of blood maidens going wild and stalking the slums of drow cities and nearby tunnels. The first blood maiden arose from a botched ritual performed by a drow cultist of Zura, the demon lord of vampires. Instead of turning into a vampire, she transformed into a living, bloodsucking image of her patron, a hybrid of humanoid and bat. Other Zura worshipers deliberately copied the imperfect ritual, viewing the unintended effect as their patron's blessing, but were unable to repeat it. Later, after much study, drow fleshcrafters learned to successfully create more blood maidens.

Since that time, blood maidens, like driders before them, started to breed true, or almost true. There are no known male specimens yet—all subsequent generations of blood maidens have been sired by male drow. Fleshcrafters and other scholars have yet to determine the reasons for this strange development.

Despite their taste for blood and their vampiric healing ability, blood maidens are not restricted to feeding on blood.

They can eat raw meat, but blood sustains them to a much greater degree than regular food. Life expectancy of blood maidens remains unknown and will probably remain so for some time. As of yet, blood maidens in the service of their drow masters show no signs of aging.

A blood maiden claw can be used as an additional material component that is consumed in the casting of *vampiric touch*, allowing the caster to replace temporary hit points granted by the spell with an equal amount of healing.

*By Wojciech "Drejk" Gruchala (Wayfinder #9)
Art by Michael Jaecks*

BLOOD SAPLING

This tall, slender plant has a large cage-like bulb topping its brownish-green stalk. Inside the cage rests a brain interlaced with a series of roots. Two small green leaves are centered on its head, giving the appearance of eyes with veiny branches for arms and roots curled underneath as legs.

BLOOD SAPLING **CR 1**

XP 400

NE Medium plant

Init +1; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 11 (2d8+2)

Fort +4, **Ref** +1, **Will** +0

Defensive Abilities life harvest, plant traits; **DR** 5/slashing

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., climb 15 ft.

Melee 2 claws +5 (1d4+3/19-20 plus grab)

Ranged sap spray +2 (blind 1d4 rounds, DC 13)

Special Attacks blood drain (1d2 Constitution)

STATISTICS

Str 17, **Dex** 13, **Con** 12, **Int** 10,

Wis 10, **Cha** 14

Base Atk +1; **CMB** +4 (+8 grapple); **CMD** 15

Feats Weapon Focus (claw)

Skills Bluff +4, Climb +11, Perception +4, Stealth +5 (+9 in forests);

Racial Modifiers +4 Stealth in forests

Languages Common, Sylvan

ECOLOGY

Environment any forest

Organization solitary or grove (2–7)

Treasure standard

SPECIAL ABILITIES

Branches (Ex) A blood sapling makes its primary claw attacks with its branch arms, dealing slashing and piercing damage. The sharp branches threaten a critical hit on a roll of 19–20.

Life Harvest (Ex) A blood sapling harvests the dissipating life force of dying and injured creatures. The blood sapling gains fast healing 1 for each bleeding or dying creature within 20 feet.

Sap Spray (Ex) After using blood drain, the blood sapling can emit a stream of bloody sap as a swift action at one target within 30 feet. The target is blinded for 1d4 rounds (DC 13 Reflex negates). This gummy sap

can be removed with a full round action. The save DC is Constitution-based.

A blood sapling grows from a seedling inserted within a corpse planted into the earth with the head left above ground. A seed pod grows upwards to split open the skull, extracting the brain, which the blood sapling incorporates as its own.

Blood saplings have a taste for blood and yet are unable to produce a naturally sustaining bodily fluid within themselves. Even the blood of animals and vermin creatures don't provide enough nourishment for their humanoid brain tissue, unless an exorbitant amount is ingested. For this reason, the blood saplings prize fey, outsiders, and humanoids as delicacies. The blood saplings, when left to their own devices, have a difficult time interacting with other creatures due to their taste for blood.

The dull-red seed pods are the size of a walnut. Blood sapling seeds are often mistaken for walnuts as they are intricately shaped and grown to appear as diminutive brains. A single blood sapling generally has 1d6 seed pods when slain—harvesting one requires a DC 20 Survival check. After harvesting, these pods may be inserted into a creature, planted in the ground up to their necks, to grow a new blood sapling.

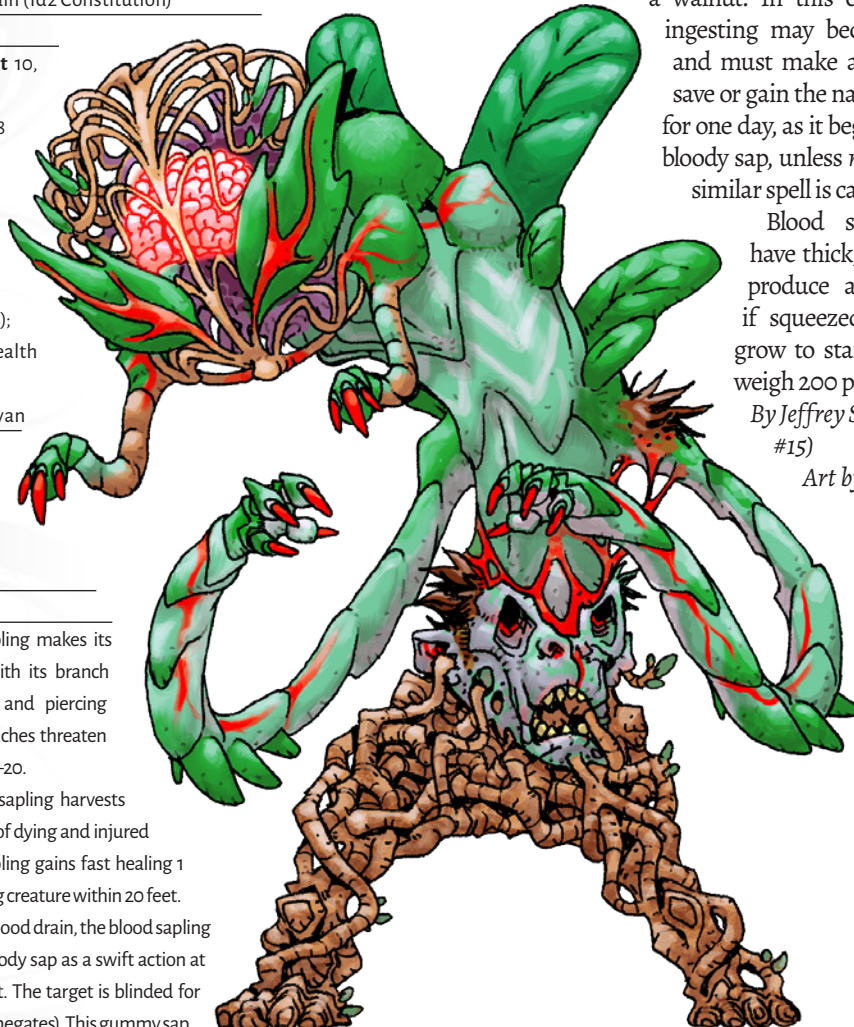
If incorrectly identified, a seedpod can be mistaken for

a walnut. In this case, the creature ingesting may become seriously ill and must make a DC 14 Fortitude save or gain the nauseated condition for one day, as it begins to cough up a bloody sap, unless *remove sickness* or a similar spell is cast.

Blood saplings tend to have thick, pulpy leaves that produce a bloody red sap if squeezed. Blood saplings grow to stand 6 feet tall and weigh 200 pounds.

By Jeffrey Swank (Wayfinder #15)

Art by Adam Koča



BODMIN

The size of a panther, this green-hued gray feline trails fog with each silent step.

BODMIN	CR 3
XP 800	
N Medium magical beast	
Init +4; Senses darkvision 60 ft., fog vision, low-light vision, scent; Perception +5	
DEFENSE	
AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)	
hp 30 (4d10+8)	
Fort +6, Ref +8, Will +2	
OFFENSE	
Speed 40 ft.	
Melee bite +8 (1d6+3 plus grab), 2 claws +8 (1d3+3)	
Special Attacks pounce, rake (2 claws +8, 1d3+3)	
Spell-Like Abilities (CL 2nd; concentration +0) At will— <i>obscuring mist</i>	
STATISTICS	
Str 16, Dex 19, Con 15, Int 5, Wis 13, Cha 6	
Base Atk +4; CMB +7 (+11 grapple); CMD 21 (25 vs. trip)	
Feats Skill Focus (Stealth), Weapon Finesse	
Skills Acrobatics +8, Perception +5, Stealth +11 (+15 in swamps), Swim +7; Racial Modifiers +4 Stealth in swamps	
Languages Sylvan (can't speak)	
ECOLOGY	
Environment any swamp	
Organization solitary or pair	
Treasure none	
SPECIAL ABILITIES	
Fog Vision (Su) A bodmin can see perfectly in misty or foggy conditions, including those created by obscuring mist.	

Sometimes referred to as phantom cats, bodmins stalk fens and marshes just outside of Sandpoint. They use their magical abilities to confuse large groups of prey before pouncing and dragging off the weakest member. Although they prefer small game and the occasional stray sheep, bodmins eat almost anything they can catch and are fiercely territorial. Males can be identified by their short, beard-like manes.

Bodmins possess a feral intelligence and avoid more powerful creatures, with the exception of boggards, who actively hunt bodmins because they believe the creatures bring ill fortune. The two creatures attack each other almost on sight.

Bodmins are most commonly found in the lands surrounding the Mushfens near the Varisian Gulf. Generations of the beasts have survived hunting by the swamp's boggards by developing the stealth and cunning to avoid detection by

both predators and prey. This makes the Mushfen bodmins a particularly dangerous threat. It is said that, while boggards view the mobogo as the firstborn of their hideous frog goddess, Gogunta, they see the bodmin as incarnated spirits of death.

Their higher level of intelligence and fierce prey drive make bodmins difficult to train and keep as hunting animals or guards. Particularly strong-willed and powerful animal trainers still attempt to do so, however, and pay well for juvenile bodmins, as long as they have assurance that the creature's parents or other pride-mates won't come looking for it. A properly trained bodmin is extremely valuable, but few can spend such coin after a family of the creatures arrives to reclaim their young.

A bodmin is 4-1/2 feet long and weighs 140 pounds.

Variant Bodmins

Along the Lost Coast, people have told tales of particularly powerful or intelligent bodmins for generations. A few of the most interesting stories relate to specific bodmins who developed special or unique characteristics. Some of these creatures, or their descendants, may still live.

Eye-taker (advanced fiendish bodmin, CR 6): The Licktoad goblins speak of a night-black, leopard-like beast that once stalked Brinestump Marsh. The creature was known for killing entire hunting parties of goblins and eating the eyes from its victims' skulls, even if it ate nothing else. Licktoad legends claim that a tribal shaman invoked the power of the goblin hero-god Hagedash and slew the creature, but occasionally, the bodies of goblins and other creatures are found lying in the swamp, covered in deep claw marks and missing their eyes.

The Whisperwood Beast (Large advanced bodmin, CR 5): Locals near Whisperwood Moor know that goblin dogs, wolves, and worgs are threats within the moor, but many believe a massive bodmin is responsible for the messiest deaths that occur there. The creature is elusive, however, and some refuse to believe it even exists.

By *Dustin James Nelson (Wayfinder #7)* with additional setting material by *Paris Crenshaw*

Art by *Dustin James Nelson*



BOLTURSUS

With fluorescent eyes, and a thick, short-haired hide pulled taut over its muscular frame, the presence of this beast is both frightening and sickening.

BOLTURSUS

CR 12

XP 19,200

N Huge magical beast

Init +5; Senses darkvision 120 ft., low-light vision; Perception +17

DEFENSE

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp 189 (18d10+90)

Fort +16, Ref +12, Will +10

OFFENSE

Speed 40 ft.

Melee 2 claw +27 (1d8+11), bite +27 (2d6+11 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attacks gaze

STATISTICS

Str 32, Dex 13, Con 21, Int 2, Wis 15, Cha 10

Base Atk +18; CMB +31; CMD 42 (46 vs. trip)

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

Skills Climb +19, Perception +17, Swim +22; Racial Modifiers +4 Swim

ECOLOGY

Environment any underground

Organization solitary, pair, or pack (1–2 boltursi and 1–3 dire bears)

Treasure none

SPECIAL ABILITIES

Gaze (Ex) 1d4 Con damage, range 30 feet, Fortitude DC 24 negates. A creature killed by a boltursus' withering gaze turns into a basidiron (*Pathfinder RPG Bestiary* 28) in 1d4 days. The save DC is Constitution-based.

Poison (Ex) Bite—injury; save Fort DC 24; frequency 1/round for 4 rounds; effect confusion; cure 2 consecutive saves.

Wandering into the Darklands is dangerous, even for ferocious predators used to caves. Boltursi are cave bear descendants, mutated over generations by a diet rich in twilight mushrooms and basidirons. Though tough enough to survive the poisons and hallucinogens of Darklands fungi, the bodies and minds of these wayward bears suffered. Their salivary glands became tainted with hallucinatory pollen and their eyes developed amber cataracts, absorbing and projecting orange light like a pair of bullseye lanterns. Prolonged exposure to this light reduces a living creature to a basidiron.

Despite these mutations, bears regard boltursi as kin. The species interbreed infrequently, resulting in boltursus cubs, typical in every way save for a high likelihood of albinism. Albino boltursi are as welcome in the pack as any other boltursi.

Adult boltursi weigh 3,000 lbs.

By Ryan Costello, Jr. (*Wayfinder* #9)

Art by Becky "Corvidimus" Barnes



BUGBEAR, DOPRAK

This thickly muscled bugbear had black fur interspersed with patches of gray.

DOPRAK **CR 4**

XP 1,200

CE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 armor, +2 Dex, +1 dodge, +3 natural, +1 shield)

hp 32 (5d8+5)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +7 (1d4/19–20)

Ranged light crossbow +5 (1d8/19–20)

Spell-like Abilities (CL 5th, concentration +4)

3/day—*silent image* (DC 10)

1/day—*deeper darkness*

STATISTICS

Str 19, **Dex** 14, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 20

Feats Dodge, Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +12, Perception +9, Stealth +11; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ stalker

ECOLOGY

Environment temperate or warm underground

Organization solitary, pair, gang (3-6), or warband (7-12 plus 2 warriors of 1st level and 1 chieftain of 3rd-5th level)

Treasure NPC gear (leather armor, lightwoodenshield, lightcrossbow, longsword, other treasure)

SPECIAL ABILITIES

Stalker (Ex) Perception and Stealth are always class skills for dopraks.

Dopraks, or deep bugbears, live in the Darklands, often finding employment as scouts, infiltrators, or assassins for drow and duergar. Even more martial-minded than their kin, dopraks sometimes form small mercenary companies under a brutally dominant leader. They commonly brand their company's insignia into their fur and wear trophies from their victims as jewelry. The more trophies a doprak wears, the higher its standing.

Dopraks have a strange predilection for gambling and rarely give up an opportunity to

play a game of chance. However, these games quickly escalate into a form of torturous blood sport, especially if played with victims the dopraks have captured. Dopraks prefer fingers and toes as the starting bets, gradually moving up to the larger limbs and internal organs. Those who "win" their freedom from a doprak through gambling often bear hideous scars and other evidence of mutilation.

Dopraks enjoy stalking their prey, using their silent image spell-like ability to create the image of a creature either injured or in some sort of trouble. This illusionary creature is usually based on whatever race the creature is that they are hunting. When their potential victims get close and inspects the illusion, dopraks cast deeper darkness before wading in. Despite the magical darkness, a few survivors of these doprak ambushes swear they saw the creatures' eyes glowing red in the enveloping blackness. Dopraks employ a similar strategy when conducting infiltrations, using silent image to lure away guards and then ambushing them in the darkness. Particularly sadistic dopraks enjoy torturing and mutilating a victim almost to death before creating an illusion of the victim's current state with silent image for the victim's "benefit."

Dopraks stand between 6 to 7 feet in height and weigh around 450 pounds.

Dopraks' fur typically ranges from a dark charcoal color to an ebony black. They possess larger eyes, a deep red in color, to see better in the dark. Dopraks, unlike their surface cousins, form packs with the strongest doprak taking charge. Due to their violent nature, a doprak pack's leadership structure is always in flux. They employ their sick form of gambling to resolve disputes between rivals.

Young dopraks are trained from birth to hunt and stalk prey under the supervision of their elders. Upon reaching adulthood, the dopraks are formed into a hunting band with a specific target to prove their worth. If successful, the dopraks may remain with the pack or choose to join another pack. Often, each pack or mercenary company specializes in a particular skillset, allowing a doprak to choose the pack best aligning with its strengths.

By John "John Benbo" Bennett (Wayfinder #7)

Art by Danny Hedager Krog



BUGBEAR, GINCH

This blue-scaled bugbear has webbed hands and a ridge of spines running from the top of its head to the base of its spine.

GINCH **CR 3**

XP 800

CE Medium humanoid (aquatic, goblinoid)

Init +5; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

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

hp 22 (4d8+4)

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

OFFENSE

Speed 20 ft., swim 40 ft.

Melee ranseur +6 (2d4+4/x3)

Ranged needle +4 (1d3+1 plus poison)

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

Spell-like Abilities (CL 4th, concentration +3)

3/day—*beast shape I*

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 17

Feats Improved Initiative, Intimidating Prowess

Skills Intimidate +9, Perception +6, Stealth +10, Swim +11;

Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ amphibious, needles, stalker

ECOLOGY

Environment temperate or warm

coastlines, lakes, or oceans

Organization solitary, pair, or

gang (3–6)

Treasure NPC gear (ranseur, other

treasure)

SPECIAL ABILITIES

Ginch Poison (Ex) Needle—injury;

save Fort DC 13; frequency 1/round

for 4 rounds; effect shaken 4 rounds

(creatures already shaken become

frightened, frightened creatures become

panicked); cure 1 save. This

is a mind-affecting fear

effect, and the save DC

is Constitution-based.

Needles (Ex) As a standard

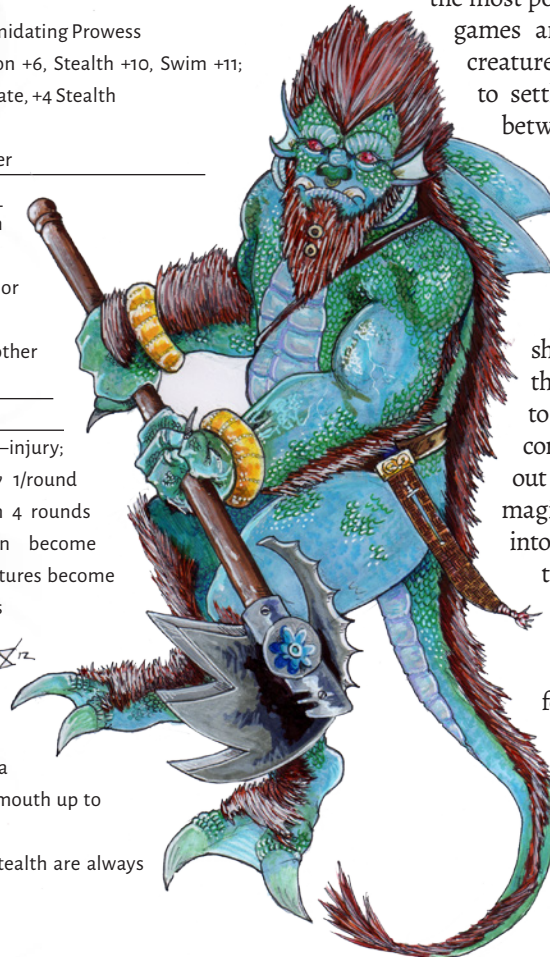
action, a ginch can fire a

poisonous needle from its mouth up to

30 ft. away.

Stalker (Ex) Perception and Stealth are always

class skills for ginch.



A strange subspecies of bugbears, the aquatic ginchs have adapted to life in Golarion's oceans, though a few, rare freshwater tribes exist. Scholars speculate on this unique evolutionary tract with some claiming ginchs evolved naturally from tribes of bugbears living close to the ocean and forced to hunt aquatic creatures, such as the gillmen. Others propose a powerful magic must have been involved, transforming normal bugbears into water-dwelling monstrosities to serve in battles below the ocean's waves. One prevalent theory surmises a tribe of bugbears making a pack with a powerful demon lord for the power to hunt the prey which would normally elude their land-born kin. Ginchs don't seem to care much about their origins as evidenced by their own lack of stories regarding their creation.

When not stalking gillmen and other aquatic creatures, ginchs prey on seaside settlements, where they enjoy taking the form of large subsurface fish to lure greedy fishermen to their dooms. In groups, they divide into teams for their favorite game, with each team captain wielding a mancatcher. The offensive team attempts to drag the prey across a designated goal line, while the defensive team tries to steal the victim. Whoever scores

the most points before the quarry drowns wins. Such games are the few times the normally solitary creatures come together. The games are often used to settle territory disputes and mate selection between the genders. Ginchs with winning records become celebrities amongst their local communities, gaining power and influence over others of their kind.

Druids are not uncommon amongst exceptional ginchs and are particularly dangerous. These ginchs typically take a shark or other predatory aquatic creature as their animal companion. Druid ginchs like to lie somewhere in wait while their animal companion flushes out prey and then spring out and attack. They will use their druidic magic as well to manipulate the environment into a suitable death trap, lining their lairs with trophies from these kills.

The average ginch is 6 to 6 1/2 feet tall, weighing 350 pounds. Their fur ranges from gray to sea-green in coloring with a few, rare ginchs possessing a bluish-green pelt. They possess webbed hands and feet with gills in their neck. They can survive on land for only a short amount of time and prefer attacking creatures either near the shore or in boats.

By John "John Benbo" Bennett (Wayfinder #7)
Art by Matthew Stinson

BUGBEAR, VOGATEMTU

This red-furred bugbear has a look of barely contained rage.

VOGATEMTU

CR 4

XP 1,200

CE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +3 natural)

hp 32 (5d8+5)

Fort +2, **Ref** +6, **Will** +1

Resist fire 5

OFFENSE

Speed 30 ft.

Melee club +6 (1d6+4)

Ranged javelin +5 (1d6+3)

Spell-like Abilities (CL 5th, concentration +4, +8 when casting defensively)

At will—*flare* (DC 9)

3/day—*burning hands* (DC 10)

1/day—*flaming sphere* (DC 11)

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 18

Feats Combat Casting, Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +10, Perception +9, Stealth +12;

Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ stalker

ECOLOGY

Environment warm jungles or mountains

Organization solitary, pair, gang (3-6), or warband (7-12 plus 2 warriors of 1st level and 1 chieftain of 3rd-5th level)

Treasure NPC gear (hide armor, club, javelin, other treasure)

SPECIAL ABILITIES

Stalker (Ex) Perception and Stealth are always class skills for vogatemtus.

Vogatemtus live in jungles near volcanoes. Legend claims they originated from bugbear slaves bred with creatures from the Plane of Fire. A vogatemtus's natural predilection for fire and reddish fur lend truth to the tale. More tribal than other bugbears, vogatemtus see the sowing of terror and destruction as a group activity, with each vogatemtu competing to outdo the others in brutality.

Vogatemtu society revolves around hunting humanoid creatures for food,

and most importantly, sport. This, they usually do in small bands with each vogatemtu playing a specific role. When prey is sighted, a vogatemtu will cast flare to alert the others in its hunting pack, who will slowly circle around their intended victim. Next, certain vogatemtus will employ a flaming sphere to get the prey running or when hunting larger groups, separate them. Other vogatemtus hide further away, using burning hands to set debris on fire (and within a vogatemtu territory, these bugbears create piles of flammable debris for this purpose) with the purpose of funneling a victim to a specific slaughtering point. While the hunt is on, vogatemtus use flare to signal to one another the position of the prey. They particularly enjoy allowing victims to feel like they might escape before setting more preset debris on fire and herding them in another direction.

A vogatemtu lair is usually centered around a clearing within a jungle with a well-cleared path towards the nearest volcano. These lairs feature multiple cooking pits as vogatemtus enjoy their meat charred and blackened. During special holidays, they'll capture humanoids for a special race to the volcano. Using their spell-like abilities, they'll herd their captives with a blaze of fire until the victims reach the top of the volcano. It's considered especially propitious if the victims hurl themselves into the volcano; otherwise, the vogatemtus throw them in as offerings to whatever particular dark god or demon lord they worship.

In an average vogatemtu tribe, the leader is often a bugbear with sorcerous powers, specializing in fire magic. These fearsome vogatemtus are revered as the spokesperson of the dark power the tribe worships. Their command of fire magic inspires both respect and grudging jealousy amongst the tribe. Tribal chieftains delight in putting on special displays with their magic, much to the detriment of any captured creatures in the tribe's possession. A typical vogatemtu stands 7 feet tall, weighing 400 pounds. They possess fur in varying shades of red, with those possessing extraordinary magic having pelts the color of flames. They enjoy adorning themselves with the burnt, blackened bones of their victims.

By John "John Benbo" Bennett
(Wayfinder #7)

Art by Danny Hedager Krog



CAIRN FOLK

The cairn folk are a race of fey straddling the shadowy boundary between life and undeath. They haunt the Cairnlands surrounding the city of Absalom, but also populate battlefields and burial grounds across Golarion.

Ancestors of the cairn folk forged a pact with undead shadows allowing them travel between the First World and the Material Plane. Their descendants inherited this ability, as well as a sense of kinship with undead of all sorts. Cairn folk regularly make their homes near known haunted places.

Because of their affinity for these dark fey, most undead have a starting attitude of indifferent or better towards cairn folk, even if those undead normally hate all living things. Cairn folk, meanwhile, usually have a starting attitude of friendly towards sentient undead. In the opinion of cairn folk, the spirits of the dead, like spirits of nature, are part of nature's balance.

To cairn folk, life is a lucid dream. True reality is everything that happens after death. They are in no particular hurry to awaken from their entertaining dreams, but life is otherwise of little consequence. As a result, cairn folk care little for the lives and fates of others.

To cairn folk, pranks, vandalism, and serial murder are all equally acceptable forms of entertainment, especially when the targets are non-fey. Thankfully, most cairn folk prefer pranks to more harmful pastimes.

Although they rarely consider the consequences of their actions, cairn folk are not always merciless and destructive. Cairn folk can demonstrate amazing compassion when the whim strikes them. Depending upon one's perspective, this juxtaposition of light amongst darkness makes the cairn folk either slightly less monstrous or considerably more so.

CAIRN FOLK, DARK LAD

This gnome-like, green man has carpets of hair-like twigs growing on his limbs and scalp.



vegetation)

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 33 (6d6+12)

Fort +4, Ref +8, Will +7

Defensive Abilities damage limit; **Immune** fear, paralysis, sleep

OFFENSE

Speed 30 ft.

Melee masterwork spear +7 (1d6+1)

Ranged dart +7 (1d3+1)

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

2/day—*shadow walk* (self only)

Spell-Like Abilities (CL 6th, concentration +9)

3/day—*blindness/deafness* (DC 15), *entangle* (DC 14), *faerie fire*, *touch of idiocy*

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 12, **Wis** 15, **Cha** 17

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

Feats Dodge, Mobility, Weapon Focus (spear)

Skills Bluff +12, Diplomacy +12, Knowledge (local) +10, Knowledge (nature) +10, Perception +11 (+15 in vegetation), Perform (dance) +12, Stealth +16 (+20 in vegetation); **Racial Modifiers** +4

Perception in vegetation, +4 Stealth in vegetation

Languages Common, Sylvan

SQ otherworldly

ECOLOGY

Environment temperate forest or plains

Organization solitary, pair, gang (1-4 plus 1-8 noncombatant young humanoids), troop (3-12), or host (3-12 plus 1-4 wraiths)

Treasure standard (masterwork spear, 4 darts, other treasure)

Named for their nocturnal lifestyle, dark lads have a special fondness for plants. A dark lad often dwells in a hollow in an isolated tree or stump as his own personal "fairy fort," especially stumps that were once bonded to dryads that have since died or trees nourished by the blood of fallen soldiers.

Dark lads enjoy the company of humanoid children, but are otherwise territorial. Dark lads will attack or harass adults who spend too much time within their claimed area, especially after dark. The fey often leave trespassers alive but blinded and befuddled, but depending on their whims, they may simply stalk and kill them.

Some dark lads claim fairy forts near makeshift campsites made by runaway humanoid children. The fey dutifully defend these lost children, especially from parents, concerned relatives, and other interlopers.

By Eric "Epic Meepo" Morton (Wayfinder #3)

Art by Silvia Gonzalez

CAIRN FOLK, GREEN MAIDEN

This doe-eyed, green-clad maiden has cloven feet and small, knob-like horns.

GREEN MAIDEN (GLAISTIG)

CR 5

XP 1,200

CN Medium fey (cairn folk)

Init +3; Senses low-light vision; Perception +13

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 44 (8d6+16)

Fort +4, Ref +9, Will +8

Defensive Abilities cairn folk traits; Immune fear, paralysis, sleep

OFFENSE

Speed 40 ft.

Melee shillelagh +6 (2d6+1)

Ranged magic stone +8 (1d6+1, 2d6+2 vs. undead)

Special Attacks captivating song

Cairn Folk Spell-Like Abilities (CL 12th, concentration +15)
2/day—*shadow walk* (self only)

Spell-Like Abilities (CL 6th, concentration +9)

At will—*charm person* (DC 14), *magic stone* (up to three stones at any one time), *shillelagh*

STATISTICS

Str 11, Dex 16, Con 15, Int 14, Wis 14, Cha 17

Base Atk +4; CMB +4; CMD 17

Feats Deadly Aim, Deceitful, Skill Focus (Handle Animal), Weapon Focus (quarterstaff)

Skills Bluff +18, Diplomacy +14, Disguise +18, Handle Animal +14, Knowledge (nature) +13, Perception +13, Perform (sing) +18, Stealth +14; **Racial Modifiers** +4 Bluff, +4 Disguise, +4 Perform

Languages Common, Sylvan

SQ otherworldly

ECOLOGY

Environment temperate plains

Organization solitary, lonesome pair (green maiden plus 1 shadow), or flock (green maiden plus 3-30 herd animals)

Treasure standard (quarterstaff, other treasure)

SPECIAL ABILITIES

Captivating Song (Su) When a green maiden sings, all creatures aside from other green maidens within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same green maiden's song for 24 hours. A captivated victim moves toward the green maiden using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no other actions, but are not helpless. Victims within 5 feet of the green maiden simply stand and offer no resistance to the green maiden's attacks. This effect continues for as long as the green

maiden sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

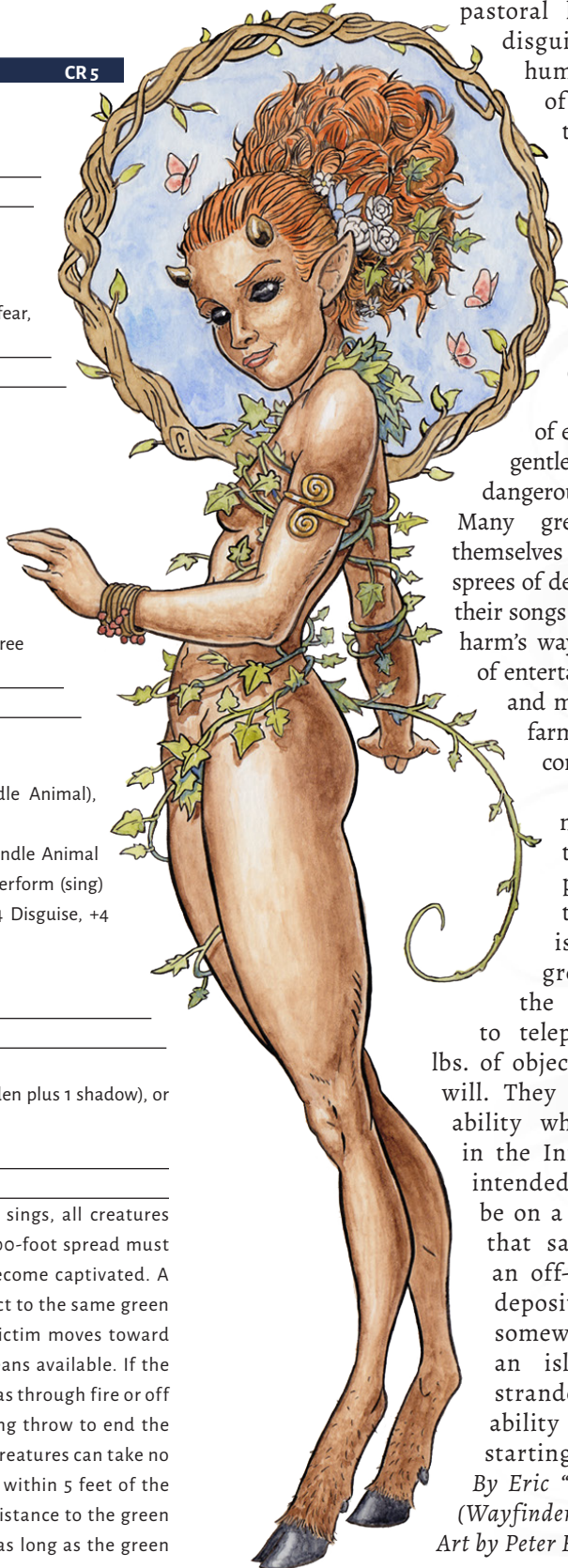
Shy by cairn folk standards, green maidens haunt pastoral lands. They often disguise themselves as humans, whose lack of hooves and horns they find attractive. Green maidens frequently tend herds of domesticated animals for humans in exchange for gifts of food and milk.

Beneath the surface of every green maiden's gentle demeanor are dangerous, repressed desires. Many green maidens lose themselves from time to time in sprees of deadly mayhem, using their songs to lure travelers into harm's way as a twisted form of entertainment or seducing and murdering handsome farmhands in quiet communities.

Some green maidens found on the Isle of Kortos possess the ability to "hop" to other islands. These green maidens have the spell-like ability to teleport (self plus 50 lbs. of objects only, CL 9th) at will. They can only use this ability while on an island in the Inner Sea, and their intended destination must be on a different island in that same sea. However, an off-target arrival may deposit the green maiden somewhere other than an island, leaving her stranded without the ability to return to her starting point.

By Eric "Epic Meepo" Morton
(Wayfinder #3)

Art by Peter Fairfax



CAMEL, CAVE

This creature looks like a cross between a goat and a camel, but with gray scales in place of the rough fur of its desert cousins.

CAVE CAMEL

CR 3

XP 800

N Large animal

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

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

hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+4) 2 hooves +1 (1d6+2)

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

Special Attacks spit (+5 ranged touch)

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +3; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Endurance, Iron Will

Skills Acrobatics +3 (+7 jumping), Perception +7

SQ docile

ECOLOGY

Environment any underground

Organization solitary, pair, or herd (3-10)

Treasure none

SPECIAL ABILITIES

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill), a cave camel's hooves are treated as secondary attacks.

Spit (Ex) Once per hour, a cave camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 ft. With a successful ranged touch attack, the target takes 1d6 points of acid damage, and must make a DC 14 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

Surefooted (Ex) Cave camels ignore the effects of difficult terrain in rocky terrain or dense rubble.

Favored by the duergar, cave camels are said to be a magical crossbreed of camels, goats, and rhinos. Short legs with goat-like hooves, large black eyes, an obvious hump and thick, rough skin are the key features of this unusual creature. Perhaps the most remarkable feature of these ill-tempered beasts is their ability to eat nearly anything and control their remarkable digestive system enough to spit like a camel. Fully mature cave camels have strongly acidic

bile that also contains digestive enzymes which neutralize poisons, allowing them to eat some of the deadlier varieties of mold and fungi that thrive in the Darklands. The spit of a cave camel is valued by alchemists as both an antidote to poison and as an acid.

Cave Camel Companions

Starting Statistics: **Size** Large; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 hooves (1d6); or spit (ranged touch attack, target is sickened for 1d4 rounds, range 10 feet, once per hour); **Ability Scores** Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; **Special Qualities** darkvision 60 ft., scent.

4th-Level Advancement: **AC** +3 natural armor; **Ability Scores** Str +4, Con +2; **Special Attacks** Spit attack deals 1d6 acid damage in addition to the sickened condition.

By Frank "GM_Solspiral" Gori (Wayfinder #9)

Art by Becky "Corvidimus" Barnes



CHARNEL PIT

Writhing spectral bodies fill this pit, their arms outstretched and their voices pleading in agony.

CHARNEL PIT **CR 13**

XP 25,600

CE Large undead (incorporeal)

Init +1; **Senses** darkvision 60 ft., Perception +19

DEFENSE

AC 13, touch 13, flat-footed 12 (+3 deflection, +1 Dex, -1 size)

hp 136 (16d8+64)

Fort +8, **Ref** +6, **Will** +12

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, undead traits; **Resist** positive energy 10

OFFENSE

Speed fly 30 ft. (perfect, see text)

Melee slam +13 incorporeal touch (2d6 plus 2d6 negative energy and grab)

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

Special Attacks constrict (2d6 plus energy drain), dread compulsion (DC 21), energy drain (2 levels, DC 21)

STATISTICS

Str —, **Dex** 13, **Con** —, **Int** 4, **Wis** 11, **Cha** 17

Base Atk +12; **CMB** +14 (+22 grapple); **CMD** 31 (33 vs. grapple)

Feats Blind-Fight, Defensive Combat Training, Greater Grapple, Improved Grapple, Iron Will, Lunge, Toughness, Weapon Focus (slam), Whirlwind Attack⁸

Skills Fly +7, Perception +19

Languages Common (cannot speak coherently)

SQ able grapppler, earthbound, unliving pit (DC 21)

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Able Grapppler (Ex) A charnel pit can grapple despite being incorporeal.

It never gains the grappled condition itself. A charnel pit qualifies for the Greater Grapple and Improved Grapple feats even though it lacks Improved Unarmed Strike. It can maintain any number of grapples as a standard action by making a single combat maneuver check and applying the result against all creatures it is grappling. This check can only be used to damage or pin.

Dread Compulsion (Su) A charnel pit's moaning drives living creatures mad.

As a full-round action, it compels creatures in a 60-ft. spread to move towards it and jump inside (Will DC 21 negates). This lasts 1 round and is a sonic, mind-affecting, compulsion effect. The save DC is Charisma-based. Creatures who cannot hear the charnel pit are unaffected.

Earthbound (Su) When outside of a solid object, a charnel pit can only take move actions.

Energy Drain (Su) A charnel pit's energy drain triggers only once per round against any given creature, even if it constricts a creature more than once.

Resist Positive Energy (Su) A charnel pit reduces the damage of any positive energy attacks (including channeled energy and lay on hands) by 10 points, similar to energy resistance.

Unliving Pit (Su) When fully inside a solid object and adjacent to the ground, the space of a charnel pit becomes an extradimensional 10-foot deep pit filled with screaming incorporeal forms. Any creature within reach of the opening can attack the charnel pit, though it benefits from cover. The pit can hold four Medium creatures or 1 Large creature. If the charnel pit flows under a creature, it falls in unless it succeeds at a DC 21 Reflex save. This save DC is Charisma-based. A creature that avoids the pit moves to the nearest open space. Falling into the pit causes no damage, but the charnel pit receives a combat maneuver check to grapple the creature as a free action. A charnel pit can pull a grappled creature into its pit (or eject it without causing further harm) with a successful combat maneuver check. A charnel pit cannot move from its space while a creature is trapped within it. The pit can only form on horizontal surfaces thick enough to contain it. If the charnel pit is slain or its extradimensional space closed, any creatures inside it are ejected without further harm and land prone in the nearest open space.

Charnel pits rise from the spirits of the dead at sites of terrible slaughter or mass graves, in particular at battlefields where the still living were interred with the newly dead. A charnel pit outside of the ground appears as a cloud of dark mist with nebulous hints of faces. Once it slips into the ground, the charnel pit merges with the earth, opening into a space filled with angry spirits. These spirits claw at the living, dragging them inside to be drained of life and trapped as one of the pit's damned souls.

At Castle Scarwall (see *Pathfinder Adventure Path #11: Skeletons of Scarwall*), a charnel pit formed within the courtyard where a legion of orcs was destroyed by the undead raised by Mandraivus's curse. The skeletal defenders of the castle erupted from the courtyard beneath the legion and dragged them under the ground to die in agony. Encountered at area 9 in Castle Scarwall, its spirits are a mixture of orc and human.

By Russ Taylor (Wayfinder #7)

Art by Paul Chapman



CHTHONIC CREEPER

This hulking mass of leafless tangled vines and roots surrounds a cavernous maw. Nearby oozes hurry about, tending to this massive plant's needs.

CHTHONIC CREEPER

CR 12

XP 19,200

N Huge plant

Init +2; **Senses** low-light vision, tremorsense 30 ft.; Perception +26

Aura ooze-controlling pheromones (100 ft., DC 22)

DEFENSE

AC 26, touch 6, flat-footed 26 (–2 Dex, +20 natural, –2 size)

hp 162 (17d8+85); fast healing 10

Fort +17, **Ref** +5, **Will** +9

Immune acid, plant traits

OFFENSE

Speed 5 ft.

Melee bite +21 (2d6+10/19–20 plus grab), 4 tentacles +19 (1d8+5 plus pull)

Space 15 ft.; **Reach** 15 ft. (25 ft. with tentacles)

Special Attacks fast swallow, pull (tentacle, 10 feet), swallow whole (5d6 acid damage, AC 20, 16 hp)

STATISTICS

Str 30, **Dex** 7, **Con** 20, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +12; **CMB** +24; **CMD** 32 (can't be tripped)

Feats Alertness, Great Fortitude, Improved Initiative, Improved Critical (bite), Iron Will, Lightning Reflexes, Multiattack, Weapon Focus (bite, tentacle)

Skills Knowledge (dungeoneering) +17, Perception +26, Sense Motive +4

Languages Sylvan (cannot speak)

SQ disgorge, enhance ooze, infest ooze

ECOLOGY

Environment any underground (the Darklands)

Organization solitary or colony (1 plus 2–6 infested oozes of any type)

Treasure standard

SPECIAL ABILITIES

Disgorge (Ex) As a swift action, a chthonic creeper can spit up a swallowed victim into an adjacent square.

Enhance Ooze (Ex) Over long periods of time, an ooze controlled by a chthonic creeper grows larger and more formidable. An ooze under the influence of the creeper's infestation for one week or more gains both the advanced and giant creature simple templates.

Infest Ooze (Ex) Any ooze touched by a chthonic creeper becomes infested with a symbiotic slime which bonds them. Such oozes must make a DC 22 Will save or fall under the chthonic creeper's control, as if under the effects of dominate monster. An ooze that succeeds is immune to that chthonic creeper's infest ooze ability for 24 hours. The save DC is Charisma-based, and includes a +2 racial bonus.

Ooze-Controlling Pheromones (Ex) Though chthonic creepers naturally exude pheromones that draw oozes to them, once per day, a creeper may exude a greater amount of such pheromones in a 100-foot spread as a standard action. All oozes in this area must

make a DC 22 Will save or become dominated by the chthonic creeper (as per dominate monster). Oozes that succeed are immune to that chthonic creeper's pheromones for 24 hours. The save DC is Charisma-based, and includes a +2 racial bonus.

Chthonic creepers are mostly-immobile plants that once dwelled in lush jungles where food was plentiful. However, an environmental disaster forced them into the Darklands long ago. The plants adapted to their new habitat by forming a symbiotic relationship with a species of slime mold. The creepers developed the ability to release pheromones that both lured and pacified oozes. In the passing eons, they learned to forge stronger bonds with the oozes, using them as guards, hunters, and a means of spreading their pollen to the distant reaches of the Darklands.

Chthonic creepers often sit at the heart of ooze "colonies" directing them like a queen insect would its workers. Most are tasked with finding food, returning to the plant and allowing the plant to "eat" them and take a portion of the ooze's nutrients. Some serve as guards and yet others are dispersed to distant locations to carry the creeper's pollen so they might find another creeper and continue the species. Oozes entering the creature's maw to give it food are infested with a mix of pollen, enzymes and the slime mold that lines the plant's cavernous stomach. Once an ooze becomes the servant of a creeper, no amount of time or distance can break the creeper's hold over it.

By Chris "Ravenovf" Crowe (Wayfinder #9)

Art by Chris L. Kimball



COBBLESTONE LURKER

Malevolent red eyes flicker to life, along with the sounds of cobblestones grinding together. What once was an innocent pathway is now a looming humanoid shaped creature.

COBBLESTONE LURKER

CR 2

XP 600

N Medium construct

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

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 31 (2d10+20)

Fort +0, **Ref** +0, **Will** +0

Immune construct traits

Weaknesses vulnerable to force

OFFENSE

Speed 30 ft., brickwalk

Melee slam +6 (1d6+6)

Ranged cobble shot +2 (1d6+4)

Special Attacks pothole (DC 11), quick set (DC 11, 1d6 bludgeoning)

STATISTICS

Str 19, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 16

SQ cohesion

ECOLOGY

Environment urban

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

Treasure living mortar (see below)

SPECIAL ABILITIES

Brickwalk (Ex) As a full-round action the cobblestone lurker may give up its physical cohesion, causing its cobblestones to drop into a pile while its mortar travels in a stream to any source of cobblestones within 60 ft. Once per day the cobblestone lurker may heal 2d6 points of damage by reforming from new materials.

Cobble Shot (Ex) A cobblestone lurker may forcefully eject one of its cobblestones up to 30 ft. as a ranged attack.

Cohesion If affected by a spell with the force descriptor or struck by a single attack that deals an amount of damage equal to half or more of a cobblestone lurker's total hit points, it must succeed at a DC 12 Fortitude save or lose its cohesiveness for 1d3 rounds. When in this state the cobblestone lurker loses its natural armor bonus and the living mortar may only take move actions. The cobblestone lurker automatically reforms from the original materials or any cobblestones within 60 ft. at the end of these rounds.



Pothole (Ex) A cobblestone lurker may stomp the ground as a standard action, causing the ground in all adjacent squares to become difficult terrain. Anyone occupying one of these squares must succeed at a DC 11 Reflex save or be knocked prone. Cobblestone lurkers are not affected by this ability. This save is Constitution-based.

Quick Set (Ex) A cobblestone lurker may attempt to build itself around a prone creature. This works as the engulf ability except the target must be prone.

Cobblestone lurkers are the result of alchemical run-off in less regulated cities or areas. When the careless disposal of strange concoctions gave life to mortar in the surrounding paved streets, it wasn't long before a use was found for the accidental creation. The living mortar is combined with cobblestones by the more nefarious purveyors of alchemical products.

The unwary can find themselves under assault from this creature as a means for the greedy to keep products, gold, and take life. Some alleys are truly paved over the remains of victims. Although mainly found in larger cities, these fearsome golems can be found anywhere cobblestones pave the way and greed paves the heart.

When damaged enough to force the cobblestone lurker to lose its cohesive form, some of the living mortar can be salvaged. An adventurer can get enough of this living mortar to fill two vials from each cobblestone lurker. The

mortar can then be used in the creation of tanglefoot bags. When used in creating tanglefoot bags it increases the DC of any save by 2.

Each vial of living mortar is an alchemical item worth 100 gp.

Construction

Cobblestone lurkers are generally created by alchemists from mortar saturated with magic-infused alchemical runoff worth 500 gp and cobblestones.

COBBLESTONE LURKER

CL 7th; **Price** 7,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects, absorbing touch, false life, greater*; **Skill** Craft (stonemasonry) DC 17; **Cost** 4,000 gp.

By Kiel "theadkase" Howell (Wayfinder #11)

Art by Adam Koča

CONTRA-LEGEM

This corpse towers before you, with a small, ghostly, diabolic form trapped with its ribcage. A palpable aura of infernal power radiates from it.

CONTRA-LEGEM DEVOURER

CR 13

XP 25,600

LE Large undead (extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 27, touch 14, flat-footed 22 (+5 Dex, +13 natural, -1 size)

hp 175 (14d8+112)

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

Defensive Abilities spell deflection, undead traits; **Immune** fire; **Resist** acid 10, cold 10; **SR** 22

Weaknesses code-bound

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +18 (1d8+9 plus energy drain)

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

Special Attacks devour soul (DC 25), energy drain (1 level, DC 25), legem smite

Spell-Like Abilities (CL 18th, concentration +30)

At will—*animate dead*, *bestow curse* (DC 22), *confusion* (DC 22), *control undead* (DC 25), *death knell* (DC 20), *ghoul touch* (DC 20), *inflict serious wounds* (DC 21), *lesser planar ally*, *ray of enfeeblement*, *spectral hand*, *suggestion* (DC 21), *true seeing*, *vampiric touch* (DC 21)

STATISTICS

Str 28, **Dex** 20, **Con** —, **Int** 25, **Wis** 22, **Cha** 27

Base Atk +10; **CMB** +20; **CMD** 35

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +28, Intimidate +25, Knowledge (arcana) +24, Knowledge (planes) +21, Perception +23, Sense Motive +23, Spellcraft +24, Stealth +18

Languages Abyssal, Celestial, Common, Dwarven, Elven, Infernal; telepathy 120 ft.

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 25 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like

abilities are included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a miracle or wish. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

A Contra-Legem creature is an intelligent undead who in life made a deal with the powers of hell for its soul but, by accident or design, became an undead and escaped. Hell doesn't let go of its prizes easily, instead infusing the new undead with power and a sense of loyalty. It serves Hell on the material plane, gaining more infernal powers but losing some of its free will.

Creating a Contra-Legem Creature

"Contra-Legem Creature" is an acquired template that can be added to any intelligent undead. The creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2

Alignment: Always lawful evil

Defensive Abilities: A Contra-Legem creature gains immunity to fire, resist acid 10 and resist cold 10

SR: Contra-Legem creature gains spell resistance equal to new CR+5, if it already had spell resistance from another source, use whichever is higher.

Weakness: A Contra-Legem creature must obey the code it gains upon escaping Hell.

Code-Bound (Ex): Each Contra-Legem creature has its own personal code. This code is so ingrained that any attempt to take an action that would go against the code is physically impossible. If it makes such an attempt, the action fails and the Contra-Legem creature is stunned for 1 round. While the exact code varies between individuals, they all contain the following rules: no Contra-Legem creature can willingly attack any devil, Arch-Devil, or cleric of Asmodeus; a Contra-Legem creature must obey the letter, though not necessarily the intent, of any order given by a devil, Arch-Devil, or cleric of Asmodeus with more Hit Dice than the creature.

Languages A Contra-Legem creature speaks Infernal as well as any languages spoken by the base creature, and gains telepathy 120 ft.

Special Attacks A Contra-Legem creature gains the following special attacks.

Legem Smite (Su): A Contra-Legem creature can smite good or smite chaos a number of times per day equal to its Charisma modifier (minimum 1). As a swift action, the Contra-Legem creature chooses one target within sight to smite and chooses either good or chaos. If the target's alignment matches the designated alignment, the Contra-Legem creature adds its Charisma bonus (if any) to attack rolls and adds its HD to all damage rolls made against the target of its smite.

Ability Scores Dex +4, Int +6, Wis +6, Cha +6. As an undead creature, a Contra-Legem creature has no Constitution score.

By Guy "ulgulanoth" Fox (Wayfinder #11)
Art by Tyler Clark



CRAB, SKULL

Snapping its claws and peering at you with a malign intellect, this hard-shelled black crab stands about the height of a pony, a sickly greenish glow emanating from a skull pattern on the underside of its shell.

SKULL CRAB **CR 4**

XP 1,200

N Medium magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 40 (4d10+16)

Fort +7, **Ref** +6, **Will** +3

Defensive Abilities negative energy affinity

DR 5/magic ranged weapons

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +7 (1d4+4 plus grab)

Special Attacks constrict (1d4+4), flip, negative energy gaze

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 4, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 17 (29 vs. trip)

Skills Perception +9, Stealth +12, Swim +12; **Racial Modifiers** +4 Perception

Feats Power Attack, Skill Focus (Stealth)

Languages Common (can't speak)

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary or mated pair

Treasure none

SPECIAL ABILITIES

Channel Energy (Su) A skull crab channels energy as an evil cleric with levels equivalent to its Hit Dice (2d6 negative energy, 30 foot radius, 5 times per day, Willpower DC 14 for half damage. The save DC is Charisma-based). This ability may only be used while the skull crab is flipped onto its back.

Flip (Su) A skull crab may flip onto its back as a move action to reveal the glowing skull pattern on its underside. While flipped, it may use its Channel Energy ability but becomes immobile. It may right itself as a standard action.

Water Dependency (Ex) Skull crabs can survive out of water for 1 hour per point of Constitution. Beyond this limit, a skull crab runs the risk of suffocation, as if it were drowning.

Skull crabs are the twisted result of a death cult's attempt to breed half-undead crabs to defend their island fortress. They have since spread to other islands and beaches of the Inner Sea. They bury themselves in sand, only their eyes showing, and attack creatures passing nearby. Due to their innate negative energy affinity, skull crabs can walk amongst undead with no fear of harm. If a skull crab encounters undead creatures, they will travel with them, aiding them in combat, using their negative energy channeling abilities to rejuvenate the undead, and feeding off the carcasses of the victims left in their wake.

In dire circumstances, a skull crab will flip over onto its back to fully reveal a glowing greenish-white skull pattern on its underside. When the pattern is revealed, the skull crab releases a pulse of negative energy into the surrounding area and it is treated as negative energy channeling as if it were an evil cleric of a level equal to its Hit Dice. Skull crabs have just enough intellect and have fought alongside undead enough to use their bursts of negative energy channeling to heal undead, if the situation warrants.

Skull crabs behave much like normal giant crabs, however, they are not scavengers, and they feed only on creatures that they have dispatched themselves with their negative energy channeling. Some believe that they prefer the taste of meat killed in this fashion.

Bound into skull crab shells is an innate *protection from arrows* spell while the creature is alive (which fades seconds after death), and their shells are sometimes utilized in the making of *shields of arrow deflection*. Shields created using skull crab shells halve the price reduced to a +1 bonus, instead of +2.

by Rich "Rebis Ouroboros" Crotty
(Wayfinder #8)
Art by Ashton "N'wah" Sperry

AD '13



DAWN GRAPPLER

Meat formed to pass for muscle hangs off this rigid creature's humanoid frame. Slivers of argent metal reflect through the seams of its sewn-on flesh.

DAWN GRAPPLER

CR 4

XP 1,200

N Medium construct

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 Dex, +10 natural)

hp 47 (5d10+20)

Fort +1, Ref +0, Will +1

DR 5/adamantine; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee silver slam +9 (1d4 plus grab)

Special Attacks statue grip

STATISTICS

Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +5; CMB +9 (+13 grapple); CMD 18 (23 to maintain a grapple)

ECOLOGY

Environment any land

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Statue Grip (Ex) Dawn grapplers are mobile vice traps. A dawn grapppler gains a +5 racial bonus to their CMD to resist a target escaping from a grapple. When maintaining a grapple using statue grip, a dawn grapppler can only choose to move its speed or use the total defense action, but always deals damage equal to its slam in addition to the above.

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

- A magical attack that deals electricity or fire damage bestows a +5 bonus to the dawn grapppler's CMB for 2d4 rounds. Additional electricity or fire attacks during this time increase the duration by 1 round.
- A magical attack that deals cold damage bestows a -5 penalty to the dawn grapppler's CMB and CMD for 2d4 rounds. Additional cold attacks during this time increase the duration by 1 round.

Officially the existence of this construct is denied within Ustalav, but Varisians outside speak openly of it with contemptuous mirth. Designed as a bear trap for horrors of the night, the dawn grapppler is a silver golem camouflaged with flesh—often human and always fresh—to pass for a ripe victim. Once a dawn grapppler seizes a target, it locks its joints around a

captive until morning. What the designers failed to consider was the ample time given to escape. Rather than face the burn of the sun or the consequences of their midnight persona, many creatures caught by a dawn grapppler resort to desperate measures to escape. Whether impaling themselves and escaping in the wind, or chewing their own arms off, once free they can leisurely devise a method to capture the expensive constructs. Many such dawn grapplers have been reprogrammed to seek out the living during the day and hold them until the unforgiving sun falls behind the mountains.

Construction

A dawn grapppler's body is build out of 1600 pounds of silver, costing at least 8,000 gp and covered with the fresh flesh of one whole medium humanoid creature.

DAWN GRAPPLER

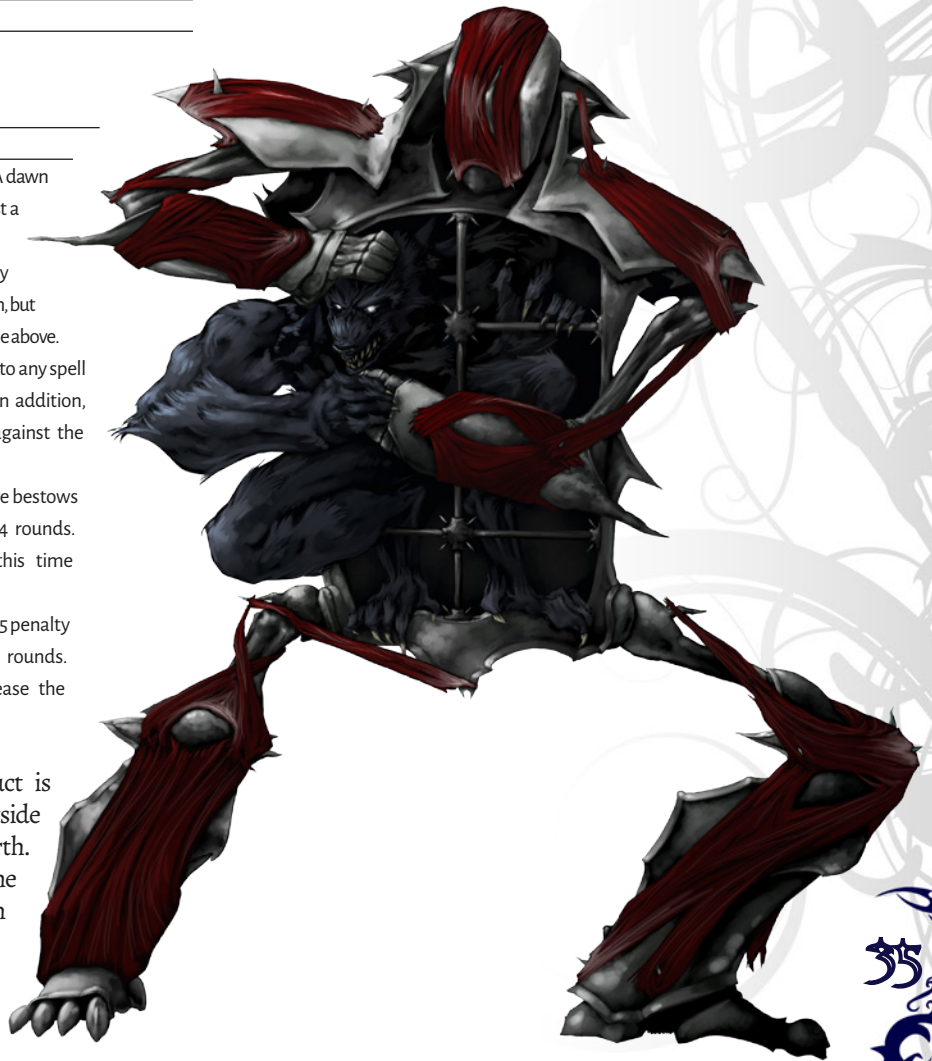
CL 10th; Price 28,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, creator must be caster level 10th; **Skill** Craft (alchemy) DC 15; **Cost** 18,000 gp

By Ryan Costello, Jr. (*Wayfinder #5*)

Art by Tyler Clark



DEEP ONE

Bristling with the unholy power of the King of the Oceans, the strange skum lunges forward and smacks you with its deformed appendage, instantly draining away your strength.

DEEP ONE (SKUM THRALL OF DAGON) CR 5

XP 1,600

CE medium monstrous humanoid (aquatic)

Init -1; **Senses** blindsense 60 ft. (underwater only), darkvision 120 ft.; Perception +2

DEFENSE

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

hp 32 (2d10+21)

Fort +9, **Ref** +2, **Will** +4

Defensive Abilities one with the depths; **DR** 10/adamantine and piercing;

Immune cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee trident +8 (1d8+6), claw +6 (1d4+3), bite +6 (1d6+3)

Ranged trident +1 (1d8+6)

Special Attacks deforming attack (DC 17)

STATISTICS

Str 23, **Dex** 9, **Con** 29, **Int** 10, **Wis** 4, **Cha** 12

Base Atk +2; **CMB** +8; **CMD** 17

Feats Diehard, Endurance, Multiattack⁸¹, Toughness

Skills Intimidate +6, Perception +2 (+6 underwater), Stealth +4 (+8 underwater), Swim +19; **Racial Modifiers** +4 Perception and Stealth underwater

Languages Aboleth, Abyssal, Undercommon

SQ amphibious, madness

ECOLOGY

Environment temperate or cold aquatic or underground

Organization solitary, brood (2-5), pack (6-12) or cabal (13-95 plus 50% non-combatants, 1 subchief of 3rd level per 20 adults, 1 sorcerer of 4th-6th level per 40 adults, 1 chieftain of 7th-9th level and 2-6 oozes)

Treasure NPC gear (trident, other treasure)

The thrall of Dagon are creatures that have been exposed to the corrupting power of Dagon.

Creating a Thrall of Dagon

Thrall of Dagon is an inherited or acquired template that can be added to any living, corporeal creature with an Intelligence score of 3 or more. A thrall of Dagon uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +3.

Alignment: Always chaotic evil.

Type: The creature gains the aquatic subtype.

Speed: Unless the base creature swims faster, a thrall of Dagon gains a swim speed equal to the base creature's land speed or fly speed (whichever is faster).

Senses: As the base creature, plus darkvision 120 ft.; blindsense 60 ft. (underwater only)

AC: Natural armor improves by +5.

Defensive Abilities: A thrall of Dagon gains the amphibious quality; immunity to cold, mind-affecting effects, and poison; acid and electricity resistance 10; and DR 10/adamantine and piercing. It also gains the following ability.

One with the Depths (Ex): A thrall of Dagon is immune to damage caused by crushing pressures, and when underwater gains the continuous effect of *freedom of movement*.

Special Attacks: A thrall of Dagon gains the following special attack.

Deforming Attack (Ex): As a full-round action, a thrall of Dagon can make a single melee attack. If the attack hits, it deals normal damage and an additional 1d4 points of Strength, Dexterity, or Constitution damage. The target must then succeed at a Fortitude save (DC 10 + 1/2 the thrall of Dagon's hit die + its Strength modifier) or suffer a permanent disability, gaining either the blind, deafened, or sickened condition, or reducing all the creature's movement speeds to 5 ft. These conditions can be cured with heal or regenerate. A creature which is immune to ability damage or polymorph effects is immune to these additional effects.

Special Qualities: A thrall of Dagon gains the following special quality.

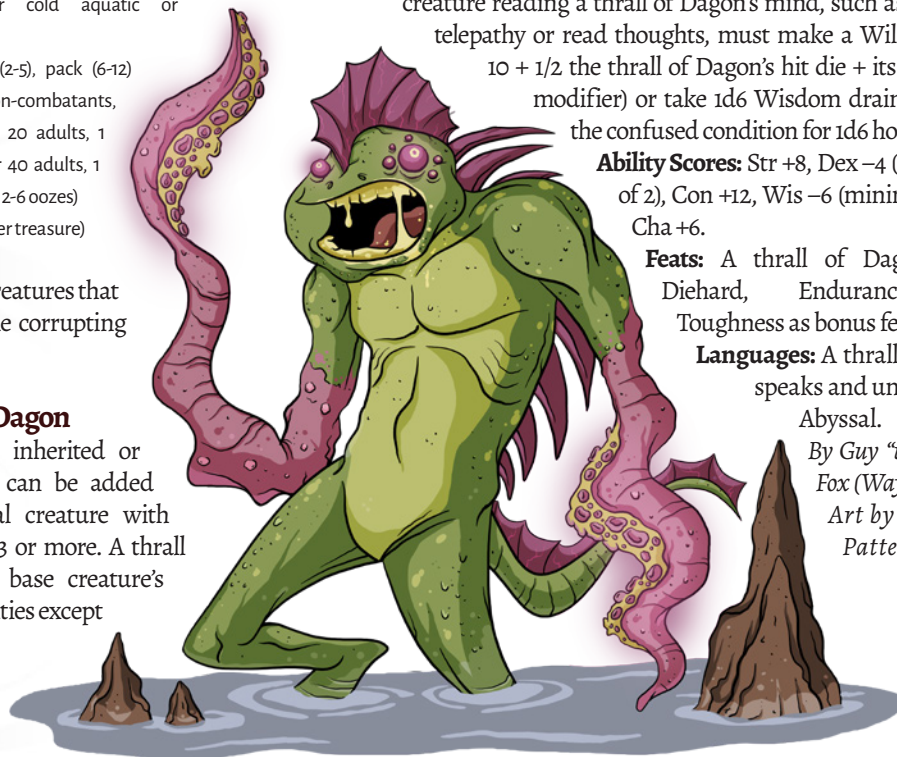
Madness (Ex): A thrall of Dagon uses its Charisma modifier on Will saves instead of its Wisdom modifier. In addition any creature reading a thrall of Dagon's mind, such as by use of telepathy or read thoughts, must make a Will save (DC 10 + 1/2 the thrall of Dagon's hit die + its Charisma modifier) or take 1d6 Wisdom drain and gain the confused condition for 1d6 hours.

Ability Scores: Str +8, Dex -4 (minimum of 2), Con +12, Wis -6 (minimum of 2), Cha +6.

Feats: A thrall of Dagon gains Diehard, Endurance, and Toughness as bonus feats.

Languages: A thrall of Dagon speaks and understands Abyssal.

By Guy "ulgulanoth"
Fox (Wayfinder #8)
Art by Brian
Patterson



DESERT FURY

A furious cyclone of sand churns across the desert floor. Within its dark clouds of debris, faces can be seen wailing in horror.

DESERT FURY

CR 10

XP 9,600

NE Medium undead

Init +4; **Senses** darkvision 60 ft., life sense 60 ft.; Perception +0**Aura** desert storm (600 ft., DC 19)

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)**hp** 127 (15d8+60)**Fort** +7, **Ref** +9, **Will** +9**DR** 10/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.**Melee** 2 slams +16 (1d6+5 plus grab)**Special Attacks** trapped souls

STATISTICS

Str 20, **Dex** 19, **Con** —, **Int** —, **Wis** 11, **Cha** 19**Base Atk** +11; **CMB** +16 (+20 grapple); **CMD** 30**Feats** Power Attack^B

ECOLOGY

Environment warm deserts**Organization** solitary**Treasure** none

SPECIAL ABILITIES

Desert Storm (Su) A desert fury generates intense winds that surround it in a churning sandstorm. This aura acts a constant *control winds* (CL 15), except that it always produces a greater duststorm (see Environment in the *Pathfinder RPG Core Rulebook*).

Trapped Souls (Su) The soul of a creature slain by a desert fury or its desert storm aura becomes trapped within the storm. The creature cannot be brought back to life until the desert fury's destruction releases its soul.

The deserts of northern Garund, Gasmaron, and other hot, dry places on Golarion are littered with the remains of those who were unprepared to travel into such harsh climates or who fell victim to sudden vicious storms against which

no preparation could defend them. Too often, these tragedies do not end in the swift death of one or two people, but in the slow, anguished decline of an entire party. As their numbers dwindle, survivors of such groups must watch friends and loved ones perish, one by one, all the while knowing that their time is coming and there is nothing they can do to stop it. In the end, one last survivor remains from an entire caravan of doomed souls. The animated corpse of that final victim lurks at the heart of a desert fury.

Those who reach the center of the storm find a desiccated husk, wrapped in the shredded remains of desert garb, eternally striving to escape from the raging sandstorm. In its head, two pinpoints of white-hot light burn with the rage and pain of its powerlessness to save itself or anyone else. It wanders the desert fueled by undead hatred, seeking to add more souls to the storm that took its life.

A desert fury usually lingers near its chosen victims but tries to stay out of sight, letting the blinding storm surrounding it drive the travelers off track until they are hopelessly lost. Then, it merely waits for the inevitable. When its victims die within the storm, they become part of it. Savvy travelers can recognize the unnatural storm generated by a desert fury immediately (DC 25 Survival check). Others must wait until they are certain the horrified faces that appear and disappear in the

storm are not illusions before they can be certain they are not dealing with a more mundane desert threat.

If directly challenged, the desert fury tries to wear down single opponents until only one remains. The creature then tries to grapple its final victim and hold them until they are slain by the storm, so it can watch as the unfortunate soul is consumed. The rage of all the stolen souls fuels the storm that surrounds the animated husk, preventing it from ever escaping that which ended its life.

A desert fury husk usually stands about 5 feet tall and weighs approximately 65 pounds.

By Joe "Broken" Medley (*Wayfinder* #10) with additional text by Paris Crenshaw

Art by James M. Keegan



DEVIL, ADDICTION

This colorful, lean, anthropomorphically female damselfly with stunted wings possesses leafy hair, a sinuous barbed tail, goat eyes, hooves, and spiral horns.

DICTION DEVIL (ATROPACUSTRAS) CR 5

XP 1,600

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

Init +4; Senses darkvision 60 ft., see in darkness; Perception +11

DEFENSE

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

hp 45 (6d10+12)

Fort +4, Ref +9, Will +7

DR 5/silver or good; Immune fire, poison; Resist acid 10, cold 10; SR 16

OFFENSE

Speed 40 ft., climb 40 ft.

Melee masterwork rapier +9 (1d6+1/18–20) and dagger +8 (1d4+1/19–20), or masterwork rapier +9 (1d6+1/18–20) and tail barb +8 (1d4+1/19–20)

Ranged tail barb +10 (1d4+1/19–20 plus mycotoxins) or bolas +10 (1d4)

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

Constant—*misdirection* (DC 16, self only)

At will—*dancing lights*, *daze* (DC 14), *ghost sound* (DC 14)

2/day—*memory lapse*^{APC} (DC 15), *touch of frailty*^{CC10SV} (DC 16), *unnatural lust*^{UM} (DC 15), *vanish*^{APC}

1/day—*beguiling gift*^{APC} (DC 15), *suggestion* (DC 17), *imbue with addiction*^{MM} (DC 16)

STATISTICS

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

Base Atk +6; CMB +7; CMD 21

Feats Brew Potion, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +11, Bluff +12, Climb +12, Craft (Alchemy) +17, Diplomacy +13, Disguise +9 (+19 while using change shape), Heal +15, Knowledge (nature) +7, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +12, Use Magic Device +12; **Racial Modifiers** +8 Climb, +5 Craft (Alchemy), +5 Heal.

Languages Celestial, Common, Infernal, Undercommon; telepathy 100 ft.

SQ change shape (alter self, Small or Medium humanoid), hellish philosophorum, mycotoxic flesh, palliative caps, veiled predator

ECOLOGY

Environment any (Hell)

Organization solitary, rarely pair

Treasure NPC gear, including masterwork rapier, dagger, bolas [2], and 200gp of various addictive substances

SPECIAL ABILITIES

Hellish Philosophorum (Ex) An atropocustra gains a competence bonus equal to its HD (plus alchemist class levels, if any) on Craft (alchemy) and Heal checks, and it takes an atropocustra half the normal amount of time to create alchemical items. An atropocustra can use Craft (alchemy) to identify potions as if using detect magic. It must hold the potion for 1 round to make such a check. When using its imbue with addiction ability, an atropocustra's flesh acts as a focus in place of a dose of addictive substance or drug equal worth up to 5 times its total HD in gp.

Mycotoxic Flesh (Ex) Atropocustras' flesh and blood teems with hallucinogenic mycotoxins. Victims are exposed through consumption of their buds or successful tail barb attacks.

Mycotoxins: Ingestion or injury (barb); addiction moderate; save Fort DC 16; primary effects (30 – target's Constitution modifier) minutes: +2 bonus to Charisma skill checks and on saves against fear effects, –2 penalty on Will saves against illusions; secondary effects 1d2 Wis damage, 1d4 Con damage, and –2 penalty on saves against addictive substances and thrill-seeking behaviors (including combat, gambling, sex, racing, and similar endorphin-generating activities).

Palliative Caps (Su) Clusters of agaric caps infused with profane alkaloids sprout from atropocustras' bodies. These alkaloids retain potency as long as the caps remain unpicked, or for 10 minutes per the atropocustra's Charisma bonus (typically 40 minutes) once detached. Each cluster consumed heals 1d4 points of damage, and grants a +2 profane bonus to both Heal (first aid) checks to halt bleeding being taken and on Constitution checks to begin recovering hit points naturally. For 24 hours after consuming the cluster, the eater receives a –2 profane penalty on checks to remove ability score damage and drain it has taken, and on checks to resist or remove addiction. Each atropocustra possesses 3 plus its Constitution bonus in clusters (typically 5 clusters), which regrow after 24-hours.

Tail Barb (Ex) With a snap of its tail, an atropocustra can fire a mycotoxic-poisoned tail barb as a standard action with a 20 ft. range increment. It treats its tail barbs as off-hand weapon attacks when also wielding a weapon, and it does not provoke attacks of opportunity while firing them. Each atropocustra possesses 3 plus its Constitution bonus in barbs (typically 5 barbs), which regrow after 8 hours of rest.

Veiled Predator An atropocustra loses access to its tail, barbs, and palliative caps while using its change shape ability.

Atropocustras are methodically patient devils that specialize in corruption through addiction. While they excel using traditional addictive substances, they are also highly adept at subtle manipulations that foster dependencies in other exciting sensations. They frequently pose as midwives, mundane healers, bartenders, brothel workers, concierges, gambling croupiers and dealers, and chemists, but rarely as owners of such businesses; all the better to guide both customers and the owners into damning themselves. Promoting self-destruction through substance abuse is fine, but the real goal is to nudge mortals into creating webs of small lies, derelictions, and everyday evils, and then foster those collateral immoralities into spirals of ever-increasing severity and degradation, all for chances to briefly sate their cravings. As social and economic relationships crumble, mortals increasingly turn to blissful escapes and illicit sensations to alleviate their unhappy stressful lives. The atropocustras remain always patiently waiting to help.

Although they are peppered throughout Hell's infernal ranks, they largely remain obedient to their betters, patiently confident that their contributions are quietly recognized for later advancement, and eventually promotion to a higher station. In addition



elder atropocustras, and an archdevil all forged a fiendish concordance that would create the vishkanya race. Just before the completion of the compact, the rakshasa immortal's betrayal lead to the annihilation of hundreds of atropocustras and thousands of damned souls in a planar rift. Expecting betrayal, the elder devils sheared the silver threads enshackling the vishkanya race to the rakshasa's atman. To this day, the atropocustras continue to seek and pursue the now-mortal rakshasa and his servants in each reincarnation... as well as any sages foolish enough to research the tale's veracity.

Atropocustras are normally willing to be summoned by mortals and usually abide with the intent (more or less) of the deals struck. The presence of an unwarded mortal with a moderate (or more severe) drug addiction throughout the first summoning ritual grants a +1 Charisma modifier to the initial summoning check. A summoner who personally directs the distribution and sales of addictive substances and services to at least two dozen regular customers receives a +2 Charisma modifier to the summoning checks for that ritual.

to their primary calling, they are also frequently dispatched by their superiors to act as couriers, spies, and agents provocateur. While on such missions, they make opportunities to spread addictions and to corrupt traders with their pharmacological wares, but they avoid doing so if there is significant risk in jeopardizing Hell's larger plans.

They have long memories, even for devils, and they do not forgive betrayals. It is rumored that millennia ago, a conclave of a rakshasa immortal, his court, dozens of

New Spell

TOUCH OF FRAILTY

Level Sorcerer/Wizard 2

As *touch of idiocy* but it reduces Strength, Dexterity, and Constitution rather than Intelligence, Wisdom, and Charisma. It might make feats useless if their prerequisites are no longer met. (*The Genius Guide To: 110 Spell Variants*)

By Sarah "Ambrosia Slaad" Counts (*Wayfinder #11*)

Art by Michael Jaecks

DEVIL, HELLFORGE

An imposing form of flame-wreathed metal swoops down on wings of blades. Gaps in the metal plates covering the creature reveal handles of weapons protruding from a charred, muscular body.

HELLFORGE DEVIL (SAVNOGON)

CR 13

XP 25,600

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

Init +6; **Senses** darkvision 60 ft., see in darkness, true seeing; Perception +22

Aura hellfire (10 ft.)

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 Dex, +10 armor, +4 shield, -1 size)

hp 172 (15d10+90); regeneration 5 (good weapons or good spells)

Fort +15, **Ref** +9, **Will** +13

DR 3/— (armored body), 5/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 25

OFFENSE

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

Melee +2 *halberd* +23/+18/+13 (2d8+11/x3 plus burn) or +1 *warhammer* +22/+17/+12 (2d6+7/x3 plus push and burn)

Ranged +1 *adaptive^{UE} composite longbow* +20/+15/+10 (2d6+7/x3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with extended halberd)

Special Attacks burn (1d6, DC 20), hellfire, push (bludgeoning weapons, 20 ft.)

Spell-like Abilities (CL 15th, concentration +20)

Constant—*true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *burning disarm*^{CEOD} (DC 16)

1/day—*blade barrier* (DC 21), *summon* (level 5, 2 barbed devils, 35%)

STATISTICS

Str 23, **Dex** 19, **Con** 22, **Int** 22, **Wis** 19, **Cha** 20

Base Atk +15; **CMB** +22; **CMD** 36

Feats Combat Reflexes, Craft Magic Arms and Armor, Disruptive, Master Craftsman⁸, Missile Shield^{APC}, Power Attack, Shield Focus, Spellbreaker, Step Up

Skills Appraise +24, Bluff +23, Craft (Armor) +29, Craft (Weapons) +29, Diplomacy +23, Fly +16, Intimidate +23, Knowledge (planes) +24, Perception +22, Sense Motive +22, Spellcraft +24, Stealth +18

Languages Celestial, Common, Dwarven, Draconic, Infernal; telepathy 100 ft.

SQ infernal tools

ECOLOGY

Environment any (Hell)

Organization solitary or guild (1 hellforge devil plus 2d6 greater

host devils, 2d8 bearded devils, and 1d6 barbed devils)

Treasure double standard (masterwork and magical weapons)

SPECIAL ABILITIES

Hellfire (Su) Hellforge devils are wreathed in a hellfire aura. At the beginning of the hellforge devil's turn, all creatures within 10 feet take 2d4 damage—half fire damage, half unholy damage. Any fire damage caused by a hellforge devil's abilities and spells is similarly half fire damage, half unholy damage.

Master-at-Arms (Su) The hellforge devil's weapons and armor are a part of its own body. It may draw or sheath a pair of weapons as an immediate action. It can also create a suit of +1 *adamantine full plate* and a +1 *adamantine heavy shield*. It suffers no maximum Dexterity bonus limits, armor check penalties, or speed reduction from either.

Weaponmeld (Ex) When a hellforge devil is hit by a piercing or slashing weapon, its body attempts to absorb the weapon. The weapon's wielder may make a DC 23 Reflex save to prevent the weapon from being sucked into the devil's body. The save DC is Constitution based.

Hellforge devils, or savnogons, are towering amalgamations of metal, fire, and blackened flesh. They cover their constantly burning bodies in adamantine plates adorned with infernal runes, and store weapons between their powerful muscles.

Hellforge devils are masters of infernal furnaces, working tirelessly to build the arsenal of Hell's armies. While they prefer to focus their energies on crafting, they believe that any true craftsman must understand

how their work functions in the field, and so they also spend extensive time refining their martial capabilities. In battle, hellforge devils use a variety of weapons and carry the weapons of defeated foes inside their bodies as trophies.

They are prideful and fiercely competitive with others of their kind. Hellforge devils disdain those who lack martial prowess, so they drive even harder bargains with wizards who call on their power. However, valuable crafting materials or magic weapons can catch their interest. It is said that House Henderthane of Cheliox formed an alliance with a powerful hellforge devil to solidify their position as the nation's foremost arms dealers.

by Linda "Marie" Zayas-Palmer (Wayfinder #11)

Art by Andrew DeFelice



DEVIL, PHYSICIAN

A lamprey-headed humanoid with crimson skin stands before you, wearing finely-made ornate robes.

PHYSICIAN DEVIL

CR 5

XP 1,600

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

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +12

Aura diminished vitality (120 ft.)

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 51 (6d10+18); fast healing 5

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

DR 5/silver; **Immune** bleed, disease, fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 30 ft.

Melee surgeon's scalpel +11/+6 (1d3+3/18–20/x2 plus 1 bleed) and bite +5 (1d4+2 plus numbing poison)

Space 5 ft.; Reach 5 ft.

Special Attacks numbing poison, sneak attack +1d6, surgeon's scalpel

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

Constant—deathwatch

At will—*bleed*, *disguise self*, *greater teleport* (self plus 50 lbs. of objects only), *infernal healing*^{SWC}, *polypurpose panacea*^{UM}, *remove sickness*^{UM}, *stabilize*, *touch of fatigue*

3/day—*false life*, *lesser restoration*, *neutralize poison*, *remove disease*, *remove blindness/deafness*

1/day—*blindness/deafness*, *contagion*, *summon monster IV* (leech swarm only)

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 22

Feats Brew Potion, Improved Initiative, Weapon Finesse

Skills Bluff +11, Craft

(alchemy) +16,

Diplomacy +11,

Disguise +11, Heal +16,

Knowledge (planes) +12,

Perception +12, Sense Motive

+12, Stealth +11; **Racial Modifiers** +4

Craft (alchemy), +4 Heal

Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft.

SQ infernal medicine, mask of benevolence, soulbound healing

ECOLOGY

Environment any (Hell)

Organization solitary or pair

Treasure standard (including alchemist set and supply of ingredients)

SPECIAL ABILITIES

Aura of Diminished Vitality (Su) Physician devils can project a corruptive aura that suppresses natural healing. Any creature within a physician devil's aura of diminished vitality must first succeed at a DC 16 Fortitude save before gaining the benefits of rest, such as regaining hit points, recovering from ability damage, or removing the exhausted or fatigued conditions. Creatures that succeed at this save are immune to that particular devil's aura for 24 hours. The save is Charisma-based.

Infernal Medicine Physician devils often masquerade as healers and alchemists. They can brew potions with the Brew Potion feat using their spell-like abilities in place of spells. They can make *potions of polypurpose panacea* ignoring the usual restriction against potions of personal-ranged spells.

Numbing Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Soulbound Healing (Sp) As a full-round action, a physician devil can produce an infernal contract for a single living mortal creature. The mortal's soul is sworn to the physician devil, condemning the soul to an eternity of servitude in Hell upon the mortal's death. A signed contract allows the physician devil to cast any one spell of the healing subschool on a target of the signatory's choice. The spell level of a spell cast in this manner cannot exceed the signatory's HD. A physician devil is considered to be of the lowest possible caster level to cast a particular spell in this manner.

Surgeon's Scalpel (Su)

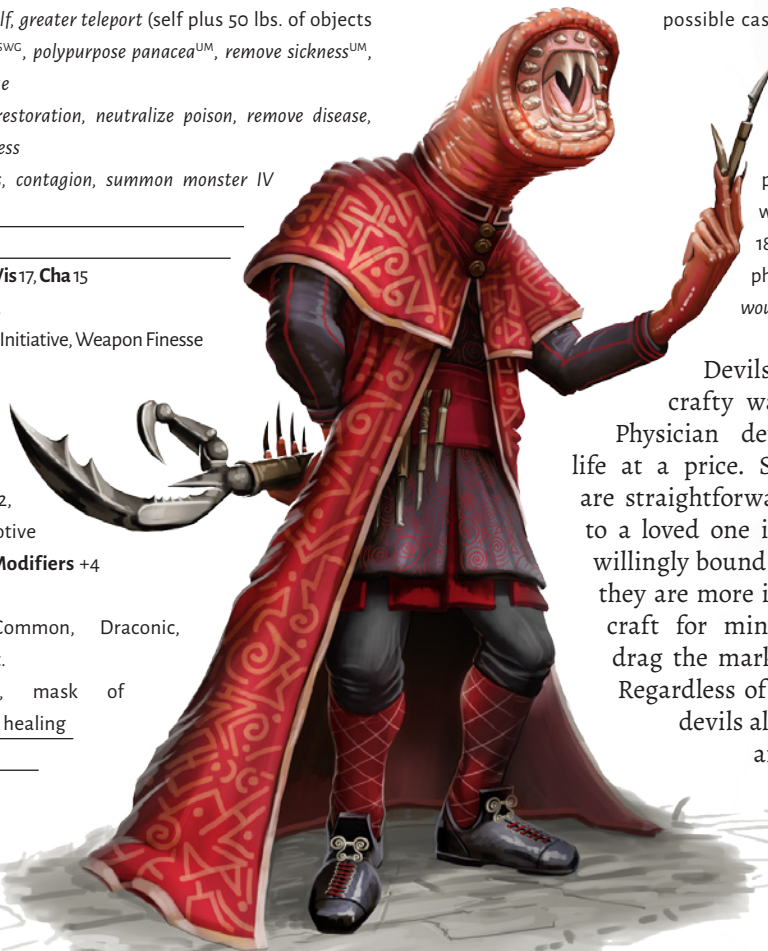
Physician devils carry sharp scalpels that deal 1d3 points of piercing and slashing damage with critical threat range of 18–20. A scalpel wielded by physician devil acts as a +1 wounding weapon.

Devils have a host of crafty ways to entice mortals. Physician devils choose to offer life at a price. Sometimes their deals are straightforward – health and vigor to a loved one in exchange for a soul willingly bound to the Pit. Other times they are more insidious, trading their craft for minor favors that slowly drag the mark closer to damnation.

Regardless of the scheme, physician devils always use their position and leverage to serve the greater agenda of Hell.

by Wojciech
"Drejk" Gruchala
(Wayfinder #11)

Art by Michael Jaecks



DEVIL, RUMOR

A rat's ears poke from the wig of this tall and elegantly dressed man.

RUMOR DEVIL (DABABUM)

CR 6

XP 2,400

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

Init +7; Senses darkvision 60 ft., see in darkness; Perception +15

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 60 (8d10+16)

Fort +8, Ref +9, Will +6

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10; SR 16

OFFENSE

Speed 30 ft.

Melee +1 rapier +13/+8 (1d6+2/18-20) or 2 claws +11 (1d6+1)

Spell-Like Abilities (CL 8th, concentration +12)

At will—*comprehend languages*, *greater teleport* (self plus 50 lbs. of objects only), *silence* (DC 16), *tongues*

3/day—*denounce*^{APC} (DC 18), *glibness* (DC 17), *malicious spite*^{UM} (DC 18), *shout* (DC 18)

1/day—summon (level 3, 1 rumor devil or 6 lemures, 50%)

STATISTICS

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

Base Atk +8; CMB +9; CMD 22

Feats Deceitful, Weapon Focus (rapier), Improved Initiative, Weapon Finesse

Skills Bluff +17, Diplomacy +15, Disguise +14, Intimidate +12, Knowledge (history) +15, Knowledge (local) +23, Linguistics +15, Perception +15, Sense Motive +15, Stealth +14; Racial Modifiers +8 Knowledge (local)

Languages Celestial, Common, Draconic, Infernal, Kelish, Osiriani, Varisian

ECOLOGY

Environment any urban (Hell)

Organization solitary, pair, or guild (3-10)

Treasure standard

SPECIAL ABILITIES

Break Confidence (Su) Three times per day, as an immediate action, a rumor devil may amplify any sentence spoken by itself or another creature within 10 feet so that it is clearly audible either to all creatures within 100 feet or to a single creature of the rumor devil's choosing within 100 feet, regardless of intervening noise and even if the sentence was spoken as quietly as a whisper.

Slander (Su) A rumor devil may spread malicious rumors within a settlement or group about a single individual. Beginning the process takes 1 hour for a group of up to 100 people, or 1 day per 1,000 inhabitants of a settlement. After this period,

for as long as the rumor devil remains in the settlement or group, all initial NPC attitudes toward the target individual are shifted one step toward hostile as soon as the NPC is aware of the target individual's identity. PCs and NPCs who know the individual well are not affected, and attitudes may not be shifted more than one step through this ability, even if another rumor devil attempts to target the same individual. This effect ends 24 hours after the rumor devil either leaves the settlement, is slain or targets a new individual for slander.

Sow Discord (Su) Once per day, as a full-round action, the rumor devil may let loose with a chain of malicious and scandalous gossip to duplicate the effects of the *song of discord* spell (DC 18 Will save negates), affecting creatures within a 20-ft. radius spread centered on itself. The effect lasts for 3 rounds. This is an enchantment (compulsion), mind-affecting, language-dependent effect.

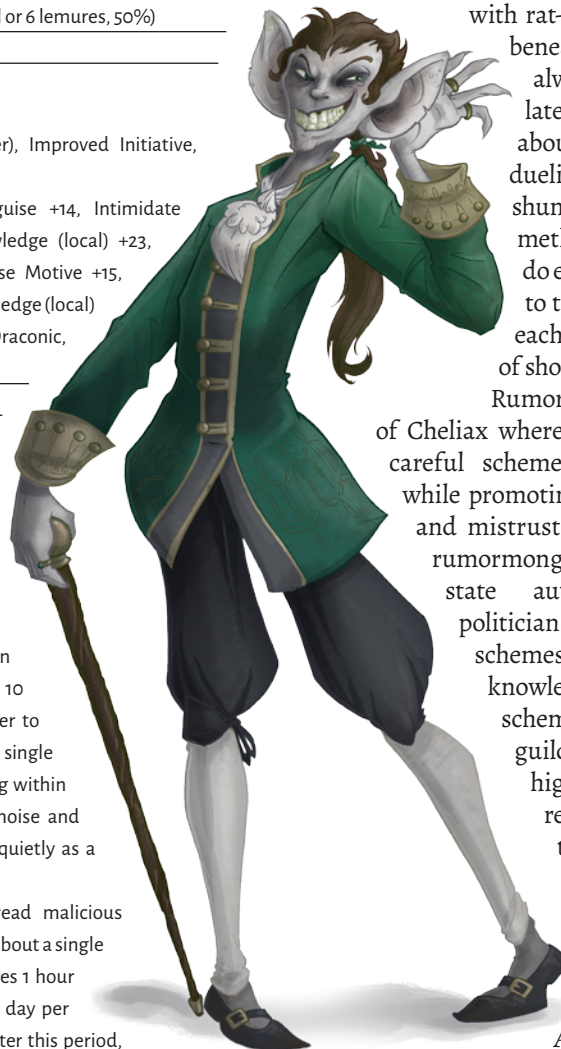
Rumor devils relish spreading malice and corruption through the collection and distribution of embarrassing truths, rumors, slander, and outright lies. They seek to disrupt bonds of community and trust, to elevate petty gossip and scandalmongering into outright hatred, and to lead mortal souls to perdition through isolation and despair.

A rumor devil appears as a tall human with rat-like ears, which it often conceals beneath a hat or wig. Rumor devils always dress impeccably in the latest fashion and are fastidious about cleanliness. They are excellent duelists, though they generally shun combat in favor of more subtle methods of destruction. When they do enter combat, they use sow discord to try to turn their assailants against each other and, if necessary, make use of shout before entering melee.

Rumor devils are at home in the cities of Cheliah where they spend their time weaving careful schemes to ensnare individual souls while promoting a general climate of suspicion and mistrust. They are careful to keep their rumormongering from blatantly disrupting state authority, although individual politicians are frequent targets of their schemes. Rumor devils have excellent knowledge of nearly all local gossip, schemes, and goings-on, from thieves' guild plots to the intrigues of the highest aristocratic circles. They readily, even gleefully, dispense this knowledge to those who come seeking it (always, of course, carefully selecting what details they share).

by Sam "burrahobbit" Harris
(Wayfinder #11)

Art by Crystal Frasier



DEVIL, SEA WANDERER

Without warning, the sailor sheds his form, shifting into a bloated, slimy-scaled humanoid with bulging fishy eyes and a long seaweed beard. It lumbers on webbed feet, leaving a trail of seawater behind.

SEA WANDERER DEVIL (ISHMAGON)

CR 5

XP 1,600

LE Medium outsider (aquatic, devil, evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., see in darkness, see through fog, mist, and rain; Perception +12

Aura eye of the storm 100 ft.

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 57 (6d10+24)

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

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10, electricity 15; **SR** 16

OFFENSE

Speed 20 ft., climb 20 ft., swim 50 ft.

Melee mwk cutlass +11/+6 (1d6+4/18-20) and slam +5 (1d6+2), or slam +10 (1d6+6 and grab)

Ranged caustic spit +8 ranged touch (2d4 acid)

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

Special Attacks drowning grasp, grab (only when both hands free)

Spell-like Abilities (CL 6th, concentration +7)

Constant—*know direction*, *read weather*^{FoB}

At will—*create water* (salt water only), *dimension door* (self plus 50 lbs. of objects only), *fog cloud*, *gust of wind* (DC 14), *purify food and drink*, *putrefy food and drink*^{APC}

3/day — *call lightning* (DC 15), *create food and water*, *infernal healing*^{ISWC}

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 13, **Wis** 17, **Cha** 13

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 22

Feats Dodge, Improved Initiative, Toughness

Skills Acrobatics +11, Climb +21, Knowledge (nature) +7, Knowledge (planes) +10, Perception +12, Profession (sailor) +22, Swim +21

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ accursed seamanship, amphibious, change shape (alter self, Small or Medium humanoid), infernal seafarer

ECOLOGY

Environment any ocean (Hell)

Organization solitary

Treasure standard (mwk cutlass, other treasure, all possessions must fit into a sailor's bag)

SPECIAL ABILITIES

Accursed Seamanship (Su) A sea wanderer devil can bring weal or woe to any ship it is on. Any Profession (sailor) checks made to operate the affected vessel receive either +10 profane bonus or -10 penalty and the ship itself either

doubles or halves its hardness and maximum overland speed. This ability cannot affect consecrated or hallowed vessels. The ishmagon itself gains a +10 profane bonus on Profession (sailor) checks (already included in the stat block).

Caustic Spit (Ex) An ishmagon can spit acid to a maximum range of 30 feet with no range increment. Unless neutralized or washed off with water (a full-round action), the acid lasts for 2 more rounds, dealing another 2d4 points of acid damage in each round.

Drowning Grasp (Su) Salt water floods the ishmagon's foes in close combat, forcing anyone grappling with the ishmagon to hold its breath as though underwater. If an ishmagon drowns a humanoid who pledged its soul to the devil, it captures the soul, which manifests as a weathered but precious gold coin with the face of the victim on one side and infernal glyphs on the other.

Eye Of The Storm (Su) An aura of unnaturally calm weather surrounds an ishmagon to a maximum radius of up to 100 ft. This negates any mundane weather effects and grants all creatures within range +4 profane bonus to AC and saving throws against air, electricity, and similar weather-related effects. Sea wanderer devils can suppress, reactivate, or alter the radius of this ability as a free action once per round. Ishmagons can see through any form of fog, mist, or rain without penalty.

Infernal Seafarer (Sp) While on-board a seafaring ship, an ishmagon can sacrifice souls worth a total of 2,500 gp (see *Pathfinder Campaign Setting: Book of the Damned – Volume 3: Horsemen of the Apocalypse*) as part of a one hour ritual to use one of the following spell-like abilities (CL 13th): *control weather*, *shadow walk* (affecting an entire ship and its crew), *overland flight* (affecting the ship the ishmagon was on when the ability was used, and with the flight under the ishmagon's control as long as it remains on the ship), or grant a ship and its crew the ability to submerge and sail at full speed underwater for 13 hours. The latter is treated as a 7th level spell.

An oddity amongst the ranks of devilkind, sea wanderers rarely ascend from lesser orders of devils. Instead, majority of them are spawned when an arrogant and petty captain pledges his soul to Asmodeus while keeping stubbornly to a dangerous route, heedless of the safety of his crew. If the captain survives the journey, Asmodeus lays claim to the captain's soul after death, perhaps to be reborn as an ishmagon.

Ishmagons delight in bringing woe to sailors and seafarers of all kinds. Doing so satiates both their petty cruelty and furthers their goal of spreading superstition, fear, and reliance on infernal practices across the seas. They often deliberately draw ships into danger then feign a rescue to garner praise, offerings, and sacrifices from grateful crews. They are

not above providing aid, for the right price of course, against dangers they haven't designed themselves either. In fact, they have a streak of arrogance that makes them accept challenges easily, as long as the deed they are challenged to is an impressive act of seamanship taken against the forces of nature, other sailors, or even the sea gods themselves. When not engineering disasters to strike the ships, ishmagon can be found organizing small cults and sects among sailors, twisting marine superstitions to contain snippets of blasphemous lore, promoting distrust in good deities, and instilling cruel practices on-board. They also gladly spread tall tales and frightening stories across many ports. There is a tale repeated across the taverns of port cities, of an ishmagon who managed to become a shipbuilder, mastering the crafts required and building a number of ships, secretly consecrating them as sailing temples to Asmodeus himself. According to the story, those ships are incomparable but accursed vessels, consuming prodigious amounts of sailors' lives and souls with each impossible and yet successful cruise.

Despite their origins, or maybe because of them, ishmagons are denied the captaincy they desire so much. They are forbidden by the fate itself from becoming commanders of mortal ships or any grouping of them. They find themselves unable to occupy rank higher than a first officer. Trying to actually command a ship crewed by mortals on a mortal plane makes the sea itself turn against the ishmagon, the vessel fail at every opportunity, the crew know in their hearts he has no authority over them, and any souls he would reap being beyond his grasp, even those pledged to him willingly. No dire fate prevents ishmagons from commanding infernal vessels but when the Hell musters its

fleets, the more powerful devils can easily force relatively weak ishmagons into subservient roles while taking the command themselves. Some ishmagons manage to weasel themselves into becoming captains on ships belonging to lesser denizens of the planes, while others assembly crews of damned souls and imps, though either isn't truly fulfilling their desire to lord over life and death of mortal sailors.

In its true form, an ishmagon measures five and half feet in height and weighs 200 pounds.

by Wojciech "Drejk" Gruchala
(Wayfinder #8)

Art by Danny Hedager
Krog



DEVIL, SEDUCTION

This beautiful woman's smile is belied by the long horns growing on her forehead. Her eyes glint red and her feet end in vicious talons.

SEDUCTION DEVIL (LILIM) CR 9

XP 6,400

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

Init +3; **Senses** darkvision 60 ft., see in darkness; Perception +16

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +8

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (good).

Melee +1 *wounding urumi* +14/+9 (1d8+4/18-20 plus bleed) or two claws +13 (1d6+3)

Spell-like Abilities (CL 11th, concentration +20)

Constant—*tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20)

2/day—*phantasmal killer* (DC 22), *terrible remorse*^{UM} (DC 22)

1/day—*nightmare* (DC 23 base), *summon* (level 4, 1 erinyes, 50%)

STATISTICS

Str 16, **Dex** 17, **Con** 19, **Int** 19, **Wis** 20, **Cha** 28

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

Feats Combat Expertise, Death from Above^{UM}, Flyby Attack, Persuasive, Vital Strike

Skills Acrobatics +10, Bluff +20, Diplomacy +24, Disguise +20, Escape Artist +11, Fly +10, Intimidate +24, Knowledge (planes) +14, Knowledge (religion) +11, Perception +16, Perform (oratory) +17, Sense Motive +16, Sleight of Hand +14

Languages Celestial, Common, Draconic, Infernal; *tongues*, telepathy 100 ft.

SQ change shape (Small or Medium humanoid, owl, or snake, *polymorph*), corrupt innocence, vision of sin

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure double (+1 *wounding urumi*^{UC})

SPECIAL ABILITIES

Corrupt Innocence (Su) Once per month, a lilim can attempt to transform an unborn baby into another of her kind. A lilim's womb is barren and this is the only way the devil can reproduce. In the guise of a midwife or healer, the lilim will "examine" the mother. If the mother fails a DC 24 Will save,

the lilim surreptitiously corrupts the fetus, announcing that the child was "conceived in sin" and diagnosing it as a cursed blasphemy. A successfully corrupted fetus gestates into a female lilim (regardless of its original sex); an infant lilim gains the Young simple template twice, not receiving its spell-like abilities until adulthood. At 13, the lilim child loses one application of the Young creature template. A lilim usually runs away from home at this age, if it has not already been claimed by the lilim that spawned it. At 16, it reaches full maturity and gains all of its special abilities. The lilim who corrupts an unborn baby remains linked to it until birth; a successful *dispel evil* cast upon the womb will dispel the transformation of an unborn baby if the linked lilim fails the Will save. An individual baby can only be the target of a corruption attempt once, and is thereafter immune to any lilim's corrupt innocence ability. This is a curse effect.

Infernal Sacrifice Lilim rejoice in corrupting true love and goodness. Seducing a good creature into betraying its beloved or its principles, the proof of a treason committed by a powerful agent of good, or an unborn child's soul to corrupt are the gifts most appreciated by a lilim. Those bearing such overtures gain a +4 bonus on Charisma checks made to summon a lilim.

Vision of Sin (Su) Once per day, a lilim can telepathically send a creature a vision of sin, making it believe to have committed what the creature considers the most perverted sin of the flesh. A victim who fails a DC 24 Will save is convinced of its guilt, and takes a -4 penalty on saving throws against subsequent mind-affecting effects from any creature for 1 hour. This is a mind-affecting effect.

Lilim are the seducers of Hell. Most tales say the first of them were born as daughters of the Whore Queen Ardad Lili after her fall from Heaven. Other stories tell that Ardad Lili created the first lilim by corrupting unborn children conceived through sinful acts. Whatever their origins, quite a few nocturnal seductresses now serve Belial as well.

Rather than force a creature to openly betray his or her bonds of love, lilim entice their victims into covert carnal liaisons, encouraging them to adopt a false facade of puritanical propriety while hypocritically condemning others for the slightest lapses and indiscretions, real or not. Most of all, lilim love inducing mortals to secretly betray and destroy both their loved ones and ideals, leaving their prey with nothing but excruciating loss and remorse.

By Margherita "Bardess" Tramontano (Wayfinder #11)

Art by Silvia "crescentmoon" Gonzalez



DEVIL, SHEPHERD

Dozens of fingers writhe across the length of a flute as this eyeless emaciated figure plays a keening dirge.

SHEPHERD DEVIL (BEKSINAK) CR 8

XP 6,400

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

Init +5; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 20; touch 16; flat-footed 14; (+5 dex, +4 natural, +1 dodge)

hp 67 (9d10+18)

Fort +5; **Ref** +13; **Will** +9

DR 10/good or silver; **Immune** fire, poison **Resist** acid 10, cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +11 (1d6+2)

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

Special Attacks bardic performance 23 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*), sickening performance

Spell-like abilities (CL 7th, concentration +14)

At will—*greater teleport* (self-only plus 50 lbs of equipment),
1/day—summon (level 4, 1d4 barbazus or 3d4 lemures, 40%)

Bard Spells known (CL 7th, concentration +14)

3rd (3/day)—*fear* (DC 20), *haunting choir*^{UM} (DC 20) *vision of hell*^{UM} (DC 20)
2nd (5/day)—*heroism*, *hold person* (DC 19), *mad hallucination*^{UM} (DC 19), *rage* (DC 19)
1st (6/day)—*cause fear* (DC 18), *ear-piercing scream*^{UM} (DC 18), *expeditious retreat*, *hideous laughter* (DC 18),
timely inspiration^{APC}
0 (at will)—*daze* (DC 17), *detect magic*,
ghost sound, *message*, *summon instrument*

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 15, **Wis** 16, **Cha** 25

Base Atk +9; **CMB** +11; **CMD** 26

Feats Dodge, Lightning Reflexes, Nimble Moves, Skill Focus (Acrobatics, Perform [wind])

Skills Acrobatics +20, Bluff +19, Diplomacy +19, Knowledge (planes) +14, Perform (wind) +22, Perception +15, Sense Motive +15, Spellcraft +14

Languages Common, Infernal, Abyssal, Celestial, telepathy 100ft.

ECOLOGY

Environment any (Hell)

Organisation solitary, pair, herd (beksinak, 15-25 lemures)

Treasure standard

SPECIAL ABILITIES

Bardic Performance A beksinak can use the bardic performance ability as if it were a bard of 7th level, for up

to 23 rounds per day.

Sickening Performance When a creature first hears a beksinak's bardic performance, it must succeed on a DC 21 Fortitude save or become sickened for 1d4+1 rounds. Creatures that succeed on this save cannot be affected by a beksinak's performance for 24 hours. The save DC is Charisma based. This ability cannot affect outsiders or creatures that are deaf.

Spells A beksinak casts spells as a 7th-level bard.

Charged with keeping Hell's writhing herds of lemures in check, shepherd devils—beksinak, as infernal scholars call them—are the abominable guides of the damned. The maddening shrieks that they play on their flutes serve as the whips that drive their wretched charges, herding them through the layers of Hell and into the hands of other devils while the beksinak cavorts and dances through the seething mass of their livestock.

Despite their ostensibly low calling, beksinak have a great degree of power in Hell. Their position as shepherds allows them the pick of their flock, and most other devils must bargain extensively with them in order to get the best of their unholy herd. Beksinak are also skilled spellcasters; their music is potent enough to control hundreds of lemures, and their determination to receive a fair bargain for their goods means they are dangerous beings to anger. More powerful devils have attempted to bully a beksinak into giving up its charges only to have it command its herd upon them, overwhelming the belligerent devil while the beksinak weakens its victim with its music and magic.

When they gain access to the Material Plane, beksinak prefer to seek out skilled musicians and challenge them to musical contests, the typical wager being the musician's soul. On the rare occasion that they are beaten, a beksinak will honor the winner with an instrument forged from solid gold and will not use this prize as a means to corrupt that mortal's soul. Beksinak have a great respect for musical talent, regardless of whether it manifests in mortal or outsider. If the musician is unfortunate enough to lose, the beksinak will call upon its herd to drag them down to Hell.

Most beksinak stand over six feet tall, and weigh between 70 and 80 pounds.
*By Ben Warren (Wayfinder #14)
Art by dodeqaa Polyhedra*



DEVOURING OASIS

Where but a second ago a water hole was located, a gaping maw with several rows of teeth appears, and four tentacles erupt from the sand.

DEVOURING OASIS CR 15

XP 51,200

CE Gargantuan aberration

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft.; Perception +22

DEFENSE

AC 29, touch 5, flat-footed 29 (–1 Dex, +24 natural, –4 size)

hp 225 (18d8+144)

Fort +16, **Ref** +5, **Will** +12

OFFENSE

Speed 10 ft., burrow 20 ft.

Melee bite +21 (3d8+11/19–20 plus grab), 4 tentacles +19 (2d6+5 plus grab and pull)

Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)

Special Attacks grab (Huge), pull (tentacle, 5 ft.), swallow whole (2d8+11 plus 2d6 acid, AC 22, 22 hp), tenacious grapple

Spell-like Abilities (CL 13th, concentration +12)
Constant—permanent image (DC 15)

3/day—charm monster (DC 13)

STATISTICS

Str 33, **Dex** 8, **Con** 27, **Int** 11, **Wis** 12, **Cha** 9

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 37 (can't be tripped)

Feats Blind-Fight, Great Fortitude, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (bite, tentacle)

Skills Intimidate +20, Knowledge (geography) +21, Perception +22, Stealth +22; **Racial Modifiers** +8 Stealth

Languages Common, Gnome, Halfling (can't speak)

SQ freeze

ECOLOGY

Environment warm desert

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Swallow Whole (Ex) Only one Huge creature, or equivalent smaller creatures, fits into a devouring oasis's maw. Escaping by cutting one's way out risks

suffocation and the thrashing of the oasis. A former victim takes 2d6 bludgeoning damage each round until it succeeds at a DC 26 Reflex save or Swim check to avoid the damage and reach the surface. Failure indicates the victim is trapped without air and must hold its breath to avoid suffocation. The save and check DCs are Constitution-based.

Tenacious Grapple (Ex) A devouring oasis need not take a –20 to its grapple check to avoid gaining the grappled condition when grappling a foe with a tentacle, but creatures are not automatically pulled adjacent to the oasis (although the creature's pull ability still works). A devouring oasis can also use a full-round action to maintain as many grapples as it chooses. Each grapple is resolved separately, including any check to swallow whole.

The devouring oasis has a similar reputation among desert dwelling folk as the legendary kraken has among sailors. Setting up a cunning illusion of a lush oasis, it lures its victims close

enough to attack them with its four tentacles and its saliva-dripping mouth. Erupting from the sands, its maw engulfs creatures and sends digestive liquids flooding down their throats.

A devouring oasis burrows by eating the sand and earth in front of it, moving through loose soil, sand, and gravel. It cannot burrow through solid stone. This worm-like creature then expels the sand via gill-like flaps at its sides. This kind of burrowing does not leave a usable tunnel behind, as the surrounding earth collapses into the void or is filled up by the expelled earth. If a devouring oasis chooses to make a permanent tunnel when burrowing, it moves at half speed.

During combat, a devouring oasis prefers to attack with its bite. Against multiple foes, or against flying targets, it attacks with its tentacles and then tries to position them over its maw to let the victim fall into it and swallowing it whole. The devouring oasis tries to charm fighter-like opponents via its charm monster spell-like ability, concentrating its martial attacks on beasts of burden and less-armored humanoids.

By Christoph "RuyanVe" Gimmler (Wayfinder #10)
Art by Tyler Clark



DISEMBOWELED PROPHET

This dried troll husk has its belly split open revealing wriggling intestines.

DISEMBOWELED PROPHET

CR 7

XP 3,200

CE Large undead

Init +2; **Senses** darkvision 60 ft., lifesense, low-light vision, scent; Perception +22

DEFENSE

AC 18, touch 13, flat-footed 14 (+2 Dex, +2 insight, +5 natural, -1 size)

hp 63 (6d8+36); fast healing 5

Fort +10, **Ref** +6, **Will** +9

Defensive Abilities channel resistance +4, regrowth, uncanny foresight; **DR** 5/slashing and magic;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+7), 2 claws +12 (1d8+7), wriggling guts +7 (1d6+3 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks divination, grab, rend (2 claws, 1d6+10)

Spell-like Abilities (CL 6th; concentration +12)

At-will—*augury*, *commune with birds*, *guidance*, *speak with dead* (DC 19)

STATISTICS

Str 25, **Dex** 14, **Con** —, **Int** 10, **Wis** 11, **Cha** 22

Base Atk +4; **CMB** +14 (+18 to grapple); **CMD** 26

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +24, Knowledge (local) +8, Perception +22, Sense Motive +16; **Racial Modifiers** +8 Perception, +8 Sense Motive

Language Giant

ECOLOGY

Environment cold mountains

Organization solitary or conclave (2-4)

Treasure standard

SPECIAL ABILITIES

Divination (Sp) A disemboweled prophet gains at-will spell-like abilities depending on the number of hit dice the monster has. The caster level of these abilities is equal to the prophet's

current hit dice.

Hit Dice Ability

1–2	<i>commune with birds</i> (as a first level spell), <i>guidance</i>
3–4	<i>augury</i>
5–6	<i>speak with dead</i>
7–8	<i>divination</i>
9–10	<i>contact other plane</i>
11–12	<i>true seeing</i>
13–14	<i>greater scrying</i>
15–16	<i>discern location</i>
17–18	<i>moment of prescience</i>
19–20	<i>astral projection</i>

Regrowth (Su) A disemboweled prophet reduced to 0 hit points falls dormant for 1d4 hours, after which it rises with 1 hit point, unless the creature is destroyed with *disruption*, *disintegration* or positive energy. A *gentle repose* effect delays the regrowth as long as it lasts. A disemboweled prophet cannot regrow while its corpse lies within a consecrated or hallowed area. A disemboweled prophet's regrowth takes only 1d4 rounds in desecrated or unhallowed area.

Uncanny Foresight (Sp) A disemboweled prophet gains a constant *foresight* spell-like ability that, in addition to its regular warning effect, grants the following benefits: +2 insight bonus on attack rolls, all saving throws, and skill checks; all-around vision; and evasion (per the rogue ability of the same name).

Wriggling Guts (Ex) A disemboweled prophet can use its entrails like tentacles with the grab ability.

Troll soothsayers practice a grisly form of divination; reading their own constantly regenerating entrails. Trollish regeneration is powerful, but it is no guarantee against death. Still, the trolls who conduct such auguries sometimes possess a strength of will that animates them even after they have fallen prey to accident, illness, old age, starvation, magical backlash, or a competitor's curse. The augur's unquenchable thirst for information drawn from the hidden forces of the world transforms them into undead abominations. The only the bravest, the most needy, or the most foolhardy seek out the knowledge these creatures can impart.

By Wojciech "Drejk" Gruchala
(Wayfinder #14)

Art by Chris L. Kimball



DOOMED DERELICT

This ship drifts across the water. Ropes hanging from rotten rigging sway in a non-existent breeze.

DOOMED DERELICT

CR 11

XP 12,800

NE Gargantuan undead (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 25, touch 7, flat-footed 24 (+1 Dex, +18 natural, -4 size)

hp 127 (15d8+60), regeneration 10 (positive energy)

Fort +11, **Ref** +6, **Will** +12

Defensive Abilities hardness 10; **Immune** acid, undead traits; **Resist** electricity 10, fire 20; **SR** 22

OFFENSE

Speed swim 60 ft.

Melee slam +18 (2d6+10/19-20), 3 ropes +18 (2d6+10 plus grab)

Space 20 ft.; **Reach** 20 ft. (30 ft. with ropes)

Special Attacks constrict (ropes, 2d6+10), pull (ropes, 10 feet), energy drain (1 level, DC 21)

STATISTICS

Str 30, **Dex** 13, **Con** —, **Int** 12, **Wis** 17, **Cha** 19

Base Atk +11; **CMB** +25 (+27 bull rush, +29 grapple); **CMD** 36 (38 vs. bull rush, cannot be tripped)

Feats Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (slam), Weapon Focus (ropes)

Skills Disguise +22, Intimidate +22, Knowledge (arcana) +19, Perception +27, Swim +36

Languages Common

ECOLOGY

Environment any ocean

Organization solitary or crewed (doomed derelict plus 2-12 undead creatures)

Treasure double

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid slain by a doomed derelict becomes a draugrB2 under the control of the doomed derelict. The newly undead creature possesses none of the abilities it had in life.

Energy Drain (Su) A doomed derelict deposits victims it has grappled with its ropes for 2 rounds into the ship's cargo hold. Here, the victims succumb to

the negative energy at the heart of the doomed derelict. Each round a victim remains in the hold, it must succeed at a DC 21 Fortitude save to avoid gaining a negative level. Escaping the hold requires a DC 32 Disable Device or Escape Artist check; likewise, inflicting 12 points of damage (AC 19) opens a hole through which a character may escape. The save DC is Charisma-based, and the skill check DCs are Strength-based.

Some pirate crews are so vile that when their reign of terror finally meets its end, the vessel on which they sail absorbs the souls of the crew and travels the seas as a doomed derelict. The malevolent energy powering the derelict will even raise a sunken vessel from the depths. Crew members who have proven themselves especially terrible in life remain on board the ship as undead mockeries of their former selves.

A doomed derelict looks like an abandoned ship adrift at sea, while any undead crew members onboard add to the appearance that the ship met with some terrible fate. Its appearance is a trap waiting for those intending to plunder the derelict for treasure. When another ship approaches the doomed derelict, the creature rams the approaching ship and whips its ropes out at unfortunate crew above decks to drag them into its hold, where it creates more unholy crew members from those it slays. If the ship reaches 0 hit points but still regenerates, it allows itself to sink to the bottom of the ocean, taking any unfortunate prisoners with it. A couple of days later, the ship rises to the surface restored to its whole, yet decayed, state.

Many doomed derelicts travel the Obari Ocean to Geb's shoreline, where they form a deadly ships' graveyard.

By Mike "taig" Welham (Wayfinder #8)

Art by Dionisis Milonas



DRAGON, SIN (PRIDE)

Etched runes twist down this dragon's spine, drawn deeply into its scales. It looks around with an arrogant stare, contempt in every motion of its great green head.

XERDIGRIS, ANCIENT SIN DRAGON OF PRIDE CR 19

XP 204,800

Ancient dragon sin (pride) green

LE Gargantuan dragon (air)

Init -1; **Senses** dragon senses; Perception +35

Aura frightful presence (300 ft., DC 28)

DEFENSE

AC 39, touch 8, flat-footed 39 (+3 deflection, -1 Dex, +31 natural, -4 size)

hp 356 (23d12+207)

Fort +22, **Ref** +12, **Will** +20

Defensive Abilities rune ward (11 hp); **DR** 15/magic; **Immune** acid, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.

Melee bite +33 (4d6+24/19-20), 2 claws +33 (2d8+17/19-20), tail slap +31 (2d8+24), 2 wings +31 (2d6+10)

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

Special Attacks breath weapon (60-ft. cone, DC 30, 20d6 acid), crush (Medium creatures, DC 30, 4d6+24), miasma (20 ft. radius, 2d6 acid), tail sweep (30-ft., 2d6+24, DC 30)

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

1/day—*greater shadow conjuration* (DC 26), *mirage arcana* (DC 24), *programmed image* (DC 25), *project image* (DC 26)

Spells Known (CL 13th; concentration +20)

6th (5/day)—*disintegrate* (DC 23), *true seeing*

5th (7/day)—*polymorph*, *summon monster V*, *teleport*

4th (7/day)—*dimension door*, *icestorm*, *screaming* (DC 21), *stoneskin*

3rd (8/day)—*dispel magic*, *displacement*, *fireball* (DC 20), *haste*

2nd (8/day)—*alter self*, *detect thoughts* (DC 19), *locate object*, *mirror image*, *see invisibility*

1st (8/day)—*magic missile*, *shield*, *silent image* (DC 20), *summon monster I*, *ventriloquism* (DC 20)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 19), *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue* (DC 17)

STATISTICS

Str 39, **Dex** 8, **Con** 29, **Int** 24, **Wis** 21, **Cha** 24

Base Atk +23; **CMB** +41 (+43 sunder); **CMD** 53 (55 vs. sunder, 57 vs. trip)

Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite, claws), Improved Sunder, Iron Will, Multiattack, Power Attack

Skills Bluff +33, Fly +11, Knowledge (arcana, local, nature, planes) +33, Perception +35, Sense Motive +35, Spellcraft +33, Stealth +13, Survival +31, Swim +48, Use Magic Device +33

Languages Abyssal, Azlanti, Common, Draconic, Elven, Giant, Sylvan, Thassilonian

SQ camouflage, trackless step, water breathing, woodland stride

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Camouflage (Ex) An old or older green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Empower Illusion (Su) See template.

Miasma (Su) An ancient or older green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a *gust of wind*, disperses the cloud in 1 round.

Rune Magic (Su) See template.

Rune Ward (Su) See template.

Sin Eater (Su) See template.

Trackless Step (Ex) An adult or older green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Water Breathing (Ex) A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex) A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Long ago in ancient Thassilon, the Runelords enslaved angels, dragons, and giants through twisted sin magic. Seduced through greed, lust, or envy, these servants accepted runes engraved on their flesh and thereby gained great power. They unflinchingly found that the runes sank deep barbs into their will, binding them to their new masters' will. A sin dragon is an ancient servant of a Runelord, deeply etched runes twisting its scales from head to tail. Rune magic linked deeply with their arcane essence, and as the dragons grew in might, they were mastered. Though the Thassilonian Empire eventually waned, many of these servants continued to lair within the Runelords' hidden strongholds.

One Runelord held power above all others—Xanderghul, the Satrap of Cyrusian and the Runelord of Pride. He cloaked his domain with a veil of illusion, behind which his enemies feared to tread. Dragons who accepted Xanderghul's runes gained great power to affect the perceptions of others, and to summon armies from the shadows.

In ages past in Thassilon, the green dragon Xerdigris became arrogant beyond all reason, and bound himself to Xanderghul, the Runelord of Pride. Seeking perfection he withdrew into a self-created paradise of beautiful illusions, only roused from his lair by Xanderghul himself, for the most important of tasks. Recently awakened after a sleep of ages, the sin dragon seeks to recreate the perfect realm of Cyrusian. He first requires prideful sacrifices for the runewell, to fuel his rune magic.

Xerdigris' lair is always enhanced with a casting of mirage arcana, taking the form of a spectacular palace garden of bygone Thassilon. The mirage covers numerous traps and areas of difficult ground, carefully prepared for ambush by his



cowed servants and summoned slaves.

Creating a Sin Dragon (Pride)

“Sin dragon (pride)” is an acquired template that can be added to any evil true dragon of Very Old age or older (the base creature). A sin dragon (pride) retains all the base creature’s Statistics and Special Abilities, except as noted here.

CR: Same as the base creature’s +2.

Alignment: Any evil.

Defensive Abilities: A sin dragon (pride) gains the Rune Ward ability. In addition it gains a deflection bonus to AC equal to half its Charisma modifier (minimum +1).

Rune Ward (Su): A sin dragon (pride) has runes etched deep into its scales. These runes preserve the sin dragon from harm. The rune ward starts with a number of hit points equal to half the dragon’s Hit Dice, but may increase to as much as twice its Hit Dice. Whenever a sin dragon would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its rune ward. If this damage reduces the rune ward to fewer than 0 hit points, the sin dragon is destroyed.

Attacks: A sin dragon (pride) gains a damage bonus to all of its natural attacks equal to half its Charisma bonus (minimum +1).

Special Abilities: A sin dragon (pride) gains the following abilities.

Empower Illusion (Su): A sin dragon (pride) can spend hit

points from its rune ward to empower an illusion spell it casts. For a cost of one hit point per spell level, the illusion becomes extended (as the metamagic feat), and is more resistant to arcane discovery. An observer looking at an empowered illusion while using true seeing or similar effects has a 50% chance to perceive the illusion as real.

Sin Eater (Su): A sin dragon (pride) can consume the souls of prideful mortals. This requires an elaborate sacrifice in the presence of a runewell. At the conclusion of the ritual the victim is slain and the sin dragon consumes the soul to empower its rune ward. Typically the rune ward gains one hit point for each of the victim’s Hit Dice. Exceptionally arrogant victims yield more, up to five hit points per Hit Dice for a sacrifice possessing overweening pride in their own abilities.

Rune Magic (Su): A sin dragon (pride) retains the base creature’s caster level, and adds +2 to the DC of any spells it casts from the illusion school. It loses the base creature’s spell like abilities, adding the following spell like abilities based on its age category, usable once each day. The save DC’s are Intelligence-based.

Very Old: *mirage arcana, programmed image*

Ancient: *greater shadow conjuration, project image*

Wyrm: *greater shadow evocation, screen*

Great Wyrm: *weird*

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

By Will Cooper (Wayfinder #7)

Art by Alberto Ortiz León, Colored by Karla Yanin Salas Orozco

DRAGONFLY, GIANT KNIFEWING

This metallic-green dragonfly is as large as a fully grown wolf. The chitinous leading edges of its four iridescent wings resemble long, curved knives.

GIANT KNIFEWING, DRAGONFLY

CR 3

XP 800

N Medium vermin

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +2

Defensive Abilities instinctive dodge; **Immune** mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft., fly 80 ft. (perfect)

Melee bite +6 (1d6+3 plus grab),
wing +6 (1d4+3/18–20 plus bleed)

Special Attacks bleed (1d4)

STATISTICS

Str 16, **Dex** 17, **Con** 13, **Int** —, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +6 (+10 grapple);

CMD 20 (28 vs. trip)

Feats Dodge^B, Flyby Attack^B,
Lightning Reflexes^B, Mobility^B
(when flying)

Skills Acrobatics +3 (+11 when flying), Climb +11, Fly +11, Perception +1; **Racial Modifiers** +8 Acrobatics when flying

SQ acrobatic flight, wing blades

ECOLOGY

Environment temperate or warm marshes

Organization solitary, flight (2–4), or swarm (5–12)

Treasure incidental

SPECIAL ABILITIES

Acrobatic Flight (Ex) Giant knifewing dragonflies are true aerial acrobats, gaining Flyby Attack and Mobility as bonus feats. When using Acrobatics while flying, it can move at full speed through threatened squares without increasing the DC to avoid attacks of opportunity.

Instinctive Dodge (Ex) Giant knifewing dragonflies have evolved to react automatically to sudden movements. As a result, a giant knifewing dragonfly gains Dodge and Lightning Reflexes as bonus feats.

Wing Blades (Ex) The leading edges of a giant knifewing dragonfly's curved wings are incredibly hard and sharp. Its wing attack is a primary attack that deals slashing damage plus 1d4 points of bleed damage, and threatens a critical hit on a roll of 18–20.

Aside from their metallic-green color, somewhat smaller size, and the knife-like leading edges of their wings, giant knifewing dragonflies resemble normal giant dragonflies. They typically inhabit wetlands and marshes near slow-moving rivers, but can also be found near lakes and ponds, and in other damp environments such as swamps, bogs, and fens. In order to reproduce successfully, giant knifewing dragonflies must deposit their eggs in shallow, bloody water. To this end, they dive and swoop past warm-blooded creatures, slashing their targets with their razor-sharp wings as they fly by. When making such attacks, giant knifewing dragonflies favor targets that are at least as large as themselves. Since their wings inflict deep, long wounds that continue to bleed, this behavior helps bring about the conditions in which they prefer to lay their eggs.

If hunting for food rather than preparing to lay eggs, giant knifewing dragonflies chase down creatures smaller than themselves to bite, carry off, and eat. A typical giant knifewing dragonfly measures around 8 feet long including its tail, and weighs between 125 and 175 pounds. Giant knifewing dragonfly eggs and nymphs (treat as a giant dragonfly nymph) are difficult to distinguish from those of normal giant dragonflies. A successful DC 20 Knowledge (nature) check is required to tell the difference between the eggs and nymphs of the two species.

When harvested within 1 hour of its death, and if handled properly, each of a giant knifewing dragonfly's four wings yields a shiny green scimitar (treat as bone weapons). Each wing from its front pair of wings yields a Medium scimitar, while each of its hindwings yields a Small scimitar. Properly removing and handling a wing requires

5 minutes and a successful DC 15 Survival or Craft (weapons) check. Failing this check means that the wing is destroyed. If the check succeeds by 5 or more, there is a 5% chance the giant knifewing dragonfly wing is perfect and strong enough to yield a masterwork quality weapon. In the same manner, the wings of exceptionally robust giant knifewing dragonflies (such as those with the Advanced template, increased HD, etc.) yield slightly bigger blades, such as elven curve blades or falchions.

By Joe Kondrak (Wayfinder #15)

Art by Becky Barnes



DRAKE, DEATH'S HEAD

This drake's powerful body, wide wings, and long slender tail are covered in short black feathers, while its four legs and head are sheathed in a layer of bone-white horn. Its face and eyes are clearly draconic, belying its somewhat avian appearance.

DEATH'S HEAD DRAKE

CR 8

XP 4,800

N Large dragon

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

DEFENSE

AC 20, touch 12, flat-footed 17 (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 94 (9d12+36)

Fort +10, Ref +8, Will +8; +4 vs. disease

DR 5/bludgeoning or magic;

Immune filth fever, paralysis, sleep;

Resist cold 10

OFFENSE

Speed 40 ft.,

fly 150 ft. (average)

Melee 2

claws +13

(1d6+5), bite +13

(1d10+5 plus disease), tail slap

+8 (1d8+2)

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

Special Attacks breath weapon (40 ft. cone, DC 20, 6d6 cold and piercing plus disease, usable every 1d4 rounds), raven's guide

STATISTICS

Str 20, Dex 14, Con 18, Int 4, Wis 14, Cha 10

Base Atk +9; CMB +15; CMD 27 (31 vs. trip)

Feats Ability Focus (breath weapon), Alertness, Dodge, Hover, Power Attack

Skills Appraise +1, Fly +6, Intimidate +6, Perception +15, Survival +14, Use Magic Device +6

Languages Draconic

SQ raven's friend

ECOLOGY

Environment cold hills or plains

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, a death's head drake can spray a 40 ft. cone of rimy bile and shards of sharpened bone. This attack deals 6d6 damage; half the damage is cold damage, the other half is piercing damage. In addition, any creature that fails its Reflex save must make an additional DC 20 Fortitude save or contract filth fever. The save DC is Constitution-based.

Disease (Ex) Filth fever: Bite or breath weapon—injury; save Fort DC 18; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Raven's Guide (Su) Once per day, a death's head drake can call forth 1d4+1 raven swarms (*Tome of Horrors Complete*) as a standard action. These creatures arrive in 2d6 rounds and serve the drake for up to 1 hour, though they may remain in the area if sufficient carrion is available.

Raven's Friend (Ex) A death's head drake is immune to damage, blindness, and distraction effects caused by raven swarms. Crows, ravens, and similar birds of the animal type do not attack a death's head drake unless compelled to do so by magic.

Also called the bone drake or raven drake and referred to in Skald by such kennings as “Raven Guide”, “Swan of Bones”, and “Carrion-Jarl”, death's head drakes are powerful, animalistic, but surprisingly non-aggressive scavengers, content to loom over battlefields in a cloud of ravens or carrion crows until flesh is available, only hunting when times are lean. Physically



unusual for its black bird-like feathers, its armored scutes underneath are actually bone-white, its featherless head and legs keeping it hygienic despite its diet. Its fused facial armor forms a skull-like

keratinous outer layer, hence its name.

Unlike most drakes, the death's head will typically only attack if confronted in its lair, if a mate is attacked, or if a creature attacks it or its “pet” ravens. Most are content to allow humanoids or other scavengers within yards of it, so long as they do not challenge it for possession of its meal. Death's head drakes enjoy shiny objects, and will often hoard interesting items from their food, though not necessarily the most valuable.

Although juveniles are solitary, adults usually mate for life, though they hunt separately, brooding yearly with a clutch of one to three eggs. Somewhat common in northwest Avistan and the Crown of the World, death's head drakes can live up to 150 years, and are about 10 feet long with tail, weighing approximately 800 pounds.

By Danielle “D Noir” and Alex “Daviot” Putnam (*Wayfinder* #6)
Art by Michael Jaecks

DRAKE, SILT

With but a ripple as a warning, a serpent the size of a small dog leaps from the water and spews a caustic line, melting all in its path.

SILT DRAKE

CR 3

XP 800

N Small dragon (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16 touch 14, flat-footed 13 (+2 Dex, +1 dodge, +2 natural, +1 size)

hp 34 (4d12+8)

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

Immune paralysis, sleep

OFFENSE

Speed 40 ft., swim 50 ft.

Melee bite +7 (2d6+3 plus grab), 2 claws +7 (1d4+2)

Special Attacks breath weapon (40 ft. line, 4d6 acid, DC 16, once every 1d6 rounds)

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +5 (+9 grapple); **CMD** 18 (22 vs. trip)

Feats Ability Focus (breath weapon), Dodge

Skills Bluff +6, Diplomacy +6, Knowledge (arcana) +6, Knowledge (nature) +6, Perception +7, Sense Motive +7, Stealth +12, Swim +16

Languages Common, Draconic

SQ amphibious

ECOLOGY

Environment any aquatic

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Mudwalker (Ex): Silt drakes' serpentine bodies and specially-webbed feet enable them to move easily through muddy terrain. Silt drakes do not treat areas of mud, silt, or loose, wet sand as difficult terrain.

Silt drakes are lesser kin of larger, better known drakes that instill fear in those who travel the wilds of Golarion. The creatures dwell in rivers and lakes known for thick layers of silt, and are best known in places like Osirion, where the Asp and Crook rivers carry tons of silt across the country, depositing it in the fields during flood season and providing ample cover for these draconic monsters year-round.

A silt drake's head is clearly draconic, but its body is more sinuous. Its legs are shorter, and its forelimbs possess only vestigial remnants of wings, providing

assistance in swimming, but giving it no ability to take to the air. A spiny, fin-like ridge runs down the drake's back. The creature's scales tend to have a blue-black hue, but are usually coated in layers of mud, allowing it to blend well with its environment.

What a silt drake lacks, compared to other drakes in terms of size, it makes up for in stealth and teamwork. The creature's favored tactic is to lie at the edge of riverbanks and lakeshores, waiting with others of its kind for animals or other prey to venture into areas of treacherous footing to get water. Usually, one drake attacks first, subduing its victim with a grapple. Other drakes assist by spraying the unfortunate creature with their acid breath weapons. Often, acid-scarred scraps of clothing are the only things remaining to distinguish the results of a silt drake attack from an attack by crocodiles or alligators.

By Justin "Black Fang" Sluder (Wayfinder #5) with additional material by Paris Crenshaw

Art by Lynnette Fetters



DREADLING

A small disheveled figure appears to be a ragged halfling at first glance. Closer inspection reveals clawed fingers, fanged maw, and baleful, bloodshot eyes.

DREADLING CR 9

XP 9,600

CE Small monstrous humanoid

Init +12; **Senses** darkvision 60 ft., smell fear; Perception +25

DEFENSE

AC 24, touch 20, flat-footed 15 (+8 Dex, +1 dodge, +4 natural, +1 size)

hp 123 (13d10+52)

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

Defensive Abilities unseen terror; **Immune** fear

OFFENSE

Speed 60 ft.

Melee bite +22 (1d4+4 plus consuming terror) and 2 claws +22 (1d4+4 plus silencing dread)

Special Attacks consuming terror, silencing dread

Spell-like Abilities (CL 13th, concentration +16)

At will—*knock*

STATISTICS

Str 18, **Dex** 26, **Con** 16, **Int** 13, **Wis** 13, **Cha** 17

Base Atk +13; **CMB** +16; **CMD** 35

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Power Attack, Toughness, Weapon Finesse

Skills Acrobatics +29, Climb +20, Intimidate +27, Perception +25, Stealth +28; **Racial Modifiers** +8 Acrobatics, +8 Intimidate, +8 Perception

Languages Common, Halfling, Infernal

SQ halfling-kin, whispers in the night

ECOLOGY

Environment any land (near halfling communities)

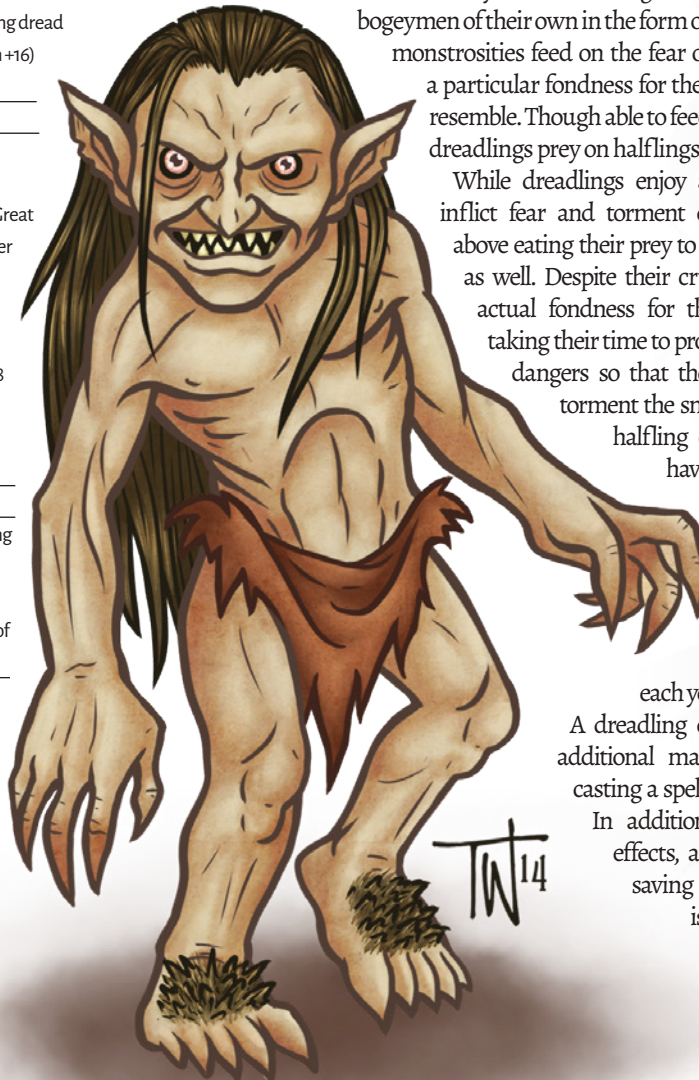
Organization solitary or pair

Treasure standard (composed of mementos taken from the victims)

SPECIAL ABILITIES

Consuming Terror (Su) A dreadling feeds on the fear of its victims by diminishing their spirit. A dreadling's bite inflicts 1 point of Charisma drain to creatures suffering from a fear effect.

Halfling-Kin (Ex) Dreadlings count as both dreadlings and halflings for any effect related to race. Additionally, a dreadling senses the presence and knows the direction of the nearest halfling community within 100



miles.

Silencing Dread (Su) A dreadling's claw infuses a sense of dread that grips the victim's throat. Creatures struck by a dreadling's claws must succeed at a DC 19 Will save or be unable to speak above a hoarse whisper. Creatures affected by silencing dread have a 20% chance of spell failure when casting spells with verbal components. This is a curse and fear effect that can only be removed by *break enchantment*, *remove fear*, *remove curse*, *restoration* or *heal*. The save DC is Charisma-based. On a successful save, a creature cannot be the target of this ability again for 1 day.

Smell Fear (Ex) A dreadling has a keen sense of smell, granting it the scent ability. A dreadling can detect creatures suffering from fear as if they have an overpowering scent and pinpoints the source's precise location within 15 feet.

Unseen Terror (Su) A dreadling is only noticed at close distances. Creatures more than 60 ft. away treat the dreadling as invisible.

Whispers in The Night (Ex) A dreadling can whisper to any single creature within line of sight without being heard by other creatures. Any halfling to whom the dreadling whispers suffers a –2 penalty to saving throws against fear effects for one minute.

There are many terrors stalking the night and halflings have bogeymen of their own in the form of dreadlings. These small monstrosities feed on the fear of their victims and have a particular fondness for the race that they so closely resemble. Though able to feed on any fearful creature, dreadlings prey on halflings almost exclusively.

While dreadlings enjoy and apparently need to inflict fear and torment on others, they are not above eating their prey to gain physical sustenance as well. Despite their cruelty, they seem to have actual fondness for their victims, sometimes taking their time to protect halflings from other dangers so that they alone can abuse and torment the small folk. Some desperate halfling communities in Cheliaz have entered into dark pacts with dreadlings, gaining some measure of protection from diabolists and nobles in exchange for a few missing halflings each year.

A dreadling claw can be used as an additional material component while casting a spell with the fear descriptor. In addition to the spell's normal effects, any creature that fails its saving throw against the spell is stricken with silencing dread for number of rounds equal to the spell's level.

By Wojciech "Drejk" Gruchala (Wayfinder #11)
Art by Todd Westcot

DRUEGÖBAS

This nightmarish, centaurian fusion incorporates the body and legs of a scaled reptilian monster with the torso of a stocky humanoid. The creature's face bears an unkempt beard and eyes that glow with pale green fire, while its legs end in large claws that gouge deep markings in the rock.

DRUEGÖBAS **CR 12**

XP19,200

LE Large aberration

Init+2, **Senses** darkvision 120 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp123 (13d8+65)

Fort+9, **Ref**+6, **Will**+11; +2 vs. spells

Defensive Abilities caustic blood; **Immune** paralysis, phantasms, poison;

Weaknesses light sensitivity

OFFENSE

Speed30 ft., climb 20 ft.

Melee +1 adamantite thundering light hammer +17/+12 (1d6+7 plus 1d8 sonic and deafened [DC14]), bite +11 (1d8+3)

Space10 ft.; **Reach**5 ft.

Special Attacks forge breath (4d6 fire damage, 40-ft. spread, DC21)

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

3/day—*blindness/deafness* (only to cause blindness, DC 15), *command* (DC 14), *deeper darkness*, *minor creation*, *obscuring mist*, *shadow conjuration* (DC 17), *stone shape*, *woodshape* (DC 15)

1/day—*enervation*, *waves of fatigue*

Spells Prepared (CL 9th; concentration +12)

5th—*wall of stone* (DC 18)

4th—*chaos hammer* (DC 17), *unholy blight* (DC 17)

3rd—*chain of perdition*^{UC}, *deadly juggernaut*^{UC}, *magic circle against good* (DC 16), *prayer*

2nd—*instant armor*^{APC}, *instrument of agony*^{UC} (DC 15), *make whole* (DC 15), *masterwork transformation*^{UM}, *shatter* (DC 15)

1st—*bleed* (DC 14), *doom* (DC 14), *murderous command*^{UM} (DC 14), *protection from good* (DC 14)

0—*bleed* (DC 13), *detect magic*, *guidance* (DC 13), *read magic*

STATISTICS

Str 22, **Dex** 15, **Con** 21, **Int** 12, **Wis** 17,

Cha 8

Base Atk +9; **CMB** +16; **CMD** 28 (32 vs. bull rush, 40 vs. trip)

Feats Blind-Fight, Craft Magic Arms and Armor, Craft Wondrous Item, Dazzling Display, Intimidating Prowess, Weapon Focus (light hammer), Weapon Focus (bite)

Skills Appraise +9, Climb +14, Craft (armor) +8, Craft (jewelry) +8, Craft (weapons) +8, Intimidate +12, Knowledge (dungeoneering) +6, Knowledge (engineering) +8, Knowledge

(religion) +6, Perception +11 (+13 relating to stonework), Spellcraft +9, Stealth +11, Survival +7, Swim +10; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

ECOLOGY

Environment any underground

Organization solitary

Treasure double (*Droskar's Toil* [+1 adamantite thundering light hammer], silver unholy symbol of Droskar, jewelry and uncut gems)

SPECIAL ABILITIES

Caustic Blood (Ex) When a druegöbas is hit with a melee weapon causing bleed damage, anyone adjacent to the druegöbas suffers 1d6 acid damage per die of bleed damage from the spray of its acidic blood.

Forge Breath (Su) Every 1d4 rounds, as a standard action, a druegöbas may exhale a cloud of stinging soot, ash, and glowing embers in a 40 ft. radius spread. The cloud persists for 1d4 rounds. Any living creature in the area is blinded by burning cinders and takes 4d6 points of fire damage per round of exposure (DC 21 Reflex save halves the damage and negates blindness). Anyone in the cloud benefits from concealment as well. The save is Constitution-based.

Spells (Sp) A druegöbas casts spells as a 9th-level cleric. It does not gain any other cleric class abilities, but gains the spells from the Loss (Darkness) and Toil (Artifice) subdomains (Pathfinder Roleplaying Game Advanced Player's Guide 86), as spell-like abilities.

It is a common belief that all of House Parastric's fleshwarping experiments with dwarven stock have failed. For millennia, each attempt has ended with the creature's flesh melting into a puddle of slime after a few heartbeats. One specimen, however, created from a duergar's body, warped and mutated through special poisons and elixirs, survived long enough to attract the attention of Droskar, the god of the dark dwarves.

Droskar had observed the mad fleshwarper, Giobsod of the Fumes, and listened to his desperate prayers to the demon lord, Haagenti. As the specimen lay on the verge of death, Droskar poured his own strength into the amalgam, saving its life and claiming it as his own creation. He then whisked away the druegöbas and its insane creator to the Abyss. Droskar made the druegöbas a chosen disciple and enslaved the drow, condemning him to an eternity of toil creating more druegöbas for the Dark God of the Forge.

By *Christopher "RuyanVe" Gimmler*
(Wayfinder #9)
Art by *Todd Westcot*



EINHERJAR

EINHERJAR

CR 5

XP 1,600

Former Human (Ulfen) barbarian 5

CN Medium undead (augmented humanoid [human])

Init +3; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 13 (+5 armor, +3 Dex, +1 dodge, -2 rage)

hp 60 (5d12+20)

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

Defensive Abilities channel resistance +4, improved uncanny dodge, trap sense +1, undead traits; **DR** 5/slashing; **Resist** cold 10

OFFENSE

Speed 40 ft.

Melee mwk battleaxe +14 (1d8+10/x3)

Special Attacks rage (13 rounds/day), rage powers (knockback, scent)

Spell-Like Abilities (CL 8th, concentration +1)

At will—*phantom steed*

TACTICS

Base Statistics When not raging, the einherjar's statistics are **Senses** darkvision 60 ft.; **AC** 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge); **hp** 50 (5d12+10); **Melee** mwk battleaxe +12 (1d8+7); **Str** 20; **Cha** 12; **CMB** +10; **Skills** Climb +12.

STATISTICS

Str 24, **Dex** 16, **Con** —, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +5; **CMB** +12; **CMD** 24

Feats Dodge, Iron Will, Power Attack, Weapon Focus (battleaxe)

Skills Acrobatics +10 (+14 to jump), Climb +14, Perception +9, Survival +9

Languages Common, Skald

SQ fast movement, hearth of Valenhall, meat and mead, undead barbarian

ECOLOGY

Environment any cold

Organization solitary

Treasure NPC gear (*javelin of lightning*, *oil of magic weapon* [2], +1 *chain shirt*, mwk battleaxe)

SPECIAL ABILITIES

Undead Barbarian An undead creature with the ability to enter a rage gains the morale bonuses from rage despite being immune to morale effects. The bonus to Constitution from the rage applies to an undead creature's Charisma instead. (*Pathfinder RPG Monser Codex* 241)

Einherjar (“lone warriors”) are the honored dead of the Ulfen, many of them former Linnorm Kings who were restored to a semblance of life following their arrival at Valenhall. They appear as they did prior to their death, whole in body and with a fire of spirit that is unquenchable. Some einherjar serve as guardians at Valenhall, while others actively protect the Ulfen people. In particular, many einherjar hunt the evil creatures known as wendigo to destroy or imprison the cannibal spirits before they can further spread their curse throughout the North.

Creating an Einherjar

“Einherjar” is an acquired template that can be added to any living, corporeal humanoid. An einherjar retains the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Any, except neutral evil and chaotic evil.

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

Senses: An einherjar gains darkvision 60 ft.

Defensive Abilities: An einherjar gains DR 5/slashing (if HD 11 or less) or 10/slashing (if HD 12 or more), cold resistance 10, and channel resistance +4 in addition to all of the defensive abilities granted by the undead type. An einherjar can eat and drink.

Special Abilities: An einherjar gains the following special attacks.

Hearth of Valenhall (Su): Einherjar are not fuelled by energies from the negative material plane, but rather a spiritual tie to the First World. Positive and negative energy affect an einherjar as a living creature. Effects which control or influence undead (such as the spells *command undead* or *hide from undead*) affect an einherjar normally, but the einherjar gets a +4 racial bonus on saving throws to resist such effects.

Meat and Mead (Su): Once per day when an einherjar consumes a meal containing freshly cooked meat and alcoholic drink, he gains the benefits of *heroes' feast*. If a einherjar consumes a *heroes' feast*, the morale bonus to attack rolls and Will saves is doubled and the einherjar becomes immune to fear for the duration of the spell.

Spell-like Abilities: An einherjar with a Charisma score of 11 or higher gains the ability to cast *phantom steed* at will as a spell-like ability (CL 8th). The einherjar may only create one steed at a time.

Abilities: Str +2, Dex +2, Cha +2. An einherjar enjoys bonuses due to age gained prior to death, but does not suffer the penalties. As an undead creature, an einherjar has no Constitution score.

Skills: An einherjar with racial Hit Dice has skill points per racial Hit Die equal to 4 + its Intelligence modifier.

Valkyries and Einherjar

The einherjar described above differ from those chosen by valkyries to become outsider champions (Einherji in *Bestiary* 4). Most einherjar die on a field of battle and rise from the ashes of their pyres during their funeral celebrations, bereft of the visitation of a valkyrie to guide their soul to the outer planes. On the occasion that an einherjar does encounter

a valkyrie, the presence of the undead warrior discomfords them and the valkyrie will do their best to keep their distance if not in conflict or to eliminate the einherjar above other foes if in combat. Rarely, a valkyrie will encounter an einherjar that sends the valkyrie into a fit of disconsolate wailing (treat as panicked until out of sight of the einherjar). Although the reason is unknown, it is speculated that the valkyrie was destined to have guided the soul of the warrior to its final rest and did not arrive in time to do so.

Einherjar and the Faithful

Einherjar are the honored dead, those among the Ulfen who were celebrated for their victories in battle and their fearlessness in the face of death. However, being honored does not change the fact that they are undead and the faithful of many different deities have opinions on their continued existence.

Pharasma: Priests of the Lady of Graves assume that einherjar are no different than any other undead and seek their destruction. However, many of the priests' usual means of fighting the undead are ineffective against einherjar. Einherjar have the support of their living shield mates, if not whole communities of Ulfen warriors willing to fight by their side. Ultimately, all but the most militant

members of the church of Pharasma chooses to turn a blind eye to the einherjar, rather than raise the ire of the North.

Cayden Cailean: Although there have been einherjar for far longer than Cayden Cailean has been a god, some outsiders (including some followers of the Drunken Hero) believe that he is responsible for the creation of the einherjar. In truth, while many einherjar are more than willing to raise a mug to Cayden, the beliefs of the lone warriors run the whole gamut of Ulfen faiths.

The Eldest: The kings of the north earn their crowns by defeating linnorms and presenting their heads as trophies. This act draws the ire of Ragadahn the Water Lord: the father of all linnorms and one of the Eldest of the First World.

Besides Ragadahn, it is likely that the einherjar have ties to another of the Eldest, but which is up to speculation. The energy which animates their forms seeps through the thin barrier separating the First World from Valenhall, but there is a directing force which selects which of the honored dead that arrive at those halls will rise as einherjar.

By Robert Little (Wayfinder #6)

Art by Tyler Clark



FENNEC, CREAMFOOT

This tiny cream-colored fox tilts its head, its large ears ever-alert for both prey and predators.

CREAMFOOT FENNEC CR1/4

XP 100

N Tiny animal

Init +3; **Senses** blindsense 10 ft., low-light vision; Perception +5 (+9 when listening)

DEFENSE

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

hp 4 (1d8)

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

OFFENSE

Speed 40 ft.

Melee bite +5 (1d3–3)

Space 2½ ft.; **Reach** 0 ft.

STATISTICS

Str 5, **Dex** 17, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** –5; **CMD** 8 (12 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +3 (+11 when jumping), Perception +5 (+9 when listening), Stealth +11; **Racial Modifiers** +4 Acrobatics when jumping, +4 Perception when listening

SQ desert runner, sand hunter

ECOLOGY

Environment temperate or warm desert or plains

Organization solitary, pair, skulk (3–8)

Treasure none

SPECIAL ABILITIES

Desert Runner (Ex) A creamfoot fennec has a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Sand Hunter (Ex) Creatures that normally gain concealment by being buried or burrowing do not receive that benefit within range of the creamfoot fennec's blindsense.

Familiar The master of a creamfoot fennec familiar is treated as possessing the desert runner quality.

Creamfoot fennecs, like their brushtail^{LOFPG} and firefoot^{ISWG} cousins, are the smallest wild canids, with black tips on their sleek tail and oversized ears on otherwise completely sandy-colored pelts. They are superbly adapted to hunting burrowing prey in brutally harsh desert environments. Wild creamfoots are intensely curious, especially of humanoids, and they make excellent pets and familiars when weaned young and hand-reared.

In the tropical plains and deserts of Garund and Casmaron, they are widely (and mistakenly) believed to supernaturally ward off fiends and undead. Cheliox and Isgar previously imported them as a cheaper substitute to firefoot pelts, but this superstition led to their bloody purging upon House Throne's ascendancy. Both wild and pet creamfoots often meet mysterious, gruesome deaths in Cheliox as warnings to any who would think of upsetting the current Hellish power structure.

By Sarah "Ambrosia Slaad" Counts (Wayfinder #12)
Art by Todd Westcot



FERRYWIGHT

An ancient and shriveled face is barely visible beneath the hood of the heavy cloak that obscures this bipedal figure. It clutches a large oar, appropriate for piloting a rowboat, in its gloved hands.

FERRYWIGHT

CR 6

XP 2,400

LE Medium undead

Init +7; Senses darkvision 60 ft; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)

hp 71 (1d8+22)

Fort +5, Ref +6, Will +9

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee oar +12/+7 (1d10+6 plus push) or slam +12 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 17), enervating waters, push (oar, 10 feet)

Spell-Like Abilities (CL 11th; concentration +13)

3/day—*hydraulic torrent*

STATISTICS

Str 18, Dex 17, Con —, Int 11, Wis 14, Cha 15

Base Atk +8; CMB +12; CMD 25

Feats Blind-Fight, Catch Off-Guard, Combat Reflexes, Deceitful, Dodge, Improved Initiative

Skills Bluff +8, Disguise +11, Intimidate +9, Knowledge (religion) +7, Perception +16, Profession (sailor) +4, Swim +19, Stealth +10;

Racial Modifiers +4 Swim

Languages Common

SQ oar mastery

ECOLOGY

Environment any river or lake

Organization solitary or pack (ferrywight plus 2-8 wights)

Treasure standard (rowboat, other treasure)

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a ferrywight becomes a wight in 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the ferrywight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Enervating Waters (Su) As a standard action, the ferrywight can dip its oar into a body of water, creating dark ripples in a 10-foot radius spread centered on the oar. Each creature in the spread that is in contact with the water must succeed at a DC 17 Fortitude save or gain one negative level exactly as if it were affected by the ferrywight's energy drain attack.

Oar Mastery (Su) The ferrywight can use any oar intended to propel a small boat as a two-handed improvised weapon that deals 1d10 points of damage. The ferrywight gains the push ability with all attacks using the oar. In addition, the ferrywight can use the oar to activate its enervating waters ability.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a ferrywight

destroys it (Will negates). Using the spell in this way does not require a material component.

When a humanoid drowns in desperation to cross a body of water, it may rise again as a ferrywight. A ferrywight derives its sustenance from the life energy of others meeting a similar fate. A typical ferrywight owns a small rowboat, crafted from driftwood or stolen from a previous victim. The undead poses as a living ferryman, hoping to lure potential victims onto the water. Once the boat reaches the middle of the waterway, the ferrywight uses its oar or its *hydraulic torrent* ability to push the victim into the water. The ferrywight then attempts to feed on the life energy of the victim while it is in the water. Although they have no need of treasure, ferrywights often keep mementos of previous victims.

The presence of ferrywights is a tragic feature of many waterways in the River Kingdoms as the turmoil in those lands lead to many desperate river crossings and many drownings. These wretched beings take no pleasure in their treachery, performing the actions that they must to satiate their hunger. A wise traveler in the River Kingdoms knows to take careful measure of anyone offering a ride across a river.

By Mark Nordheim (*Wayfinder* #15)

Art by Danny Hedager Krog



THE FLAMESHAPED

Many ages ago, the Runelords of Thassilon wielded mighty arcane powers in their wars and intrigues against each other and the rest of the world. One ruler in particular, Alaznist of Bakrakhan, the Runelord of Wrath, delighted in creating armies of powerful creatures to serve her lust for bloodshed. In early experiments, she mingled mortal animals with denizens of the plane of fire and created the flameshaped. Long the favored shock troops of the Runelord of Wrath, several breeding troupes ultimately escaped the fall of Thassilon; their inbred rage and brutal strength burns undimmed by the passing of ages.

The flameshaped today live in small tribes of mixed heritage. Alaznist created some with hands to wield weapons, and they now take up tools. Others, bred to be tacticians, teach and lead the flameshaped tribes, keeping their culture and crafts alive through generations. Still others are scouts and hunters, bringing the tribe to places of food or shelter. Most of the tribes of flameshaped dwell in the Cinderlands, their elemental fire heritage granting them advantages against the fiery ravages of that desolate land. The Shoanti tribes tend to avoid the creatures, as they offer little to outsiders except a fiery death.

FLAMESHAPED BRUTE

Flames rise fitfully from the smoldering red hide of this hulking ape-like figure as it lopes forward in a fearsome charge.

FLAMESHAPED BRUTE CR 4

XP 1,200

CE Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)

hp 42 (5d10+15)

Fort +7, **Ref** +5, **Will** +2

Defensive Abilities ferocity; **Resist** fire 10

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Melee bronze warhammer +7 (1d8+3/x3)

Special Attacks burning blood

STATISTICS

Str 14, **Dex** 13, **Con** 16, **Int** 7, **Wis** 12, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 18

Feats Dodge, Mobility, Power Attack

Skills Acrobatics +7, Climb +8, Knowledge (planes) +6, Perception +9

Languages Ignan

SQ death throes

ECOLOGY

Environment any warm or temperate

Organization solitary, pair, or pack (4–6)

Treasure standard treasure (plus bronze warhammer, bronze chain shirt)

SPECIAL ABILITIES

Burning Blood (Su) The blood of the Flameshaped is thick, black tar which burns like alchemist's fire on contact with air. Injured, they gleefully use it to coat their bronze weapons. When reduced to less than half their hit points, Flameshaped Brutes gain the burn quality (1d6, DC 15). The save DC is Constitution-based.

Death Throes (Su) When killed, goutts of tar-like blood scatter into the air, igniting in a shower of flame. All creatures in a 10 ft. radius take 2d6 fire damage (DC 15 Ref save for half). The save DC is Constitution-based.

Hunched and smoldering, these red skinned figures descended from apes melded with beings from the plane of fire. They wield crude bronze weapons and wear armor studded with uncut gems.

Originally bred to act as shock troops for the armies of Alaznist, these powerful, fiery simians are still the primary warriors of the flameshaped tribes. They are by far the most commonly encountered version of the flameshaped, travelling in greater numbers than most of their kin.

If there are no other foes to fight, flameshaped brutes often fight amongst themselves, engaging in almost ritualistic combats to the first blood to determine the hierarchy amongst themselves. All flameshaped brutes will defer to more important flameshaped, but within the ranks of the brutes this order is essential to prevent them from fighting when more important tasks are at hand.

A flameshaped brute stands about 5 feet tall in its hunched gait and weighs close to 300 pounds.

By Will Cooper (Wayfinder #7) with additional campaign material by Eric Hindley

Art by Stephen McAndrews, colored by Liz Courts



SMA
c

FLAMESHAPED SKIMMER

Buzzing low overhead, this large, burning dragonfly flares streamers of red-gold flame from its rune-scarred, gossamer wings.

FLAMESHAPED SKIMMER

CR 3

XP 800

CE Tiny outsider (native)

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

Aura kindled rage (20 ft.)

DEFENSE

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

hp 26 (4d10+4)

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

Resist fire 10

Weaknesses vulnerability to cold

OFFENSE

Speed 10 ft., fly 30 ft. (perfect)

Melee bite +10 (1d3-2)

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

Special Attacks breath weapon (20 ft. cone, 3d6 fire damage, Reflex DC 13 for half, usable every 1d4 rounds)

STATISTICS

Str 7, **Dex** 18, **Con** 13, **Int** 14, **Wis** 12, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Appraise +9, Bluff +8, Fly +16, Knowledge (arcana) +9, Knowledge (engineering) +9, Perception +8, Sense Motive +8, Stealth +19

Languages Abyssal, Common, Ignan

SQ death throes

ECOLOGY

Environment any warm or temperate

Organization solitary, pair, or flight (4-8)

Treasure standard (mainly bronze rings and gems)

SPECIAL ABILITIES

Death Throes (Su) When killed, goutts of tar-like blood scatter into the air, igniting in a shower of flame. All creatures in a 10 ft. radius take 2d6 fire damage (DC 13 Ref save for half). The save DC is Constitution-based.

Kindle Rage (Ex) The fiery patterns and harmonic humming of the Flameshaped Skimmer's wings kindles rage in its companions. Allies within 20 ft. gain a +1 morale bonus to attack and damage, and a -1 morale penalty to AC.

The result of mingling dragonflies and denizens of the plane of fire, flameshaped skimmers lead the small surviving tropes. When in motion, their swift darting flight gives them the appearance of flickering airborne flames. They direct the powerful flameshaped brutes in battle, inspiring their cohorts to feats of great wrath.

Flameshaped skimmers are seldom the true leaders of a tribe, instead acting as cultural advisors and historians. They are effective leaders of flameshaped brutes in combat, using their superior vantage points, knowledge, and skills to make the brutes much more effective.

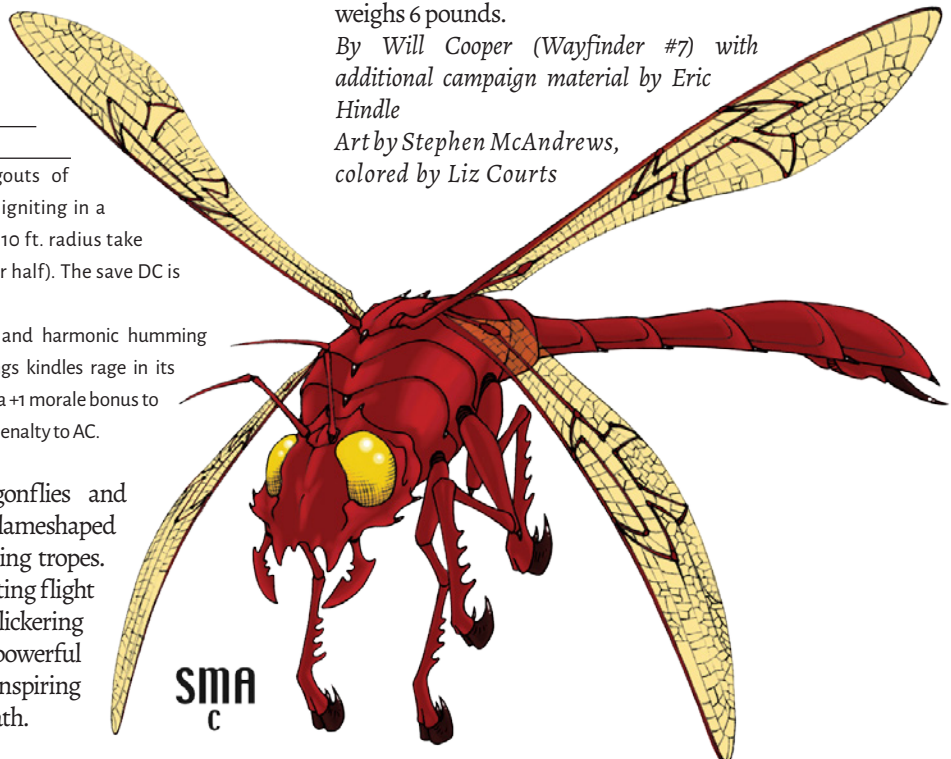
Skimmers are often envious of the hands of brutes, for they have the knowledge to direct the brutes in the fashioning of items, but the brutes have little patience for simple craft work, and have little inclination to anything beyond war. Only if they are directed by another, more intelligent creature do they make anything worthwhile. The skimmers always try to push the brutes to create better and more useful items; flameshaped brutes are generally capable of crafting only the most rudimentary items, notably crude weapons and armor, but also clay pots, primitive brick and stone dwellings, and vaguely useful glassware. Flameshaped avoid building things out of wood, paper, or other flammable materials, as such things do not mesh well with their fiery essences. More often than not, the brutes inevitably get bored and discard the half-finished object, going back to their in-fighting.

Though skimmers act as advisors, the Shoanti tell tales of flameshaped leaders, towering descendants of the former generals of the legions of ancient Thassilon who even today lead the tribes in united efforts. Usually these alliances are small and short-lived, a handful of tribes banding together to fend off some greater threat, such as a dragon or other dangerous predator, and dissolve as soon as the immediate danger has ended. If a powerful enough flameshaped could bind a large enough force together for a longer-term alliance, it could prove disastrous not just to those in the Cinderlands, but to all of Varisia.

A flameshaped skimmer is about 2 feet long and weighs 6 pounds.

By Will Cooper (Wayfinder #7) with additional campaign material by Eric Hindle

Art by Stephen McAndrews, colored by Liz Courts



FLUE HAG

This hairless hag has pitted coal-black skin and jagged teeth that glow like hot iron. Curved claws sprout from her withered fingers and toes.

FLUE HAG CR 4

XP 1,200

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +9

Aura misfortune (30 ft., DC 14)

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 37 (5d10+10)

Fort +3, **Ref** +8, **Will** +5

Resist fire 10; **SR** 15

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +7 (1d6+2 plus 1d6 fire), 2 claws +7 (1d4+2)

Special Attacks soot exhalation (30-foot cone, DC 14)

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

2/day—*alter self*

STATISTICS

Str 15, **Dex** 18, **Con** 14, **Int** 13, **Wis** 12,

Cha 15

Base Atk +5; **CMB** +7; **CMD** 21

Feats Deceitful, Skill Focus (Escape Artist), Stealthy

Skills Acrobatics +5, Bluff +6, Climb +16, Disguise +7, Escape Artist +12, Intimidate +6, Knowledge (local) +4, Perception +9, Stealth +12 (+16 in darkness), Survival +5;

Racial Modifiers +4 Stealth in darkness

Languages Common, Goblin

SQ compression, searing bite

ECOLOGY

Environment any urban or underground

Organization solitary, pair or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Aura of Misfortune (Su) A

flue hag radiates an aura of misfortune in a 30-foot radius. Any creature in this area must succeed at a DC 14 Will save or suffer misfortune for 3 rounds. Any creature suffering from this aura must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. Whether or not the save is successful, a creature cannot be the target of the same hag's aura of



misfortune again for 1 day. This is a mind-affecting effect that does not work on hags. The save DC is Charisma-based.

Soot Exhalation (Su) Twice per day, as a standard action, a flue hag can belch forth a gout of blinding and choking soot. Any creature within a 30-foot cone must succeed at a DC 14 Fortitude save or become blinded and sickened for 2 rounds. Hags are immune to this effect. The save DC is Charisma-based.

Searing Bite (Su) A flue hag's jagged teeth are supernaturally hot, allowing her to deal an additional 1d6 points of fire damage with her bite attack.

Nocturnal and vicious, flue hags terrorize communities across Golarion. Known as Nidalese hearth-witches in Cheliax and Varisia, these twisted and desiccated crones are rarely mentioned by superstitious folk for fear of attracting misfortune. Living in underground lairs near settlements, they emerge at night to spread mischief and feed on the flesh of innocents. Flue hags also inhabit cities and towns. By day, these urban hags hide in chimney flues, attics and cellars. After dusk, they sneak out in search of victims and opportunities to spread misery. In cities that can support the appetites of more than one flue hag, they join at night to hunt in pairs or impromptu covens of three.

Flue hags are expert climbers, resistant to fire, and have disjointed limbs that allow them to squeeze into small spaces. Cunning and wicked, they disguise themselves using *alter self* to

trick their targets or to spy on their

changing offspring. When faced with resistance, they bellow forth a cone of soot to gain an advantage or aid their escape. A typical flue hag stands 5 feet tall and weighs 100 pounds.

Though they prefer to torment benevolent folk, flue hags also bedevil goblinoid communities, coercing and menacing weaker individuals into servitude.

Flue hags form covens similar to other hags. If a hag coven contains at least one flue hag, when all three hags of the coven are within 10 feet of one another, each flue hag gains a +3 luck bonus to the DC of her aura of misfortune. A creature simultaneously

affected by the aura of more than one flue hag suffers no additional penalties.

By Joe "Ignotus Advenium" Kondrak (Wayfinder #11)

Art by Stephen Wood

FROSTED CREATURE

This spider is the size of a man. Its carapace is mottled white and grey.

FROSTED HUNTING SPIDER

CR 2

XP 600

N Medium vermin (cold)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft., tundra sight; Perception +4

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 19 (3d8+6)

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

Defensive Abilities frosted; **Immune** cold, mind-affecting effects;

Weaknesses vulnerabe to fire

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus 1d6 cold plus poison)

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Acrobatics +11, Climb +16, Perception +4, Stealth +7; **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Perception, +4 Stealth

SQ tundra sight

ECOLOGY

Environment cold forests, hills, or mountains

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

A frosted hunting spider is pale grey with mottled white markings; a typical adult has a body 3 to 4 feet in length with chitin-covered legs that give it an overall span of up to 12 feet. It is perfectly adapted to hunting small prey in the snow covered mountains and forests of the region. Climbing through trees it stalks its land based then attacks. Its poisonous bite is more than enough to bring down most creatures its own size or smaller. Frosted hunting spiders sometimes hunt even bigger prey when hunting as a colony.

Simple Template: Frosted

Creature (CR+1)

Frosted creatures have adapted to the constant cold of the far north. Cannot be applied to incorporeal creatures or creatures with the Fire subtype.

Rebuild Rules:

Type gains the cold subtype; **AC** increase natural armor by +5; **Defensive Abilities** gain immunity to cold; **Weaknesses** gain vulnerability to fire; **Ability Scores** +2 to Con; **Special Qualities** frosted, tundra sight

Frosted (Su) A frosted creature deals an additional 1d6 cold damage with its natural and unarmed attacks. Any creature attacking it with natural or unarmed attacks also suffers 1d6 cold damage for each successful attack.

Tundra Sight (Ex) Frosted creatures suffer no penalties on Perception checks or to movement due to snow or ice.

*By Craig Cartin (Wayfinder #6)
Art by Todd Westcot*



FUNTUM-DENKYEM

This creature appears to be two crocodiles joined crosswise: it has two snapping mouths and two lashing tails. Despite its ungainly appearance the reptile moves forward on its eight legs with predatory swiftness.

FUNTUM-DENKYEM **CR 8**

XP 4,800

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

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

hp 102 (12d10+36)

Fort +11, **Ref** +9, **Will** +7

Defensive Abilities of two minds

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee 2 bites +15 (1d8+4/19-20) and 2 tail slap +10 (1d12+2)

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

Special Attacks double slap, rend (2 bites, 1d8+6)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +12; **CMB** +17; **CMD** 28 (can't be tripped)

Feats Bleeding Critical, Critical Focus, Iron WillB, Improved Critical (bite), Improved Initiative, Skill Focus (Perception, Stealth)

Skills Perception +11, Stealth +11 (+19 in water), Swim +12; **Racial Modifiers** +8 on Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers or marshes

Organization solitary

Treasure none

SPECIAL ABILITIES

Double Slap (Ex) If a funtum-denkyem hits a creature with both its tail slaps in a single round, that creature must make DC 19 Fortitude save or be stunned for 1 round. The saving throw is Constitution-based.

Hold Breath (Ex) A funtum-denkyem can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Of Two Minds (Ex) The two minds of a funtum-denkyem are disagreeable, even to each other at times. It gains Iron Will as a bonus feat.

Sprint (Ex) Once per minute a funtum-denkyem may sprint, increasing its land speed to 40 feet for 1 round.

In Mwangi legend, there is not one spiritual ancestor of crocodiles, but two: Funtum and Denkyem. Ever envious of each other, the two ur-crocodiles would rather steal a kill from the other's mouth than hunt their own prey. It matters not, however, which of the two eats the food as Funtum and Denkyem share the same stomach. In Mwangi iconography, two crocodiles joined crosswise in the middle symbolizes unity despite diversity.

A funtum-denkyem is a rare creature for which that legend is based, known to the river communities of the Mwangi Expanse. Often mistaken for a pair of crocodiles fighting in the water, a funtum-denkyem can be quarrelsome with its other half, especially when captured prey is involved. Despite this dual-minded existence, these creatures are lethal predators, capable of sudden short bursts of speed, with twice the attacks of a crocodile. A funtum-denkyem is 16 feet long and weighs 1,500 pounds.

By David "Hill Giant" Schwartz (Wayfinder #4)

Art by Danny Hedager Krog



GALEWYRM

Multiple kite-like wings line the flanks of this serpentine, bipedal dragon. Pale vapors billow from its mouth and nostrils, dissipating in a spiraling wind that envelops the creature's tarnished-silver hide.

GALEWYRM **CR 6**

XP 2,400

CN Medium dragon (air)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 66 (7d12+21)

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

Immune paralysis, sleep; **Resist** electricity 30

Weaknesses wind dependence

OFFENSE

Speed 20 ft., fly 50

ft. (perfect)

Melee bite +12

(1d8+3), 2 claws +12 (1d6+3),

tail slap +7 (1d8+1)

Special Attacks breath weapon (60-

ft. line, DC 20), hurricane mantle

STATISTICS

Str 17, **Dex** 21, **Con** 17, **Int** 10, **Wis** 10,

Cha 12

Base Atk +7; **CMB** +12; **CMD** 25 (can't be tripped)

Feats Acrobatic, Agile Maneuvers, Flyby Attack, Weapon Finesse

Skills Acrobatics +14, Escape Artist +12, Fly +25,

Intimidate +11, Perception +10, Survival +10

Languages Common, Draconic

ECOLOGY

Environment warm forests or swamps (Sodden Lands)

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

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, a galewyrm can exhale a hurricane-force blast of air as a standard action. The galewyrm attempts a bull rush combat maneuver against all creatures in a 60-foot line. This maneuver does not provoke attacks of opportunity. Creatures take 1d8 points of nonlethal damage per 5 feet they are pushed, and are knocked prone if pushed further than 10 feet. Flying creatures take twice as much damage and must make a DC 20 Fly check or fall if pushed further than 10 feet.

Hurricane Mantle (Su) A galewyrm cloaks itself in raging winds, which protect it from ranged attacks as per the *wind wall* spell. As a full-round action, a galewyrm can throw its hurricane

mantle toward its enemies, which manifests as per the whirlwind monster ability (10–30 feet high, 1d8+4 damage, Reflex DC 16). Once the whirlwind is conjured, the galewyrm can direct its movement as a swift action, moving it up to 30 feet in a single round. The whirlwind immediately dissipates if moved more than 60 feet from the galewyrm. The whirlwind lasts for 3 rounds. While the whirlwind is active, the galewyrm loses its *wind wall* defenses and may suffer reduced mobility from its wind dependence.

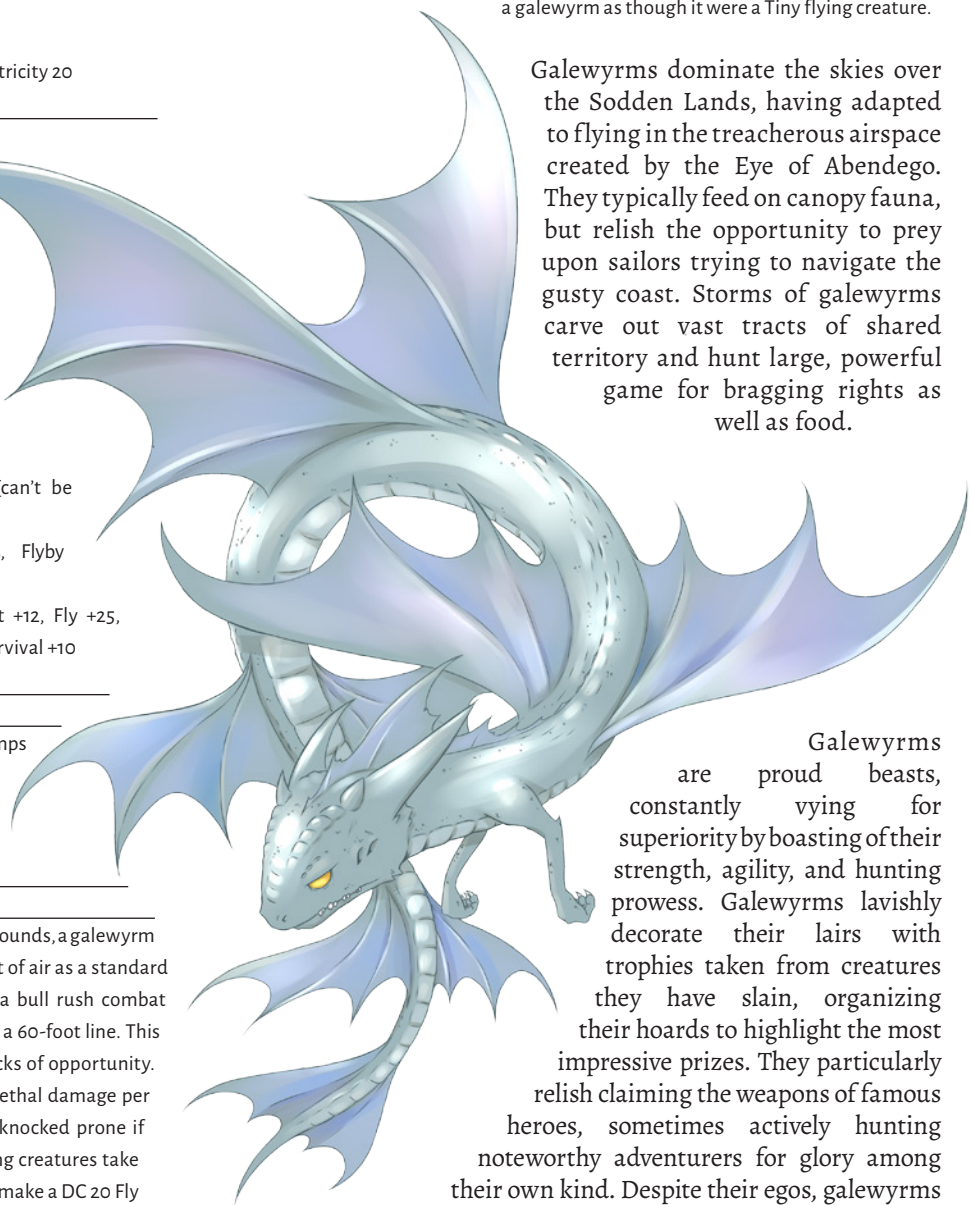
Wind Dependence (Ex) Galewyrms rely on powerful winds to fly. A galewyrm's flight maneuverability drops to clumsy in any wind weaker than windstorm-strength. The hurricane mantle ability is sufficient for maintaining a galewyrm's maneuverability while the *wind wall* aspect is active. Natural winds of any strength do not affect a galewyrm's flight, but magically-altered winds affect a galewyrm as though it were a Tiny flying creature.

Galewyrms dominate the skies over the Sodden Lands, having adapted to flying in the treacherous airspace created by the Eye of Abendego. They typically feed on canopy fauna, but relish the opportunity to prey upon sailors trying to navigate the gusty coast. Storms of galewyrms carve out vast tracts of shared territory and hunt large, powerful game for bragging rights as well as food.

Galewyrms are proud beasts, constantly vying for superiority by boasting of their strength, agility, and hunting prowess. Galewyrms lavishly decorate their lairs with trophies taken from creatures they have slain, organizing their hoards to highlight the most impressive prizes. They particularly relish claiming the weapons of famous heroes, sometimes actively hunting noteworthy adventurers for glory among their own kind. Despite their egos, galewyrms are cowards at heart, and often kowtow to stronger creatures when threatened or outnumbered.

By Christopher Wasko (Wayfinder #14)

Art by Jason Kirckof



GARGOYLE BRUTE

Seemingly carved from dark gray stone, this creature resembles an immense, four-armed demon.

GARGOYLE BRUTE

CR 7
XP 3,200

CE Large monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft.; Perception +14

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

hp 84 (8d10+40)

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

DR 10/magic

OFFENSE
Speed 40 ft., fly 60 ft. (average)

Melee 4 claws +11 (1d6+3), bite +10 (1d8+3), gore +10 (1d8+3)

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

Special Attacks multi-armed, swoop

STATISTICS
Str 17, **Dex** 14, **Con** 20, **Int** 8, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +12 (+16 grapple); **CMD** 24

Feats Flyby Attack, Hover, Improved Initiative, Weapon Focus (claw)

Skills Fly +11, Perception +14, Stealth +15 (+21 in stony environs); **Racial**
Modifiers +2 Perception, +6 Stealth (+12 in stony environs)

Languages Common, Terran

SQ freeze

ECOLOGY
Environment any

Organization solitary, pair, or wing (3-12)

Treasure standard

SPECIAL ABILITIES

Freeze (Ex) A gargoyle brute can hold itself so still it appears to be a statue. A gargoyle brute that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Multi-Armed (Ex) A gargoyle brute's extra arms give it a +4 bonus on combat maneuver checks made to grapple.

Swoop (Ex) A gargoyle brute can make a combat maneuver check to grapple a Medium or smaller opponent. If it succeeds, it grabs the creature and can continue its movement, as long as the gargoyle brute is under its medium load limit of 173 pounds. The gargoyle brute does not provoke attacks of opportunity from the target of its swoop attack.

Gargoyle brutes are immense, four-armed

beasts, more fearsome than their smaller kin.. Gargoyle brutes delight in swooping down to grab smaller creatures, then flying away to drop them to their deaths. They grapple to restrain more dangerous foes or ones they can't lift, allowing their brethren to rip them apart. Gargoyle brutes prefer fighting in packs. If confronted alone, they will draw the battle nearer to brutes.

For centuries, the curse of Scarwall has whispered across the burning sands of the Cinderlands, beckoning the fiercest of the four-armed chosen gargoyles of Xoveron, promising power beyond the reach of their demon master. Those that heed the call and travel to Scarwall are infused with the fell power of Zon-Kuthon. This divine gift increases their stature and strength such that they tower above others of their kind, while their appearance takes on a more demoniac and shadowy mien to match the foreboding walls of Scarwall.

In campaigns where Scarwall has fallen after the events of Skeletons of Scarwall, the surviving gargoyle brutes are free of their bondage to Scarwall, yet still favored by Zon-Kuthon. The few survivors return to their ancestral hunting grounds in the Cinderlands and lay claim to the tribes they had previously abandoned. With Zon-Kuthon whispering in their dreams, these become less chaotic over time and shift to a neutral evil alignment. Tribes now loyal to the Midnight Lord arise in the Cinderlands, led by gargoyles of shadowed gray rather than the weathered red stone typical of their desert ancestors. With their loyalty to Zon-Kuthon, these gargoyles may eventually manifest the abilities of clerics or inquisitors. Ideal domains for such unholy servants include destruction and darkness, or the subdomains of catastrophe and night.

Variant Gargoyle Brute

Gargoyle brutes particularly favored by Zon-Kuthon gain additional powers.

Shadowtouched (+2CR): Shadowtouched gargoyle brutes have the advanced template (already included in the CR increase). Their claw damage increases to 1d8 and their bite and gore damage to 1d10. Shadowtouched gain the rend (2 claws, 1d8+7) and see in darkness universal monster abilities and their damage reduction improves to 10/adamantine. A gargoyle brute can use deeper darkness as a spell-like ability three times per day.

By Russ Taylor

(Wayfinder #7)

Art by Jason Kirckof



GHOUL, BLOATED DEVOURER

This creature has bloated, pallid flesh and a wide maw full of wicked fangs.

BLOATED DEVOURER GHOUL

CR 3

XP 800

CE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 32 (5d8+10)

Fort +2, Ref +1, Will +6

DR 5/piercing; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee 2 claws +5 (1d4+2 plus paralysis), bite +5 (1d4+2 plus paralysis and disease)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune), rapacious devouring

STATISTICS

Str 14, Dex 10, Con —, Int 3, Wis 11, Cha 13

Base Atk +3; CMB +6; CMD 16

Feats Ability Focus (ghoul fever), Iron Will, Toughness

Skills Perception +8

Languages Necril

SQ death throes

ECOLOGY

Environment any land

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

Treasure standard

SPECIAL ABILITIES

Death Throes (Su) A bloated devourer reduced to 0 hit points explodes in a splatter of negative energy-infused goo that deals 3d6 points of damage to adjacent living creatures (DC 13 Will save for half) and heals the same amount to adjacent undead creatures. The save DC is Charisma-based.

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Rapacious Devouring (Ex) When a bloated devourer performs a coup de

grace with its bite, the attack's critical multiplier increases to x4.

In rare circumstances, a newly risen ghoul gorges itself on tainted flesh, especially the corpses of other ghouls, resulting in a terrible transformation. The alchemist-necromancers of the ghoul kingdom of Nemret Noktoria studied this phenomenon and, with experimentation and practice, learned how to feed ghouls necrotic flesh and alchemical concoctions, forcing them to mutate into a stronger but dumber breed of ghoul to serve as workers, soldiers and walking reservoirs of negative energy.

By Wojciech "Drejk" Gruchala (Wayfinder #9)

Art by Danny Hedager Krog



GHOUL, GAUNT ASCETIC

A skeletally-thin humanoid with pale skin inscribed with arcane symbols gazes through glowing red eyes. Its mouth is disfigured and lacking teeth.

GAUNT ASCETIC GHOUL

CR 7

XP 3,200

LE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 20, touch 12, flat-footed 18 (+3 armor, +2 Dex, +5 natural)

hp 85 (9d8+45)

Fort +8, Ref +5, Will +10

Defensive Abilities channel resistance +4; Immune undead traits

OFFENSE

Speed 30 ft.

Melee disrupting touch +8 touch (4d8+5 and paralysis)

Special Attacks channel negative energy (10/day, 5d6, DC 19), paralysis (1d4+1 rounds, DC 19)

STATISTICS

Str 14, Dex 14, Con —, Int 15, Wis 19, Cha 21

Base Atk +6; CMB +8; CMD 20

Feats Alertness, Command Undead, Extra Channel, Improved Initiative, Quick Channel^{UM}

Skills Diplomacy +14, Knowledge (religion) +14, Perception +18, Sense Motive +18, Spellcraft +14, Stealth +14

Languages Aklo, Necril, Undercommon

SQ animating touch

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard (studded leather armor, other treasure)

SPECIAL ABILITIES

Animating Touch (Sp) As a standard action, a gaunt ascetic can expend a single channel energy use to animate a corpse with a touch, raising the body as an uncontrolled zombie or a skeleton with a maximum number of hit dice equal to the ascetic's HD.

Channel Negative Energy (Su) A gaunt ascetic channels negative energy as an evil cleric of a level equal to its HD.

Disrupting Touch (Su) A gaunt ascetic's touch deals damage equal to 4d8 points plus the ascetic's Charisma bonus to any creature, living or undead.

Few ghouls can resist the urge to feed. Even fewer are capable of deliberate fasting. However, among those rare few, some choose to delve into the depths of deathless hunger. There they find dark enlightenment, an answer to the very

nature of the consuming darkness that animates all undead beings. They learn that appeasing hunger only blinds one to the truth, stopping a ghoul from achieving more. This heretical message, which gaunt ascetics spread among the undying denizens of Nemret Noktoria draws the wrath of the Kabriri priesthood, who hunt ascetics as rebels who challenge the rule of Him Who Gnaws.

By Wojciech "Drejk" Gruchala (Wayfinder #9)

Art by Danny Hedager Krog



GOLEM, BLOOD

A humanoid shape rushes forward, formed of blood that ebbs and flows around a network of veins and arteries connected to a massive, beating heart.

BLOOD GOLEM CR 4

XP 1,200

N Small construct

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

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 37 (5d10+10)

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

DR 5/magic; **Immune** construct traits, magic

Weaknesses vulnerable to piercing damage

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 2 slams +8 (1d4+2)

Special Attacks drown

STATISTICS

Str 14, **Dex** 15, **Con** –, **Int** –, **Wis**

11, **Cha** 1

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

CMD 18 (26 vs. grapple)

Skills Escape Artist

+2 (+10 squeezing),

Swim +9; **Racial**

Modifiers +8

Escape Artist when squeezing

SQ blood bank, blood renewal

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Blood Bank (Ex) Creatures

dependent upon

blood for survival

can drink from a

blood golem as a

full-round action.

This provokes an

attack of opportunity. The drinker is healed 2 points of damage for each

Hit Dice the drinker possesses, to a maximum of half the blood golem's

hit points. Damage healed by drinking from a blood golem deals an equal

amount of damage to the blood golem itself.

Blood Renewal (Su) A blood golem regains hit points at a rate of 4 hit points

per hour.

Drown (Ex) If a blood golem hits with both slam attacks, it is treated as

having the grab special ability. Once a blood golem successfully grapples

a creature, it can attempt to force itself into the opponent's mouth and

nose, drowning it in blood. If the blood golem successfully maintains the grapple for three consecutive rounds, the target must succeed at a DC 14 Fortitude save or die. This save DC includes a +2 racial bonus. Creatures that don't need to breathe are immune to this ability.

Immunity to Magic (Ex) Blood golems are immune to any spell or spell-like ability that allows spells resistance, with the exception of spells and spell-like abilities dealing piercing damage. In addition, certain spells and effects function differently against the creature, as noted below.

Casting *contagion* on a blood golem does not affect the creature, but it prevents creatures from gaining any benefit from the golem's blood bank ability for 24 hours. *Remove disease* or *heal* cancels this effect.

Casting *control water* (to lower water)

deals 2d6 points of damage

to the blood golem. *Horrid*

wilting instantly slays a

blood golem.

Found in areas frequented by vampires, blood golems often serve a dual purpose as guardians and sources of food for other creatures dependent on blood. The vast majority of a blood golems form is composed of rich, red blood surrounding a squirming mesh of vessels. The magic that animates the creature keeps its heart beating and maintains its man-like form.

A blood golem stands about 3 feet tall and weighs 50 pounds.

Construction

Blood golems are composed almost entirely of the blood of a dozen medium sentient creatures.

BLOOD GOLEM

CL 7th; **Price** 10,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects, gentle repose, restoration*; **Skill**

Heal DC 15; **Cost** 5,000 gp

By Justin "Black Fang" Sluder (Wayfinder #5)

Art by Tyler Clark



GOLEM, SALT

This statue stands as tall as a normal human. Small chunks of dirty, gritty-looking crystalline break off from its opaque body. Where they fall to the ground, plants begin to wilt. The air seems to take on a bitter flavor.

SALT GOLEM

CR 5

XP 1,600

N Medium construct (earth)

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

DEFENSE

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

hp 64 (8d10+20)

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

DR 5/adamantine; **Immune** construct traits, fire, magic

Weaknesses vulnerability to acid, vulnerability to water

OFFENSE

Speed 20 ft.

Melee 2 desiccating slams +10 (1d6+2 plus Strength drain)

Special Attacks saliferous breath

STATISTICS

Str 15, **Dex** 9, **Con** —, **Int** —, **Wis** 13, **Cha** 2

Base Atk +8; **CMB** +10; **CMD** 19

SQ saliferous destruction

ECOLOGY

Environment warm deserts or underground

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Desiccating Slam (Ex) A salt golem's slam tears the victim's skin dealing 1d2 points of Strength drain in addition to its normal damage. A successful Fortitude save (DC 15) negates the Strength drain. Creatures with a natural armor bonus of +2 or greater are immune to this effect. The save DC is Strength-based.

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

- A *shatter* spell damages a salt golem as if it were a crystalline creature.
- A magical attack that deals electricity damage slows a salt

golem (as the *slow* spell) for 2d6 rounds, with no saving throw, as the electricity disrupts the magic energy flowing through the construct.

- A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each die of damage the fire should have caused by fusing the salt granules and drying up any moisture absorbed by the golem. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points lasting for 1 hour.

- Water- and acid-based attacks affect the golem normally. A salt golem suffers a -4 penalty on saving throws against such spells.

Saliferous Breath (Su) Once every 1d4 rounds, a salt golem can unleash a cloud of moisture-draining dust in a 20-foot cone. Living creatures within this area take 4d6 bludgeoning damage and 1d6 points of Strength damage as water is leached from their flesh. A successful

DC 15 Fortitude save halves the damage and negates the Strength damage. Creatures without fleshy bodies are immune to this effect, while creatures with the aquatic or water subtypes suffer a -4 penalty on the saving throw. The save DC is Strength-based.

Saliferous Destruction (Ex) When reduced to 0 hit points, a salt golem shatters in an explosion of jagged shards of salt. All creatures within a 10-foot burst take 6d6 points of bludgeoning damage (DC 15 Reflex save for half). The save DC is Strength-based.

Salt golems are humanoid automatons formed of salt. Their appearance usually resembles roughly chiseled figures lacking any detail. Salt golems cannot speak, and move with the sound of cracking crystals. A salt golem stands 6 feet tall and weighs 300 pounds.

Construction

A salt golem's body must be constructed from enough salt to form its body, weighing at least 300 pounds. The salt is treated with magical fire and powders worth at least 500 gp.

SALT GOLEM

CL 7th; Price 22,500 gp

CONSTRUCTION

Requirements Craft Construct, *cup of dust*^{APC}, *ray of enfeeblement*, creator must be caster level 7th; **Skill** Craft (alchemy) DC 17; **Cost** 11,500 gp

By Christoph "RuyanVe" Gimmler (Wayfinder #10)

Art by Chris L. Kimball



GOLEM, TAR

This construct is a humanoid shape made of hot, smoking black tar.

TAR GOLEM

CR 6

XP 2,400

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Aura stench (10 ft., DC 14, 5 rounds)

DEFENSE

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

hp 69 (9d10+20)

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

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (1d8+4 plus 1d6 fire and grab)

Special Attacks grab

STATISTICS

Str 18, **Dex** 12, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +13 (+17 grapple);

CMD 24

SQ heat, lingering burn

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Heat (Ex) A tar golem's body is scorching hot. Its mere touch deals an additional 1d6 points of fire damage. Creatures hitting a tar golem with natural weapons or unarmed attacks take damage as though hit by the tar golem's attack.

Immunity to Magic (Ex) A tar golem is immune to any spells or spell-like abilities that allow spell resistance, with the exception of those that have the Cold descriptor, which affect it normally. In addition, certain spells and effects function differently against the tar golem, as noted below.

- A magical attack that deals cold damage slows a tar golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals fire damage counters any **slow** effect on the golem, deals half damage, and increases the golem's heat damage by 1d6 points for 2d6 rounds. A tar golem receives no saving throw against fire

effects.

Lingering Burn (Ex) The tar golem's blows leave behind a burning residue of pitch that continues to do damage. The round after a successful slam attack, the target takes fire damage equal to half the initial fire damage inflicted (minimum 1 point). The next round, the target takes 1 point of fire damage. This damage can be prevented by taking a full-round action to scrape away the residue.

Stench (Ex) The smell of hot tar that wafts off this golem is overpowering. All living creatures (except those with the stench special ability) within 10 feet must succeed on a DC 14 Fortitude save or be sickened for 5 rounds. All other guidelines for the stench ability remain in effect.

Seagoing spellcasters often create these constructs for the purposes of protecting their ships. They will usually lurk in a barrel on deck until commanded to defend the vessel. A tar golem's body is a seething pile of hot pitch, arisen in a vaguely humanoid form. It wears no clothing and carries no weapons or possessions. Tar golems stand 6 feet tall and weigh 300 lbs.

Construction

A tar golem's body must be made from at least 300 lbs. of tar treated with magical powders worth at least 500 gp.



TAR GOLEM

CL 10th; Price 18,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *burning hands*, *grease*, *resist energy* (fire), *scorching ray*, creator must be caster level 10th; **Skill** Craft (sculpture) DC 12; **Cost** 9,500 gp

By Jeff "Shadowborn" Lee (Wayfinder #8)
Art by Darran Caldemeyer

GRAVE GUARD

This skeletal creature possesses blades grafted onto its forearms, with many of the bones reinforced with metal and additional material.

GRAVE GUARD CR 4

XP 1,200

LN Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSES

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 42 (5d8+20)

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

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk bastard sword +6 (1d10+4/19–20), mwk bastard sword +6 (1d10+2/19–20)

STATISTICS

Str 18, **Dex** 12, **Con** —, **Int** 6, **Wis** 6, **Cha** 14

Base Atk +3; **CMB** +7; **CMD** 18

Feats Exotic Weapon Proficiency (bastard sword), Toughness

Skills Climb +4, Intimidate +10, Perception +6, Stealth +1

Languages Cannot speak, but understands the languages spoken by its creator

ECOLOGY

Environment any ruins or urban

Organization solitary or contingent (1d4+1)

Treasure none

SPECIAL ABILITIES

Ambidextrous (Ex) A grave guard functions as if using the Two-Weapon Fighting feat when using its two bonded weapons. In addition, its bonded weapons function as light weapons for the purposes of this ability.

Grave guards are undead often created by clerics worshipping deities with death in their portfolio as guardians of libraries, temples and tombs. While not mindless, grave guards have very limited intelligence and are prone to misdirection and forgetfulness. In particular, grave guards take any orders they receive literally, much to the frustration of many an aspiring necromancer.

A grave guard attacks only if provoked or unable to dissuade

intruders with a show of force. When one does attack, it launches into a frenzy of whirling blades, backing down only when its opponents are dead or have fled the scene.

Grave guards were originally created in Osirion, and many of these skeletal creations have the heads of large dogs, birds, or other animals. They serve as guardians of sacred vaults and tombs, often replacing their bastard swords with khopeshes. In his wars with the Nex, Geb created his own potent version of the grave guards, using them to defend his libraries and other secret caches across the land.

A cleric of at least 12th level can use create undead to construct a grave guard.

Variant Grave Guards

Osirian Tomb Guard (advanced variant grave guard, CR 5): Watching over the smaller tombs of ancient Osirion are these sickle-bladed, bronze-armored skeletal creatures. They use a masterwork bronze khopesh (damage 1d8+4/19–20) in place of the usual bastard swords. They are more brittle than their newer counterparts, reducing their natural armor by 3 points, but they gain a +3 armor bonus to AC from their scraps of bronze armor in the style of a

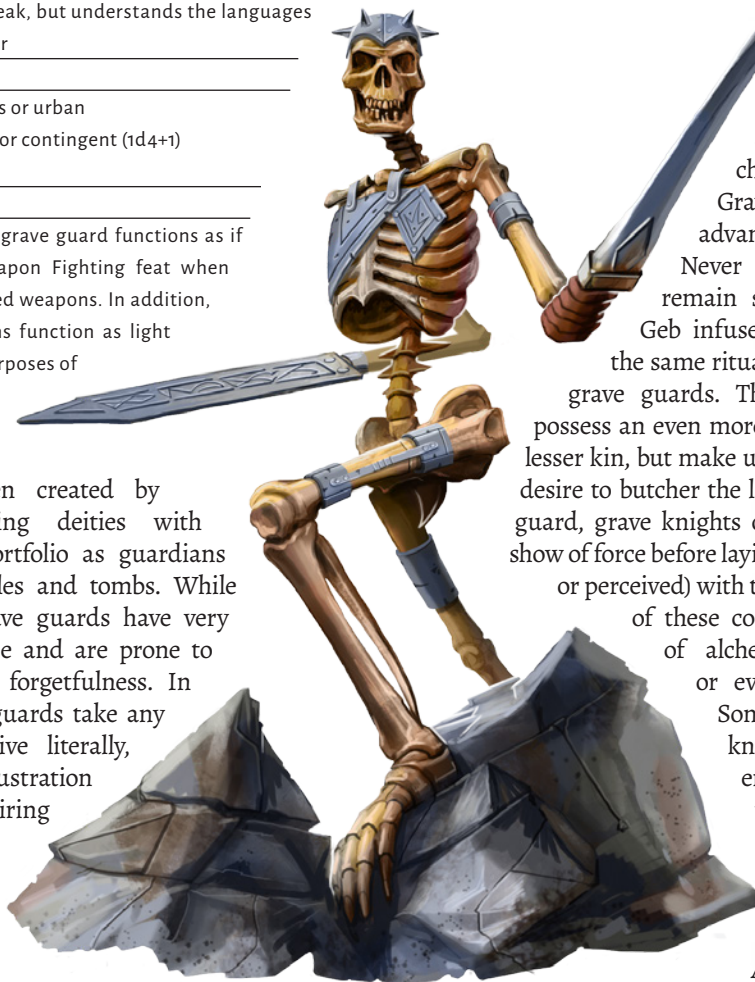
bygone era. Some of these guards have the heads of animals, granting them a +2 racial bonus to Perception checks and a –2 penalty to Intimidate checks.

Grave Knight of Geb (Large advanced grave guard, CR 6): Never content to let an undead remain something less than great, Geb infused the bones of ogres with the same ritual that produced the original grave guards. These hulking monstrosities possess an even more limited intellect than their lesser kin, but make up for it with an even greater desire to butcher the living. Unlike a typical grave guard, grave knights of Geb never bother with a show of force before laying into intruders (either real or perceived) with their enormous blades. Some

of these constructs have blades made of alchemical silver, adamantine, or even more exotic materials. Some rare examples of grave knights are even said to have enchanted blades, though these creatures may be little more than legend.

By Dave Mallon (Wayfinder #2) with additional material by Eric Hindley

Art by Michael Jaecks



GREMLIN, GRIMOLOCHIN

This appears to be a large housecat, but when unobserved, it walks on its hind legs, smokes the master's pipe, and empties the ashes into the soup.

GRIMOLOCHIN CR 3

XP 800

LE Tiny fey

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +11

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 19 (3d6+9)

Fort +1, **Ref** +6, **Will** +4

DR 5/cold iron; **SR** 13

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +3 (1d4), bite +3 (1d3)

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

Special Attacks swallow whole (no damage, AC 11, 1 hp), steal breath

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

At will—*Speak with animals*

2/day—*charm animal* (DC 15), *charm monster* (DC 18), *charm person* (DC 15), *invisibility* (DC 16), *knock*, *modify memory* (DC 18), *sleep* (DC 15), *suggestion* (DC 17)

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 14, **Wis** 12,

Cha 18

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

12

Feats Acrobatic Steps, Animal Affinity, Nimble MovesB

Skills Acrobatics +9, Bluff +14, Climb +17, Diplomacy +10, Handle Animal +10, Intimidate +7, Perception +11,

Ride +8, Stealth +17; **Racial Modifiers** +4

Handle Animal, +4 Perception, Grimolochin use the better of their Str or Dex modifier when Climbing

Languages Aklo, Common, Sylvan

SQ hag's puke

ECOLOGY

Environment urban (towns, farms, roadside inns, ships)

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

Treasure standard

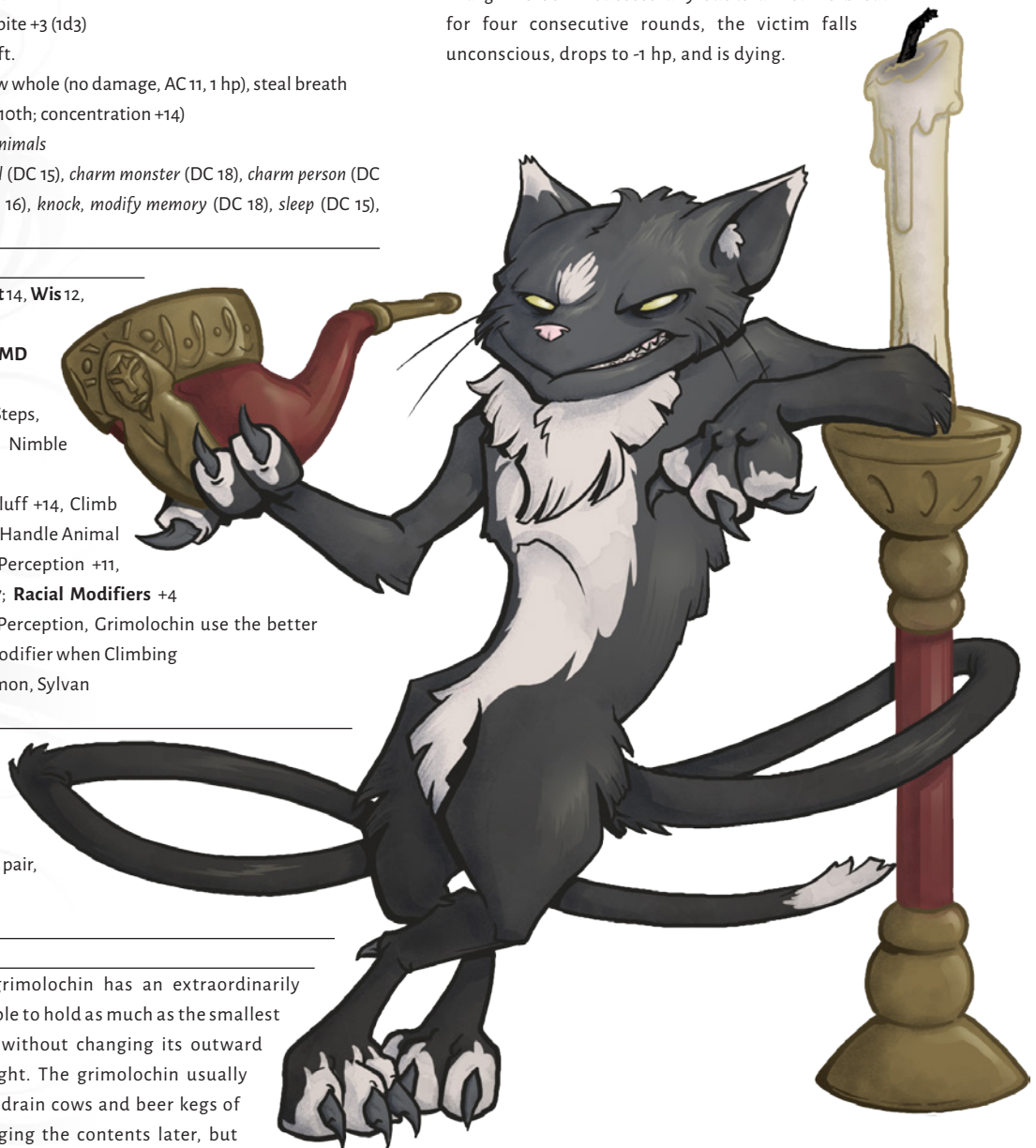
SPECIAL ABILITIES

Hag's Puke (Su) A grimolochin has an extraordinarily capacious gullet, able to hold as much as the smallest size *bag of holding* without changing its outward dimensions or weight. The grimolochin usually uses this ability to drain cows and beer kegs of rival farms, disgorging the contents later, but

can also steal other wealth, such as coins, so long as it is fine enough to swallow whole. Miraculously, even chicks and live trout can survive such transportation.

Nine Lives (Su) A grimolochin has nine lives. If killed, its fey spirit will *reincarnate* as another grimolochin at least a mile away, once again taking the form of a scrawny stray. While it retains its memories of its previous life and death, its perverse sense of fairness will make it such that its previous victims are free of it unless they actively seek it out and give it succor. Hags who had it as their familiar similarly must renegotiate for the grimolochin's services.

Steal Breath (Su) If a grimolochin sits on a victim's chest, it can suck their breath out as a full-round action. The victim immediately begins to drown unless they make a successful Constitution check (DC 10). Every round the grimolochin is able to suck out their victims breath, the victim must make another Constitution check, with the DC increasing by +1 each round beyond the first. If a grimolochin successfully sucks a victims breath for four consecutive rounds, the victim falls unconscious, drops to -1 hp, and is dying.



Grimolochin are wicked and crafty fey. They pose as ordinary housecats for the region—a Varki forest cat in the Lands of the Linnorm Kings, a Hoarwood blue in Irrisen, or even a lucky tortoiseshell in Tian Xia—a grimolochin first appears as a thin and mangy stray. It insinuates itself into the everyday life of farms, households, inns, shops, and ships, charming the master or mistress of the place. The grimolochin slowly becomes sleek and fat as it convinces the owner that it is the place’s “luck.” In a perverse way, this is actually true.

A grimolochin runs its personal fiefdom with a ruthless efficiency the envy of petty tyrants. Lazy servants, ne’er-do-well sons, and other useless layabouts—as well as willful servants, faithful pets, and family members who somehow resist the grimolochin’s charms—are convinced to seek their fortunes elsewhere or meet with unfortunate “accidents” ranging from being tripped down the stairs to kicked in the head by a horse. The grimolochin then slips invisibly into their rooms, sits on their chest, and steals their breath.

Grimolochins occasionally serve as familiars to hags. As such, they have a particular hatred of other familiars, seeing them as rivals. A grimolochin does its best to see that any such beast has a quick trip to the bottom of the nearest well. As such, covens involving a grimolochin do not tend to last very long, as the grimolochin inevitably sees to it that other familiars meet with coincidental accidents.

Once a grimolochin has its personal demesne ordered to its liking, it sets about eliminating the competition: a rival farm, household, inn, or other business. With farmsteads, the grimolochin sucks the milk from the neighbor’s cows then vomits it up into its mistress’s churn. With inns, the same can be done with wine or beer. With other businesses, the grimolochin may have to get creative, but has been known to make off with everything from piglets to stacks of rare books. “Accidents” are then arranged for the rival, usually simple things like leaving the barn door open or setting a fire, but more than sufficient to cover any theft.

At the same time, the grimolochin uses its suggestion ability to convince visitors to leave as much of their wealth as possible, making lavish gifts to the mistress of its house, purchasing elaborate banquets at the inn where it sleeps by the fire, and so on.

Once the competition and customers have been driven to bankruptcy, the grimolochin begins to enjoy the fruits of its labors. Braiding the manes of any horses in the barn and riding them until they

are knackered is a common favorite. Persuading its “master” to lavish it with presents, everything from jeweled collars to magical boots, is another popular standby. Drinking the wine and cream and not spitting it back up is a third. Inviting in the rats and mice for a banquet in its honor is a fourth. But nothing is more favored than inviting in other wandering grimolochins to share in the bounty it has built.

Eventually, the original business or household is reduced to ruin, the servants dead or gone, the visitors and customers as well. All that is left is a madman or madwoman scrabbling to care for the greedy grimolochins. When nothing is left, they sit on his chest and suck his breath, then feast on his remains and move on, usually to an entire new city or town, as few people are willing to take in a creature deemed as unlucky as the pet of an owner who has suffered such misfortunes.

On rare occasions, someone will save one of a grimolochin’s lives. Whether by accident or design, it makes no matter—the grimolochin will know. Fey etiquette is exacting, and while the grimolochin will despise being beholden, such a debt cannot go unrepaid. The grimolochin will seek to aid its benefactor to the best of its ability, sacrificing the wicked as well as the saintly in pursuit of this goal, with no particular favor except expediency and the prosperity of its benefactor. This aid will last until the grimolochin saves its benefactor’s life, and if the benefactor is so rude as to die before this time, the grimolochin will consider the debt transferred to their rightful heir or heirs. Some grimolochins have served mortal families well and faithfully until such time as they might finally repay their debt then move on to accommodations more to their liking.

While grimolochins hold a cordial rivalry with the lapdog-like pugwampi gremlins, and may even conspire together for mutual amusement, grimolochins both despise and fear blink dogs, cooshee elven hounds, and other canid magical beasts and fey of a goodly disposition who have an instinctive dislike of the grimolochin, even if they do not immediately know its true nature. If the hated “good dogs” cannot be gotten rid of—hopefully permanently—the grimolochin will be driven away.

Much like a common housecat, a grimolochin is about a foot long (with a tail as long again) and weighs 10 pounds. Their coloration can vary immensely depending on region, from tabbies and calicos to simple single or dual-color splits.

By Kevin Andrew Murphy (Wayfinder #6)

Art by Crystal Frasier

GREMLIN, PSAMMEAD

This strange furry creature has long arms and legs with hands and feet like a monkey's, a tubby body shaped like a spider's, ears like a bat, whiskers like a rat, but the strangest thing are its beautiful eyes, which rise up on stalks like a snail's.

PSAMMEAD CR 3

XP 800

CE Tiny fey

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +12

DEFENSE

AC 19, touch 16, flat-footed 15 (+4 Dex, +3 natural, +2 size)

hp 19 (3d6+9)

Fort +1, **Ref** +5, **Will** +7

Defensive Abilities painful wishes; **DR** 5/cold iron; **SR** 13

Weaknesses hydrophobia

OFFENSE

Speed 30 ft., climb 20 ft., burrow 20 ft. (sand or gravel only)

Melee bite +3 (1d4 plus grab), 2 claws +3 (1d4)

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

Spell-Like Abilities (CL 13th; concentration +14)

At will—*prestidigitation*

1/day—*legend lore*

STATISTICS

Str 11, **Dex** 14, **Con** 10, **Int** 18, **Wis** 14, **Cha** 12

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 15

Feats Deceitful[®], Iron Will, Improved Iron Will

Skills Acrobatics +8, Bluff +9, Climb +14, Disguise +9, Knowledge (arcana) +11,

Knowledge (history) +11, Knowledge (nobility) +11, Knowledge (religion)

+11, Perception +12, Sense Motive +8, Stealth +15; **Racial Modifiers**

+4 Knowledge (all), +4

Perception; Psammead

use the better of their Str

or Dex modifier when

climbing

Languages Abyssal, Aklo,

Common, Draconic,

Sylvan

SQ sand bath,

wishgranter

ECOLOGY

Environment temperate or

warm deserts or coastlines

Organization solitary, pair, or mob

(3–6)

Treasure standard

SPECIAL ABILITIES

Ape Monkey (Ex) A psammead may retract its eyestalks and assume the appearance of a tiny ape or monkey. It takes a DC 15 Knowledge Nature check to recognize this is no ordinary variety, but a DC 25 check to realize it is in fact a disguised psammead. This ability does not function when it grants a

wish, for when it dies, a psammead stretches out its eyes, holds its breath and swells alarmingly, revealing its true form.

Hydrophobia (Ex) Psammeads have an extraordinary weakness to ordinary water, either fresh or salt, for to them it acts as a contact poison. If they get wet, they must make a Fortitude save (DC 13) or take 1d3 Con damage every round until dried. Consequently they fear it greatly. Snow and ice are harmless but disliked.

Painful Wishes (Su) When a psammead grants a *wish*, it finds the process actively painful. This pain has a side benefit of stripping away any mental compulsions on the psammead.

Sand Bath (Ex) If a psammead bathes in pure dry sand for ten minutes, it gains the effects of a *greater restoration* and a *heal* spell. It may use this ability once per day.

Wishgranter (Su) A psammead can, if it chooses, grant any *wish* made in its presence. The primary effect of the *wish*, however, lasts no more than a day. At some point set by the psammead—typically sunset, midnight, or dawn—the thing wished for turns to stone, crumbles to dry sand, or simply vanishes. All secondary effects remain, for good or ill—generally ill. A psammead rarely grants more than one *wish* per person per day and usually will grant only one *wish* to a group, as that causes more strife and discord.

Indigenous to deserts and seashores from Osirion to the Lands of the Linnorm Kings, a psammead (pronounced *sammyaad*) is an ancient mischievous gremlin who disguises its true nature with an air of curmudgeonly scholarliness. It proudly presents itself as “a sand fairy” from aeons past and will be offended at any mention of other gremlins, as if being reminded of disreputable relations. In truth, this is because the psammead considers its cousins churlish amateurs. It then launches into a discussion the wonders of ages past, particularly dangerous creatures such as dinosaurs, hoping someone will say something like “I wish I could see a dinosaur!”

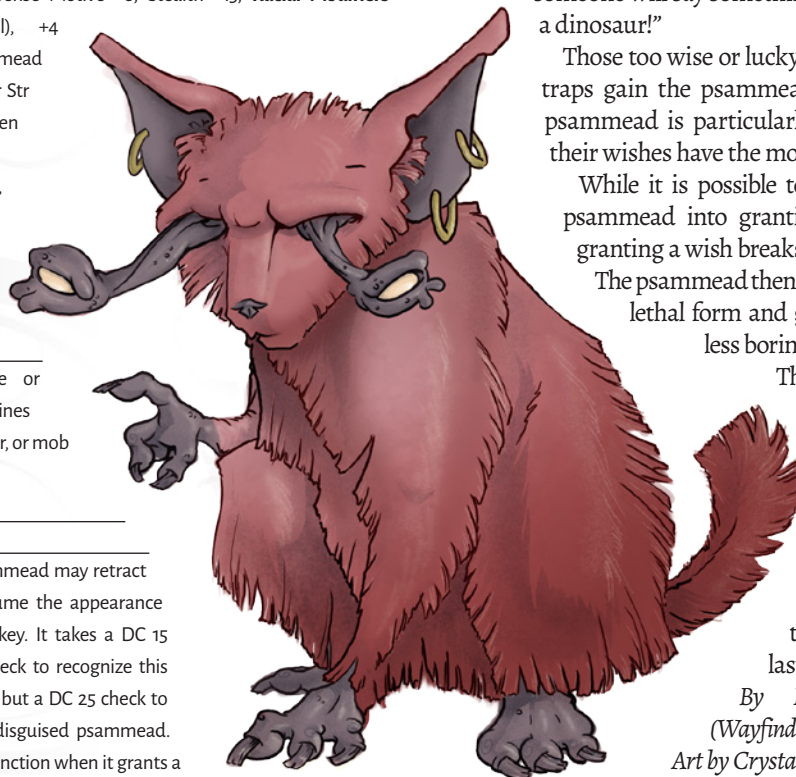
Those too wise or lucky to fall into such obvious traps gain the psammead’s grudging respect. A psammead is particularly drawn to children, as their wishes have the most potential for mischief.

While it is possible to intimidate or charm a psammead into granting a wish, the pain of granting a wish breaks any mental compulsion.

The psammead then twists the wish into some lethal form and goes off to find someone less boring and more respectful.

The only truly “safe” way to influence a psammead is via rescue. While wicked, a psammead is a true fey and hates being beholden. It will grant its rescuers one good wish with no twisting, but still only lasting a day.

By Kevin Andrew Murphy
(Wayfinder #6)
Art by Crystal Frasier



GRIM HARVESTER

Emptiness looms under the hood of this cowed humanoid figure. The black chain wrapped around its sword arm rattles subtly with a steady, unsettling rhythm.

GRIM HARVESTER

CR 12

XP 19,200

LE Medium undead

Init +4; Senses darkvision 60 ft., lifesense; Perception +22

DEFENSE

AC 27, touch 14, flat-footed 23 (+7 armor, +4 Dex, +6 natural)

hp 152 (16d8+80)

Fort +9, Ref +9, Will +13

Defensive Abilities rejuvenation; Immune undead traits; SR 23

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee +1 greataxe +21/+16/+11 (2d6+11/19–20/x3)

Special Attacks decapitating blow, lure of immortality (DC 22), pull (greataxe, 15 feet)

Spell-Like Abilities (CL 16th; concentration +20)

Constant—*nondetection*, *vampiric shadow shield*^{CC}At will—*greater scrying* (DC 22)1/day—*find quarry*^{UC}, *phantom steed*

STATISTICS

Str 25, Dex 18, Con —, Int 23, Wis 16, Cha 19

Base Atk +12; CMB +19; CMD 33 (can't be disarmed)

Feats Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (greataxe), Power Attack, Toughness, Weapon Focus (greataxe)

Skills Intimidate +23, Knowledge (arcana) +25, Knowledge (history) +22, Knowledge (religion) +25, Knowledge (nobility) +22, Perception +22, Sense Motive +22, Spellcraft +25, Stealth +20, Survival +19

Languages Abyssal, Aklo, Azlanti, Common, Draconic, Elven, Infernal

SQ eternal chain

ECOLOGY

Environment any

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

Treasure double (+1 breastplate, +1 greataxe, other treasure)

SPECIAL ABILITIES

Decapitating Blow (Su) When a grim harvester confirms a critical hit with a slashing weapon against an opponent, the weapon severs the creature's head (if it has one) from its body, instantly killing it (Fort DC 22 negates). On the following round, the severed head reanimates as a soulbound beheaded (*Bestiary* 4 17, see below) under the grim harvester's control. The soulbound beheaded has a number of HD equal to

the original creature's HD. The save DC is Charisma-based.

Eternal Chain (Su) A grim harvester has a special iron chain (hardness 10, 5 hit points) attaching a melee weapon to its wrist and granting it a 15-ft. reach and the pull (15 ft.) special attack with that weapon. Unless the chain is destroyed, the grim harvester cannot be disarmed. The grim harvester can replace its weapon or restore a destroyed chain as a full-round action.

Lure of Immortality (Su) A grim harvester can tempt a single creature within 30 feet with the promise of eternal unlife as a standard action. The creature must succeed at a DC 22 Will save or become paralyzed until the end of the grim harvester's next turn, as it is both horrified and captivated by this dark offer. A creature that successfully saves is not subject to the same grim harvester's lure of immortality for 24 hours. This is a language-dependent, mind-affecting compulsion effect. The save DC is Charisma-based.

Rejuvenation (Su) A destroyed grim harvester's body regrows in 2d6 days. To permanently destroy a grim harvester, its eternal chain must be shattered into pieces and forged into the holy symbol of a nonevil deity.

Grim harvesters are the degenerate successors of a long forgotten order dedicated to the preservation of knowledge in ancient Azlant. Turning to foul necromantic rituals, these abominable creatures not only managed to survive the extinction of their own civilization, but also found a way to preserve the memories of exceptional individuals by turning them into undead.

Having witnessed the rise and fall of empires, grim harvesters patiently observe the course of history

from safe distances via scrying magic, searching for influential political figures, brilliant scholars, and great artists worthy of eternal preservation.

When the time is ripe, they seek out these unfortunate souls and take their heads, lest their knowledge be lost forever. While grim harvesters are unrelenting, they may be persuaded to spare an individual for the time being if they can be convinced that the victim's death would result in the loss of further knowledge or significantly alter the course of major events.

When not on the lookout for new acquisitions, grim harvesters converse with their collections in the safety of hidden lairs, protected by cunning traps and powerful guardians. Their gruesome assemblies of beheaded often hold invaluable troves of knowledge, perhaps even lost lore that pre-dates Earthfall.

By Gabriel Almer (*Wayfinder* #14)

Art by Nick Russell



GRO'KOSH

A tumbling array of writhing plant material rolls across the ground. Covering the undulating vines are vicious blue-tipped spines and strange blooming flowers in a variety of colors and shapes.

GRO'KOSH CR 10

XP 9,600

NE Medium plant

Init +7; **Senses** low-light vision, telepathy 100 ft.; **Perception** +14

DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)

hp 127 (15d8+60)

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

DR 10/bludgeoning or slashing; Immune plant traits; **SR** 17

OFFENSE

Speed 40 ft.

Melee 4 vines +18 (2d6+6)

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

3/day—*soften earth and stone* (DC 16), *warp wood* (DC 16)

1/day—*transmute rock to mud* (DC 19)

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 14, **Wis** 13, **Cha** 19

Base Atk +11; **CMB** +17 (+21 to grapple); **CMD** 20 (22 vs. grapple)

Feats Blind-Fight, Greater Grapple, Improved Grapple, Improved Initiative, Improved Natural Attack (vine), Improved Unarmed Strike, Iron Will, Weapon Focus (vine)

Skills Diplomacy +14, Intimidate +14, Knowledge (geography) +12, Knowledge (nature) +12, Perception +14, Sense Motive +11

Language telepathy 100 ft.

SQ compression, improved telepathy

ECOLOGY

Environment any land (Numeria)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Regrow (Su) When killed, a gro'kosh can transfer its essence to a creature it has *dominated*. The creature must succeed at a DC 21 Fortitude save or succumb to the transfer and contract a gro'kosh infestation. The gro'kosh continues to command the afflicted creature, but not others. If the gro'kosh infestation kills the host creature, the renewed gro'kosh consumes the body and emerges. If the implanted creature dies before the affliction kills him, then the gro'kosh dies and cannot regenerate.

Disease (Ex) Gro'kosh infestation: Injury—special; *save* Fort DC 21; *frequency* 1/day; *initial effect* 1d4 Con damage, and the target must succeed at a second Fortitude save or 1 point of the damage becomes Con drain; *secondary effect* if the disease results in the creature's death, the gro'kosh consumes the body and regrows; *cure* 2 consecutive saves. The save DC is Constitution-based.

vibrant tumbleweed. These plants use the sharp thorns on their numerous vines to grip and drag themselves across the ground at exceptional speed. The strange and numerous flowers populating its forms act as its eyes and ears.

The average gro'kosh in its natural form is somewhat spherical with a diameter of 4 feet, but it is capable of compressing its form to fit into a smaller area. A gro'kosh can also stretch to squeeze into passages as narrow as 1 foot.

The gro'kosh gathers sustenance by boring its vines deep into the earth and drawing moisture and other nutrients from the soil, unable to consume the flesh of creatures or other plant life. Though they can survive in nearly any climate, gro'kosh live almost exclusively within the metal dungeons that dot the lands of Numeria. When gro'kosh remain near stone, earth, and wood for several days, those objects begin to lose their form as if they were slowly melting.

Gro'kosh are adept leaders and very effective at combating the powerful mages of the Numerian Technic League. However, this does not make them benevolent or trustworthy allies. Their greatest strength is their ability to control other creatures and use them to further their cause.

A gro'kosh dominates a few key members of a group, and through them controls their followers, who often aren't aware that the gro'kosh is their true master. Using telepathy, the gro'kosh can easily coordinate defenses and respond swiftly to threats.

Gro'kosh are differentiated largely by how they direct the cults they build around themselves. No two gro'kosh can work together for long before they find the goals and methods of the other lacking.

By Joshua "Zynete" Blazej (Wayfinder #1)

Art by Emilie Cormier



Gro'kosh are intelligent plant-like creatures from the lands of Numeria. Bizarre and intelligent, a gro'kosh is a mass of plant life that one could describe as a living,

GURIBAST

Before you stands a bare-chested male of clearly celestial origin with glistening ebony skin. His dark hair cascades down from a head crowned by a diadem of green laurel, intertwined by brightly orange roses. His majestic wings shine with the deep orange hue of a sunset.

GURIBAST

CR 15

XP 51,200

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

Init +11; **Senses** darkvision 120 ft., low-light vision; Perception +27

DEFENSE

AC 32, touch 22, flat-footed 24 (+4 deflection, +7 Dex, +1 dodge, +10 natural)

hp 229 (17d10+136); regeneration 5 (evil weapons, evil spells)

Fort +18, **Ref** +17, **Will** +12; +8 vs. mind-affecting effects

DR 10/cold iron and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 26

OFFENSE

Speed 60 ft., fly 120 ft. (perfect)

Melee Freedom and Liberty +32/+27/+22/+17 (1d8+15)

Special Attacks entangling crown

Spell-Like Abilities (CL 17th; concentration +27)

Constant—*freedom of movement*, *mind blank*

At Will—*animate object*, *blur*, *charm monster* (DC 24), *lightning bolt* (DC 23), *mirror image*

5/day—*chain lightning* (DC 26), *heal*

1/day—*breath of life*, *regenerate*

1/week—*true resurrection*

STATISTICS

Str 28, **Dex** 24, **Con** 27, **Int** 23, **Wis** 24, **Cha** 31

Base Atk +17; **CMB** +26; **CMD** 44

Feats Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Mobility, Quick Draw, Run, Step Up, Wind Stance

Skills Acrobatics +24 (+36 jumping), Bluff +30, Diplomacy +30, Disable Device



+27, Escape Artist +27, Fly +35, Intimidate +30, Knowledge (planes) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Stealth +27

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Axis)

Organization solitary

Treasure triple (entangling crown, Freedom, Liberty, additional gear)

SPECIAL ABILITIES

Entangling Crown Guribast's rose and laurel crown is his symbol as Milani's servitor. The crown grants Guribast the ability to entangle his foes as the *entangle* (DC 29) spell. This functions with a caster level of 20th and is heightened to 9th level.

Freedom and Liberty When these morningstars are used together, the wielder can make full attacks with both of them at no penalty, and the wielder cannot be disarmed. They are effectively +6 morningstars and grant the wielder a +6 sacred bonus to all ability scores.

It is said that Milani and the azata-like outsider Guribast were once lovers. Though the truth is unknown, Guribast certainly holds a position of great favor with his goddess—some say his authority is second only to Milani's herald, Courage Heart. Milani often sends Guribast to the Material Plane when she feels a situation requires her personal attention.

Guribast is a creature of mercurial passions. He can be a close friend, yet become a bitter and persistent enemy should he take a disliking. He adores children and the young and has been known to disguise himself as a youthful human or half-elf youth simply to take part in their frolicking and games. Given his passionate nature, it is far from surprising that many aasimars and sorcerers with celestial bloodlines claim to trace their lineage back to him.

As is fitting for a devoted servant of Milani, Guribast is angered most by the oppressive ways of tyrants everywhere. When he encounters such behavior, he is quick to pass judgment on the wicked and mete out justice, using his two morningstars to smite the wicked and liberate the subjugated.

Guribast's closest ally and friend other than his lady goddess is the herald of Cayden Cailean, Thais, of whose many lovers he is said to be the foremost.

According to Milanite stories, it was Guribast who helped Thais escape from the clutches of Asmodeus when she made the mistake of challenging that dark god in Hell—though it should be noted that this is disputed by both the followers of the Drunken God and those who follow the Prince of Law and Lies.

By Jesper "Kajehase" Haglund (Wayfinder #4)
Art by Dionisis Milonas

HARPY, CAVE

This outlandish and feral creature is caparisoned in a leather harness studded with bone fragments and all manner of tooth, shell, and stone trinkets swinging wildly about. Its stubby wings appear unsuitable for more than rudimentary flight, but the fearsome morningstar it carries signals a fulsome desire for violence.

CAVE HARPY **CR 2**

XP 600

CE Medium monstrous humanoid

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

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)

hp 13 (2d10+2)

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

Immune visual-based spells and effects

Weaknesses Vulnerable to sound-based spells and effects

OFFENSE

Speed 20 ft., fly 30 ft. (clumsy)

Melee mwk bone morningstar +5 (1d8), 2 talons -1 (1d6+1)

Special Attacks sickening scream

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 7, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge

Skills Bluff +6, Climb +6, Fly -2 (+6 when gliding), Intimidate +6, Perception +5; **Racial Modifiers** +4 Bluff, +8 Fly when gliding

Languages Undercommon

SQ glide

Gear masterwork bone morningstar, bone studded leather armor

ECOLOGY

Environment any underground

Organization solitary, pair or flight (2-12)

SPECIAL ABILITIES

Glide (Ex) Cave harpies are clumsy fliers, but they can use their vestigial wings to glide. Cave harpies can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a cave harpy may make an additional DC 15 Fly

check to glide, moving 5 feet laterally for every 20 feet she falls. Cave harpies gain a +8 Racial bonus to their Fly checks when gliding.

Sickening Scream (Su) As a standard action, a cave harpy can unleash a sickening scream on all targets in a 15-ft. cone. Targeted creatures must succeed on a Fortitude saving throw (DC 14) or become sickened for 1d4 rounds. Alternatively, instead of a cone-shaped burst, the cave harpy may utter a focused pulse that has the same effect, but targets a single creature within 30 feet (DC 16). Once a target has succeeded on a save against this ability, it cannot be affected by the same cave harpy's sickening scream for 24 hours. This is a sub-sonic effect that targets any corporeal creature, regardless of whether it can actually hear. The save DC is Charisma-based and includes a +1 racial bonus.

Distant relatives of harpies, these feral creatures share their cousins' penchant for murder and mayhem.



Possessed of vestigial wings that provide rudimentary flight capability, cave harpies delight in swooping down on their victims from cavern eyries or the heights of ruined underground buildings. Relying on their tough hide and sickening scream, cave harpies fight to the death, punishing foes with their cruel bone morningstars. Cave harpies are masterful crafters of bone and leather items, covering themselves in vile head-dresses made of jawbones and teeth, studded leather armor made of cured skin and spinal column pieces and their morningstars are grotesque amalgams of skulls, fangs, femurs and other bones. Cave harpies share their surface cousins' love of taking

their victims' possessions', even body parts.

Cave harpies' adaptations to underground life have left them completely blind, gifting them with an immunity to visual effects but also making them seem alien and eerie – apt to miss visual cues and holding their heads at odd angles to better discern and act upon faint aural, olfactory, or other sensory information.

By Morgan Boehringer (Wayfinder #9)

Art by Silvia "crescentmoon" Gonzalez

HARVEST HAG

A tangle of straw-filled hair hangs from the head of this foul witch. Her skin is blood red and pulled tight over her bony frame.

HARVEST HAG CR 4

XP 1,200

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

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

hp 38 (4d10+16)

Fort +5, **Ref** +6, **Will** +7

SR 15

Weaknesses counting obsession

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+4)

Special Attacks blood drain (1d4 Constitution), paralyzing gaze (1d4 rounds, DC 15)

Spell-Like Abilities (CL 4th; concentration +7)

At will—*speak with animals* (rats and fleas only), *whispering wind*

STATISTICS

Str 18, **Dex** 14, **Con** 18, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +4; **CMB** +8; **CMD** 20

Feats Iron Will, Skill Focus (stealth)

Skills Bluff +7, Knowledge (nature) +5, Perception +8, Stealth +12, Survival +8

Languages Common, Giant

SQ compression

ECOLOGY

Environment temperate swamps or plains (farmlands)

Organization solitary or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Counting Obsession (Ex) Harvest hags are easily distracted by straw objects blessed with a vial of holy water. A hag that sees such an item must succeed a DC 20 Will save or become fascinated for one minute obsessively counting each straw. A hag that succeeds its save is immune to the fascinating effect of that particular item for 24 hours.

Paralyzing Gaze (Su) A harvest hag's gaze can paralyze victims within 30 feet for 1d4 rounds for those who fail a DC 15 Will save. Each round on its turn, a paralyzed creature may attempt a new saving throw to end the effect. Once a creature successfully saves against a harvest hag's paralyzing gaze, they are immune to that hag's gaze for 24 hours. This is a mind-affecting

enchantment effect. The save DC is Charisma-based.

Harvest hags are foul crones that venture from their swampy homes every harvest season to plague rural villages. They have lanky frames and typically stand 7 feet tall when not stooping. Their emaciated bellies become bloated and distended after they drain blood from a victim.

Harvest hags relish sleeping on a bed of hay and they use the plentiful supply of crops during harvest season to hide during daylight hours. Harvest hags can easily compress their thin bodies to squirm into bales of hay, haystacks, grain silos, or even thatched roofs. During sunlit hours they pass time by quietly counting grains of wheat. After sunset, they seek new victims to drain of blood and skin alive. Before every dawn, the hag leaves behind the skin of her most recent victim, stitched together and stuffed with hay, before slinking away to seek out a new hiding place.

Finding a harvest hag while she rests is difficult, and some villages are forced to burn their entire year's harvest in order to end the killings. Every village elder has a different remedy for distracting or locating harvest hags. Many believe that harvest hags have a love for fleas and rats, using them to find new victims. Following these vermin will eventually lead to the hag's current lair. Others claim that is possible to hear the whispered voice of the hag endlessly counting straws on the wind close to her lair.

The wisest elders know that harvest hags have a weakness for counting and hang blessed poppets and brooms over their beds every night. Such distractions often ward away the hags entirely or allow time for victims to escape.

Due to their obsessive natures, harvest hags are considered simple-minded by other hags. When in a mixed coven, a harvest hag is usually considered the weakest member and her opinions are rarely considered. Covens composed entirely of harvest hags operate with a unified purpose and can terrorize the countryside for miles around, striking bargains with desperate farmers, offering to produce bountiful crops in exchange for regular sacrifices.

When a harvest hag joins a coven, the coven adds diminish plants and plant growth to its spell-like abilities. By Cole Kronewitter (*Wayfinder* #13)



Art by dodeqaa Polyhedra

HAYWAN

Wrapped in rags, this lanky dark-skinned creature lopes across the sand with a bow fashioned from human bones gripped in its clawed hands.

HAYWAN

CR 9

XP 6,400

NE Medium outsider (native)

Init +5; **Senses** blindsight 30 ft., darkvision 60 ft., scent; Perception +18

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 114 (12d10+48)

Fort +12, **Ref** +13, **Will** +7

Defensive Abilities evasion; **DR** 5/cold iron; **Resist** fire 10

OFFENSE

Speed 50 ft.

Melee 2 claws +17 (1d6+5 plus bleed)

Ranged mwk compose longbow +18/+13/+8 (1d8+5/x3 plus paralysis)

Special Attacks bleed (1d4), paralysis (1d8 rounds, DC 19), pounce, rend (2 claws, 1d6+7)

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

A haywan's spell-like abilities use Wisdom as the primary attribute

At will—*ash storm*^{UM}

3/day—*shifting sand*^{APC} (DC 16)

1/day—*sirocco*^{APC} (DC 19)

STATISTICS

Str 20, **Dex** 21, **Con** 18, **Int** 15, **Wis** 17, **Cha** 12

Base Atk +12; **CMB** +17 (+19 steal); **CMD** 32 (34 vs. steal)

Feats Combat Expertise, Far Shot, Improved Precise Shot, Improved Steal^{APC}, Point-Blank Shot, Precise Shot

Skills Acrobatics +20 (+28 jumping), Bluff +16, Craft (bows) +17, Knowledge (nature) +17, Perception +18, Sense Motive +18, Stealth +26 (+30 in deserts), Survival +18 (+24 when tracking);

Racial Modifiers +6 Stealth (+10 in deserts), +6 Survival when tracking

Languages Common, Ignan, Terran

SQ desert runner, trackless step

ECOLOGY

Environment warm deserts

Organization solitary or raiding party (2–4)

Treasure NPC gear (bone masterwork composite longbow [+5 Str], 1d4 paralysis arrows [1d8 rounds, DC 19])

SPECIAL ABILITIES

Desert Runner (Ex) A haywan may move through any sort of difficult terrain caused by dust, sand or rubble at its normal speed and without taking damage or suffering any other impairment.

Trackless Step (Su) A haywan leaves no

trail in natural surroundings and cannot be tracked.

The haywan are an accursed race of desert survivalists, known as raiders and man-eaters ambushing those traveling across the desert. The haywan usually lay in wait, buried beneath the sands, for unwary travelers to wander through before bursting out upon their prey in a storm of dust and poisoned arrows. Travelers tell of haywan stalking caravans across the desert for days, waiting for the heat and dust to wear down their prey or sneaking into camp at night to steal supplies, leaving their victims to die of thirst and hunger. Though undoubtedly drawn by wealth, the haywan waste nothing of their victims, consuming flesh and crafting weapons and crude shelters from their bones, skin, and sinew.

Many conflicting tales relate the haywan's origins. All agree that the haywan are descended from a band of thieves exiled into the desert long ago, but there the similarities end. Some bards claim the jinn cursed the thieves, others say the div transformed them into monsters to torment travelers, while the rest claim the clergy of Abadar forced the outlaws out of their cities.

Whatever their origins, the haywan have unquestionably adapted well to their sprawling prison, to the point of possessing power to manipulate both sand and the wind.

Wiry and broad chested with dark, sun-baked skin, the haywan are long of limb with twisted double jointed legs and have sharp, ragged claws tipping their dexterous fingers. They have small untrustworthy eyes that gleam like polished black stones and wide mouths full of misaligned teeth. They wear ragged bits of stolen clothing and adorn themselves with trinkets taken from their past victims. They carry bows and arrows poisoned with paralytic cactus juice.

Rumors speak of great haywan treasure hoards hidden within caverns, or beneath the desert sands, untouched since few merchants are greedy or foolhardy enough to actually trade with such devious beings. Most likely, fiendish traps guard these hidden hoards. If haywan discover that an adventurer actually dared to steal from them, one can only escape by passing outside of the desert's limits or taking refuge within a walled city, since the haywan are either unwilling, or unable, to step outside of the desert.

By Alex "Canada Guy" Moore
(Wayfinder #10)

Art by Alex Moore



HEARTH WRAITH

This ghostly figure's tormented visage flickers and shifts as if lit with firelight, its arms reaching longingly for the flame.

HEARTH WRAITH

CR 6

XP 2,400

CE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., firesense; Perception +12

DEFENSE

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

hp 66 (7d8+35)

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

Defensive Abilities channel resistance +4, flicker in the firelight, incorporeal; Immune fire, undead traits

Weaknesses cold powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +10 (2d8 fire plus 1d6 Con drain)

Special Attacks shadow in the flame

STATISTICS

Str —, **Dex** 19, **Con** —, **Int** 15, **Wis** 14,

Cha 21

Base Atk +5; **CMB** +9; **CMD** 24

Feats Blind-Fight, Combat Reflexes,

Improved Initiative, Weapon

Focus (incorporeal touch)

Skills Fly +18, Intimidate +15,

Perception +12, Sense

Motive +12, Stealth +14,

Survival +9

Languages Abyssal, Common

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Cold Powerlessness (Ex) An

hearth wraith takes full damage from cold attacks and becomes staggered for one round after taking cold damage.

Constitution Drain (Su)

Creatures hit by a hearth wraith's touch attack must succeed on a DC 18 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Firesense (Su) A hearth wraith notices and locates any non-magical fire the size of a campfire or larger within 300 feet, just as if it possessed the blindsight ability.

Flicker in the Firelight (Ex) A hearth wraith has partial concealment in areas illuminated by non-magical fire.

Shadow in the Flame (Su) A hearth wraith can cause a non-magical fire within 60 feet to drain the vigor from nearby creatures as a standard action. Creatures within a 30-foot burst from the flames must succeed on a DC 18 Will save or become fatigued. Creatures that are already fatigued become exhausted, and exhausted creatures fall asleep as the sleep spell. Slapping or wounding an affected creature only awakens it if the creature succeeds on DC 18 Will save. In the case of large fires, the wraith must choose a 5 foot square to center the ability on. Save DCs are Charisma-based.

Hearth wraiths are born from the souls of dying travelers longing for home who have felt the touch of unholy fire. Appearing as little more than a ghostly image of an anguished figure caught in firelight, hearth wraiths frequent rivers and roadways, drawn to the campfires of travelers. While not vulnerable to sunlight as true wraiths are, hearth wraiths typically hunt at night when fires are more commonplace. The creatures avoid direct combat away from fires if possible.

Hearth wraiths lurk around the edges of a camp, growing in resentment at tales of homecomings and family, waiting for travelers to sleep before consuming their lives. A hearth wraith may leave a despairing or lost traveler alone, possibly even protecting the traveler, to follow and enjoy their misery, only attacking if the creature finds hope of returning home.

Hearth wraiths have become an increasingly common threat to small groups traveling the River Road. Many Mendevian crusaders returning from or deserting the war find dark fates on their journeys home and rise again to haunt the living. The subjects of the small kingdom of Artume in particular have recently been finding the scorched corpses of ranchers gathered around the remnants of their campfires.

By Matt Duval (Wayfinder #15)

Art by Chris L. Kimball



HEARTLAND CASTAWAY

This creature resembles a thick, wrung-out piece of leather, except for its spear-like arms and slug-like movements.

HEARTLAND CASTAWAY

CR 3

XP 800

CE Small aberration

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

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

hp 30 (4d8+12)

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

Immune fire, poison, mind-affecting effects; **Resist** acid 5, cold 5

OFFENSE

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

Melee 2 claws +6 (1d4+2)

Special Attacks visions of torture gaze

STATISTICS

Str 14, **Dex** 13, **Con** 17, **Int** 4, **Wis** 14, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 15 (can't be tripped)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +6, Perception +9, Stealth +9, Survival +6

ECOLOGY

Environment temperate forests or plains (Whispering Woods)

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

Treasure none

SPECIAL ABILITIES

Visions of Torture (Su) A heartland castaway can make a gaze attack that affects all seeing creatures within a 30-foot radius, filling their minds with images of horrifying pain and torture in a place of darkness. These creatures must succeed at a DC 14 Will save or be paralyzed for 1 round. Additionally, the heartland castaway gains the benefits of haste for 1 round after it has affected a target with its gaze. So disturbing is the experience that a creature who successfully saves against a heartland castaway's visions of torture is only immune to the effect for 1 minute. This is a mind-affecting effect, and the save DC is Wisdom-based.

Rumors tell of a gate to Hell amid the Heartlands, most likely within the Whispering Woods. The only living creatures known to escape the woods are the heartland castaways, mute slug-like creatures the size of sheep-herding dogs.

Local folklore dismisses them as devil parasites, acknowledged as dangerous but compared to vermin. It's common for villagers to joke about salting them and watching them writhe. Despite this reputation, heartland castaways are remorseless hunters. They show more interest in dispensing pain and death than gathering food or protecting territories. Although their claws are all that is visibly threatening about the creature, retreating Chelish patrols have filed extensive reports

detailing the unmatched pain endured encountering them. Even those of sound enough psyche to accept that the torture was implanted in their minds routinely check their skin for scars and open wounds.

Extraplanar experts insist these creatures are not from another plane—Hell or otherwise—and are stumped for any further explanation. One cryptozoologist theory suggests that after the Whispering Woods is finished with its victims, enough of them remains that they can be tortured, literally twisted, into creatures of living pain. The crux of this theory is the creature's gaze attack, a glimpse into a hellish torture chamber. Scholars speculate that heartland castaways are either psychic sadists or are briefly relieved of their agony when another suffers for them. As with most aspects of the Whispering Woods, theories are the most information available.

These legless creatures are two feet tall from the ground to the crest of their backs, four feet long, and weigh close to 500 pounds. Although they have no discernible head, their claws point towards what is accepted as the front end of the body. This is also the end that projects its hallucination gaze. Their multihued and spotted rubbery hides have a natural dampness that dyes their surroundings burgundy. When perfectly still, a heartland castaway can be mistaken for a boulder. Whether it intentionally uses this ability to ambush prey or it simply defends itself when creatures approach is yet another unknown about this mysterious creature.

By Ryan Costello, Jr. (Wayfinder #11)

Art by Catherine Batka



HEPHTETHNET THE REAVER

This creature's leonine body is the size of a house and surmounted by the head of a great falcon with gold and white feathers. Broad wings stretch as it regards its prey with eyes filled with malign intelligence and barely-contained hunger.

HEPHTETHNET THE REAVER CR 17/MR 2

XP 102,400

Male advanced invincible^{MA} hieracosphinx (*Pathfinder RPG Bestiary*; *Pathfinder RPG Bestiary* 3 253; *Pathfinder RPG Mythic Adventures*)

CE Gargantuan magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +32

DEFENSE

AC 29, touch 10, flat-footed 25 (+4 Dex, -4 size, +19 natural)

hp 290 (20d10+180)

Fort +20, **Ref** +16, **Will** +10; +4 vs. prone

Defensive Abilities block attack; **DR** 10/epic; **Resist** acid 15, cold 15, electricity 15, fire 15, second save

OFFENSE

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

Melee bite +30 (3d8+14), 2 claws +30 (2d8+14); or unarmed strike +30/+25/+20/+15 (1d8+14)

Space 20 ft.; **Reach** 15 ft.

Special Attacks pounce, shriek

STATISTICS

Str 39, **Dex** 19, **Con** 27, **Int** 16, **Wis** 19, **Cha** 14

Base Atk +20; **CMB** +38; **CMD** 52 (60 vs. trip)

Feats Cleave, Flyby Attack, Hover, Improved Unarmed Strike, Power Attack, Skill Focus (Perception), Snake Fang^{UC}, Snake Sidewind^{UC}, Snake Style^{UC}, Snatch

Skills Acrobatics +24, Climb +28, Fly +21, Perception +37, Sense Motive +26, Stealth +15; **Racial Modifiers** +4 Perception

Languages Ancient Osiriani, Common, Osiriani, Sphinx

ECOLOGY

Environment underground (Tomb of the Bound Sphinx)

Organization solitary

Treasure double

SPECIAL ABILITIES

Shriek (Su) The shrill shriek of a hieracosphinx deafens non-sphinxes within a 60-foot-radius spread for 2d4 rounds (DC 28 Fortitude

negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action. The save DC is Constitution-based.

Deep beneath the Barrier Wall Mountains lies the Tomb of the Bound Sphinx, built by the Pharaoh Kenaton in -1116 AR. He intended it to be his burial site, but the violent predations of Hephtethnet the Reaver forced him to change his plans. Born of some unknown power, the massive beast possessed greater intelligence than any other hieracosphinx. He was skilled in combat; he once captured a master from ancient Tian Xia and learned the monk's ways before killing and eating him. Hephtethnet's strength and resilience were so great that the Pharaoh's best warriors could not destroy him.

After many attempts to engage the creature directly, the Pharaoh lured him to the tomb and sacrificed his own ka and ba to create two stone guardians, mythic golems in the shape of an androsphinx^{B3} and gynosphinx. These entities bind Hephtethnet to the tomb, magically and physically, until he can collect one thousand unique riddles. The task became more difficult a few decades later when a portion of the tomb collapsed into an underground chamber upon which it had been built.

Hephtethnet waits impatiently for visitors to bring him new riddles to set him free. He has made alliances with some of the tomb's other denizens, who herd explorers to him. He forces captives to tell him riddles he has not already heard. If the intruders fail, he attacks, and then cruelly plays with his food. If they succeed, he shows his deep gratitude by killing and eating them quickly.

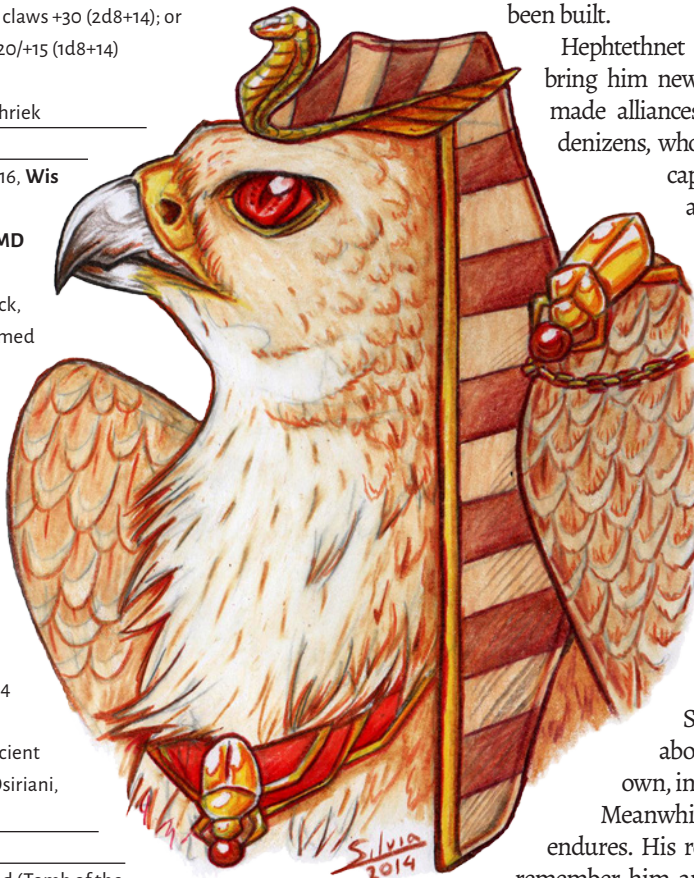
While those who know the legend of Hephtethnet the Reaver are glad that he remains imprisoned in the shattered tomb, others seek his release. Crazy warlords hope to harness the mythic creature's power to threaten enemies. Worshipers of Rovagug want the creature to resume its destructive attacks.

Such lunatics cling to information about new riddles or try to create their own, in the hope of releasing the sphinx.

Meanwhile, Kenaton's divided spirit endures. His ren holds power as long as others remember him and speak his name. His khu, the shining soul, rests with the gods. And his sheut, the "soul shadow", remains with the two golems he created. The Pharaoh's body is hidden close to the golems, ready to receive his ba and ka should they ever be released from the guardians.

By Paris Crenshaw (Wayfinder #12)

Art by Silvia "Crescentmoon" Gonzalez



HIEROGLYPH SWARM

The characters in this array of hieroglyphs seem to glow with an internal light.

HIEROGLYPH SWARM **CR 9**

XP 6,400

N Fine construct (swarm)

Init +11; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 25, touch 25, flat-footed 18 (+7 Dex, +8 size)

hp 78 (12d10+12)

Fort +3; **Ref** +12; **Will** +3

DR 10/adamantine; **Immune** construct traits, swarm traits, weapon damage

Weaknesses vulnerability to acid

OFFENSE

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

Melee swarm (3d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks ancient's tongue (DC16), distraction (DC16)

STATISTICS

Str 7, **Dex** 24, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** —; **CMD** —

Feats Hover^B, Improved Initiative^B, Toughness^B

Skills Fly +23, Perception +0, Stealth +23

Languages Ancient Osiriani (cannot speak)

ECOLOGY

Environment any desert or underground

Organization solitary or mural (2-4)

Treasure none

SPECIAL ABILITIES

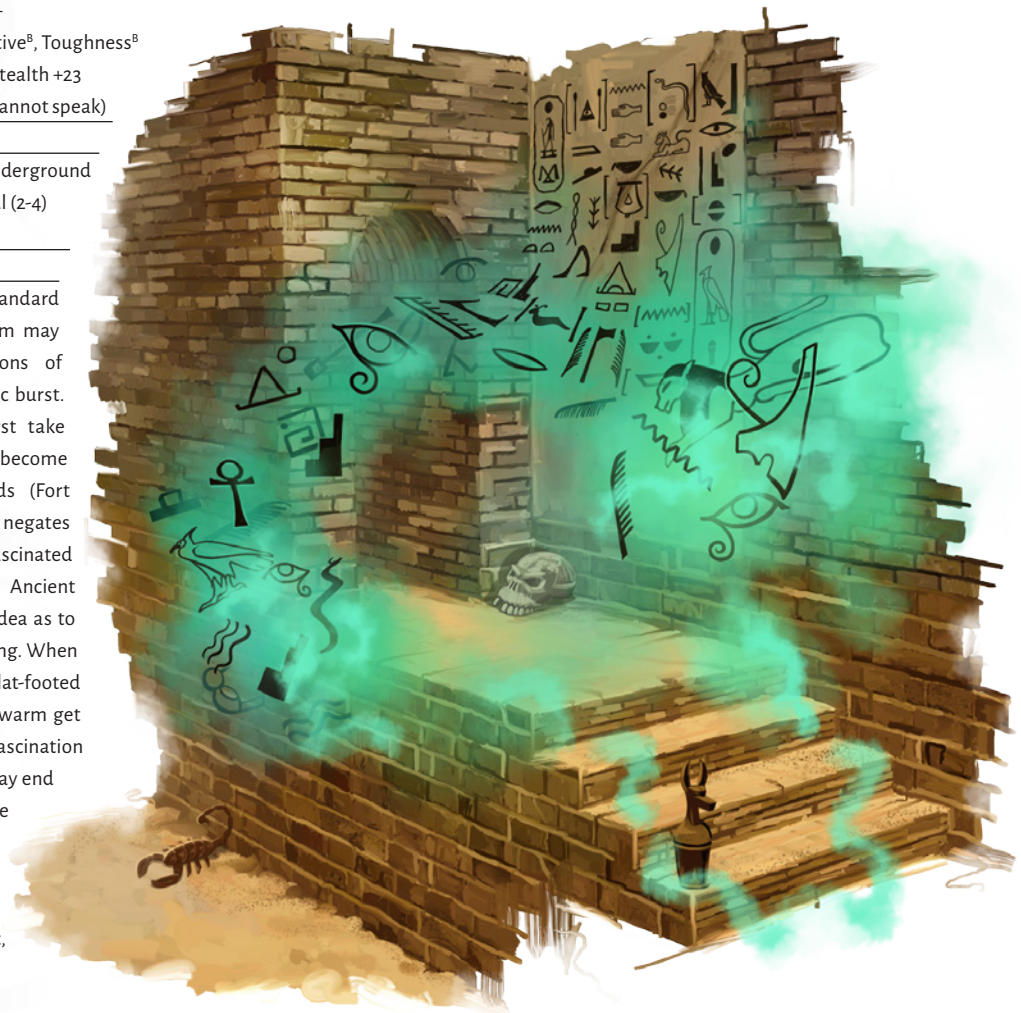
Ancient's Tongue (Su) As a standard action, a hieroglyph swarm may coalesce into long ribbons of text, emitting a 40 ft. sonic burst. Creatures within the burst take 8d6 sonic damage and become fascinated for 1d6 rounds (Fort DC 16 half, and Will DC 16 negates fascinated condition). Fascinated creatures read aloud the Ancient Osiriani text without any idea as to what they are actually saying. When the swarm coalesces, it is flat-footed and creatures within the swarm get a new save against the fascination every round. The swarm may end this ability as an immediate action, ending the fascination. This ability is usable once every 1d4+1 rounds. This is a sonic, mind-affecting affect.

When creating hieroglyphs on the surfaces walls of their most sacred buildings, several inspired artists saw the hieroglyphs as a possible way to deter plunderers. Treated with magical oils and spells, hieroglyph swarms are deadly guardians of Osirion's ancient vaults. These hieroglyphs, given a life and cause of their own, lay dormant for several millennia, never moving from their initial spot until they are disturbed. When activated, each character that makes up the hieroglyph swarm silently peels itself from the surface it was written on and deposits itself into the growing cloud of ancient text. The swarm quietly stalks its prey, intuitively pasting itself to a nearby surface if its prey scrutinizes it, activating its Ancient's Tongue ability.

Often, hieroglyph swarms coalesce into warnings to deter thieves or false tales to mislead plunderers. Hopefully frightening or tricking those not fascinated when it coalesces. Rarely, they contain additional curses or spells to punish trespassers. The swarm presented here deals sonic damage, but other versions exist.

By Calder CaDavid (Wayfinder #12)

Art by Michael Jaecks



JUNGLE OOZE

A bizarre brown ball of protoplasm swoops down from the jungle canopy, carried aloft by two membranous wings.

JUNGLE OOZE **CR 1**

XP 400

N Medium ooze

Init +0; **Senses** blindsight 30 ft.; Perception +5

DEFENSE

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

hp 17 (2d8+8)

Fort +2, **Ref** +0, **Will** +0

Immune ooze traits; **DR** 5/bludgeoning

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., fly 30 ft. (average)

Melee 2 wings +2 (1d3+1)

Special Attacks skin of stingers

STATISTICS

Str 13, **Dex** 9, **Con** 18, **Int** 2, **Wis** 11, **Cha**

4

Base Atk +1; **CMB** +2; **CMD** 11

Feats Skill Focus (Perception)

Skills Fly +3, Perception +5

ECOLOGY

Environment warm forests or plains (ruins)

Organization solitary, pack (2–6), or flock (7–18)

Treasure none

SPECIAL ABILITIES

Skin of Stingers (Ex) When a jungle ooze devours insects, it does not digest the stingers and poison sacs. Rather, the ooze embeds them into its outer membrane. When the jungle ooze successfully damages an opponent with a wing, or an opponent grapples it or attacks it with an unarmed strike or natural weapon, hundreds of these stingers inject poison into the victim.

Stinger poison: Stinger—*injury*; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Jungle oozes flap through jungle canopies, capturing and absorbing small flying creatures into their

protoplasmic mass. These mostly mindless creatures roost in huge numbers in ancient ruins and cursed sites across warm parts of the world. Jungle oozes are instinctively territorial and attack intruders with reckless abandon. While they primarily hunt avian prey, they are especially aggressive toward humanoids.

Sages of the southern lands speculate that these creatures were constructed as guardians by ancient alchemical sages and have since spread widely, continuing their role as defenders for their long-dead masters. Certainly, their diet of small insects, birds, and mammals does not require them to violently assault outsiders. They possess the strange ability to insert the venom of insects they devour into their thick brown hides, using the poison of their prey to attack their next target.

By Nicholas "Lavachild" Milasich (Wayfinder #14)

Art by Adam Koča, colored by Liz Courts



KAMADAN, PHARONIC

This proud lion has somewhat darker than normal fur, but is most notable for having four great cobras rising from its neck and shoulders.

PHARONIC KAMADAN

CR 5

XP 1,600

N Large magical beast

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, -1 size)

hp 37 (5d10+10)

Fort +6, Ref +6, Will +2

OFFENSE

Speed 40 ft.

Melee bite +9 (1d8+5 plus grab), 2 claws +9 (1d6+5), 4 snakes +4 (1d3+2 plus paralytic poison)

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

Special Attacks blinding spray

STATISTICS

Str 21, **Dex** 15, **Con** 15, **Int** 5, **Wis** 12, **Cha** 9

Base Atk +5, **CMB** +11 (+15 grapple), **CMD** 24 (28 vs. trip)

Feats Dodge, Improved Initiative, Skill Focus (perception)

Skills Acrobatics +6, Perception +14, Stealth +10 (+14 in undergrowth); **Racial Modifiers** +4 Perception, +8 Stealth (+12 in undergrowth)

ECOLOGY

Environment warm deserts or plains

Organization solitary

Treasure none

SPECIAL ABILITIES

All-Around Vision (Ex) A kamadan's many serpent heads allow it to see in all directions. Kamadan gain a +4 racial bonus to Perception checks and cannot be flanked.

Blinding Spray (Ex) As a standard action that does not provoke an attack of opportunity, all four of the creature's serpentine heads can spray a fine mist of diluted toxin into the air, filling a 15 ft. cone. All within this spray must succeed a DC 14 Fortitude save or be blinded for 1 minute. At the end of each minute, they can attempt another saving throw to remove the blinded condition. Those who make this save are dazzled for 1 minute and then suffer no further effects. The pharonic kamadan can only spray blinding poison once per minute, and no more than a number of times per

day equal to its Constitution modifier (typically 2 times per day). This is treated as a poison effect, and creatures resistant or immune to poison are equally protected against this effect. The save DC is Constitution-based.

Paralytic Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1 Dex; *cure* 1 save. The save DC is Constitution-based and has a -2 racial penalty due to the poison's relative weakness. Anyone reduced to 0 Dex by this poison stiffens and takes on an ashen pallor, leading some to believe that the pharonic kamadan petrifies its prey.

Snakes (Ex) A pharonic kamadan has four snake heads rising from its mane and shoulders, and they attack individually as secondary attacks that do not benefit from the kamadan's Strength modifier to damage. The snakes inflict damage as creatures two size classes smaller than the kamadan.

The pharonic kamadan has a long history in Osirion, but can also be found as far south as the Mana Wastes, as far west as Rahadoum, and, thanks to an ill-advised attempt to bring a few captured specimens to Qadira as gifts for the Satrap, deep into Qadira and points east. Larger than the more common jungle kamadan and as sturdy and powerful as a lion, the pharonic kamadan has fewer serpent heads and no supernatural sleep-inducing breath, although it makes up for the former by having the heads of majestic cobras that spray blinding toxin and can individually deliver many toxic bites.

The creature prefers to attack by ambush, allowing prey to pass within a few paces before unleashing a bitter-smelling fine mist that irritates the eyes of all within, causing blindness in most. Depending on the results, and the apparent strength of the prey, it may hang back and unleash a second cloud of mist, attack immediately, or chose to flee.

Pharonic kamadan always hunt alone, coming together only to mate, although a male that has mated in the last season may drag paralyzed prey to the location of its last partner, as a gift to assure the survival of its offspring. As such, it is possible, however unlikely, that a friend or companion carried away after an attack may be rescued before it becomes food for its captor's progeny.

Deep within the Osirioni desert, a huge specimen with no less than thirteen heads (twelve of them serpents) is said to slumber within a hidden oasis, and to have some strange oracular wisdom that those who survive the venom of its serpentine chorus can glean from the shuddering fever dreams that accompany its attack.

By Ian "Set" Turner (Wayfinder #10)

Art by Becky "Corvidimus" Barnes



KAULDER

Luminous blue tattoos cover this glowering bone-white elf. Clad only in bits of studded leather and the barest of loincloths, he ignores the cold, wind, and swirling snow about him. With a snarl, he takes up his strange obsidian sword and charges.

KAULDER

CR 1

XP 400

Barbarian 1

LN Medium fey (cold)

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

DEFENSE

AC 14, touch 11, flat-footed 11 (+3 armor, +3 Dex, -2 rage)

hp 15 (1d12+3)

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

DR 1/cold iron; **Immune** cold

Weaknesses vulnerable to cold iron, fire

OFFENSE

Speed 40 ft. (30 ft in heavy armor or with heavy load)

Melee mwk kaulder shardblade +7 (1d8+6/18–20)

Ranged longbow +4 (1d8/x3)

Special Attacks rage (5 rounds/day), rage powers (scent)

Base Statistics When not raging, the barbarian's statistics are **AC** 16, touch 13, flat-footed 13; **hp** 13; mwk kaulder shardblade +5 (1d8+3/18–20); **Str** 14, **Con** 13; **CMB** 3, **CMD** 16; **Climb** +5, **Swim** +5

STATISTICS

Str 18, **Dex** 17, **Con** 17, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats Weapon Focus (kauldershardsblade)

Skills Acrobatics +6, Climb +7, Perception +8, Stealth -4, Survival +6, Swim +7

Languages Common, Sylvan

SQ fast movement, fey-blooded, rimerunner, luminous tattoos, weapon familiarity

ECOLOGY

Environment any cold land

Organization solitary, pair, pack (3-8), or troop (20-200)

Treasure NPC gear (studded leather armor, masterwork shardblade, longbow with 20 arrows, 25 gp)

Kaulder were originally part of the cold fey armies that marched down from the Crown of the World to conquer the section of the Lands of the

Linnorm Kings that would one day be called Irrisen. Baba Yaga brought these arctic elves to Golarion as shock troops alongside packs of arctic goblins. An oath sworn to her under duress after the disappearance of all their arcane clansfolk, young and old, in the course of one moonless night holds them in servitude. Kaulder bristle at having to fight alongside honorless arctic goblins, but do so out of the hope that their loyalty will one day bring their loved ones safely home.

Kaulder stand nearly a foot taller than Golarion elves nearing seven and a half feet tall on average, and their bodies are hardened against the cold and harsh winters of the north. They have white skin and hair, and pale blue eyes that miss very little. The standard practice amongst their tribes is to tattoo parts of their bodies in angular patterns with a luminous blue ink that sheds light around them. These tattoos are arranged in patterns that tell kaulder each other's name, lineage, rank, and defining moments. Due their immunity to cold—and their desire to display



these tattoos—kaulder go about nude or barely clothed unless readying themselves for battle. Modesty is unheard of in kaulder clans. The wield large but nimble obsidian weapons that weaponsmiths of their tribes create through obsidian knapping. They do not utilize fire. All food is eaten raw, including all animals they bring down. Normal weapon smithing is not something they engage in. They tend to be amazed by metal weaponry, and hoard it from the bodies of downed enemies as often as they can. They have seen how their own weapons can be more easily destroyed by hardened metal, and will usually attack anyone coming into their lands not just for the trespass, but in order to scavenge any usable weaponry they can find. Metal weapons and hardened, masterworked obsidian ones are reserved for the war leaders of the clan. Despite their inherent near xenophobia, they have discovered that dwarves are natural weaponsmiths and have made overtures to trading with them—metal weaponry in exchange for guides, protection, and passage through their lands to other more amenable trade locations.

Kaulder scouts move unseen through the arctic climes, burying themselves in snowdrifts to conceal the glow of their tattoos, and awaiting passing animals or travellers before leaping out in surprise and attacking. They use horn and wooden bows for ranged combat, and then quickly move in with their shardblades to cull their enemy at close quarters.

Kaulder society is a martial one, with villages set up like hidden military posts and all kaulder, including the children, receive ranks and titles, which grow as the individual kaulder grow and mature, receiving additional titles and ranks. They rigidly follow a caste system, and stepping out of that caste system is cause for immediate exile.

Exile is the highest dishonor a kaulder can receive. Outcasts are shaved and treated with a depilatory cream that prevents their hair from ever growing back. They are forced to drink a vile concoction that causes their tattoos to dim and then disappear, so that they can always be identified and then ignored by other kaulder, which allows them to easily spot another kaulder with bone-white skin walking near them so that they can quickly be ignored.

Their foreheads are marked with the outcast's brand; a rune that can never be expunged. All outcast's brands are exactly the same and take the place of a name-tattoo. To other kaulder, they are nameless and have no real identity. All other kaulder will not look at them, and non-kaulder see them as being nearly identical, and outcasts have earned a well-deserved reputation for being thieves, bandits, and outlaws. Being permanently cut off from the

others in their clan takes a massive mental toll and most clanless are nearly insane.

Kaulder Characters

Kaulder are defined by their class levels—they do not possess racial HD. They have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Charisma: Kaulder are lithe and perceptive, but harsh and unyielding.

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

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

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

Cold Subtype: Kaulder are immune to cold damage, but suffer 1-1/2 times fire damage.

Rimerunner: Kaulder endlessly roam the tundra of Irrisen as nomads. A kaulder receives a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, and the ill effects of running, forced marches, starvation, and thirst.

Keen Senses: Kaulder receive a +2 racial bonus on Perception checks.

Luminous Tattoos: Kaulder tattoos shed light around them in a 5' radius. A kaulder suffers a -6 penalty to Stealth checks unless he covers his body entirely.

Weapon Familiarity: Kaulder are proficient with longbows (including composite longbows), and shortbows (including composite shortbows) and treat any weapon with the word "kaulder" in its name as a martial weapon.

Languages: Kaulder begin play speaking Common and Sylvan. Elves with high intelligence scores can choose from the following: Draconic, Dwarvish, Elven, Giant, and Goblin.

Kaulder Weapons

A forge requires great heat, and kaulder weaponsmiths must make do in the frigid arctic. Kaulder swords are extremely fine but unfortunately brittle.

Shardblade, Kaulder: The kaulder shardblade is a straight and exceedingly sharp blade formed from a single piece of knapped obsidian. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a kaulder shardblade sized for you, even though it isn't a light weapon.

Shardblade, Kaulder Double: An advanced version of the standard kaulder shardblade which is perfect for nimble kaulder hands.

By Rich "Rebis Ouroboros" Crotty (Wayfinder #6)

Art by Stephen McAndrews

Exotic Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Weight	Type	Special
One-handed Weapons							
Shardblade, Kaulder	25gp	1d6	1d8	18-20/x2	3 lbs.	P, S	fragile
Two-handed Weapons							
Shardblade, Kaulder Double	125gp	1d6/1d6	1d8/1d8	18-20/x2	6 lbs.	P, S	fragile, double

KELD PISKIE

Four dragonfly wings sprout from the back of this tiny humanoid. Flashes of silver and gold sparkle from the feathery antennae, braided hair and bright eyes.

KELD PISKIES

CR 3
XP 800

NG Tiny fey

Init +6; **Senses** low-light vision; Perception +8

DEFENSE
AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 16 (3d6+6)

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

DR 10/cold iron

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

Melee rapier +4 (1d3+1/18–20), antennae +5 touch (leaden)

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

Spell-like Abilities (CL 8th, concentration +11)

 At will—*invisibility*

 1/day—*dancing lights*, *dispel magic*, *keen weapon*, *lesser confusion* (DC 14)

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

Base Atk +1; **CMB** +1; **CMD** 12

Feats Improved Initiative, Master Craftsman[®] (Craft [alchemy]), Weapon Focus (antennae)

Skills Acrobatics +8, Craft (alchemy) +16,

Craft (jewelry) +9, Craft (weapons)

+9, Fly +16, Knowledge (nature)

+9, Perception +8, Stealth

+16, Use Magic Device +13;

Racial Modifiers +5 Craft (alchemy), +4 Use Magic Device

Languages Common, Sylvan

SQ philosopher's touch

ECOLOGY
Environment temperate forests

Organization solitary, gang (2–4), or tribe (6–11)

Treasure standard (rapier, other treasure)

SPECIAL ABILITIES
Leaden (Su) A keld piskie's antennae can cause any metal object they touch to transmute into a worthless metal.

The object touched takes one quarter its maximum hp in damage. A second hit is enough for the item to gain the broken condition. This broken condition last for 1d6 rounds before the metal returns to its natural form. A keld piskie never provokes attacks of opportunity by

attempting to strike a weapon with its antennae. Against creatures made of metal, keld piskie antennae deal 1d6+1 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 14 Reflex save to negate this effect. The save DC is Charisma-based.

Philosopher's Touch (Su) Once per month the keld piskie may transmute iron and lead into silver or gold. In an hour long ritual a keld piskie may transmute up to 3 pounds of iron into silver (worth 150 gp) or 1 pound of lead into gold (worth 50 gp).

Smaller than its cousins, the keld piskie also differs in its ability to work metals many fey avoid, even cold iron. Because of this they have become craftsmen of renown and their work is much sought after by other fey. They spend their days working motifs of beasts and plants into fine jewelry, beautiful sculptures, or even weapons and armor.

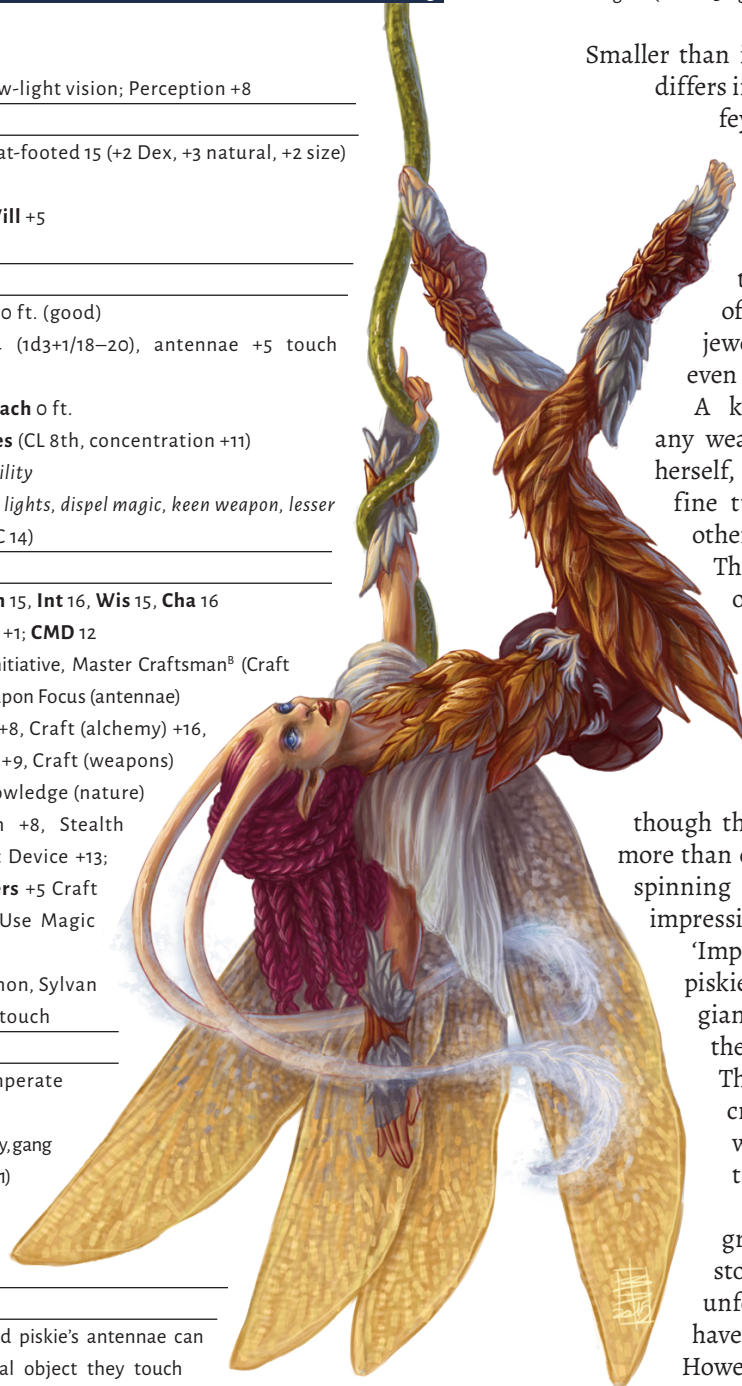
A keld piskie is proficient with any weapon or armor that she makes herself, gaining a familiarity as she fine tunes the weight, balance, and other details involved in its crafting.

These masterwork items always offer variations on the standard weapons or armor, such as a double-double sword or armor spikes with the brace ability. In anyone else's hands treat these as improvised exotic weapons, though their tiny size makes them little more than curiosities. A figure in full plate spinning a four-bladed sword makes an impressive sight, regardless of her size.

'Impressive' is the goal in a keld piskie's work. Fey monarchs, elf lords, giant jarls, and even titans seek their near-mythical handiwork. The keld piskie often use a mortal craftsman as a front, doing the work while 'some old cobbler' takes the credit.

The rumor of a keld piskie's grave becoming a philosopher's stone is false, but has led to many unfortunate killings. They certainly have the skills to craft the artifact. However, the creation requires a lot of energy and the keld piskie's who undertake the venture often pour more into it than they have to give.

By Scott "Curaigh" Janke (*Wayfinder* #7)
Illustrated by Beatrice Pelagatti



KELP FIEND

A roughly humanoid-shaped creature, clearly made of kelp and other sea plants, frolics in the waves. Four tendrils extend from its body where arms would normally be found, two on either side of the body.

KELP FIEND CR11

XP 12,800

CN Small plant (aquatic)

Init +4; **Senses** low-light vision; Perception +12

DEFENSE

AC 23, touch 11, flat-footed 23 (+12 natural, +1 size)

hp 136 (16d8+64)

Fort +14, **Ref** +7, **Will** +6

DR 5/slashing; **Immune** electricity, plant traits; **Resist** acid 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 4 tendrils +20 (1d8+6/19–20)

Ranged kelp barb +13 (1d8+6 plus poison)

Special Attacks entangle, kelp barb

STATISTICS

Str 23, **Dex** 11, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6

Base Atk +12; **CMB** +17; **CMD** 27

Feats Bleeding Critical, Improved Critical (tendrils), Improved Initiative, Lightning

Reflexes, Lunge, Power Attack, Stealthy, Weapon Focus (tendrils)

Skills Escape Artist +2, Perception +12, Stealth +17, Swim +14

Languages Aquan

SQ amphibious

ECOLOGY

Environment warm or temperate aquatic

Organization solitary, pair, fletching (4–9)

Treasure standard

SPECIAL ABILITIES

Entangle (Ex) A number of times per day equal to its Constitution modifier, but no more than once per round, a kelp fiend is capable of expelling an entangling mass of seaweed as a standard action at a single creature within 30 feet. This attack does not provoke an attack of opportunity. On a successful ranged touch attack, the target becomes entangled. Extricating oneself from the mass requires a successful DC 22 Escape Artist or Strength check. The check DC is Constitution-based.

Kelp Barb (Ex) A kelp fiend is capable of generating a spiny mass of dead seaweed once per round that it can throw as a standard action.

Poison (Ex) Tendril—Injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Kelp fiends are relatively new creatures, having come into existence little more than 200 years ago. A pirate fleet disrespected the high seas, befouling the waters of the ocean by dumping massive amounts of alchemical substances into the sea in an effort to avoid capture. This foul alchemical sludge killed thousands of sea creatures and plants, and drew the ire of Gozreh. In an act of vengeance, the god summoned a great storm, battering the pirate fleet for days with heavy rains, hail, and lightning. As each ship of the fleet sunk under the raw power of the storm, the pirates aboard the ships found themselves engulfed by the very alchemical sludge they dumped. The sludge killed the pirates as it painfully dissolved their flesh and organs. When the storm subsided four days later, not a trace of the pirate fleet was left, nor was the alchemical sludge the pirates created a further danger to the sea. In their place, a new creature was born—the kelp fiends.

The typical kelp fiend stands about three feet tall and weighs a scant 25 pounds. They resemble most humanoids in shape, except in place of arms they have four wicked tendrils that lash about.

Slightly more intelligent than animals, kelp fiends are cunning and dangerous to those who cross them. They prefer to attack from ambush, making use of their skill at

stealth to surprise foes. If unable to close range, they fire their kelp barbs while moving into position. Once within thirty feet, it expels its entangling mass, hoping to prevent its foe from withdrawing from combat. It then focuses all its tendril attacks on one victim at a time, lashing and poisoning that foe into submission before moving to another target.

On rare occasions, a tribe of sea elves befriends a fletching of kelp fiends, and the two work together patrolling and protecting the sea floor. In such relationships, the elves treat the plant creatures as their equal, despite the kelp fiend's primitive intellect.

By John E. Ling, Jr.

(Wayfinder #3)

Art by Liz Courts



KELP SLIME

A sickly green blob floats in the water, moving against the sea's currents.

KELP SLIME **CR 3**

XP 800

N Large ooze (aquatic)

Init -4; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-4 Dex, -1 size)

hp 52 (5d8+30)

Fort +7, **Ref** -3, **Will** -4

Immune ooze traits

OFFENSE

Speed swim 40 ft.

Melee slam +5 (1d6+3 plus 1d6 acid)

Space 10 ft., **Reach** 5 ft.

Special Attacks acidic slime

STATISTICS

Str 16, **Dex** 3, **Con** 23, **Int** —,

Wis 1, **Cha** 1

Base Atk +3; **CMB** +7;

CMD 13 (can't be tripped)

Skills Swim +10

SQ amorphous form

ECOLOGY

Environment warm or temperate aquatic

Organization solitary, patch (2-5)

Treasure none

SPECIAL ABILITIES

Acidic Slime (Ex) Any creature struck by

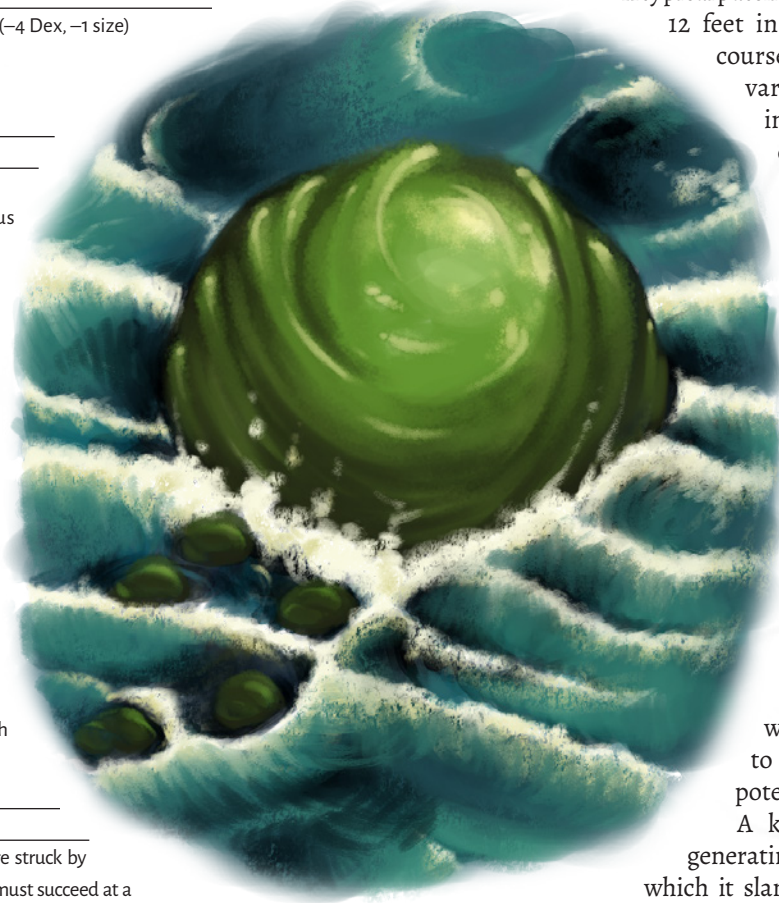
a kelp slime's slam attack must succeed at a

DC 12 Reflex save or suffer an additional 1d6 points of

acid damage at the start of the kelp slime's next turn. The save DC is Dexterity-based and includes a +4 racial bonus.

Amorphous Form (Ex) A kelp slime has no set physical shape. As such, it can squeeze through any opening wide enough for a Diminutive creature without penalty.

Kelp slimes are created when a bed of decaying seaweed is struck by a powerful jolt of lightning. The electric jolt gives the decaying mass a semblance of life, empowering it to swim the oceans of the world in search of food. Scholars, as they are wont to do, bicker about the creation of kelp slime. Storms at sea regularly lash beds of kelp and seaweed with bolts of lightning, yet not every lashing results in a kelp slime. Grizzled sailors tell of an odd odor on the winds when a kelp slime is newly created, though none consistently describe the scent.



Some claim a sulfuric “rotten egg” smell, while others simply say it has the smell of rain on a spring day—despite typically occurring during a violent storm. Most sages who focus their study on aquatic life seem to believe the creation of kelp slime requires at least three ingredients: a higher than normal salt content in the water; a stroke of lightning; and the intersection of a magical ley line. Even then, attempts to simulate the creation of kelp slime under controlled conditions fails consistently.

A typical patch of kelp slime is roughly 12 feet in diameter, though of course its actual shape varies from instant to instant. While floating on the water, kelp slime is extremely difficult to discern from normal beds of seaweed. Observant sailors will notice kelp slime doesn't move with the current, either floating in place or moving toward the ship. Of course, by the time this observation is possible it's often too late to avoid the creature.

Kelp slimes eat whatever they're able to dissolve with their potent acid.

A kelp slime attacks by generating a pseudopod with which it slams its foe, attempting to dose the victim with acid along with bashing it senseless. Kelp slime reeks of decay. A patch of kelp slime is a sailor's bane, as such a gathering is capable of dissolving ships and feasting upon its contents.

METAMAGIC COMPONENT - KELP SLIME

When properly harvested, a vial of dead kelp slime serves as a metamagic component when casting plant growth, allowing the caster to cast the spell as though affected by the Extend Spell feat without increasing the spell level or casting time of the spell. Properly harvesting the slime requires a DC 20 Knowledge (nature) or Craft (alchemy) check. The slime remains potent for 5 days, after which it becomes inert. One vial is worth 500 gp.

By John E. Ling, Jr. (Wayfinder #3)

Art by Liz Courts

KENNIE

This little humanoid appears to be a mixture of goblin and turnip that was painted garishly by a madman's brush. Its stumpy legs push it forward, while it moves its long and grasping arms as though it's already spotted something desirable.

KENNIE **CR 2**

XP 600

N Small plant

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 16 (3d8+3)

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

Immune plant traits

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+1)

Space 2-1/2 ft.; **Reach** 5 ft.

STATISTICS

Str 12, **Dex** 16, **Con** 12, **Int** 6, **Wis** 14, **Cha** 12

Base Atk +2; **CMB** +2 (+4 to sunder); **CMD** 15

Feats Deft Hands, Improved Sunder

Skills Acrobatics +3, Climb +1, Disable Device +10,

Disguise +1, Escape Artist +3, Perception +2,

Sense Motive +2, Sleight of Hand +10, Stealth

+11, Survival +2, Swim +1; **Racial Modifiers** +4

Disable Device, +4 Sleight of Hand

Languages Common (cannot speak)

SQ change shape (alter self, Small humanoids),
tamper

ECOLOGY

Environment temperate or cold forests or urban

Organization single, pairs, or teams (3–10)

Treasure standard (shiny objects)

SPECIAL ABILITIES

Tamper (Su) Kennies can tear apart complicated devices with ease. They can attempt Disable Device checks as standard actions against difficult or simpler devices, and as full-round actions against extremely complicated devices. Against held objects, this counts as a sunder attempt that inflicts damage equal to a Disable Device check result.

A horrible melding of goblins and root vegetables, kennies are pests and sneak thieves of the first order. The first examples of these vile plants were almost certainly arcane experiments, but they have bred true and infest many cold, rural regions. They blend in by disguising themselves as human urchins, and Algidheart, Jol, and Whitethrone all suffer from surprisingly large infestations.

Kennies are kleptomaniacs who steal

whatever baubles attract their attention. Their proclivities also drive them to disassemble objects and find the most interesting pieces, a habit for which they show an unnatural gift. They nest in dung and soil, which they line with arrowheads, glass shards, gems, horseshoes, lacquered wood, spare coins, watch parts, and especially large paint chips, and a patient search might reveal a genuine treasure among the baubles.

These creatures graduate from annoying to dangerous in the late fall, when they begin to reproduce. Each kennie produces one bright green seed per year, which they plant into a fresh carcass. While they normally hunt caribou or other wild animals for this purpose, kennies rooted in more urban areas don't hesitate to kill domestic animals, or even humans, and jealously guard the carcass for several weeks.

Kennies are vaguely intelligent and have occasionally formed close bonds with individual humanoids. Their incredible skill with locks, devices, and thievery make them welcome additions to many criminal organizations, though kennies themselves do not understand concepts like ownership or trade.

By Crystal Frasier (Wayfinder #2)

Art by Michael Jaecks



KLABAUTER

This humanoid creature has grayish skin and a beard of the same color. It is dressed in tarpaulin clothing and its trousers are tucked away in sturdy boots. With a curt nod in grim salute it vanishes from your sight.

KLABAUTER

CR 3

XP 800

CN Small fey (aquatic)

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

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 Dex, +1 dodge, +4 natural, +1 size)**hp** 27 (6d6+6)**Fort** +3, **Ref** +8, **Will** +7**Defensive Abilities** invisibility; DR 5/cold iron; SR 14

OFFENSE

Speed 20 ft., swim 30 ft.**Melee** caulking mallet +7 (1d4+1)**Spell-Like Abilities** (CL 10th; concentration +10)3/day—*make whole*, *warp wood*
(DC 12), *wood shape*1/day—*water breathing*

STATISTICS

Str 13, **Dex** 17, **Con** 13, **Int** 12, **Wis** 15,**Cha** 11**Base Atk** +3; **CMB** +3; **CMD** 17**Feats** Dodge, Sea Legs^{UC}, Sure Grasp^{UC}, Weapon Finesse**Skills** Acrobatics +10, Climb +10, Craft (carpentry) +9, Craft (ships) +12, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +6, Perception +11, Profession (sailor) +12, Sense Motive +8, Sleight of Hand +7, Stealth +12 (+32 invisible, +52 invisible and not moving), Swim +15; **Racial Modifiers** +4 Craft (ships), +4 Profession (sailor), +20 Stealth while invisible, +40 Stealth while invisible and not moving**Languages** Common, Sylvan**SQ** amphibious

ECOLOGY

Environment any (usually in close proximity to a large body of water or aboard a ship)**Organization** solitary**Treasure** standard (caulking mallet (when used as an improvised weapon it uses the stats of a light mace), masterwork tools (wood working and ship building) other treasure)

SPECIAL ABILITIES

Legs of the Sea (Ex) A klabauter never gets seasick (nauseated or sickened), nor does it have to make concentration checks due to vigorous or violent

motion, nor due to violent weather, when aboard a ship.

Ship Mastery (Ex) A klabauter gains a +1 bonus on attack and damage rolls if both it and its foes are on board a ship. If an opponent is airborne or waterborne, the klabauter takes a –4 penalty on attack and damage rolls. These modifiers are not included in the above statistics.**Woodcunning (Ex)** Klabauter receive a +2 bonus on Perception checks to notice unsound woodwork, such as leaks, cracks, tension in the planks located in wooden structures. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Klabauters are skilled sailors and carpenters, working aboard a sailing ship for long periods if treated well. Usually they go unnoticed by most of the sailors, but there must be at least one good soul aboard the ship who takes care of them (usually the captain or first mate) by offering them a meal worthy of being served at the captain's table each night. In return, they do ship and gear repairs, rearrange cargo, and are known at times to warn of great dangers.

A task they take to with great glee is reprimanding idle sailors with a slap on the back or similar pranks, especially when dealing with the cabin boy.

They make their presence known via almost constant knocking and hammering with their caulking mallet. If this sound ceases, it is a sure sign that the klabauter has left the ship, heralding its nearing doom.

Most klabauter avoid outright conflict, preferring to use their natural invisibility and incredible stealth to escape. Crueler klabauter do exist, and may go to great lengths to settle scores with those that have insulted it with the use of both magic and mallet. On occasion, a particularly abusive sailor finds his peg leg suddenly fused to the ship's deck.

Klabauters will also leave immediately if treated disrespectfully, mocked,

or forgotten. They make their leaving known to their former benefactors by letting themselves be seen, often coupled with a warning of impending danger. If they have been especially offended, they use *warp wood* to cause the ship to spring a leak.

The typical klabauter stands only 2 feet tall, but has a stout frame of body.

By Christoph "RuyanVe" Gimmler (Wayfinder #8)

Art by Silvia "Crescentmoon" Gonzalez



KOBOLD, HORNED

This short reptilian humanoid has scaled skin, a snout full of tiny teeth, and a long tail. Horns sprout from its head, and spikes trail down its back and tail.

HORNED KOBOLD

CR 1/3

XP 135

Horned kobold warrior
N Small humanoid (reptilian)

Init +1; **Senses** darkvision
60 ft.; Perception+5

DEFENSE

AC 16, touch 12, flat-footed
15 (+2 armor, +1 Dex, +2
natural, +1 size)

hp 5 (1d10)

Fort +2, Ref +1, Will -1

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6-1)

Ranged sling +3 (1d3-1)

Special Attacks eye blood (DC 10)

STATISTICS

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Base Atk +1; CMB -1; CMD 10

Feats Skill Focus (Perception)

Skills Perception +5, Stealth +10, Survival +5;

Racial Modifiers +2 Perception, +2 Stealth
+2 Survival

Languages Draconic

SQ survivalist

ECOLOGY

Environment warm deserts or
underground

Organization solitary, gang (2-4),
nest (5-30 plus equal number of noncombatants,
1 sergeant of 3rd level per 20 adults, and 1
leader of 4th-6th level), or tribe (31-
300 plus 35% noncombatants,
1 sergeant of 3rd level per 20
adults, 2 lieutenants of 4th
level, 1 leader of 6th-8th
level, and 5-16 dire rats)

Treasure NPC gear (leather
armor, spear, sling, other
treasure)

SPECIAL ABILITIES

Survivalist (Ex) Stealth and Survival are
always class skills for a horned kobold.

Eye Blood (Ex) As a full-round action,
the horned kobold can spit poison up
to 10 feet as a ranged touch attack. If
the attack hits, the target must make a
successful Fortitude save or be blinded

for 1d6 rounds. The DC of this save is equal to 10 + 1/2 the horned kobold's total Hit Dice + its Constitution modifier. The horned kobold can use this ability once per day plus one additional time per day for every three Hit Dice it possesses.

Horned kobolds are creatures of the desert and are keenly aware of their weaknesses. They use stealth to avoid other races whenever possible. When they do fight, they prefer it to be on their terms, using their ability to shoot blood from their eyes to blind opponents and run away.

Horned kobold coloration is made up of variations of brown and tan, in unique patterns on each creature. Rarely a "golden" horned kobold will rise up and lead the nomads, bringing times of great prosperity.

Horned Kobold Characters

Horned kobolds are defined by their class levels—they do not possess racial Hit Dice. All horned kobolds have the following racial traits.

-4 Strength, +2 Dexterity, -2 Constitution: Horned kobolds are fast but weak.

Small: Horned kobolds are small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on stealth checks.

Normal Speed: Horned kobolds have a base speed of 30 feet.

Darkvision: Horned kobolds can see in the dark up to 60 feet.

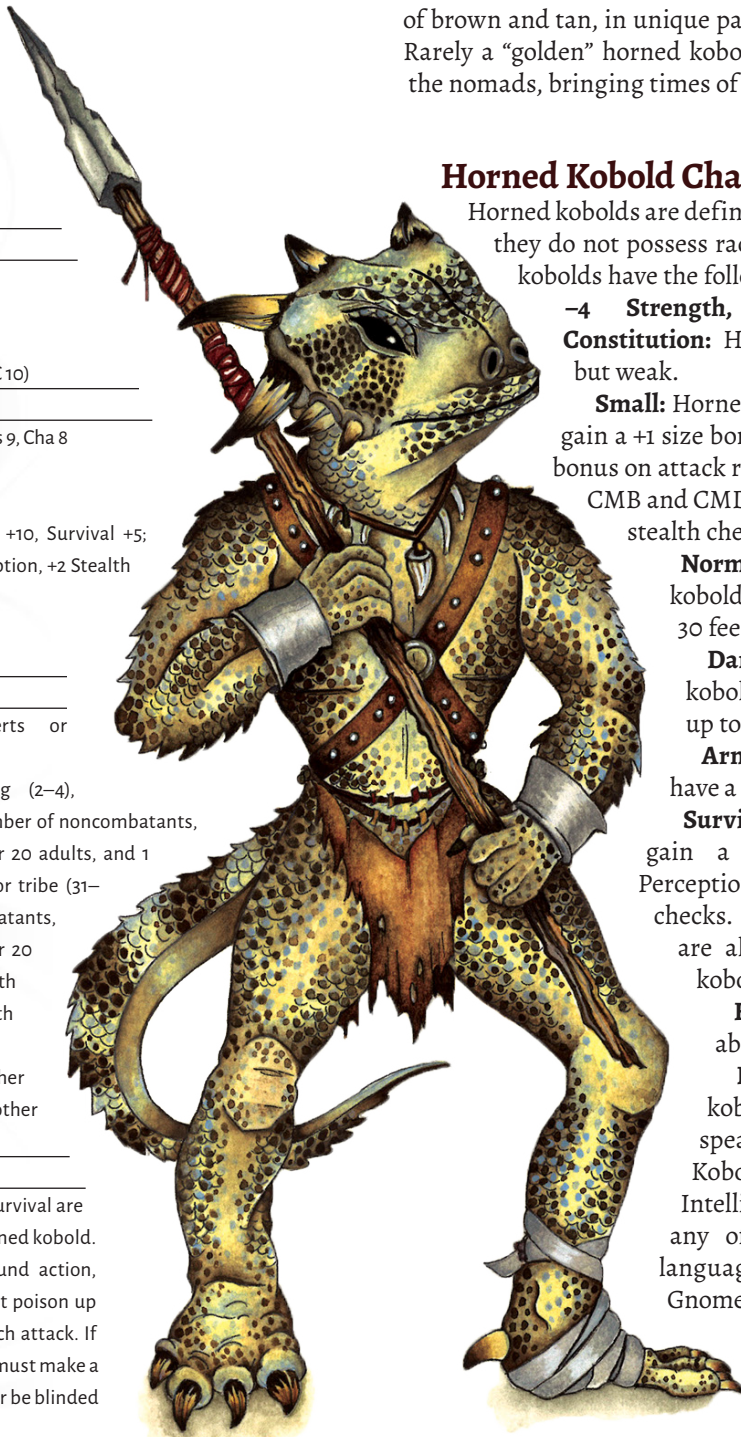
Armor: Horned kobolds have a +2 natural armor bonus.

Survivalist: Horned kobolds gain a +2 racial bonus on Perception, Stealth, and Survival checks. Stealth and Survival are always class skills for a kobold.

Eye Blood (Ex): See above.

Languages: Horned kobolds begin play speaking only Draconic. Kobolds that have high Intelligence scores can choose any of the following bonus languages: Common, Dwarven, Gnome, and Undercommon.

By Joe "Broken" Medley
(Wayfinder #10)
Art by Audrey Medley



KRAKEN, RIVER

This monstrosity resembles a large freshwater squid, but its malevolent gaze betrays an evil intelligence.

RIVER KRAKEN

CR 12

XP 19,200

NE Large magical beast (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura intimidating aura (30 ft., DC 21)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 168 (16d10+80)

Fort +15, **Ref** +11, **Will** +8

Immune mind-affecting effects; **Resist** cold 15; **SR** 23

OFFENSE

Speed 10 ft., swim 40 ft., jet 160 ft.

Melee bite +21 (2d4+6), 2 arms +21 (1d6+6/19-20 plus grab), 6 tentacles +19 (1d4+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (30 ft. with arm, 20 ft. with tentacle)

Special Attacks constrict (tentacles 1d4+7), run aground

Spell-Like Abilities (CL 16; concentration +19)

At will—*aqueous orb*^{APC} (DC 16), *hydraulic push*^{APC}

1/day—*dominate person* (DC 18), *summon monster V*

STATISTICS

Str 22, **Dex** 12, **Con** 21, **Int** 17, **Wis** 16, **Cha** 17

Base Atk +16; **CMB** +23 (+27 grapple); **CMD** 34 (can't be tripped)

Feats Bleeding Critical, Cleave, Cleaving Finish^{UC}, Critical Focus, Improved Critical (arm), Improved Initiative, Multiattack^R, Power Attack

Skills Intimidate +15, Knowledge (nature) +15, Perception +22, Stealth +16, Swim +29, Use Magic Device +15

Languages Aquan, Common

SQ tenacious grapple

ECOLOGY

Environment any river

Organization solitary

Treasure triple

SPECIAL ABILITIES

Intimidating Aura (Su) A river kraken generates an aura of fear in a 30-foot radius around itself. Any creature entering this area is shaken for as long as it remains within it and for 1d6 rounds after it leaves the area. A DC 21 Will save negates the effect and the creature is immune to the aura for 24 hours. This is a mind-affecting, fear effect. The save DC is Charisma-based.

Run Aground (Ex) A river kraken can use four of its tentacle attacks to make a combat maneuver check against a ship within its reach. This check is opposed by the ship's pilot's Profession (sailor) check. If successful, the ship takes 4d6+12 damage and is hung up on a rock or other obstacle below the water and unable to move. The ship's pilot must make a Profession (sailor) check equal to the result of the run aground check to free the ship.

Tenacious Grapple (Ex) A river kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles. Also maintaining a grapple with an arm or tentacle only requires the attack action of the arm or tentacle instead of a standard action.

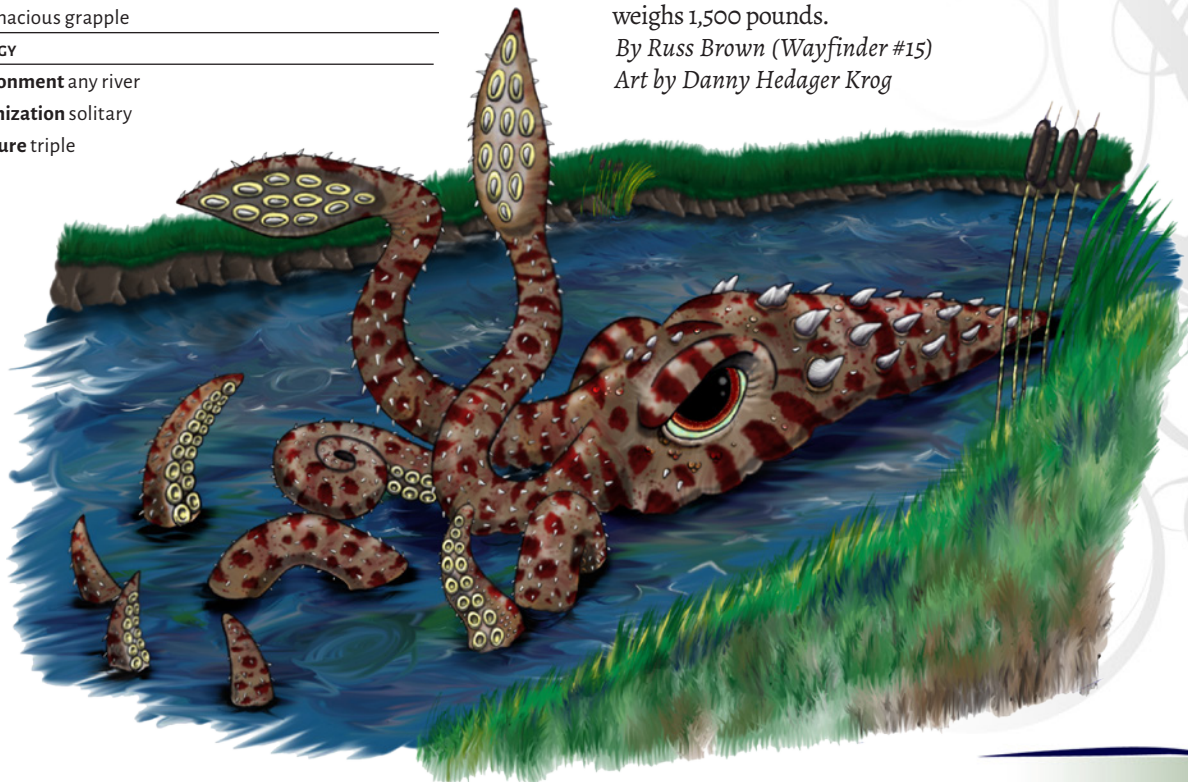
River krakens are smaller than their ocean dwelling cousins but still pose an extreme threat to any lake or river system they inhabit. Adapting to freshwater environs has caused some significant changes in both the kraken's physiology and abilities. They have lost the ability to control the weather and dominate animals. However, with proximity to people they have developed the ability to dominate intelligent minds.

River krakens usually seek to take over territories including numerous lakes and extensive river systems. Thus the River Kingdoms provide a very appealing target. They have been known to employ humanoid minions such as pirates, bandits, and other outlaws to control and expand their territories. They use *dominate person* to control influential individuals as another common tactic.

A typical river kraken's body is approximately 15 feet in length, with its tentacles adding another 20 feet, and it weighs 1,500 pounds.

By Russ Brown (Wayfinder #15)

Art by Danny Hedager Krog



LANDVAETTIR

The ground rumbles as if the earth itself were roaring. The land rises, coalescing into an enormous form.

LANDVAETTIR CR 16

XP 76,800

N Gargantuan fey (earth, elemental, incorporeal)

Init +6; **Senses** low-light vision, tremorsense 60 ft.; Perception +40

DEFENSE

AC 16, touch 16, flat-footed 13 (+7 deflection, +2 Dex, +1 dodge, -4 size)

hp 221 (26d16+130)

Fort +15, **Ref** +19, **Will** +22

Defensive Abilities incorporeal; Immune elemental traits

OFFENSE

Speed burrow 50 ft., fly 100 ft. (perfect); earth glide

Spells Known (CL 16th; concentration +23)

8th (3/day)—*earthquake*

7th (6/day)—*animate plants, creeping doom*

6th (7/day)—*find the path, liveoak, tar pool*^{LC} (DC 23)

5th (7/day)—*baleful polymorph* (DC 22), *insect plague, transmute rock to mud, wall of thorns*

4th (7/day)—*control water, geyser*^{APC} (DC 21), *giant vermin, spike stones*

3rd (8/day)—*burst of nettles*^{UM} (DC 20), *dominate animal* (DC 20), *plant growth, spike growth*

2nd (8/day)—*fog cloud, gust of wind, stone call*^{APC} (DC 19), *summon swarm, warp wood*

1st (8/day)—*calm animals* (DC 18), *decompose corpse*^{UM}, *entangle* (DC 18), *faerie fire, obscuring mist*

0 (at will)—*create water, detect magic, flare* (DC 17), *guidance, know direction, light, mending, purify food and drink, read magic*

STATISTICS

Str 38, **Dex** 14, **Con** 20, **Int** 10, **Wis** 20, **Cha** 24

Base Atk +13; **CMB** +31; **CMD** 51

Feats Awesome Blow, Cleave, Combat Reflexes, Dodge, Great Fortitude, Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Spell Penetration

Skills Fly +33, Knowledge (geography) +29, Knowledge (local) +29, Knowledge (nature) +29, Perception +40, Sense Motive +34

Languages

Common, Sylvan

ECOLOGY

Environment any land (natural surface areas)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Breath Weapon (Su) When manifested in physical form a landvaettir has a breath weapon, which it can use once every 1d4+1 rounds. Normally, this is a blast of earth and stones in a 60 ft. cone, doing 10d6 bludgeoning damage and blinding those in the area of effect for 1d4 rounds (Ref DC 28 for ½ damage, negates blindness). A landvaettir that manifests in a naturally volcanic area will have an alternate breath weapon; a geyser of scalding water in a 60 ft line. Those in the area of effect that fail their saves take 10d6 fire damage and are knocked prone.

Manifestation (Su) As an incorporeal spirit, a landvaettir can only interact with the physical world through its spells. However, as a full round action it can build itself a physical body using the



elements of the surrounding land. A landvaettir will normally have a particular shape it takes when manifesting. It can take the form of an animal, humanoid (giant), or linnorm (see sidebar). No matter the form, it will be Gargantuan in size. This form has all the physical movement rates and natural attacks of the chosen form, but no other abilities of the creature. The landvaettir retains its type and subtypes, except incorporeal. The landvaettir loses its deflection bonus to armor class, but gains twice that as a natural armor bonus and DR 10/-. Size modifiers adjust accordingly.

The wild, untamed lands of the north are the dwelling place of many mysterious types of fey, but few are so enigmatic and powerful as the landvaettir, or land spirits. These forces of the First World are drawn to the beauty of the wild places, and claim areas of land as their own, preserving them against those who would despoil them. This area might be as small as a grove of trees or a meadow to as large as a whole forest or a mountain. As mercurial as most fey, their reactions to intrusion into their lands can vary wildly. A group of orcs felling trees may be utterly destroyed, where a lost little girl might be gently guided from the wood, or searchers may be led to her with magic. Where magic fails, a spirit will manifest a physical form out of the very land, using it to repel intruders to the best of its ability. Some landvaettir will allow settlements to grow nearby, so long as the residents are respectful of its domain. If it is unable to defeat interlopers, the land spirit will depart, seeking some other portion of pristine wilderness to claim for its own.

Some Ulfen sailors speak of sjovaettir, or sea spirits, who claim inlets or bays as their own, using magics to deter or sink ships, and manifesting in forms suited for water rather than land.

Sjovaettir

These cousins of the landvaettir claim the seas as their domain, typically residing in a bay or cove. Some occasionally move inland, laying claim to a lake in part or entirety. They are often considered more dangerous than their land-bound kin, as seaborne humanoids have only their ships between them and watery doom. Sjovaettir use the same statistics as landvaettir with the following changes.

SJOVAETTIR

N Gargantuan fey (elemental, incorporeal, water)

Senses keen scent, low-light vision

Speed swim 60 ft., fly 100 ft. (perfect)

Spells Known (CL 16th; concentration +23)

8th (3/day)—*stormbolts*^{APC}

7th (6/day)—*control weather*, *vortex*^{APC}

6th (7/day)—*find the path*, *repel wood*, *summon nature's ally VI*

5th (7/day)—*baleful polymorph* (DC 22), *control winds* (DC 22), *old salt's curse*^{APC} (DC 22), *summon nature's ally V*

4th (7/day)—*ball lightning* (DC 21), *control water*, *creeping ice*^{ACG} (DC 21), *ice storm*

3rd (8/day)—*aqueous orb* (DC 20), *call lightning* (DC 20), *dominate animal* (DC 20), *water breathing*

2nd (8/day)—*eagle eye*^{APC}, *fog cloud*, *gust of wind*, *slipstream*, *warp wood*

1st (8/day)—*alter winds*^{APC}, *calm animals*, *faerie fire*, *hydraulic push* (DC 18), *obscuring mist*

0 (at will)—*create water*, *detect magic*, *flare* (DC 17), *guidance* (DC 17), *know direction*, *light*, *mending* (DC 17), *purify food and drink* (DC 17), *read magic*

Skills Swim +22

Languages Aquan, Common, Sylvan

Environment any ocean or lake

Breath Weapon (Su) When manifested in physical form a sjovaettir has a breath weapon, which it can use once every 1d4+1 rounds. Normally, this is a blast of water in a 60 ft. cone, doing 10d6 bludgeoning damage and knocking targets prone (Ref DC 28 for ½ damage, negates prone condition). If a sjovaettir manifests in a cold climate, then half the damage will be cold damage.

Manifestation (Su) This ability functions as the landvaettir ability of the same name, but it instead takes the form of an aquatic animal, humanoid (giant), or sea serpent formed of water (see examples below).

Manifestation Examples

MANIFESTED LANDVAETTIR (LINNORM FORM)

N Gargantuan fey (earth, elemental)

AC 23, touch 9, flat-footed 20 (+2 Dex, +1 dodge, +14 natural, -4 size)

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

DR 10/—; **Immune** elemental traits

Melee bite +23 (2d8+14/19-20), 2 claws +23 (1d8+14), tail +18 (2d6+7)

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

CMD 44

Skills (as above, except as follows) Fly +25, Swim +22

Spells A landvaettir casts spells as a 16th level oracle, but chooses spells known from the druid spell list.

MANIFESTED SJOVAETTIR (SEA SERPENT FORM)

N Gargantuan fey (elemental, water)

AC 23, touch 9, flat-footed 20 (+2 Dex, +1 dodge, +14 natural, -4 size)

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

DR 10/—; **Immune** elemental traits

Melee bite +23 (4d8+22/19-20), tail slap +18 (3d6+7)

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

CMD 44 (can't be tripped)

By Jeff "Shadowborn" Lee (Wayfinder #6)

Art by Crystal Frasier, colored by Tanyaporn Sangsniat

LESHY, EVERBLOOM

Jagged thorns and brilliant red roses cover the woody vines making up this plant creature's humanoid form. A wicked-looking barb sprouts from its head.

EVERBLOOM LESHY CR 2/MR 1

XP 600

CG Small plant (leshy, mythic, shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

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

hp 24 (3d8+11)

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

Defensive Abilities prickly body; **Immune** electricity, sonic, plant traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 2 slams +2 (1d4-1 plus 1d6 piercing plus grab)

Ranged barbed blossom +4 (1 plus sicken)

Special Attacks cling, grab (any size), mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 6th; concentration +9)

Constant—*pass without trace*

3/day—*thorn body* (others only)

STATISTICS

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

Base Atk +2; **CMB** 2 (+6 grapple); **CMD** 11

Feats Agile Maneuvers, Extra Mythic Power^{MA}, Point Blank Shot

Skills Climb +8, Knowledge (religion) +2, Perception +7, Stealth +11, Survival +2

Languages Common, Druidic, Sylvan, plantspeech (flowers)

SQ change shape (Small rose bush; *tree shape*), lend power, sanguine burst, verdant burst

ECOLOGY

Environment any urban

Organization single, pair, or bouquet (2-16)

Treasure incidental

SPECIAL ABILITIES

Barbed Blossom (Ex) An Everbloom leschy can throw a rose bloom and thorny stem at an enemy. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and its cloying odor sickens the target (DC 12 Fortitude save negates). The sickened condition lasts until the flower is removed, which requires a move action. This attack has a 10-foot range increment.

Cling (Ex) The barbs covering an Everbloom leschy make its body like a burr that is difficult to remove. It gains a +5 circumstance bonus to grapple checks and may

begin a grapple without provoking an attack of opportunity by moving into an opponent's square, which provokes an attack of opportunity as normal. Any attack that targets the Everbloom leschy while it clings also deals half damage, including elemental damage but not precision damage, to the creature it is grappling.

Prickly Body (Ex) Any creature striking an Everbloom leschy with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d6 points of piercing damage. Creatures that successfully grapple an Everbloom leschy take 1d6 points of piercing damage each round they are in the grapple.

Sanguine Burst (Su) When an Everbloom leschy dies, its verdant burst heals allies for 1d8+3 hit points per unspent use of its mythic power.

Though it is similar to other leschys, an Everbloom leschy is in fact inhabited by a servant of Milani, and the "garden" under its protection is the goddess's followers. Typically grown in hidden temples to Milani, especially those hidden throughout Cheliaz, an Everbloom leschy's woody, thorn-covered form clearly demonstrates its danger to opponents despite the

beautiful roses sprouting over its body.

Headstrong and impulsive, an Everbloom leschy is quick to act and eager to eliminate any enemies of freedom. Unfortunately, in its zealotry it sometimes overreacts to those it believes mean harm to Milani's followers or are collaborating with the unjust. Should it realize it has made such a mistake during combat, it will immediately stop attacking and attempt to apologize.

An Everbloom leschy attacks with no fear of harm to itself, leaping almost gleefully into combat. It prefers to quickly close with a foe, clinging to it until it dies or surrenders. If its allies are in trouble, it has no compunction about sacrificing itself to heal them.

Growing an Everbloom leschy

Everbloom leschys are typically grown in rose patches found in temples of Milani, the goddess of devotion, hope, and uprisings. Unlike other leschys, an Everbloom leschy sometimes grows spontaneously in a single hour in times of great need for the goddess' followers.

EVERBLOOM LESHY

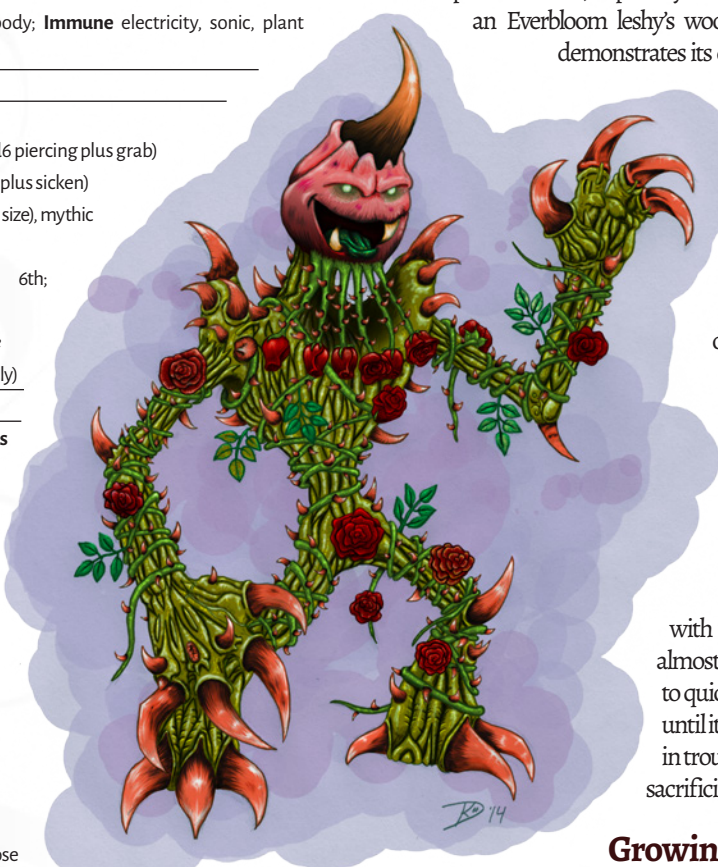
CL 8th; **Price** 3,750 gp

RITUAL

Requirements hierophant mythic path, Knowledge (nature) 5 ranks, *freedom of movement, plant growth, summon nature's ally II*; **Skill** Knowledge (nature or religion) DC 14; **Cost** 1,875 gp

By Jacob W. "Motteditor" Michaels (Wayfinder #11)

Art by Danny "Gworeth" Krog



LOBSTER, MONSTROUS

A hulking, dark form rushes from the shadowed depths and lunges toward you with a massive claw.

MONSTROUS LOBSTER

CR 5

XP 1,600

N Huge vermin (aquatic)

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

DEFENSE

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

hp 59 (7d8+28)

Fort +9, Ref +0, Will +2

Immune mind-affecting effects

Weaknesses vulnerable to sunder

OFFENSE

Speed 20 ft., swim 20 ft.

Melee combat claw +10 (2d6+10/19-20 plus grab), claw +5 (1d8+4)

Space 15 ft.; Reach 10 ft. (15 ft. with combat claw)

Special Attacks constrict (2d6+10), powerful claw

STATISTICS

Str 24, Dex 6, Con 18, Int —, Wis 10, Cha 2

Base Atk +5; CMB +14 (+18 to grapple); CMD 22

(30 vs. trip)

Feats Improved InitiativeB

Skills Perception +4, Stealth -6,

Swim +15; Racial Modifiers +4

Perception, +4 Stealth

ECOLOGY

Environment any ocean

Organization solitary, pair, or shield (3-8)

Treasure none

SPECIAL ABILITIES

Powerful Claw (Ex) A monstrous lobster's combat claw attack always applies 1-1/2 times its Strength modifier on damage rolls and threatens a critical hit on a roll of 19-20. When the lobster attacks an object with its combat claw, the attack treats the object as having a hardness of 5 less than the object's actual hardness rating.

Vulnerable to Sunder A sunder combat maneuver can break a monstrous lobster's combat claw (15 hp, hardness 5). If its combat claw is broken, the monstrous lobster immediately drops any creature it is grappling.

Until its claw heals in 1d4 weeks, the monstrous lobster cannot attack or constrict with its combat claw.

This aquatic carnivore has a huge appetite and often attacks smaller creatures on sight. It uses its oversized combat claw to grab prey and the smaller claw opposite it as a secondary weapon.

Monstrous lobsters can be found in any sea but are most often encountered off the coasts of the Sudden Lands, where constant storms and wild currents frequently deposit them in shallow waters that provide an abundant influx of prey.

As far as scholars know, monstrous lobsters do not die of old age. As a result, some alchemists claim that a diet of monstrous lobster meat contributes to a long and healthy life. Chefs in Taldor serve monstrous lobster meat in a particularly well-known dish known as the Claw of Abendego.

By Eric "Epic Meepo" Morton (Wayfinder #1)

Art by Jesse Mohn



LUMIN

This blue, winged worm sheds considerably more light than its size would suggest.

LUMIN CR 1

XP 400

CG Diminutive aberration (fire)

Init +2; **Senses** darkvision 120 ft.; Perception +9

DEFENSE

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

hp 11 (2d8+2)

Fort +1, **Ref** +4, **Will** +3

Immune fire

Weaknesses vulnerable to cold

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee fire touch +1 (2d4 fire)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 12, **Int** 8, **Wis** 11, **Cha** 13

Base Atk +1; **CMB** -7; **CMD** 5 (can't be tripped)

Feats Lightning Reflexes

Skills Fly +17, Knowledge (dungeoneering) +4, Perception +9; **Racial**

Modifiers +4 Perception

Languages Undercommon

SQ luminous, unusual diet

ECOLOGY

Environment any land or underground

Organization solitary, pair, or glow (3-8)

Treasure none

SPECIAL ABILITIES

Luminous (Su) A lumin naturally sheds light as a torch. A lumin can control the intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing it entirely. This light dispels magical darkness of 2nd level or lower.

Unusual Diet (Ex) A lumin does not require food and water like other creatures; however, once per day, it requires exposure to sunlight, light equivalent to daylight or stronger, or 10 points of fire damage (from which it takes no damage). If a lumin does not receive this "food," it suffers from starvation after 3 days. A lumin that takes nonlethal damage from starvation can no longer use its luminous ability.

Phosphorescent vermin are common in the Darklands. But long ago, a colony of phosphorescent worms was exposed to a pocket of exotic radiation, which increased both the intensity of the creatures' illumination and their intelligence and caused them to grow wings. The colony of worms bred true, and the creatures now known as the lumins spread throughout the Darklands. A typical lumin looks like a big firefly, measuring 5 inches in length with a 7-inch wingspan, and weighs 8 ounces.

A Darklands lumin knows about the dangerous creatures where it lives and the places it can find sustenance—usually exposed lava flows or a forge

belonging to an indifferent (or even friendly) creature. Very rarely, a lumin appears above ground and will stay for a time, but some biological lure eventually overcomes its desire to stay there, and it returns to the Darklands.

Lumins born aboveground don't feel the lure to travel to the Darklands but are attracted to dark areas where they can shed their light. These lumins often travel to dense forests or windowless tombs, where they prove a godsend to those without the ability to see in these areas without aid. Lumins who live in these areas find it much easier to access the daylight they need to survive. Without the necessity for fire required to sustain many Darklands lumins, the up-world creatures wind up in many strange locales.

With their rudimentary intellect, lumins have developed a sense of altruism and choose help those unfamiliar with the Darklands to navigate its subterranean passages. They will accompany others and provide light, freeing their temporary companions from wasting their light-giving torches or spells. A lumin will give warning by extinguishing its illumination when a dangerous creature approaches. In return, the creature asks its companions only for magical light or a fire so it can feed. Worshipers of Sarenrae and Shizuru view the creatures as sacred to their deities.

Lumins communicate with each other with pheromones and subtle variations in the light they produce. Their increased intellects allowed them to learn Undercommon from friendly Darklands denizens, so they attempt to speak in that language with creatures they meet. Aboveground lumins have learned to speak Common instead. If they find a barrier in communication, they attempt to at least convey their emotional state by changing the intensity or coloration of their light. Creatures that have spent at least one hour with a lumin can make a DC 5 Sense Motive check to understand the lumin's current mood. Typical colorations are bright blue for anger, green for fear, red when injured, and yellow when content.

A 4th-level spellcaster with the Improved Familiar feat can gain a lumin as a familiar.

LUMIN SWARM

Hundreds of wriggling, flying, blue worms comprise this 10-foot-diameter flaming sphere.

LUMIN SWARM CR 6

XP 2,400

CN Diminutive aberration (fire, swarm)

Init +9; **Senses** darkvision 120 ft.; Perception +26

DEFENSE

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

hp 75 (10d8+30)

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

Defensive Abilities swarm traits; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

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

Melee swarm (4d8 fire plus burn and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks burn (2d8, DC 17), distraction (DC 17), radiating heat

Spell-Like Abilities (CL 10th; concentration +11)

1/day—*scorching ray* (2 rays)

STATISTICS

Str 2, **Dex** 21, **Con** 14, **Int** 10, **Wis** 16, **Cha** 13

Base Atk +7; **CMB** —; **CMD** —

Feats Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Bluff +11, Fly +28, Knowledge (dungeoneering) +13, Perception +26;

Racial Modifiers +4 Perception

Languages Undercommon

SQ luminous

ECOLOGY

Environment any subterranean

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

Treasure none

SPECIAL ABILITIES

Luminous (Su) A lumin swarm naturally sheds light equal to that provided by a *daylight* spell. A lumin swarm can control the intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing it entirely. This light dispels magical darkness of 3rd level or lower.

Radiating Heat (Ex) A lumin swarm deals direct damage in its space, but it also deals 2d8 points of fire damage each round to creatures or objects within 10 feet (DC 17 Reflex save for half). The save DC is Constitution-based.

A lumin swarm proves the adage about too much of a good thing. When normally helpful lumins gather in large groups for mutual protection or as part of their reproductive process, the resulting swarm of creatures becomes quite capricious. Bathed in the mutual glow of other lumins, the swarm's members need no light or fire, but gain a primal hunger for organic matter. To feed, the swarm targets an unwary visitor to the Darklands, using its light to entice its prey to enter dangerous areas, only to

dismiss the light when its potential victim reaches a trap or other threat. The swarm then approaches the weakened target and reignites in an attempt to kill and consume its victim. Darklands denizens hate and fear lumin swarms, so they seek to disperse or destroy the creatures they find near their lairs. Once a swarm is dispersed, individual lumins who survive will return to their helpful ways.

Lumins gathering for mutual protection will disperse once the danger has moved on or they have destroyed it. Even though they are solitary creatures, a major threat can force the frenzied creatures to remain in such swarms indefinitely. Lumins that gather in swarms for reproductive purposes disperse after 24 hours, and individual impregnated lumins find a secluded, fiery location to rear their larvae. Lumins mature after one year, when they fly off to find their own haunts.

By Mike "taig" Welham (Wayfinder #9)

Art by William Dodds



MAIRSELATH

A bloated, purplish-black mass descends from the darkness above, flailing long, slimy tentacles before it.

MAIRSELATH

CR 11

XP 12,800

NE Large aberration

Init +3; **Senses** darkvision 120 ft., low-light vision, scent; **Perception** +20

DEFENSE

AC 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)

hp 142 (15d8+75)

Fort +12, **Ref** +4, **Will** +12

DR 10/piercing or slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 1

Weaknesses vulnerable to electricity

OFFENSE

Speed 10 ft., fly 30 ft. (perfect)

Melee 5 tentacles +15 (1d6+7 plus disease, grab, and pull)

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

Special Attacks disease, engulf (DC 24, rot), pull (tentacle 5 ft.), spore cloud

STATISTICS

Str 25, **Dex** 8, **Con** 21, **Int** 6, **Wis** 12,

Cha 11

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 24 (can't be tripped)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Fly +12, Perception +20, Stealth +11

Languages Undercommon (can't speak); telepathy 60 ft. (mairselaths, myceloids, and purple pox sufferers only)

ECOLOGY

Environment any underground

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

Treasure incidental

SPECIAL ABILITIES

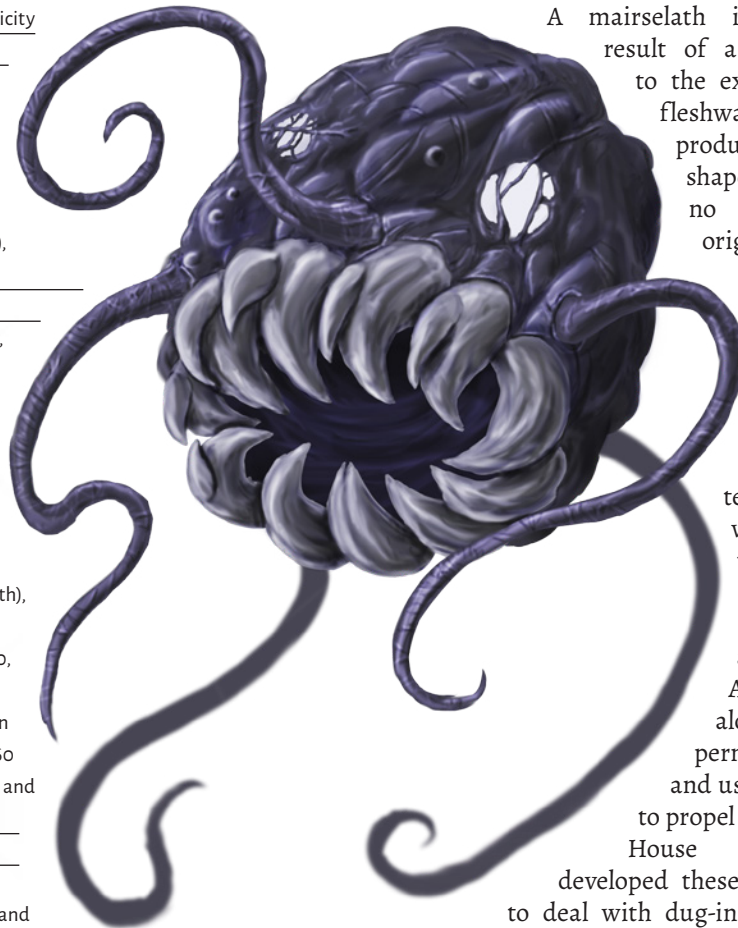
Disease (Su) *Fleshblight*: Inhaled or Tentacle—injury; *save* Fort DC 22; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Con damage; *cure* 2 consecutive saves. A creature that dies of fleshblight becomes bloated over the course of 24 hours, after which its body bursts open and releases a juvenile mairselath (use the young creature template). The save DC is Constitution-based.

Engulf (Ex) Creatures grappled by a mairselath's tentacles can be pulled into an orifice at the bottom of its body, where enzymes break down

organic matter to be digested. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and are subject to the mairselath's rot effect each round they remain engulfed.

Rot (Ex) A creature engulfed by a mairselath must succeed at a DC 22 Fortitude save to prevent its flesh from rapidly rotting away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

Spore Cloud (Ex) A heady cloud of spores constantly shrouds a mairselath. The mairselath gains concealment from any creature more than 10 feet away. Any creature entering the cloud is exposed to the mairselath's fleshblight disease. A creature who successfully saves against a specific mairselath's spore cloud won't suffer its effects again for 24 hours.



A mairselath is the nightmarish result of a myceloid subjected to the excruciations of drow fleshwarping. The process produces a massive, shapeless body that bears no resemblance to its original form, and is covered in lumpy, tumorous growths of fungus and ropy flesh that almost obscure its pale, plate-sized eyes. Five slender tentacles, glistening with slime, trail from the thing's underside, while its fungal portions wreath it in a miasma of spores. A mairselath remains aloft by means of a permanent *levitation* spell and uses jets of expelled air to propel itself.

House Parastric's drow developed these creatures as a way to deal with dug-in foes or particularly troublesome monster infestations in areas that the drow didn't wish to claim. The drow usually have sorcerers prepared to move in after a mairselath devours their enemies, then clears the mairselaths out with lightning as the creatures are disloyal and indulge their great hunger at every opportunity. Otherwise, the drow allow the things to wander so long as their gluttonous predations do not threaten the drow or their property.

By Jeff "Shadowborn" Lee (Wayfinder #9)

Art by Andrew DeFelice

MARABBECCA

Impossibly long, pale arms seize you and pull you into the well. You glimpse a small, hairless creature with wide yellow eyes watching you hungrily as you fall.

MARABBECCA **CR 4**

XP 1,200

NE Small fey (aquatic)

Init +6; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +11

DEFENSE

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

hp 33 (6d6+12)

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

DR 5/cold iron

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 claws +7 (1d4+3 plus grab)

Special Attacks constrict (1d4+3)

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 9, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 22

Feats Acrobatic Steps, Defensive Combat Training, Nimble Moves

Skills Acrobatics +13, Climb +12, Perception +11, Stealth +19, Swim +20

Languages Aklo, Common

SQ amphibious, extend reach, well-dweller

ECOLOGY

Environment any urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Extend Reach (Su) As a move action, a marabbecca can stretch its arms and extend its reach to 10 feet. As a standard action, it can grotesquely distort them to extend its reach to 15 feet. Extending reduces the marabbecca's land speed to 10 feet. As a swift action, the marabbecca can retract its arms to their normal reach.

Well-Dweller (Su) The marabbecca is more dangerous in its well. As long as the marabbecca is within its claimed well, it gains a 60-foot bonus to the range of its tremorsense, a +2 bonus on initiative checks, and a +2 circumstance bonus on Perception and Stealth skill checks. The statistics above assume the marabbecca is in its well. A marabbecca outside of its well loses these benefits immediately and is sickened until it returns to its well or bonds with a new one. Bonding with a new well requires 24 hours of living in the well.

From the grand city of Egorian to the humble town of Westpool, Chelish elders tell folk stories of the marabbecca, an evil fey that lives in wells and preys on children and devout servants who approach its lair. While used as a cautionary tale to keep children from falling in wells, the creature is far from fictional.

A marabbecca is a small, pallid creature with an

emaciated frame and clammy, hairless skin. Gills extend from the nape of its neck and down its back. Its eyes are sickly yellow with pitch-black pupils. The marabbecca's lanky arms are longer than its body, and despite being bipedal it occasionally hobbles on its bony knuckles.

Marabbeccas make their homes in wells within cities and villages, where they lie in wait until a creature comes too close to their lair. A marabbecca then extends its arms and makes noises to lure its prey, and when the victim is close to the edge of the well, the marabbecca grabs and drags the creature, letting the fall down the well injure or kill the victim before consuming it.

Marabbeccas particularly love to prey on children and devout clergy. They love the taste of children and despise priests and clerics, hunting them out of hate. Many occupy wells near cathedrals or monasteries to ambush monks and devour them. In Cheliax, marabbeccas hold a special hate for clergymen of Asmodeus, who hunt them efficiently with arms often made of cold iron. Still, many marabbeccas target followers of other faiths since such deaths gain less notice in infernal Cheliax.

Marabbeccas can be up to 3 feet tall and weigh 90 pounds.

By Ed "Odraude" Ortiz, Jr. (Wayfinder #11)

Art by Danny Hedager Krog



MARWOR SWARM

A cloud of glowing cinders drifts lazily over the blasted plain, then abruptly shifts direction, as if it has suddenly gained malicious intent.

MARWOR SWARM

CR 7

XP 3,200

N Diminutive outsider (elemental, fire, native, swarm)

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

DEFENSE

AC 20, touch 18, flat-footed 16 (+4 Dex, +2 natural, +4 size)

hp 76 (9d10+27)

Fort +9, **Ref** +12, **Will** +3

Defensive Abilities swarm traits; **Immune** elemental traits, fire, weapon damage

Weaknesses cold

OFFENSE

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

Melee swarm (2d6 plus burn and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks burn (2d6, DC 19), distraction (DC 17), embers on the wind

STATISTICS

Str 1, **Dex** 19, **Con** 16, **Int** 4, **Wis** 10, **Cha** 7

Base Atk +9; **CMB** —; **CMD** —

Feats Ability Focus (burn), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Stealth)

Skills Fly +26, Perception +16, Stealth +31;

Racial Modifiers +4 Perception

ECOLOGY

Environment any warm land (Cinderlands)

Organization solitary, pair, or coelcerth (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Embers on the Wind (Ex) Any attempt to disperse a marwor swarm with high winds works as normal. However, every other creature in the effect's range must succeed at a Reflex saving throw (DC 17) or take 2d6 points of fire damage.

Shoanti legends speak of a terrible fiery creature ravaging the Cinderlands shortly after Earthfall. Great warriors dispersed the creature to the winds, cutting off its link to the Plane of Fire, but the remnants of the creature survived as swarms of intelligent cinders called marwor swarms. An uncommon sight in the Cinderlands,

a marwor swarm floats—typically hidden within emberclouds—along the dry lands without any apparent purpose. When the swarm nears civilization, it becomes frenzied and attempts to ignite as many animals, homes, and people as it can before returning to its volcanic home. Marwor swarms instinctively know that their home provides natural protection from flammable humanoid enemies.

Some Shoanti elders fear the swarms will unite to recreate the ancient creature, which will then slaughter all those eking out their existence in the Cinderlands and blast the land until it is rendered utterly uninhabitable. Sightings of multiple marwor swarms, known collectively as a coelcerth, raise considerable alarm and rouse large hunting parties to disperse or drive off the creatures.

By Mike “taig” Welham (Wayfinder #5)

Art by Lynnette Fetters



MAWGETEBAB'DLY

Dozens of giant snake heads, each with hungry, gaping mouth, rise from the massive, muscular serpentine body. Many more tentacles grasp for anything to shovel into its multitude of mouths.

MAWGETEBAB'DLY

CR 30

XP 9,840,000

N Colossal magical beast (kaiju)

Init +14; **Senses** blindsight 500 ft., darkvision 600 ft., low-light vision, scent, true seeing; **Perception** +55

Aura frightful presence (500 ft., DC 49)

DEFENSE

AC 50, touch 12, flat-footed 50 (+10 Dex, +38 natural, -8 size)

hp 853 (40d10+440); fast healing 40

Fort +33, **Ref** +34, **Will** +25

Defensive Abilities ferocity, improved evasion, improved uncanny dodge, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear; **Resist** acid 30, cold 30, fire 30, negative energy 30, sonic 30; **SR** 41

Weaknesses electricity vulnerability

OFFENSE

Speed 100 ft., burrow 50 ft., climb 100 ft., fly 400 ft. (average), swim 100 ft.

Melee 2 bites +47 (4d6+15/17-20/x3 plus grab), 5 tentacles +42 (2d8+7/19-20 plus grab)

Space 100 ft.; Reach 50 ft.

Special Attacks constrict (tentacles, 2d8+15), death throes, pounce, rend (2 bites, 4d6+22), savage criticals, superior flanking, swallow whole (8d6 plus 10d6 acid, AC 29, 82 hp), trample (2d8+22, DC 45), writhing mass

STATISTICS

Str 41, **Dex** 30, **Con** 32, **Int** 20, **Wis** 31, **Cha** 49

Base Atk +40; **CMB** +63 (+65 bull rush, +67 disarm, +67 sunder, +67 trip, +67 grapple); **CMD** 83 (85 vs. bull rush, 85 vs. sunder, can't be tripped)

Feats Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Greater Disarm, Greater Sunder, Greater Trip, Hover, Improved Bull Rush, Improved Critical (bite, tentacle), Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Wingover

Skills Bluff +59, Climb +23, Fly +45, Intimidate +59, Perception +55, Sense Motive +50, Stealth +57, Swim +66; **Racial Modifiers** +2 Perception, +20 Stealth

Languages telepathy (unlimited range)

SQ hurl foe, massive, Mawgetebab'dly traits, regenerate head, spawn, telepathic network, tenacious grapple

ECOLOGY

Environment any

Organization solitary (unique) or horde (unique plus 3d4+4 spawn)

Treasure none

SPECIAL ABILITIES

Death Throes (Ex) When killed, Mawgetebab'dly explodes and deals 250 points of damage to anything within 1,000 feet (Reflex DC 41 half). Anything killed by this damage is disintegrated. The save DC is Constitution-based.

Mawgetebab'dly Traits (Ex) Mawgetebab'dly can only be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to

sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 10 and a number of hit points equal to twice the Mawgetebab'dly's Hit Dice. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals damage to Mawgetebab'dly's body equal to its current Hit Dice. Mawgetebab'dly can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When one of Mawgetebab'dly's heads is destroyed, two heads regrow in its place after 1 round. Mawgetebab'dly can't have more than twice its original number of heads at any time. To prevent new heads from growing, it must take at least 50 points of fire damage to the stump (touch attack to hit) before the new heads appear. Fire damage from area attacks can affect stumps and the body simultaneously. Mawgetebab'dly doesn't die from losing its heads until all of its heads are severed and all of its stumps are seared by fire.

Savage Criticals (Ex) Mawgetebab'dly's bite attacks threaten a critical hit on a roll of 19-20 and deal triple damage on a successful critical hit. The Improved Critical feat further increases the critical threat range to 17-20.

Spawn (Ex) When one of Mawgetebab'dly's heads is cut off, the severed head becomes a spawn of Mawgetebab'dly in 1d4 rounds unless it is subjected to 102 points of damage. Spawn of Mawgetebab'dly resemble powerful hydras with 2d6+3 heads, and possess the advanced simple template, fast healing equal to twice their base number of heads, and electricity vulnerability. Spawn of Mawgetebab'dly can have up to three times the number of heads than what they had at creation. Mawgetebab'dly has been known to rip a few of its own heads off to create more of its spawn.

Superior Flanking (Ex) Due to Mawgetebab'dly's reach, it always gains a +2 flanking bonus to melee attack rolls. When flanking an opponent with another creature, this bonus increases to +4.

Telepathic Network (Ex) A creature swallowed by Mawgetebab'dly has a cumulative 10% chance each round to gain a telepathic bond with all creatures who have survived being swallowed. This bond is permanent and cannot be removed by anything less than divine will. This bond functions across planes and allows communication regardless of languages known. After Mawgetebab'dly is slain, one randomly chosen bonded creature has a 50% chance of being reborn as Mawgetebab'dly upon their death. The regeneration takes 1d6 years for each year since Mawgetebab'dly's death. The process can be stopped by destroying the bonded victim's body.

Tenacious Grapple (Ex) Mawgetebab'dly does not gain the grappled condition if it grapples a foe with its bite or tentacle attacks.

Writhing Mass (Ex) Mawgetebab'dly possesses many heads and seemingly countless tentacles. Once every 1d4 rounds as a full attack, Mawgetebab'dly can attack with all of these weapons simultaneously, directing 2 bite attacks and 5 tentacle attacks against a target for each pair of its heads.

What the titans are to ogres, Mawgetebab'dly is to hydra. A creature of immense size and ability, it is one of the greatest spawns of Rovagug. This terror was supposedly slain in the cataclysmic battle that imprisoned Rovagug in the Pit of Gormuz, but spawn of Rovagug are not easily put down. Great Mawgetebab'dly's essence somehow survived, its body destroyed but its incredible hunger unquenched.

The powerful cataclysm of Earthfall unleashed that essence, allowing it to coalesce in the remains of one of Mawgetebab'dly's long-dead victims.

Though almost completely decomposed after ages of rest, the body became the seed from which this serpentine horror could regrow. That form lies waiting in darkness, calling out with its twisted mind to those who would set it free while awaiting the day when it can once again ravage the world.

Mawgetebab'dly is always hungry. Its desire to feed burns eternal, and no amount of gluttony can satisfy its cravings. Mawgetebab'dly is extremely effective at feeding and can swallow virtually anything smaller than itself, but it does not always digest the things it consumes. Anything

capable of surviving the constriction and acid of digestion might pass the entire the length of its bowels while the monster searches for something more palatable to devour.

Through some strange and terrible magic, living creatures that escape the beast gain the ability to communicate with other sentient creatures who have also survived the ordeal. If a bonded creature focuses, it can sometimes hear the thoughts of Mawgetebab'dly itself. No one is sure of the exact nature of this bond, but scholars speculate that it has something to do with the creature's apparent immortality.

By Justin "Black Fang" Sluder and Joseph "Guy Humual"

Scott (Wayfinder #3)

Art by Michael Jaecks



MEDIOGALTI DEVIL

This tiny predator has serpent-like scales and a prominent mouth full of razor-sharp teeth. Its claws seem designed for both burrowing and ripping flesh from bones.

MEDIOGALTI DEVIL CR 3

XP 800

NE Tiny magical beast

Init +8; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 20 (+4 Dex, +4 natural, +2 size)

hp 22 (4d10)

Fort +4, **Ref** +8, **Will** +3

Defensive Abilities evasion

OFFENSE

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

Melee bite +10 (1d3–2 plus bleed), 2 claws +10 (1d2–2 plus bleed)

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

Special Attacks bleed (1d6)

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

Constant—*nondetection*

1/day—*animate objects* (dinosaur bones only)

STATISTICS

Str 6, **Dex** 18, **Con** 10, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +4, **CMB** +0; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Climb +14, Perception +6, Stealth +16; **Racial Modifiers** +4 Climb

ECOLOGY

Environment any warm

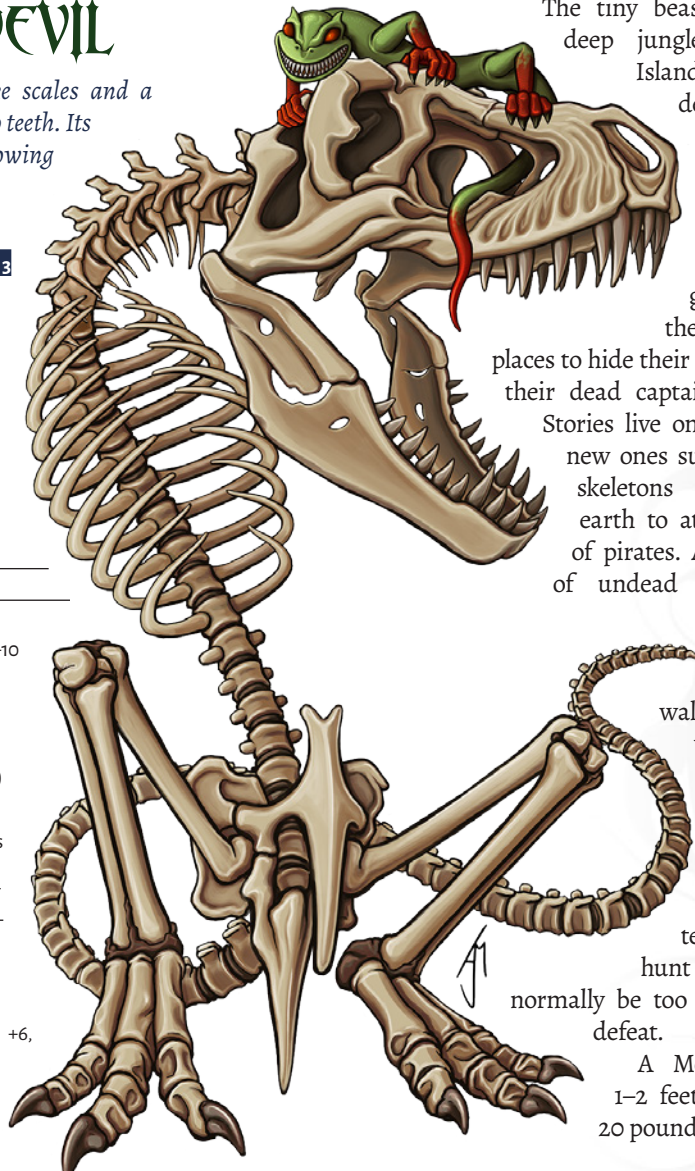
Organization solitary, pair or nest (3–6)

Treasure none

SPECIAL ABILITIES

Dinosaur Empathy (Ex) This ability functions as the druid's wild empathy, save that a Mediogalti devil can use this ability only on dinosaurs. It gains a +4 racial bonus on this check.

Master of Bones (Su) A Mediogalti devil uses its *animate objects* spell-like ability to raise a construct which fights for it. The ability is strictly limited to dinosaur bones. The skeletons don't need to be complete, but there must be enough bones to create a construct of the desired size. The animated object can use Construction Points as normal, but only to purchase the following abilities: additional attack, faster, trample. The ability functions at CL 4th, so the maximum object size is Large. A Mediogalti devil has to be in the same space as the bones to use the ability, and as soon as it leaves the animated object's space, the construct staggers and crumbles into a pile of bones. Mediogalti devils are excellent climbers that usually cling to the bones or hide in the skull. It has cover as long as it stays there, and can attempt Stealth checks to stay hidden. Controlling the skeleton is a standard action.



The tiny beasts inhabiting the deep jungles of Mediogalti Island are not actually devils. Scholars assume the Mediogalti devil got its name from the trouble it caused pirate gangs exploring the island in search of places to hide their treasures and bury their dead captains centuries ago.

Stories live on, and occasionally new ones surface, of dinosaur skeletons rising from the earth to attack whole bands of pirates. Although the tales of undead dinosaurs might indeed be true,

it's likely that many of these walking skeletons were created by Mediogalti devils who control the bones of long-dead dinosaurs to protect their territory and hunt prey that would normally be too large for them to defeat.

A Mediogalti devil is 1–2 feet long and weighs 20 pounds.

LARGE ANIMATED DINOSAUR SKELETON CR 5

XP 1,600

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 8, flat-footed 14 (–1 Dex, +6 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** –4

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+9)

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

Special Attacks trample (1d8+9, DC 18)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

By Denis Faupel (Wayfinder #14)

Art by Alex "Canada Guy" Moore

MITE, BLIZZARD

This 2-foot-tall feral humanoid monstrosity is covered in a thin crackling rime. Its freakishly oversized head is fixed with an unsettling ear-to-ear grin.

BLIZZARD MITE

CR 4

XP 1,200

CE Small fey (cold)

Init +4; **Senses** darkvision 90 ft., low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 27 (6d6+6)

Fort +3, **Ref** +9, **Will** +8

DR 5/cold iron; **Immune** cold; **Resist** electricity 10

Weaknesses light sensitivity, vulnerability to fire

OFFENSE

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

Melee *icicle dagger* +9 (1d3+2 plus 1d6 cold/19–20) or dagger +8 (1d3+1/19–20) or bite +8 (1d4+1)

Ranged dart +8 (1d3+1)

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

At will—*create water*, *frostbite^{UM}*, *icicle dagger^{UM}*

3/day—*fog cloud*, *rage*

1/day—*call lightning* (DC 11), *sleet storm*,

STATISTICS

Str 12, **Dex** 19, **Con** 13, **Int** 10, **Wis** 17, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 17

Feats Agile Maneuvers, Combat Reflexes, Weapon Finesse

Skills Craft (traps) +13, Fly +11, Intimidate +4, Perception +12, Spellcraft +6, Stealth +17 (+21 in snow); **Racial**

Modifiers +4 Craft (traps), +4 Stealth (in snow)

Modifiers +4 Craft (traps), +4 Stealth (in snow)

Languages Aklo

SQ blizzard adaptation, pyrophobia, vermin empathy +8

ECOLOGY

Environment cold forests or hills or mountains

Organization solitary, band (2–8), or mob (9–20 plus 1 chieftain of 2nd–4th level and 2–6 giant vermin)

Treasure standard (dagger, 6 darts, spider silk rope, other treasure)

SPECIAL ABILITIES

Blizzard Adaptation (Ex) A blizzard mite never suffers any visibility, movement (including knockdown), or other penalties for fog, blizzard, rain, ice, or strong winds—whether natural or magical—and never needs to attempt skill checks to move or remain standing from these

conditions.

Pyrophobia (Ex) If a blizzard mite suffers any fire damage, it must succeed at a Will save (DC 10 + damage taken) or become frightened for 1d6 rounds. If successful, it is shaken for 1 round.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that blizzard mites can only use this ability on vermin. A blizzard mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing blizzard mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind, and a blizzard mite can thus use this ability to influence and direct the actions of swarms with relative ease.

Many humanoids ignorantly mistake the blizzard mite for a feral and particularly hideous specimen of common mite, only to find that these demented frost-rimed fey are much more powerful, malicious, and violent. Blizzard mites are so spectacularly ugly that they make the average wretched mite appear almost handsome. Inherently evil, blizzard mites stalk the frozen lands of the world, always eager and ready to cause mischief and mayhem to all they encounter.

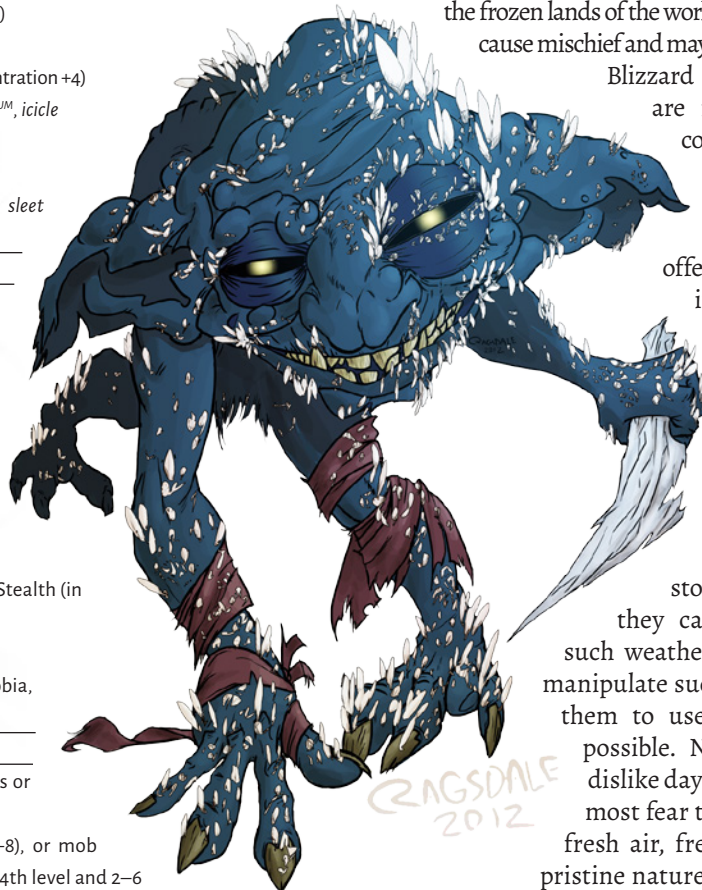
Blizzard mites, like normal mites, are readily offended by any comment or observation (real or imagined) about their appearance. When a blizzard mite takes offense for any reason, it immediately attacks the offending individual and their companions, usually in a blind rage.

Blizzard mites are immune to the worst of cold weather and rather resistant to electricity. They love finding violent storms, especially when they can attack humanoids in such weather. Their innate ability to manipulate such weather only provokes them to use such tactics whenever possible. Nocturnal by habit, they dislike daytime and bright light, and most fear the sun. They relish frigid fresh air, freezing streams, and cold pristine nature. They find underground settings unbearably still and stifling.

Blizzard mites fear fire above all else and are reluctant to attack creatures carrying flaming torches unless they are clearly advantageous. Creatures who start fires in blizzard mite territory likely find themselves ambushed by an overwhelming force.

By Guy "ulgulanoth" Fox (Wayfinder #7)

Art by Cody Ragsdale



MOON WISP

This lithe humanoid figure glows with cold white light, its slender body draped in a shawl of starry sky. Its head is almost perfectly spherical, with facial features reminiscent of shadowy craters on its surface.

MOON WISP

CR 8

XP 4,800

CN Medium fey

Init +6; Senses darkvision 60 ft., low-light vision; Perception +15

Aura lunar (30 ft., DC 19)

DEFENSE

AC 22, touch 16, flat-footed 19 (+3 deflection, +2 Dex, +1 dodge, +6 natural)

hp 78 (12d6+36)

Fort +10, Ref +13, Will +14

Defensive Abilities serene presence; DR 10/cold iron; SR 18

OFFENSE

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

Melee 2 slams +7 (1d6+1 plus moonbeam; see below)

Ranged 2 moonbeams +9 ranged touch (see below)

Special Attacks moonbeam

Spell-Like Abilities (CL 12th;

concentration +15)

Constant—see

*invisibility*At will—*dominate beast* (DC 16),*dust of twilight* (DC 15)^{APC}, *moonstruck*(DC 17)^{APC}3/day—*deep slumber* (DC 16), *glitterdust* (DC 15),empowered *ray of enfeeblement* (DC 14),*suggestion* (DC 16)

STATISTICS

Str 12, Dex 15, Con 16, Int 10, Wis 17, Cha 17

Base Atk +6; CMB +7; CMD 19

Feats Dodge, Empower Spell-Like Ability (*ray of enfeeblement*),

Flyby Attack, Improved Initiative, Mobility, Weapon Focus

(ray)

Skills Escape Artist +14, Fly +22, Knowledge (nature) +12,

Knowledge (planes) +12, Perception +15, Sense Motive +15

Languages Sylvan

SQ nocturnal manifestation, unearthly grace

ECOLOGY

Environment any forest or plains

Organization solitary or cult (1 plus 1d6 lycanthropes and 2d6 animals)

Treasure standard

SPECIAL ABILITIES

Dominate Beast (Sp) This ability functions like *dominate animal*, except that it also affects lycanthropes.**Lunar Aura (Su)** A moon wisp's body sheds normal light like a sun rod. Creatures within 30 feet must succeed at a DC 19 Will save or be fascinated. The save DC is Charisma-based. While fascinated, animals and lycanthropes suffer a –4 penalty on saves against the moon wisp's spell-like and

supernatural abilities, and they never interpret the moon wisp's actions as hostile or threatening. The creature cannot be affected by the same moon wisp's lunar aura for 24 hours, even if it fails the saving throw. Creatures within an area of normal or bright light from a separate light source are immune to a moon wisp's lunar aura as long as they remain within the separate area of light.

Moonbeam (Su) A moon wisp can shoot rays of concentrated moonlight that deal 2d12 points of nonlethal damage per beam and cause the target to become fatigued for 1d3 rounds. A moon wisp's moonbeams can't cause a creature to become exhausted. When used on an animal or lycanthrope, a moonbeam grants 1d12 temporary hit points and affects the target as the *rage* spell (Will DC 16 negates). Both of these effects last for 2d6 rounds and don't stack. A moon wisp can use this ability as a melee touch attack that augments its slam attacks.**Nocturnal Manifestation (Su)** A moon wisp becomes ethereal during daylight hours.**Serene Presence (Su)** Animals and lycanthropes cannot willingly attack a moon wisp unless they first succeed at a DC 19 Will save. The save DC is Charisma-based.**Unearthly Grace (Su)** A moon wisp adds its Charisma modifier as a racial bonus on all its saving throws, and as a deflection bonus to its Armor Class.

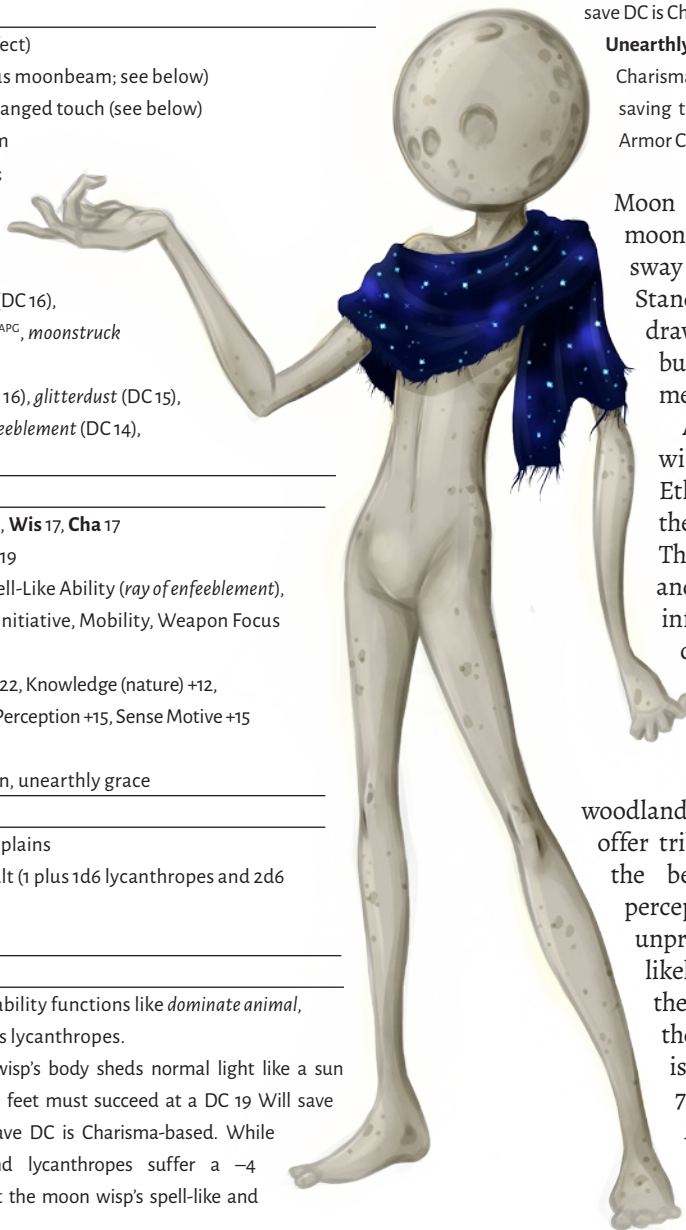
Moon wisps are eerie creatures of moonlight that hold tremendous sway over lycanthropes and their ilk. Standard animals are instinctively drawn to a moon wisp's presence, but lycanthropes hate, fear, and mercilessly hunt these fey.

Although they are fey, moon wisps dwell primarily in the Ethereal Plane and manifest on the Material Plane only at night. They feed on natural moonlight and are intrigued by their bestial influence, often performing callous social experiments on their thralls.

Moon wisps are most numerous in the lycanthrope-dense Shudderwood and other woodlands of Ustalav. Settlements often offer tributes in exchange for keeping the beast-folk away. Moon wisps' perceptions of such diplomats are unpredictable, however, and are as likely to sic their bestial minions on their guests as they are to entertain their proposals. A moon wisp is about 5 feet tall and weighs 70 pounds.

By Christopher Wascko
(Wayfinder #13)

Art by Jason Kirckoff



MUMMY, PESH

Out of the strange, cloying vapors shambles a humanoid form wrapped tightly in strips of linen. The vapors originate from the creature and snake out of its orifices like smoke.

MUMMY, PESH **CR 5**

XP 1,600

CE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus pesh inundation)

Special Attacks captivating fumes

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6 **Wis** 15 **Cha** 15

Base Atk +6 **CMB** +13; **CMD** 23

Feats Ability Focus (pesh inundation), Power Attack, Toughness, Weapon Focus (slam)

Skills Perception +13, Stealth +11

Languages Common

ECOLOGY

Environment any

warm or temperate land

Organization solitary, squad (2–6), horde (7–12)

Treasure standard

SPECIAL ABILITIES

Captivating Fumes (Su) A pesh mummy exudes intoxicating vapors in a 30-foot radius around itself. Living creatures inhaling the fumes must succeed at a DC 16 Will save or become captivated.

A creature that successfully saves is not affected by the same pesh mummy's fumes for 24 hours.

A victim under the effects of the captivating fumes moves toward the pesh mummy using the most direct means available.

If the path leads them into a dangerous area, such as through fire or off a cliff, that creature receives a second Will saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A

victim within 5 feet of the pesh mummy simply stands and offers no resistance to the pesh mummy's attacks. This effect continues until the creature is physically removed from the area, in which case the effects wear off after 1 round, the victim is affected by a *slow poison* spell, or either the victim or the pesh mummy are successfully targeted by a *neutralize poison* spell. This is a mind-affecting charm effect and a poison. The save DC is Charisma-based.

Pesh Inundation (Su) Curse and disease—slam; *save* Fort DC 18; *onset* immediate; *frequency* 1/day; *effect* 1d2 Con and 1d2 Wis; *cure* —. A successful slam attack from a pesh mummy affects the target as if it had taken a dose of pesh and immediately became addicted. For the next hour, the victim gains a 1d2 alchemical bonus to Strength and receives a –2 penalty on saves against illusions and mind-affecting effects, followed by 1d2 hours of fatigue. The daily withdrawal effects can be prevented by ingesting a dose of pesh. Pesh inundation is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. The save DC is Charisma-based.



Learning the arts of mummification and reanimation from an Osirian necromancer compatriot, the leader of the cult of Hastur in Katapesh created these odd variants to guard the cult's properties and sow chaos and woe among the populace at the appointed time to herald the arrival of the King in Yellow. No greater varieties of pesh mummy have yet been created, though nothing is beyond the mad dreams of the cult or its leader.

Pesh mummies are made through a long, complicated procedure during which all the body's internal organs are removed and its internal cavities lined with pesh. The body is then wrapped with linens soaked in pesh whey, and smoked with burning pesh to preserve the body. The creator then finishes the ritual with a *create undead* spell.

By Jeff "Shadowborn" Lee (Wayfinder #10)

Art by James M. Keegan, colored by Liz Courts

NACHZEHRER

This creature has pulsing veins running beneath its pallid skin. Its hands end in long claws, and its left eye bulges alarmingly. Its shadow seems to bend around it, and a belt of bells tinkles from around its waist.

NACHZEHRER

CR 11

XP 12,800

CE Medium undead

Init +4; **Senses** darkvision 120 ft., low-light vision, scent; Perception +14

Aura death's shadow (5 ft., DC 21), hell's bells (30 ft., DC 21)

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 126 (12d8+72); fast healing 5

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

Defensive Abilities channel resistance +6; **DR** 10/magic and silver;

Immune undead traits

OFFENSE

Speed 60 ft., climb 40 ft.

Melee 2 claws +15 (2d4+3/19–20)

Ranged shadow reach +14 ranged touch
(4d6+5 plus energy drain)

Special Attacks energy drain (2 levels, DC 21)

Spell-Like Abilities (CL 10th; concentration +15)
1/day—*cause fear* (DC 16)

STATISTICS

Str 17, **Dex** 20, **Con** —, **Int** 14, **Wis** 15, **Cha** 21

Base Atk +9; **CMB** +12; **CMD** 26

Feats Improved Critical (claws), Sure Grasp^{UC}, Scent of Fear^{CMR}, Toughness, Weapon Finesse, Weapon Focus (claws)

Skills Climb +28, Intimidate +17, Knowledge (religion) +14, Perception +14, Sense Motive +14, Stealth +23; **Racial Modifiers** +8 Climb, +6 Stealth

Languages Abyssal, Common

ECOLOGY

Environment any land (urban)

Organization solitary

Treasure belt of silver bells (worth 100 gp)

SPECIAL ABILITIES

Death's Shadow (Su) A nachzehrer's "shadow" saps the life from its enemies. Any living creature within 5 feet of the nachzehrer must succeed at a DC 21 Reflex save to avoid the writhing black mass or be subject to the nachzehrer's energy drain. The DC is Charisma-based.

Hell's Bells (Su) A nachzehrer has a belt of silver bells that constantly jingles as it moves. Anyone within 30 feet who can hear the bells must succeed at a DC 21 Will save or be shaken for the next hour. If it rings a larger bell, like those in church towers, the range increases to 1 mile, and anyone who hears the tolling three times within 1 minute must succeed at a DC 21 Fortitude save or contract ghoulish fever. The save DCs are Charisma-based.

Shadow Reach (Su) A nachzehrer can lash out with its shadow at a target within 30 feet.

Nachzehrers are peculiar undead. Legend states that they arise from the bodies of those who die from an accident or sickness with great regrets in their hearts. They frequent crypts and sewers, eating dead things much like a ghoul but preferring to kill and eat their living fellows. Aware of their ability to spread disease by ringing church bells, they often make forays into populated cities to bring about an epidemic of ghoulish fever for their own amusement.

A typical nachzehrer stands up to 6 feet tall and weighs about 110 pounds.

By Matthew Medeiros (Wayfinder #13)

Art by Danny Hedager Krog



B Mar 15

NEEDLER

Resembling an elf with angular features and elongated limbs, this creature appears to be made almost entirely of darkwood. It has emerald green eyes, and long, green spines growing from its head, forearms, and lower legs.

NEEDLER

CR 1/2

XP 200

Needler ranger 1

N Medium plant

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 13 (1d10+3)

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

Immune plant traits

OFFENSE

Speed 30 ft.

Melee sickle +4 (1d6+1) or needles +4 (1d4+1/19–20)

Ranged needles +4 (1d4+1/19–20)

Special Attacks favored enemy (elves +2), needles

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 11, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 15

Feats Weapon Finesse

Skills Acrobatics +4, Climb +7, Knowledge (nature) +4, Perception +6, Stealth +9 (+17 in forests), Survival +6; **Racial Modifiers** +2 Climb, +2 Stealth (+10 in forests)

Languages Elven (can't speak), Needler

SQ track +1, warden empathy –1 (+3 with undomesticated animals)

ECOLOGY

Environment any forest

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

Treasure NPC gear (sickle, other treasure)

SPECIAL ABILITIES

Needles (Ex) Needlers are covered with large thorns that can be used in combat as daggers. These regrow rapidly, though a needler can throw a number of needles per day equal to their Hit Dice multiplied by their Constitution bonus.

Warden Empathy (Ex) This ability functions as a druid's wild empathy, using the needler's Hit Dice and Charisma modifier. A needler gains a +4 racial bonus on this check when dealing with undomesticated animals. Using the Warden Empathy is a standard action.

Needlers are highly mobile, intelligent plants possessed with an all-consuming hatred of all elves. None know whether this is because elves occasionally hunt needlers to produce bark armor, or whether there is

a deeper, more sinister connection between the two races.

Needlers possess the woodcraft of the Nirmathi irregulars, and are skilled trackers and silent stalkers. They do not speak, and communicate with others of their unique language of gestures.

Needler Characters

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

+2 Dexterity, +2 Wisdom, –2 Charisma: Needlers are nimble and perceptive, but silent and disturbing.

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

Armor: Needlers have skin made of darkwood, granting them a +3 natural armor bonus. They can't wear armor, but their skin can be enhanced.

Skilled: Needlers gain a +2 racial bonus on Climb and Stealth checks.

Needles: See above.

Warden: See above.

Languages: Needlers can't speak, but understand elven and possess their own language of hand-signals and body language. Needlers with high Intelligence scores can choose any of

the following languages: Common, Draconic, Gnome, Goblin, Sylvan.

By Rich "Rebis Ouroboros" Crotty
(Wayfinder #7)

Art by Tyler Clark



NO-LIFE KING

An ancient skeleton dressed in plain rags stands in a long-forgotten martial stance, blood slowly dripping from every joint.

NO-LIFE KING

CR 12

XP 19,200

LE Medium undead

Init +15; Senses darkvision 60 ft.; Perception +30

DEFENSE

AC 27, touch 21, flat-footed 16 (+6 Dex, +5 dodge, +6 natural)

hp 161 (17d8+85); fast healing 8

Fort +10, Ref +11, Will +15

Defensive Abilities channel resistance +4, deathless, undead traits; DR 10/bludgeoning; Immune cold, electricity

OFFENSE

Speed 60 ft.

Melee 2 claws +16 (1d8+16 plus 2 bleed), 2 slams +16 (1d8+16 plus 2 bleed)

Special Attacks natural killer

STATISTICS

Str 27, Dex 22, Con —, Int 18, Wis 20, Cha 21

Base Atk +12; CMB +25; CMD 46

Feats Catch Off-Guard, Cleave, Great Cleave, Improved Initiative, Improved Vital Strike, Improvised Weapon Mastery, Power Attack, Throw Anything, Vital Strike

Skills Acrobatics +23, Climb +28, Intimidate +25, Perception +30, Sense Motive +25, Spellcraft +24, Stealth +26, Swim +25

SQ body of swords, combat mastery, king of weapons, warrior's edge

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Body of Swords (Ex) After countless years of facing increasingly tough opponents, a no-life king is a weapon in and of itself. Its claws and slam attacks deal damage as a Huge creature.

Combat Mastery (Ex) Through centuries of practice, a no-life king has mastered countless combat techniques. No-life kings use their full Hit Dice when calculating their Combat Maneuver Bonus and Combat Maneuver Defense. They never provoke attacks of opportunity when making combat maneuver

checks.

Deathless (Su) The will of a no-life king is so strong that it continues fighting even after it should have been destroyed. A no-life king is not destroyed when reduced to 0 hit points, but instead returns to unlife in 1d10 minutes with 1 hit point. A no-life king can be permanently destroyed only if it is reduced to 0 hit points by *smite evil* or a positive energy effect. If reduced to 0 hit points in the area of an antimagic field or similar effect, this ability is suppressed for the effect's duration.

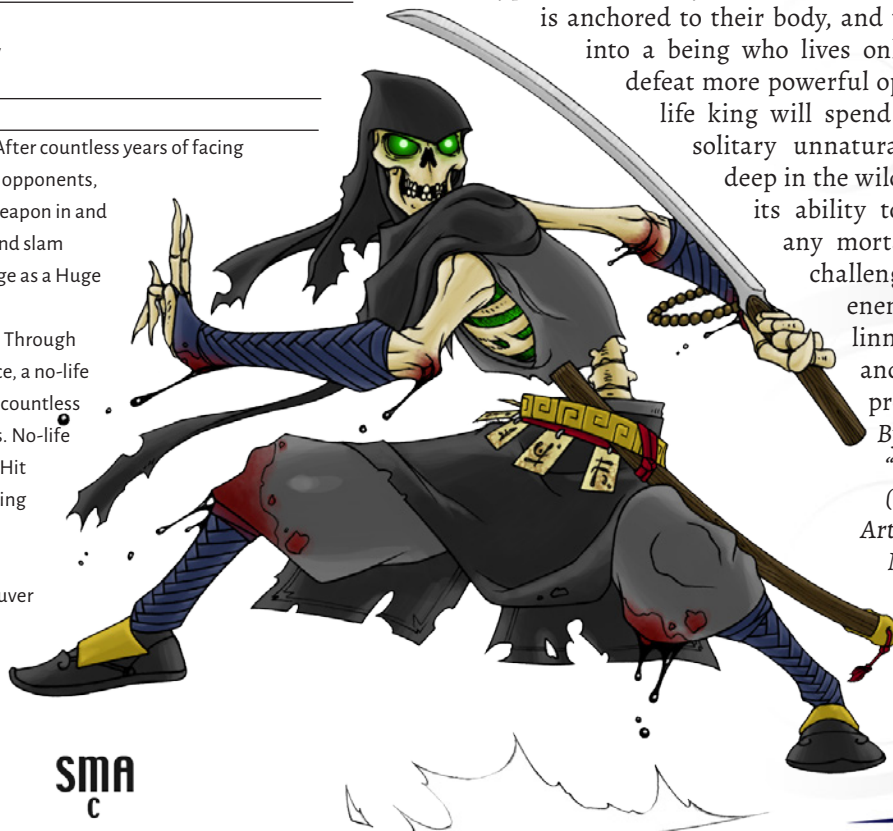
King of Weapons (Ex) No-life kings are proficient with all simple and martial weapons, along with all armor and shields (including tower shields). They never suffer armor check penalties for wearing armor of any kind or wielding shields, nor any penalties on attack rolls for multiple weapon or natural attacks, nor on damage rolls for off-hand attacks.

Natural Killer (Ex) No-life kings practice every day of their eternal unlife to kill with a single blow. All of a no-life king's attacks deal 2 points of cumulative bleed damage. On a successful critical hit, a no-life king deals +2 points of bleed damage and inflicts 1 negative level (DC 23) on the creature struck.

Warrior's Edge (Ex) Their eternal march toward greater conquests has improved the no-life king's prowess in combat. It gains a +5 bonus to Perception and initiative checks, and a +5 dodge bonus to its Armor Class.

No-life kings are the remains of ancient and powerful warriors who became fixated on reaching martial perfection in their lives. They left civilization to train and fight monsters, for their mortal peers no longer posed a challenge to them. When such a warrior is denied their death in battle and dies due to starvation, hypothermia, dehydration, or disease, their soul is anchored to their body, and they are reborn into a being who lives only to train and defeat more powerful opponents. A no-life king will spend the rest of its solitary unnatural life training deep in the wilderness, honing its ability to fight beyond any mortal's ability and challenging powerful enemies such as linnorms, dragons, and giants to prove their might.

By Guy
"ulguloth" Fox
(Wayfinder #6)
Art by Stephen
McAndrews



SMA
C

NYCAR

This green serpentine creature has two clawed forelegs and a dragon-like head.

NYCAR	CR 4
XP 1,200	
NE Medium dragon	
Init +6; Senses darkvision 60 ft., scent; Perception +7	
DEFENSE	
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)	
hp 30 (4d12+4)	
Fort +5, Ref +6, Will +5	
Defensive Abilities ferocity; DR 5/magic	
OFFENSE	
Speed 30 ft., swim 30 ft.	
Melee bite +6 (1d8+2 plus disease), 2 claws +6 (1d4+2)	
Spell-like Abilities (CL 4th, concentration +5)	
Constant— <i>pass without trace</i>	
STATISTICS	
Str 15, Dex 14, Con 12, Int 5, Wis 13, Cha 12	
Base Atk +4; CMB +6; CMD 18 (can't be tripped)	
Feats Improved Initiative, Skill Focus (Stealth)	
Skills Climb +8, Perception +7, Stealth +11, Swim +16	
Languages Draconic (can't speak)	
ECOLOGY	
Environment cold marshes	
Organization solitary, pair, or knot (3–8)	
Treasure standard	
SPECIAL ABILITIES	
Disease (Ex) <i>Dragon rot</i> : Bite—injury; <i>save</i> Fort DC 13; <i>onset</i> 1 hour; <i>frequency</i> 1/	

day; *effect* 1d3 Str and 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Nycars are relatively small, degenerate offshoots of dragonkind that live in desolate moors and marshes. Some refer to them as “pseudo-linnorms” due to their similarly serpentine shapes. Some sages speculate that nycars are the descendents of linnorms that have completely lost connection to the First World, or that they were created in magical experiments infusing mundane reptiles with linnorm blood. Nycars are only dimly intelligent but savage and cruel, and like nothing more than to stalk their prey for hours before closing in for the kill. The bite of a nycar inflicts a vile disease known as dragon rot—initial symptoms include swelling and fever, followed by blackened and seeping ulcers, extreme fatigue, and if not treated, death. Nycars use their keen sense of smell to track those infected with their disease. Even a victim who escapes a nycar’s moor may be pursued by the hungry creature into civilized lands for days, as the creature hopes to feast once its prey is incapacitated by sickness. Their slow metabolism suits their formidable habitat, and a large meal can sustain a nycar for several months.

Nycars are relatively solitary creatures, rarely associating with each other for extended periods. Nycars have long lifespans—up to 100 years—and come together several times in their lives to mate and raise offspring. Both males and female nycars guard their small clutch of eggs, although once the eggs hatch the male leaves the actual rearing to the female. Juvenile nycars associate with their mother for up to a year before leaving in order to claim their own territory. The exception to nycar solitude is during feeding frenzies. A large amount of prey, such as a battle in their domain or a whale carcass washed into an estuary, can attract several nycars at once, who will squabble over choice parts and strip the bodies to the bone.

Nycars collect treasure as if aping their more intelligent cousins—the shinier the bauble, the better. They have no ability for or interest in magic—cunning adventurers who find themselves in a nycar’s good graces (a rarity, to be sure) may be able to obtain a magical item from a nycar’s hoard in exchange for gifts of less valuable, but sparkling and attractive, loot. Clever creatures of the marsh, such as lizardfolk, boggards or especially canny trolls, use bribery in food and treasure to obtain the services of nycars as an extra line of defense against interlopers. The Linnorm King Opir Eightfingers keeps two nycars as guard-beasts, to which he feeds choice table scraps and the occasional prisoner. A nycar grows to six feet long and weighs only 100 pounds on average. Males tend to be larger than females. *By Nick “Demiurge1138” Herold (Wayfinder #6)*
Art by Tyler Clark



OBOUR

A sudden, unnatural chill fills the air, yet no enemy can be seen. An overwhelming sense of malevolence and dread is the only clue to the entity's presence.

OBOUR

CR 5

XP 1,600

LE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +15

Aura chilling aura (30 ft., 1d3 cold plus fatigued, DC 15)

DEFENSE

AC 16, touch 16, flat-footed 13 (+3 deflection, +3 Dex)

hp 45 (6d8+18)

Fort +5, Ref +3, Will +8

Defensive Abilities incorporeal, natural invisibility; Immune cold, undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 50 ft. (good)

Melee incorporeal bite +8 (1d4 plus blood drain)

STATISTICS

Str —, Dex 16, Con —, Int 11, Wis 16, Cha 17

Base Atk +4; CMB +7; CMD 20

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (bite)

Skills Fly +16, Intimidate +12, Perception +15, Stealth +12

Languages Common

ECOLOGY

Environment any urban or ruin

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blood Drain (Ex) When an obour bites an opponent, it also drains blood, dealing 1d2 points of Constitution damage.

Chilling Aura (Su) An obour radiates a bone-chilling aura that saps the vitality of its victims. Each round, living creatures within 30 feet take 1d3 cold damage and must succeed at a DC 15 Fortitude save or become fatigued for as long as they remain inside the aura's area of effect. The save DC is Charisma-based.

Natural Invisibility (Ex) This ability is constant. An obour remains invisible at all times, even when attacking. Since this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, an obour gains a +20 bonus on Stealth checks when moving, or +40 when standing still. These bonuses are not included in the statistics above.

Sunlight Powerlessness (Ex) An obour caught in sunlight cannot attack

and is staggered.

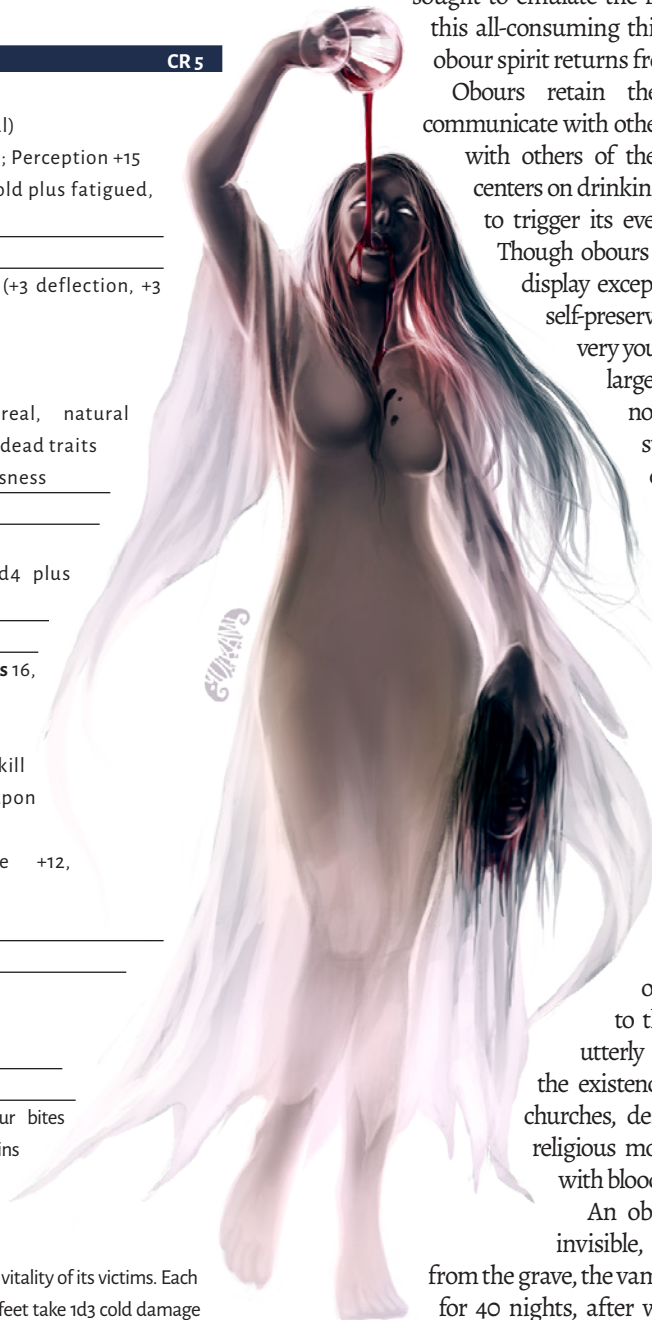
Obours are invisible vampire spirits who terrorize communities and gorge themselves on the blood of living beings. They are the remnants of evil humanoids who in life sought to emulate the feeding habits of vampires, and this all-consuming thirst for blood remains when an obour spirit returns from death.

Obours retain their intelligence, but do not communicate with other creatures, nor do they interact with others of their kind. Their entire existence centers on drinking blood, which an obour requires to trigger its eventual vampiric transformation. Though obours are insatiably bloodthirsty, they display exceptional cunning and a knack for self-preservation. They prefer to target the very young or the very old, and flee from large groups unless the creature has no other option. Obours prefer to strike by ambush and stealth, especially if their attack will potentially inspire terror in those who witness the bloody aftermath. Obours can move and lift small objects and they can open most doors and windows, which they often do to gain access to victims as they lay asleep in their beds or swaddled in their cribs.

Strangely, obours find the blood of cows mixed with milk irresistible and a sure sign of the existence of an obour is when a village's cows begin to exhibit ghastly bite wounds on their bellies and udders. True to their undead nature, obours are utterly profane. Additional signs of the existence of an obour include defaced churches, desecrated altars, and vandalized religious monuments, inexplicably smeared with blood and cow dung.

An obour is rather short-lived in its invisible, incorporeal form. After it rises from the grave, the vampire-spirit haunts a community for 40 nights, after which it returns to the soil just before dawn on the 40th night to regenerate its original physical form. During this transformation period, an obour is quite vulnerable. If its resting place is discovered and its transitioning form is doused with just a vial of holy water, the obour is utterly destroyed. If the obour's transformation isn't interrupted by the following midnight, the creature rises from the grave as a true, free-willed vampire.

By Tom "Tom Qadim" Phillips (Wayfinder #5)
Art by Tanyaporn Sangsnit



OUTIKO

This creature is long-limbed, extremely thin, and covered in grey to snow-white, gore-stained fur. Its head is that of a horned beast, such as a caribou, but with a maw filled with sharp yellowed fangs, and its hands and feet end in sharp talons.

OUTIKO **CR 2**

XP 600

CE Small outsider (cold, native)

Init +3, **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 22 (3d10+6)

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

DR 5/cold iron; **Immune** cold, fear

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+1), 2 claws +5 (1d3+1)

Special Attacks stalking hunger

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

At will—*detect animals or plants, know direction*

3/day—*piercing shriek*^{UM} (DC 11)

1/day—*sleet storm*

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 9

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

Feats Ability Focus (stalking hunger), Blind-Fight

Skills Handle Animal +3, Intimidate +5, Knowledge

(geography) +1 Knowledge (nature) +6,

Knowledge (planes) +4, Perception +8, Sense

Motive +6, Spellcraft +2, Stealth +7, Survival +8

Languages Aklo, Common

ECOLOGY

Environment any cold

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Stalking Hunger (Su) As a standard action, an

outiko can designate a target within its

line of sight as its quarry. The targeted

creature becomes the repository of

its endless hunger. The first time that

target takes damage from an attack

by the outiko, the quarry must

succeed at a Fortitude save (DC

14) or grow ravenously

hungry, suffering the

combined effects of

both *feast of ashes*^{APC}

and *unshakable chill*^{UM}.

While the quarry suffers

these effects, the outiko gains the effects

of *bless* and *false life*, and is continuously aware of their quarry as the

deathwatch spell regardless of distance while on the same plane. An outiko can designate only one quarry at a time. This ability's effects last for 24 hours or until the quarry dies. The save DC is Constitution-based and includes a +2 racial bonus.

Tireless (Ex) The outiko's body is inured to pain. The damage caused by hustling and forced marching is halved, as is the duration of any fatigue effect.

While travelers in the far north have heard tales of the dreaded wendigo, fewer are aware of its lesser relative, the outiko. Outiko are created from spirits of lone travelers who starved to death in the wastes. As an outiko, these spirits continue to hunger, and only gain respite from their suffering when they can transfer their pain to others. Outiko stalk wild places in search of travelers to devour and enjoy whittling down prey before they strike, trailing victims for days while plaguing their journeys with mishaps.

Evil tribal humanoids who worship wendigos as gods recognize a kinship between their patrons and these lesser cousins, seeing them as messengers of the greater spirits. The outiko encourage this

belief, as it encourages these tribes to

bring them live sacrifices or embrace

ritual cannibalism, which leaves

scraps for them to scavenge. In rare

circumstances, however, a shaman

might convince an outiko that a permanent

alliance would be to its benefit, and they form a

symbiotic bond. Outiko are reluctant

to do this as they are unlikely

to forgo a possible meal, but

the bonding process—

and increased

lethality—

suppresses

their need to

feed. However,

its baser urges

might return to

the fore in times

of stress.

A 7th-level

spellcaster

with the

Improved

Familiar feat

can gain an

outiko as a

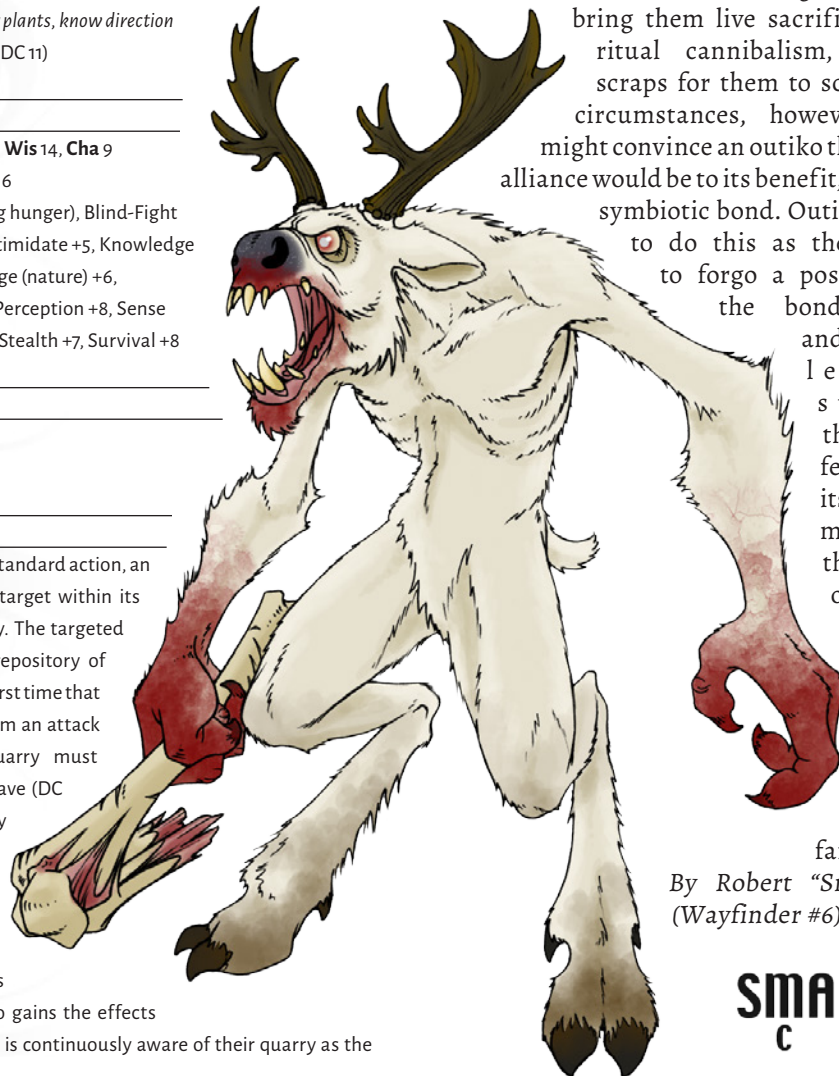
familiar.

By Robert "Snorter" Feather

(Wayfinder #6)

Art by Stephen

McAndrews



SMA
C

PERFEKTENNER

This monstrous creature snaps enormous, elongated jaws filled with razor-sharp teeth between large, twisted boar tusks covered in the blood and gore of previous victims.

PERFEKTENNER	CR 10
XP 9,600	
N Huge magical beast	
Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +16	
Aura stench (DC 23, 3 rounds)	
DEFENSE	
AC 25, touch 8, flat-footed 25 (+17 natural, -2 size)	
hp 139 (9d10+90)	
Fort +17, Ref +6, Will +4	
Defensive Abilities ferocity; DR 5/adamantine; Resist cold 5, fire 5	
OFFENSE	
Speed 40 ft.	
Melee bite +17 (2d6+10 plus grab), gore +17 (2d6+10), slam +17 (1d8+10)	
Space 15 ft.; Reach 10 ft.	
Special Attacks swallow whole (2d6 acid, AC 18, 13 hp), trample (2d6+15, DC 24)	
STATISTICS	
Str 30, Dex 10, Con 29, Int 2, Wis 13, Cha 10	
Base Atk +9; CMB +21 (+25 grapple); CMD 31 (35 vs. trip)	
Feats Endurance, Greater Fortitude, Improved Initiative, Skill Focus (Perception), Toughness	
Skills Perception +16	
ECOLOGY	
Environment cold or temperate forests or deserts (First World)	
Organization solitary, pair, or herd (3-8)	
Treasure none	

The perfektenner are among the most brutal creatures ever to roam Golarion. These massive beasts possess jaws that are elongated like those of crocodiles, but with large twisted tusks. They are physically similar to dire boars, but are much larger, fiercer, tougher, and meaner.

Perfektenner are always hungry, angry, and looking for things to fight or eat. Perfektenner have an aversion to consuming the flesh of intelligent humanoids, but can kill and eat an entire herd of docile herd animals and often kill anyone trying to defend that herd.

Perfektenner are extremely resilient, shrugging off most injuries without much thought. Even when pushed to the brink of death, the perfektenner

fight until the moment its heart stops beating. Such a creature never retreats, either because it simply lacks the intelligence or common sense to do so or can't imagine the possibility of their death.

Perfektenner live in the First World, but their origin is unknown. Some believe that boars or other beasts from the Material Plane were taken to the First World and grew to a monstrous size and temper, while others think they have always been native to the First World.

In the First World, perfektenner can be found roaming almost everywhere in small herds to find prey or carrion to eat. Perfektenner often use their size to bully and consume smaller creatures, and groups of perfektenner sometimes act like a pack of wolves to hunt larger creatures by wounding and harrowing the prey until it dies from blood loss and exhaustion.

Different breeds of perfektenner exist in the First World, from the white-furred hunters of the deep frozen tundra to the burrowers of the harsh boiling deserts and wastelands. For some reason, only one breed has been found on the Material Plane: almost bald, with long, wire-like hair sticking out of its pale brown skin. Like most other breeds, they have yellow tusks and teeth, and foul breath that would sicken even sewer dwellers. Perfektenner roam the lands bordering the Crown of the World and have an unexplained preference for the Lands of the Linnorm Kings. Rarely, they appear in warmer nations to the south, but such encounters are usually specimens captured and kept as "pets" by those with more money than sense.

By Guy Fox (Wayfinder #6)
Art by Crystal Frasier



PHEYRAOH

This statuesque, 10-foot-tall, dark-skinned humanoid wears rich Osirian clothing and a false pharaonic beard.

PHEYRAOH

CR 11

XP 12,800

LN Large fey

Init +4; **Senses** low-light vision; Perception +23

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 142 (19d6+76)

Fort +10, **Ref** +15, **Will** +14

DR 10/cold iron and magic

Weaknesses vanity

OFFENSE

Speed 40 ft.

Melee +2 *flail* +19/+14 (2d6+10) and +2 *light mace* +19/+14 (1d8+6)

Ranged +5 *composite longbow* +18/+13 (2d6+9)

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

Special Attacks blessed insignia, sure grip

Spell-Like Abilities (CL 19th; concentration +24)

At will—*create water, plant growth*

3/day—*control water, create food and drink, quickened summon nature's ally VI* (1 huge earth or water elemental, 1d3 dire lions, or 1d4+1 satyrs only)

1/day—*heroes' feast, control weather*

1/day—*heroes' feast, control weather*

STATISTICS

Str 26, **Dex** 18, **Con** 18, **Int** 13, **Wis** 13, **Cha** 21

Base Atk +9; **CMB** +18; **CMD** 32

Skills Bluff +27, Diplomacy +27, Intimidate +24, Knowledge (local) +23, Perception +23, Sense Motive +23, Swim +30

Feats Improved Two-Weapon Fighting, Iron Will, Point-Blank Shot, Precise Shot, Quicken Spell-Like Ability (*summon nature's ally VI*), Rapid Shot, Two-Weapon Fighting, Weapon Focus (flail), Weapon Focus (light mace), Weapon Focus (longbow)

Language Ancient Osiriani, Sylvan

ECOLOGY

Environment any

Organization solitary or court (1 pheyraoh and 5-30 lesser fey)

Treasure standard

SPECIAL ABILITIES

Blessed Insignia (Su) As a swift action, a pheyraoh can conjure a paired flail and crook that act in his hands as a +2 *flail* and a +2 *light mace*, respectively. They vanish when they leave his grasp for more than 24 hours or when he uses a free action to dismiss them. The pheyraoh can use the flail as a *rod of rulership* that works only on fey, and the crook as a *rod of splendor* (Charisma bonus not included in the abilities and skills). Alternatively, the pheyraoh can conjure a +5 *composite longbow* (+4 Str) that creates its own arrows when drawn.

Sure Grip (Ex) A pheyraoh gains a +2 circumstance bonus on attack rolls for two-weapon fighting and using Rapid Shot with his blessed insignia.

Vanity (Ex) A pheyraoh is a vain entity susceptible to flattery and adoration. He is unable to assault anyone prostrating before him, including any creature that is lying prone. This protection is negated for 1 round after the creature attacks the pheyraoh. Additionally, flattery grants a +2 bonus to Bluff and Diplomacy checks made to trick or influence the pheyraoh.

Pheyraohs are masters of fertile oases and riverbanks, and are sovereigns over the lesser fey of Osirion. They view themselves as divine rulers demanding respect, obedience, and worship—and they have a penchant for issuing their own version of laws, rules, and decrees. They are easily angered by a lack of respect or disobedience to these laws but can be generous to those who obey their rules. As fey, they do not fully comprehend the nuances and purposes of law, and issue edicts corresponding to their whims and sense of aesthetics instead of social or economic needs.

Some pheyraohs become patrons of lone villages far from centers of civilizations or the protection of mundane authorities. They bless the village with fertility and protect it from threats as long as the villagers worship the pheyraoh and obey his laws, which might be occasionally tedious or awkward to the villagers but rarely becomes a true burden.

By Wojciech "Drejk" Gruchala (Wayfinder #12)

Art by Emilie Cormier



POHTON

Long and lean, this whale-like creature has a scaled hide and powerful finned tail. Its huge jaws bristle with jagged teeth.

POHTON

CR 8

XP 4,800

N Huge magical beast (aquatic)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, -2 size)

hp 105 (10d10+50)

Fort +12, Ref +8, Will +5

Resist cold 10

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +15 (2d8+7/19-20 plus 2d4 bleed plus grab), tail slap +10 (1d8+3)

Ranged sea-spray +9 ranged touch (4d6 nonlethal plus push)

Space 15 ft.; Reach 10 ft.

Special Attacks push (10 ft.), swallow whole (2d8+10 bludgeoning damage, AC 15, 10 hp)

STATISTICS

Str 24, Dex 13, Con 20, Int 3, Wis 15, Cha 8

Base Atk +10; CMB +19; CMD 31

Feats Dodge, Improved Critical (bite), Mobility, Power Attack, Spring Attack

Skills Perception +10, Swim +23

SQ amphibious

ECOLOGY

Environment any ocean

Organization solitary, pair, or pod (4-8)

Treasure none

SPECIAL ABILITIES

Sea-spray (Ex) As a standard action, a pohton can spray a torrent of water at a single target within 60 feet. This is a ranged touch attack that deals 4d6 points of nonlethal damage and subjects the target to the pohton's push ability. The sea-spray extinguishes non-magical fires of Large size or smaller.

Pohtons are the bane of fishermen and sailors alike. These aggressive carnivores feed on almost anything that lives in the sea—mostly fish and seals, but they can tear apart even the largest whales if given a chance. Due to their hunger, they can deplete fish stocks as quickly as humanoid fishermen, if not more so. Most pohtons are generalist predators, although

some pods specialize in very specific types of food—one pod may focus on catching seals in near-shore habitats, while another pod pursues whales into deep water to the exclusion of other prey. Most dangerous are those that have learned that ships contain food, and have learned how to successfully hunt human beings. These man-eating pohtons target boats by either tearing holes in their bows and sinking them, or using their sea-spray ability to knock sailors into the water and devour them. Due to this impact on shipping in waters inhabited by pohtons, White Estrid of the Linnorm Kings has offered a bounty of 1,500 gp per pohton head.

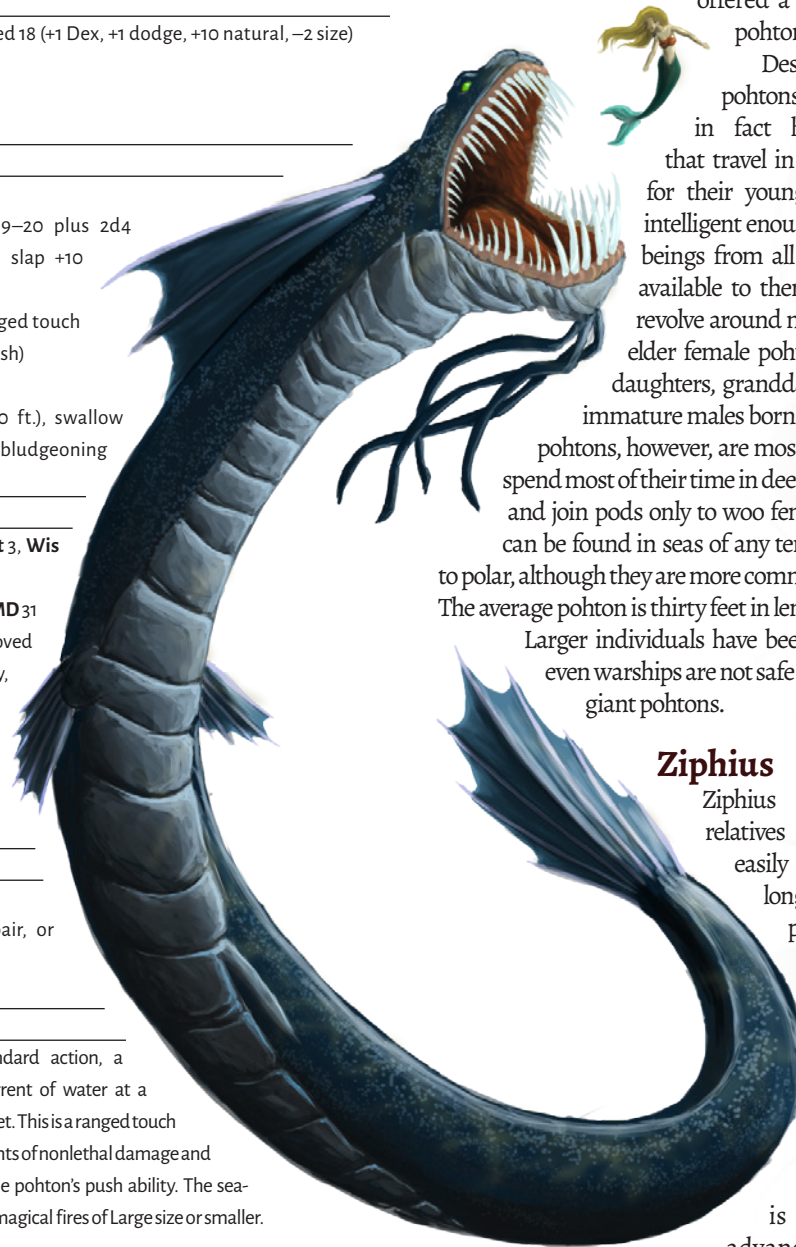
Despite their voracity, pohtons are not evil, and are in fact highly social creatures that travel in family groups and care for their young. They are simply not intelligent enough to distinguish human beings from all the other sorts of meat available to them. Pohton pods tend to revolve around matriarchal lines, with an elder female pohton accompanied by her daughters, granddaughters and nieces and immature males born of her family. Adult male pohtons, however, are mostly solitary—they tend to spend most of their time in deeper waters far from shore and join pods only to woo females and mate. Pohtons can be found in seas of any temperature, from tropical to polar, although they are more common in colder, rich waters. The average pohton is thirty feet in length and weighs ten tons.

Larger individuals have been sighted, however, and even warships are not safe from the depredations of giant pohtons.

Ziphius

Ziphius are more intelligent relatives of the pohton but are easily distinguished by the long, saw-edged horn that protrudes from their heads. Unlike pohtons, ziphius are evil and delight in destroying ships, intentionally wrecking more vessels than are needed to satiate their hunger. A ziphius is a pohton with the advanced template. Ziphius also gain a gore attack as a primary natural weapon that deals 2d6 damage and ignores up to the first 5 points of hardness when attacking an object. Ziphius are typically neutral evil.

By Nick "Demiurge1138" Herold (Wayfinder #6)
Art by Andrew DeFelice



POLEVOI

This leathery mass of wrinkles resembles a tiny, grass-haired man. He holds a comically oversized whip in his hands, his eyes glowering at you in a deeply wrinkled face.

POLEVOI

CR 3

XP 800

CN Tiny fey

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 15, flat-footed 13 (+1 armor, +3 Dex, +2 size)

hp 27 (5d6+10)

Fort +3, **Ref** +7, **Will** +6

DR 5/cold iron; **Resist** cold 10

Weakness nyctophobic

OFFENSE

Speed 20 ft.

Melee whip +7 (1d3–1 nonlethal) or sickle +7 (1d6–1)

Space 1 ft.; **Reach** 0 ft. (5 ft. with human tools)

Special Attacks cruel overseer

Spell-Like Abilities (CL 5th; concentration +3)

At will—*detect magic, pass without trace, speak with animals* (domesticated animals only)

1/day—*charm animal* (DC 12; domesticated animals only), *cure light wounds, faerie fire*

1/week—*contagion* (DC 15), *remove disease*

STATISTICS

Str 8, **Dex** 16, **Con** 15, **Int** 8, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** –1; **CMD** 12

Feats Animal Affinity,

Mounted Combat,

Weapon Finesse

Skills Acrobatics

+3, Bluff +1,

Climb –1,

Diplomacy

+1, Disguise –2,

Escape Artist +3, Handle Animal +10,

Heal +2, Intimidate +7, Perception +6,

Profession (farmer) +3, Ride +9, Sense

Motive +2, Stealth +11, Survival +2, Swim

–1; **Racial Modifiers** +2 Handle Animal, +2

Intimidate

Languages Common, Gnomish, Sylvan

ECOLOGY

Environment cold or temperate plains

Organization pairs, gaggle (3 polevoi mounted on a single heavy horse), or work gang (6 polevoi on 3 heavy horses)

Treasure standard

SPECIAL ABILITIES

Cruel Overseer (Ex) Polevoi adore human tools and can wield human-sized farming

implements without penalty. They can also use the following Medium-sized tools as weapons without penalty: club, hoe (shortspear), pitchfork (trident), sickle, thresher (flail), and whip. While wielding these oversized weapons, a polevoi threatens adjacent squares.

Nyctophobic (Ex) Polevoi are creatures of daylight, and the darkness terrifies them. In dim areas, a polevoi is considered shaken. Within areas of darkness, a polevoi must succeed a DC 15 Will save every minute or become frightened. When the sun sets or the polevoi becomes panicked by its nyctophobia, it vanishes into the First World until sunrise. A polevoi in the area of a *daylight* spell is not forced back into the First World at sunset, but is shaken until sunrise.

Polevoi are a rare breed of cantankerous field-fairies, but in Irrisen they are not only allowed but encouraged to wander freely between the First World and the mortal realm. They find the concept of agriculture endlessly entertaining and sometimes pantomime the farming actions of locals. More often, though, they watch toiling humans from horseback and shout useless suggestions, dole out “encouraging” whippings, and trample

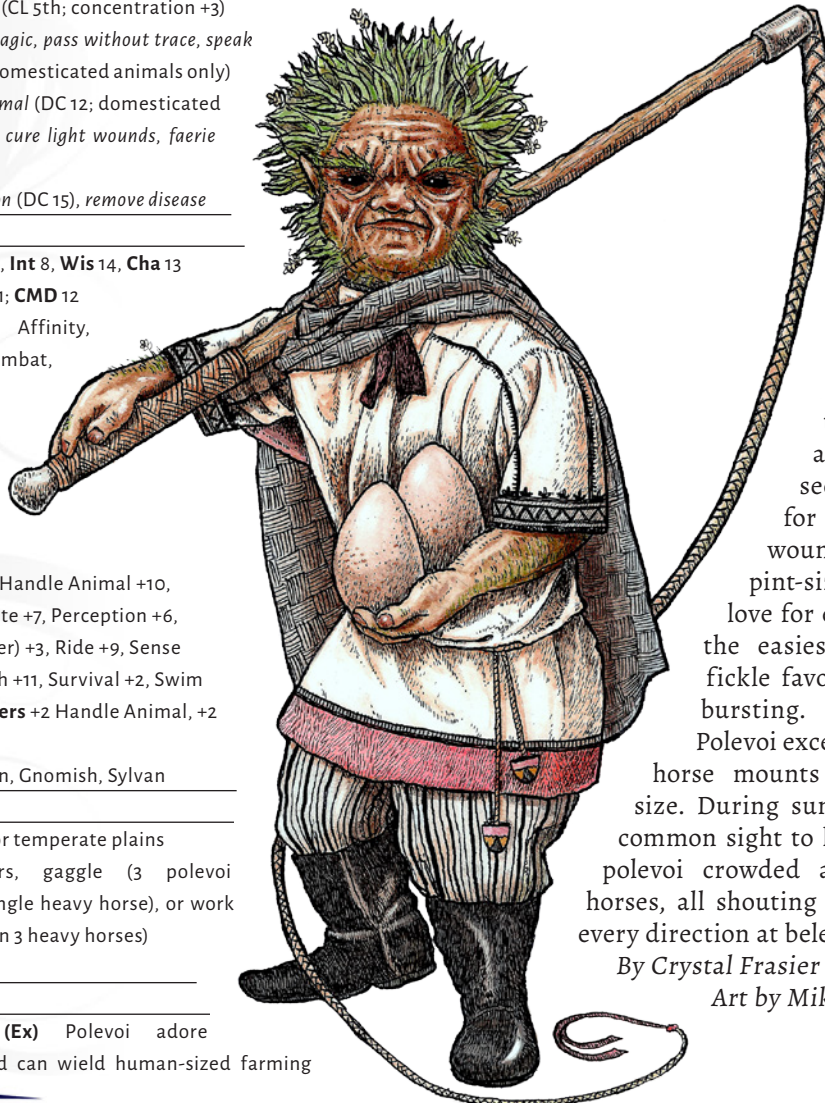
or savagely beat those they deem too lazy. Were it not for their acute fear of the dark, they would drive mortal farmers to work continuously until they dropped.

Generally despised, polevoi enjoy a measure of protection from the winter witches, and sometimes beseeched by peasants for their ability to heal wounds and diseases. The pint-sized fey have a famous love for eggs and poultry, and the easiest way to win their fickle favor is to stuff them to bursting.

Polevoi excel at riding, and prefer horse mounts despite their small size. During summer months, it is a common sight to have a dozen or more polevoi crowded across two or three horses, all shouting conflicting orders in every direction at beleaguered farmers.

By Crystal Frasier (Wayfinder #2)

Art by Mike Lowe



PREDATORY SANDBAR

Strangely, while submerged only inches under the surface, no debris has gathered on this sandbar. Even stranger, the current isn't eroding it.

PREDATORY SANDBAR

CR 12

XP 19,200

N Colossal ooze (aquatic)

Init 2; **Senses** blindsight 60 ft., tremorsense 120 ft.; Perception -5

DEFENSE

AC 4, touch 0, flat-footed 4 (2 Dexterity, +4 natural, 8 size)

HP 178 (17d8+102)

Fort +11, **Ref** +3, **Will** +0

Defensive Abilities amorphous, reflexive push, split (sonic or slashing, 29 hp); **DR** 10/—; **Immune** acid, electricity, ooze traits; **Resist** cold 30, fire 30

Weaknesses vulnerable to sonic

OFFENSE

Speed 5 ft., swim 40 ft.

Melee slam +19 (4d8+22 plus 2d4 acid and grab)

Space 30 ft.; **Reach** 20 ft.

Special Attacks constrict (4d8+22 plus 2d4 acid), engulf (DC 33, 2d4 acid), smother

STATISTICS

Str 40, **Dex** 7, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +35 (+39 to grab); **CMD** 43 (can't be tripped)

Skills Swim +23

SQ amphibious, granular

ECOLOGY

Environment any aquatic

Organization solitary or bank (2-4)

Treasure none

SPECIAL ABILITIES

Acid (Ex) A predatory sandbar contains acid that only damages organic matter (bone, cloth, flesh, leather, wood, etc.). Creatures and objects made of materials other than organic matter are immune to this acid. Worn items of those materials are dealt acid damage from the predatory sandbar's abilities and attacks.

Granular (Ex) As a creature composed of small particles bound together, a predatory sandbar is hard to observe in an underwater environment with sand. A successful DC 24 Perception check is required to notice a predatory sandbar in these environments. Any creature that fails to notice a predatory sandbar and moves into it automatically takes damage as if struck by the ooze's slam attack.

Reflexive Push (Ex) Whenever a predatory sandbar takes damage, it strikes out with a bull rush attack. This ability grants the predatory sandbar an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reflexive push—instead, they cause the creature to split. Whenever a predatory sandbar takes sonic damage, the creature cannot use its reflexive push ability until after it takes its next action in combat.

Predatory sandbars in rivers slowly migrate up and down the rivers they claim. During the winter they become semi-dormant and let the current push them downstream to the edge of their territory, eating anything they can. They wake from dormancy when spring floods wash debris into them. When summer comes, and less flood debris is delivered to them by the current, they then begin slowly moving back upstream clearing the river as they go.

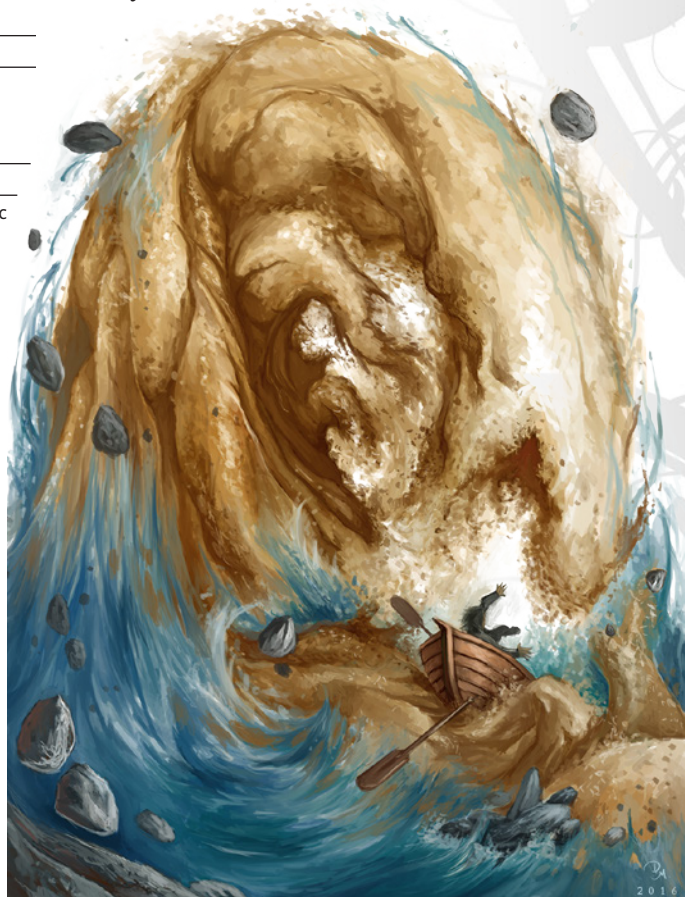
Large objects floating downstream draw the attention of hungry predatory sandbars. They tend to move so the current will wash their prey into them, activating their acid ability to begin breaking down the meal. After struck, the predatory sandbar quickly surfaces to prevent any debris from escaping. Quickly engulfing all they can find. After they engulf enough for a meal, usually 200+ pounds, they dive to the bottom to begin digesting the meal.

In oceans and seas, predatory sandbars travel the coastlines for meals, predate sunken cities and ships, and target areas with heavy sea traffic. Some ships feed barrels weighted with sand to satiate the beast long enough to escape. Slavers tend to toss overboard dead or nearly dead cargo.

Predatory sandbars that feed heavily on certain materials have variant statistics. With wood as a primary food source, reduce fire resistance to 10 and increase their land speed to 10 ft. and their swim speed to 50 ft. Bone increases the DR and natural armor bonus by an additional +2.

By Thomas LeBlanc (Wayfinder #15)

Art by Dionisis Milonas



RAVENING JACKAL

This man-sized jackal is gaunt and emaciated with sickly, blackened skin. In place of forepaws, it has twisted and taloned humanoid hands, and a malevolent spark of hungry intelligence gleams in its eyes.

RAVENING JACKAL **CR 4**

XP 1,200

NE Medium undead

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

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

hp 27 (3d8+9)

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

Defensive Abilities channel resistance +2, turn to dust

Weaknesses cursed hunger

OFFENSE

Speed 40 ft.

Melee bite +7 (1d6+3 plus trip and hunger of Set) and 2 claws +2 (1d4+1)

Special Attacks opportunistic bite

Spell-Like Abilities (CL 3rd; concentration +5)

3/day—*dust form*^{UC}

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +5; **CMD** 20 (24 vs. trip)

Feats Improved Initiative, Stealthy, Toughness^B, Weapon Finesse

Skills Bluff +5, Knowledge (religion) +7, Perception +6, Stealth +11, Survival +5 (+9 when tracking by scent); **Racial Modifiers** +4 Stealth, +4 Survival when tracking by scent

Languages Ancient Osiriani

ECOLOGY

Environment warm desert or plains or underground

Organization pack (3–10)

Treasure none

SPECIAL ABILITIES

Cursed Hunger (Su) Ravening jackals are cursed with a constant and insistent hunger that can never be sated. They receive no benefits from potions or other effects that require ingestion.

Hunger of Set (Su) The poisonous bite of the ravening jackal conveys a curse if it is not cured in time.

Hunger of Set poison: Bite—injury; *save* Fort DC 13; *frequency* 1/day; *effect* target requires twice as much food and drink as normal to survive. Potions, elixirs, and other consumables or spell effects that require ingestion by the target only last for half their normal duration. Consumables and effects with instantaneous durations, such as *potions of cure light wounds*, only provide half the normal numerical effect. After a second failed save, the target requires

four times the normal amount of food and drink to survive and receives 1/4 the normal duration or effect of ingested items. After a third failed save, the target can no longer receive any sustenance from food or drink and begins starving to death, and gains no benefit from ingested items. Additionally, the disease is thereafter treated as a curse and can only be cured by a *remove curse* effect; *cure* 2 consecutive saves. The save DC is Charisma-based.

Opportunistic Bite (Ex) On a successful bite attack against an opponent that a ravening jackal flanks or is denied its Dexterity bonus to AC, the ravening jackal deals 1 additional point of damage.

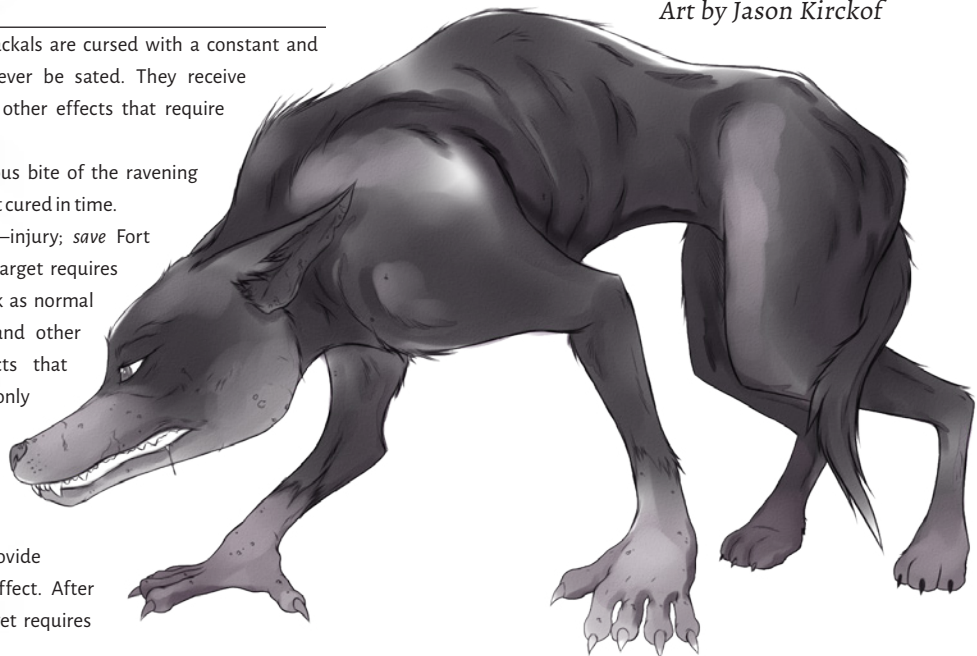
Turn to Dust (Su) When hit by an attack or targeted by an area-of-effect spell, a ravening jackal can take an immediate action to use its *dust form* spell-like ability to change into a swirling cloud of dust, becoming incorporeal as the spell until the beginning of its next turn.

Occasionally, the jackal-headed god Set notes when jackals die of starvation and uses the bodies of his rival Anubis's sacred animals for his own ends. Set infuses them with the souls of cultists who disappointed him in life and gives them another chance to serve him in the form of ravening jackals. These abominations stalk the desert wastes, cursed with a contagious hunger that can never be satisfied and seeking to please Set in the hopes that he releases them from their torment.

Ravening jackals prefer safety in numbers. They are sometimes found in the service of cynosphinxes (see *Pathfinder Adventure Path #82: Secrets of the Sphinx*) who venerate Set, and less often in a pack led by a sha or a Set beast (see *Pathfinder Adventure Path #80: Empty Graves*).

Ravening jackals sneak up on prey and attack those at their weakest, attempting to infect as many targets as possible with the hunger of Set. Ravening jackals keep their *dust form* spell-like ability in reserve to retreat from combat should their prey prove too dangerous to take down immediately.

By Matthew Starch (*Wayfinder #12*)
Art by Jason Kirckof



RAZORWEED

Long blade-like leaves swing lazily back and forth in the ocean's current, an almost hypnotic effect, as you barely notice it moving toward your leg dangling in the water.

RAZORWEED

CR 5

XP 1,600

N Large plant (aquatic)

Init -1; **Senses** blindsight 30 ft.; tremorsense 30 ft.; Perception +1

DEFENSE

AC 19, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +1, **Will** +3

Defensive Abilities camouflage; **Immune** plant traits

Weaknesses vulnerable to cold

OFFENSE

Speed 0 ft., swim 5 ft.

Melee 2 vines +8 (1d6+5 plus grab, pull, and 1 bleed)

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

Special Attacks bleed (1), blood drain (1dz Constitution), hypnotic swaying (DC 15), pull (vine, 5 feet)

STATISTICS

Str 20, **Dex** 8, **Con** 16, **Int** —, **Wis** 13, **Cha** 7

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 19 (can't be tripped)

ECOLOGY

Environment any ocean

Organization patch (3–6), colony (12)

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) Since a razorweed looks like a normal colony of seaweed, a DC 20 Perception check is required to notice it before falling prey to its hypnotic sway attack. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.

Hypnotic Swaying (Ex) A razorweed sways in the currents in such a way that it attracts any who see it within a 30-foot radius. Any creatures in the area must succeed at a DC 15 Will save or become hypnotized by the razorweed's slow swaying movements. A hypnotized creature can only take move actions in order to reach and enter the razorweed mass. Affected creatures can attempt a new Will save each round that the razorweed attacks an ally—if a hypnotized creature is attacked by the razorweed, it gains a +4 bonus on its Will save to shake themselves free of the effects of the hypnotic swaying. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

stalks are approximately 10–30 feet long, anchored to the sea floor, and measuring nearly 10 feet in diameter. Its slow swaying motion in the current creates a hypnotic effect, drawing prey towards it. When an attracted creature is drawn into the razorweed, it attacks by grappling its prey, the sharp edges of its long leaves slashing flesh, and leaving serrated, blood-seeping wounds. The spilled blood is eagerly absorbed by the mass of seaweed, coloring the green-brownish weed a dark red.

Strangling Razorweed (CR 5)

This variant of the razorweed is only found in warm oceans. It loses its bleed and blood drain special attacks and gains the strangle universal monster ability as a special attack instead, after the razorweed has successfully grappled the targets.

By Christoph "RuyanVe" Gimmler (Wayfinder #8)

Art by William Dodds



A razorweed appears as a normal floating stalk of seaweed, featuring long fronds with wide blades. The

RIVER WRAITH

Bursting through a breach in the dam, the surging river takes on the uncanny shape of tusks, flashing hooves, and glittering eyes of fearsome malice.

FOAMBRISTLES **CR 4**

XP 1,200

River-wraith boar

CN Medium undead (aquatic)

Init+2; **Senses** low-light vision, tremorsense 60 ft. (in water only), scent; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 20 (2d10+9)

Fort +6, **Ref** +2, **Will** +1

DR 5/bludgeoning; **Immune** undead traits

Weaknesses vulnerable to fire

Defensive Abilities amorphous, site bound

OFFENSE

Speed 10 ft., swim 30 ft.

Melee gore +7 (1d8+9)

Special Attacks aquakinesis, drowning embrace (DC 17)

STATISTICS

Str 23, **Dex** 14, **Con** —, **Int** 2, **Wis** 13, **Cha** 17

Base Atk +1; **CMB** +7 (+11 grapple); **CMD** 19

Feats Toughness

Skills Perception +5, Stealth +6 (+10 in water)

SQ one with the river

River-wraiths are watery versions of their former selves, nearly invisible while swimming and capable of squeezing through the smallest gaps. On land, they are lumbering and weak, and seek to return to the water as quickly as possible. River-wraiths retain a semblance of their former lives, and often create watery replicas of their old weapons and gear. While it is clear some of these creatures are intelligent, they cannot speak.

Creating a River-wraith

“River-wraith” is an acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A river-wraith uses the base creature’s stats and abilities except as noted here.

CR: Same as base creature +2.

AL: All river-wraiths are chaotic neutral

Type: The creature’s type changes to undead and it gains the aquatic subtype. Do not recalculate BAB or saves.

Senses: As base creature, but gains tremorsense 60 feet to sense anything in contact with a body of water.

Hit Dice: Change all of the base creature’s racial HD to d10s.

Movement: A river-wraith gains a swim speed equal to the base creature’s base speed. However, its land speed drops to 10 feet.

Defensive Abilities: A river-wraith has DR 5/bludgeoning for every 5 hit dice (minimum DR 5/bludgeoning). It also gains the amorphous quality.

Special Abilities:

Aquakinesis (Su) A river-wraith can use the waters of the Sellen to free the course of the river or bring enemies into its grasp. This ability functions as the spell telekinesis, with a caster level equal to the creature’s Hit Dice + 5 and a range of 60 feet. A creature grappled by this force can be pulled 20 feet per round toward the river-wraith, and transferred into its embrace. It can also make an aquakinetic slam attack for 1d6 points of damage per 5 caster levels.

Drowning Embrace (Ex) An opponent pinned by the river-wraith begins drowning unless it succeeds on a Fortitude save. A creature making the save must still hold its breath as if underwater. The save DC is Strength-based.

One with the River (Su) The river-wraith’s watery form makes it difficult to follow its movements. It gains a +4 on Stealth checks and benefits from concealment when in water.

Site-bound (Su) River-wraiths are drawn to places where the river is blocked or its flow diverted. Once an area is impacted, the wraith is bound to the locale. If it is killed, it reforms the next night to continue its struggle. Only when the river resumes freely flowing can a river-wraith be truly killed.

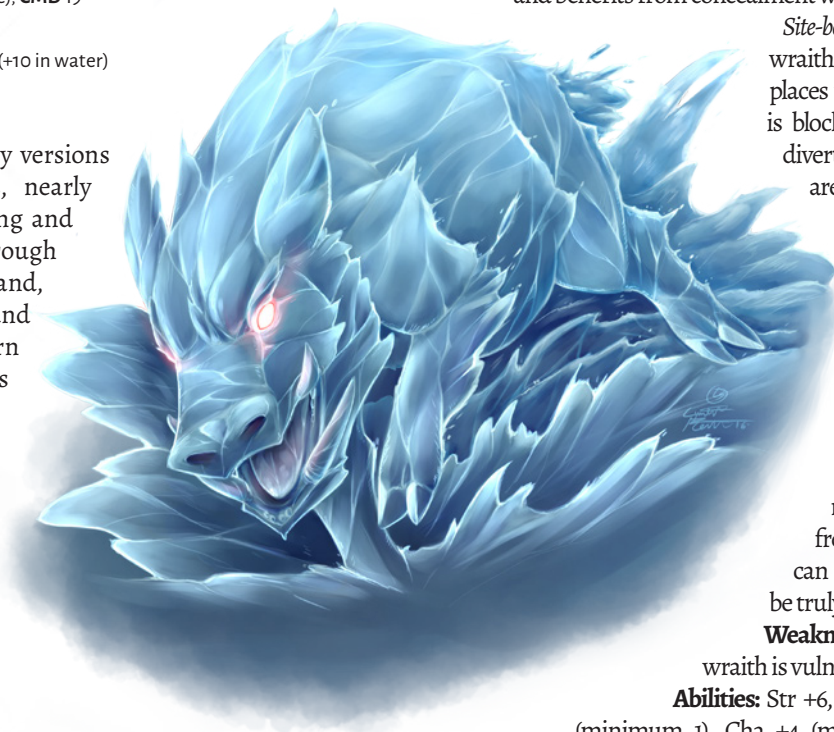
Weaknesses: A river-wraith is vulnerable to fire.

Abilities: Str +6, Dex +4, Int –2 (minimum 1), Cha +4 (minimum equal to base creature’s Con). As an undead creature, a river-wraith has no Constitution score.

Skills and Feats: A river-wraith retains all the skills and feats it had in life, and gains a +4 racial bonus to grapple.

By John Leising (Wayfinder #15)

Art by Lynnette Fetters



ROMPO

The heavy stench of rotting flesh surrounds this animal, seemingly the sick amalgamation of a badger, bear, and rabbit with human-like ears.

ROMPO **CR 7**

XP 3,200

N Medium magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

Aura stench (DC 19, 1 minute)

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 87 (7d10+49)

Fort +11, **Ref** +8, **Will** +7

DR 5/—; **Immune** disease

OFFENSE

Speed 50 ft.

Melee bite +12 (1d8+4 plus grab/x3), 2 claws +11 (1d6+4 plus grab)

Special Attacks gnaw, blood rage

STATISTICS

Str 19, **Dex** 17, **Con** 22, **Int** 4, **Wis** 17, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 24

Feats Iron Will, Run, Skill Focus (Stealth), Toughness⁹, Weapon Focus (bite)

Skills Acrobatics +12 (+24 jumping), Perception +12, Stealth +12; **Racial Modifiers** +4 Acrobatics, +4 Perception

SQ leap

ECOLOGY

Environment warm forests or swamps

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

Treasure incidental

SPECIAL ABILITIES

Gnaw (Ex) Once a rompo has successfully grappled an opponent, it savagely tears into its victim with its teeth, dealing damage as if it succeeded on a critical hit with its bite as a free action each round the grapple is maintained. A rompo must succeed on a melee touch attack against the grappled opponent to do this. A creature immune to critical hits takes only normal damage while being gnawed on.

Leap (Ex) A rompo is an amazing jumper. When jumping, a rompo can take 20.



Rompos are roamers and scavengers, following the smell of the weak and dying to feast on their flesh. They leap on wounded prey, seeking to take them down quickly. If the foe attacks back, rompos attack in a furious rage, fleeing from combat only when their rage effect ends. They consume all parts of their victims' corpses, storing indigestible items in their gizzards.

The badger-like tenacity of the rompo grants a nearly supernatural ability to shrug off wounds, ignoring them almost completely while in their blood rage. This has led some of the more primitive tribes of goblins in Varisia to worship such creatures as divine agents of their barghest deities, since they seem to be enraged by the goblins feeble spears and arrows rather than truly wounded.

Some rombos are also found in areas around the Sodden Lands and Mwangi Expanse. The southern cousins of the rombos have more cat-like features, but the same aggressive demeanor as their northern kin.

A rompo is four feet tall at the shoulder and weighs 300 pounds.

Variant Rompos

The Beast of Brinestump Swamp (Large advanced rompo, CR 9): The goblins of Brinestump swamp worship this enormous monster, offering it captured travelers as tribute to feed its insatiable hunger. It lives deep in the swamp, and is so wet and encrusted with muck and wet sticks that its murky form is nearly impervious to flame. Unlike a typical rompo, the Beast of Brinestump Swamp has fire resistance 20.

The Devil that Isn't (advanced variant rompo,

CR 8): This unusual beast has a large pair of leathery wings (granting it a fly speed of 40 feet (clumsy)). It is sometimes mistaken for the much more famous Sandpoint Devil, but generally only by those with poor eyesight, overly superstitious minds, or both. Some reports claim that it can breathe fire, but it is far more likely that these witnesses have simply seen it purge the contents of its gizzard, spraying a noxious (and chunky) concoction that deals 5d6 damage to all creatures in a 15-foot-cone (Reflex save DC 20 for half). This damage is half acid damage and half physical damage. The Devil that Isn't trades its stench ability for this breath weapon.

By Justin "Black Fang" Sluder
(Wayfinder #4)
Art by Liz Courts

ROPERLING

A hideous, single-eyed creature emerges from the darkness, reaching out with long, tentacular arms tipped with clawed fingers.

ROPERLING **CR 3**

XP 800

CE Medium aberration

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 19 (3d8+6)

Fort +3, **Ref** +4, **Will** +2

DR 5/bludgeoning; **Resist** electricity 10; **SR** 14

OFFENSE

Speed 30 ft.

Melee 2 tentacles +5 (1d4+2 plus 1 Strength damage)

Ranged light crossbow +5 (1d8/19–20)

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

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 17

Feats Skill Focus (Perception),
Weapon Focus (tentacle)

Skills Acrobatics +9,
Escape Artist +13, Perception +8,
Stealth +9, Survival +5;

Racial Modifiers +4 Escape
Artist

Languages Aklo,
Undercommon

ECOLOGY

Environment any underground

Organization solitary, pack (2–6), or band (7–18)

Treasure normal (light crossbow, 10 crossbow bolts, poison)

Known as tunnel muggers, manropers, and Rovagug's maggots, roperlings are a despised lesser species of the roper family. Almost humanoid in form, a boneless roperling has two short legs, a single leering eye, and a large, slobbering mouth dominating a head attaching to its torso without a neck. In place of arms, it has two long tentacles tipped with three clawed fingers.

Roperlings are brutal, cannibalistic thugs that exist on the fringes of Darklands society as mercenaries, bandits, and thieves. Driven by their hunger for flesh and wealth, and their impulsive need to destroy, roperlings are untrustworthy and known to betray allies

without warning.

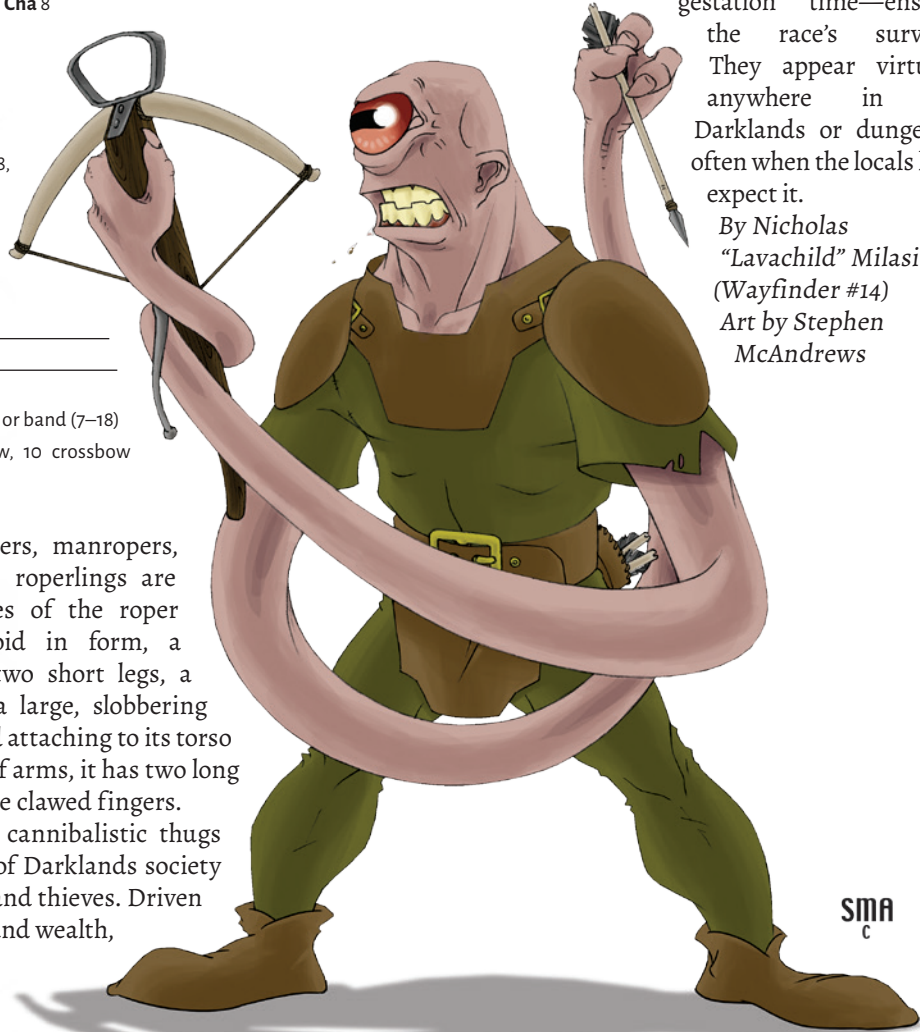
They mate and lay eggs at irregular intervals, leaving their stone-like eggs in basements, dungeons, or unused tunnels to lie dormant for decades. After they hatch, the tiny roperlings must survive on their own but might later find others of their kind to form groups of killers. Given their treacherous nature, however, roperling packs do not stay together for very long.

Roperlings use their clawed, strength-draining tentacles as natural weapons or to wield weapons. They often wear leather armor, and eagerly collect and use magic items. Roperlings often have class levels in rogue, sorcerer, or ranger, and use whatever abilities they gain to hunt prey.

A desire to consume and destroy drives this race, and is tempered only by a cowardly fear of stronger creatures. While most of the Darklands' inhabitants despise roperlings and exterminate them on sight, the most despicable creatures dwelling in the lightless depths tolerate them enough to hire them as expendable mercenaries and assassins. Still, the large number of

eggs they lay—and the eggs' long gestation time—ensures the race's survival. They appear virtually anywhere in the Darklands or dungeons, often when the locals least expect it.

By Nicholas
"Lavachild" Milasich
(Wayfinder #14)
Art by Stephen
McAndrews



SMA
C

RUNESPINNER

Gem-like eyes glitter with mindless hunger as metallic legs skitter on the floor, driving forward a bulbous abdomen of warped, rune-pocked flesh.

RUNESPINNER

CR 2
XP 600

N Small vermin

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

DEFENSE
AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 19 (3d8+6)

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

Immune mind-affecting effects

OFFENSE
Speed 30 ft., climb 30 ft.

Melee bite +4 (1d4+1), 2 claws +4 (1d3+1)

Special Attacks energized web (+4 ranged, DC 13, 3 hp), shearing bite

STATISTICS
Str 13, **Dex** 12, **Con** 15, **Int** —, **Wis** 10, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 13 (25 vs. trip)

Skills Climb +9

ECOLOGY
Environment temperate ruins

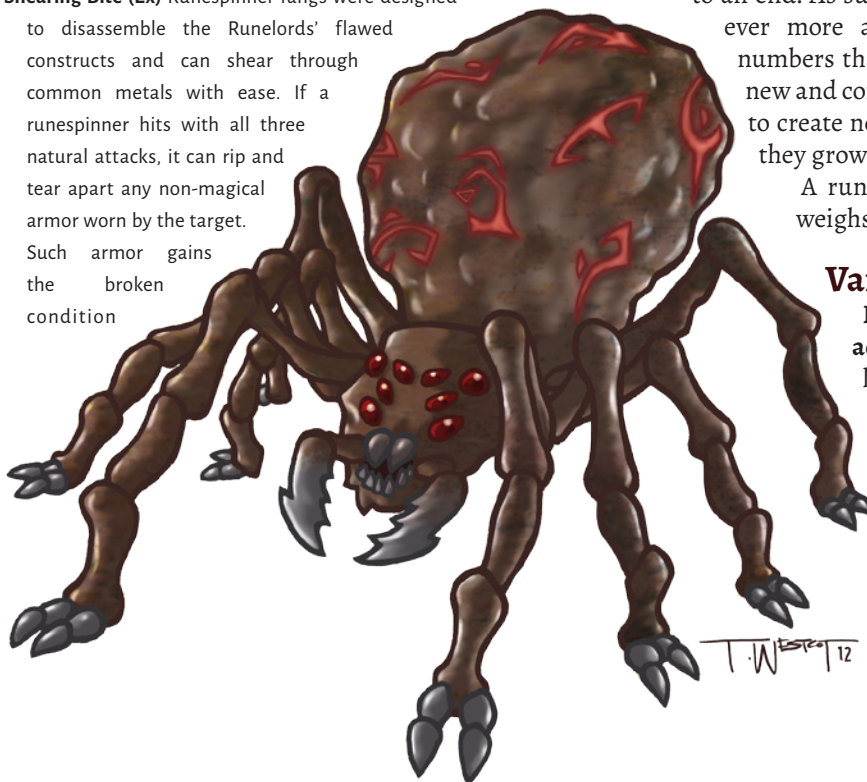
Organization solitary, pair, or nest (5–8)

Treasure standard (raw metal and gemstones)

SPECIAL ABILITIES

Energized Web (Su) Glowing runes incised into the runespinner's abdomen feed energy into its spinnerets that sparks through its webs. Creatures caught in a runespinner's web take 1d4 electricity damage per round.

Shearing Bite (Ex) Runespinner fangs were designed to disassemble the Runelords' flawed constructs and can shear through common metals with ease. If a runespinner hits with all three natural attacks, it can rip and tear apart any non-magical armor worn by the target. Such armor gains the broken condition.



unless the target succeeds at a DC 13 Reflex save. The save DC is Constitution-based.

Nests of these creatures lie dormant and waiting in Thassilonian ruins. The heat and movement of unwary treasure hunters is often enough to return runespinner to life, and any creature or mechanism of the modern age is prey to their instinctive and deadly hungers.

Bred in the magical pits of Krune, Runelord of Sloth, these ant-like predators were intended to undo any failed experiments by the Runelord or his subordinates. They soon gained a spark of intelligence, building small colonies and seeking to undo the any works of technology or magic. They became such a nuisance that rather than nurture the metallic insects, Krune used his magic to fling the things to the far corners of the realms of Thassilon. Rather than be stamped out by the attempt, the runespinner flourished, each of the original creatures evolving into a queen and establishing a new nest. The creatures dug deep into the earth, inhabiting the tombs and other secluded spaces of the Runelords, devouring everything within a small pocket. When the cataclysm silenced ancient Thassilon, the runespinner went into hibernation, unsure of when new meals might arrive.

Over time, the shifting earth broke up the colonies, creating smaller pockets of the creatures and separating them from their queens. More and more of their resting places caved in, became isolated from the rest of the world, or simply became inaccessible. The creatures diet of metal and magic have granted them a near-immortal lifespan, able to slumber through centuries or even millennia, but even now their lives are soon coming to an end. As such, the runspinner are becoming ever more active, and appearing in greater numbers than ever before. They seek to find a new and consistent source of magical nutrition to create new colonies and new queens before they grow extinct.

A runespinner is about 4 feet long and weighs almost 200 pounds.

Variant Runespinner

Runespinner Queen (Medium advanced runespinner, CR 4): These larger versions of runspinner also have a telepathic link to any runespinner within 1 mile. If a runspinner queen suffers damage, then any runspinner within 60 feet fly into a rage, as if they were a barbarian (level equal to hit dice). Runspinner queens also have DR 10/magic.

By Will Cooper (Wayfinder #7)
Art by Todd Westcot

RUSALKA

Lean and beautiful, wearing a smile and very little else, this stunning young woman beckons to you from the riverbank, inviting your comfort.

RUSALKA

CR 6

XP 2,400

LE Medium undead (water)

Init +3; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 67 (9d8+27)

Fort +3, Ref +6, Will +7

Defensive Abilities channel

resistance +4; **DR** 5/magic

and wood; **Immune** cold,

undead traits; **Resist**

fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +10 (1d4+1

plus 1d6 cold)

Special Attacks icy

embrace

STATISTICS

Str 14, **Dex** 16, **Con** —, **Int**

13, **Wis** 12, **Cha** 17

Base Atk +6; **CMB** +10 (+14

grapple); **CMD** 21 (25 vs.

grapple)

Feats Agile Maneuvers,

Deceitful, Greater Grapple,

Improved Grapple, Weapon

Finesse

Skills Acrobatics +3, Bluff +14, Climb +2,

Diplomacy +3, Disguise +5, Escape Artist +3,

Knowledge (local) +10, Perception +1, Perform

(sing) +12, Sense Motive +13, Stealth +15, Swim +10;

Racial Modifiers +8 Stealth underwater

Languages Aquan, Common, Skald

SQ bonded pool, water mastery

ECOLOGY

Environment cold aquatic and forests

Organization solitary or sem-ya (1 plus 2d4 zombies and 1d4 Small water elementals)

Treasure standard

SPECIAL ABILITIES

Bonded Pool (Su) A rusalka is shackled permanently to the body of water in which its mortal remains reside, usually a lake or river. By daylight she cannot leave her watery tomb, but can rise partially from the water to attract passersby. By night she can roam freely on foot, but the first rays of sunlight will destroy her delicate form and send the spirit back to its bonded pool. If slain, a rusalka reforms in its bonded pool 1d6 nights later. A rusalka loses its channel resistance while away

from its pool.

Icy Embrace (Ex) Once a rusalka holds a lover in her arms, she never lets go. If a rusalka uses two hands to grapple or pin opponents, she gains receive a +4 bonus to CMD against their attempts to break free. She can maintain a grapple or pin one-handed with no penalty. Once a target is grappled, a rusalka must succeed at a DC 20 Will save every round to do anything but drag her victim underwater. Victims drowned by a rusalka rise under the next full moon as zombies under the rusalka's control.

Water Mastery (Su) A rusalka's body is composed of frigid, cursed water, making her difficult to injure. A rusalka receives a +1 bonus to attack and damage rolls if both she and her target are at least waist-deep in water. A rusalka never takes penalties from fighting underwater.



The Witch Queen of Irrisen demands a lifetime of service from every subject—even those who die unnaturally are forced to remain in Irrisen for the length of a natural lifetime. Rusalka are perhaps the most tragic of these undead: spirits of young women who die heartbroken or murdered by their lovers.

Such bodies inevitably find their ways into nearby waterways and birth a rusalka.

Impossibly beautiful but perpetually cold and alone, they desperately seek companionship. The cruelty of their deaths instills them with an irresistible urge to pull would-be suitors down into the icy depths of their rivers and lakes.

If a rusalka goes too long without feeling the warmth of a mortal body, she might leave her watery home and actively hunt for a victim and pull them from their beds in the dead of night. Some communities in Irrisen go so far as to make regular sacrifices of criminals or the sick to local rusalka to keep them sated.

Many erroneously believe that a rusalka exists for as long as it would have lived while still mortal, but this is only partially true. When the rusalka's earthly remains are properly blessed or the reason for their premature demise discovered, the rusalka can no longer reform itself when slain and can finally rest forever.

By Crystal Frasier (Wayfinder #2)

Art by Erin Frye

SANDLING OOZE

The sounds of sand whirling contained in a shifting, slumping mound coalesces. A dusty-tasting presence surrounds this ever congealing, yet endlessly swirling, blob of sand.

SANDLING OOZE

CR 2

XP 600

N Medium ooze

Init +0; Senses blindsight 60 ft.; Perception -5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 28 (3d8+15)

Fort +5, Ref +0, Will -4

Defensive Abilities ooze traits, sand infiltration; Resist fire 5

OFFENSE

Speed 30 ft.; sandstorm (30 ft. fly, perfect)

Melee slam +3 (1d6+3 plus entrap)

Special Attacks entrap (DC 16, 1 minute, hardness 0, hp 5), sandmill

STATISTICS

Str 12, Dex 11, Con 20, Int —, Wis 1, Cha 1

Base Atk +2; CMB +3; CMD 13

SQ congealing, fired glass

ECOLOGY

Environment any desert

Organization solitary, pair, or dune (5-7)

Treasure incidental, plus fired glass

SPECIAL ABILITIES

Congealing (Ex) Whenever a sandling ooze is doused in at least a gallon of water, it loses its sandstorm movement ability for 1d4 rounds.

Fired Glass (Ex) If a sandling ooze is killed by an attack that deals fire damage, it melts and solidifies into a small, deformed glass sculpture of itself worth 150 gp.

Sandmill (Ex) As a standard action, a sandling ooze can break apart and scour a creature it has entrapped. The target creature can resist this attempt with a DC 16 Reflex save; on a failure, the creature becomes trapped in this sandling ooze's swirling form and can't move from its space. Each round the creature remains in the sandmill, it takes 1d6 slashing damage from the violent whirling of the coarse sand and is automatically subjected to the sandling ooze's sand infiltration ability. A creature can escape the sandling ooze's sandmill by succeeding at a Combat Maneuver check or Escape Artist check (DC equal to the sandling's CMD) as a full-round action. This

attack can also be used against unattended objects, in which case the attack ignores the target's hardness. The save DC is Constitution-based.

Sandstorm (Sp) Three times per day as a standard action, a sandling ooze can break apart into a small sandstorm. While in this form, it can fly up to 30 feet per round and can pass unobstructed through squares occupied by other creatures. The sandling ooze returns to its original form at the end of its movement and can't end its movement in an occupied square. Any creature occupying a square the sandling ooze travels through while in its sandstorm form must succeed at a DC 12 Reflex save or become blinded for 2 rounds. The save DC is Dexterity-based.

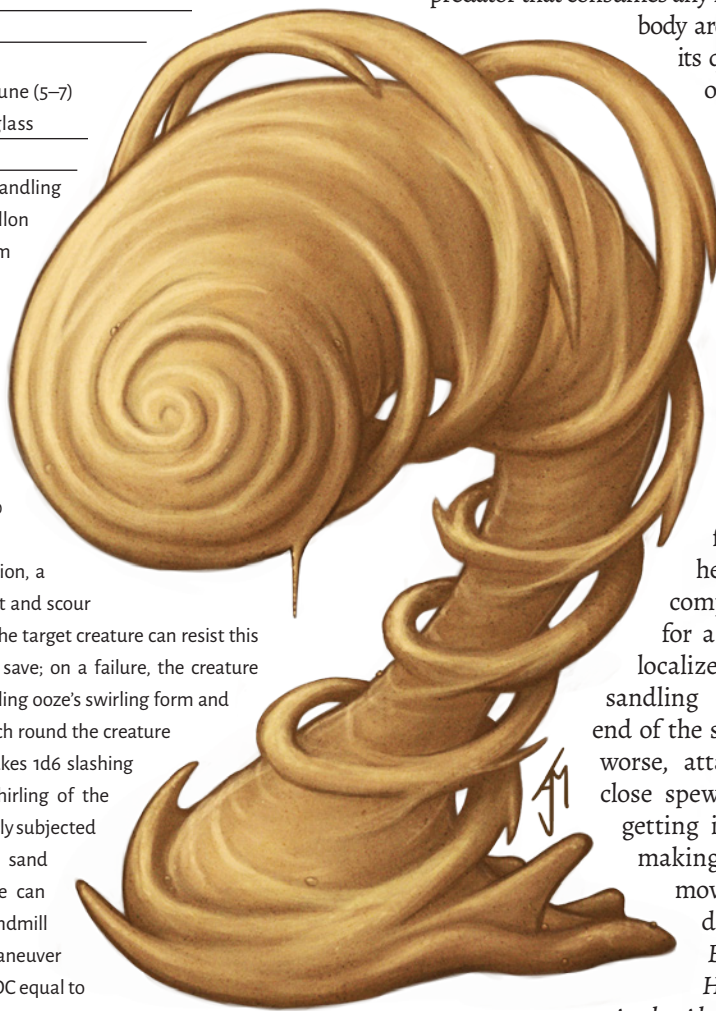
Sand Infiltration (Ex) Attacking a sandling ooze dislodges some of its sandy body, which gets stuck in metallic armor and degrades it. Each time a creature successfully hits a sandling ooze with a melee attack while wearing metal armor, it must succeed at a DC 12 Reflex save or have its armor check penalty increased by 2 and maximum Dexterity bonus decreased by 2 until the armor is taken off and cleaned, or is thoroughly doused in water for 1 round. The effects of this ability stack, with each failed Reflex save further increasing the armor check penalty and decreasing the maximum Dexterity bonus by a maximum of 10. The save DC is Dexterity-based.

A sandling ooze forms spontaneously from concentrations of magic, sand, and pockets of moisture. It is a nearly mindless predator that consumes any material it can get its dusty body around. Eventually grinding its quarry down, the sandling ooze often carries half-eaten pieces of its gear. When slain with fire, glass sculptures that look like misshapen versions of these creatures sometimes survive and provide an odd souvenir that is mainly sold to those who would pretend to be adventurers.

Stories tell of the sandling ooze's movement, and of the folly in attacking one head on. The grains of sand comprising its body make for a grinding, blinding—yet localized—sandstorm, with the sandling ooze reforming at the end of the sandstorm's raging. Even worse, attacking the creature up close spews the sand everywhere, getting it into armor joints and making it nigh impossible to move until cleaning out the dastardly particles.

By Kiel "theheadkase" Howell (Wayfinder #12)

Art by Alex "Canada Guy" Moore



SANDSPINE

A toothy reptilian head belonging to a creature under the sand bursts from its hiding place, while the creature's spined tail seeks to constrict its prey.

SANDSPINE	CR 5
XP 1,600	
N Medium magical beast	
Init +0; Senses tremorsense 60 ft.; Perception +9	
DEFENSE	
AC 19, touch 10, flat-footed 19 (+9 natural)	
hp 52 (7d10+14)	
Fort +9, Ref +5, Will +4	
OFFENSE	
Speed 20 ft.	
Melee bite +12 (1d8+5), tail +10 (1d8+2 plus grab)	
Special Attacks constrict (1d8+2 plus poison)	
STATISTICS	
Str 20, Dex 10, Con 14, Int 2, Wis 14, Cha 16	
Base Atk +7; CMB +12; CMD 22	
Feats Combat Reflexes, Endurance, Great Fortitude, Multiattack	
Skills Bluff +9, Perception +9, Stealth +4; Racial Modifier +4 Bluff	
ECOLOGY	
Environment warm deserts	
Organization solitary	
Treasure incidental	
SPECIAL ABILITIES	
Poison (Ex) Spines—injury; <i>save</i> Fort DC 15; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Con drain; <i>cure</i> 1 save. The save DC is Constitution-based.	

Sandspine by nature are solitary carnivorous reptilian creatures that live in warm deserts with shifting sand, or other soft substrate. These creatures are most commonly found in sandy climates such as those of Quadira, Osirion, Thuvia, and Rahadoum, though they have been seen as far afield as Katapesh. They

prefer soft ground as it makes burrowing and hunting so much easier.

While a sandspine has four clawed limbs, their short legs are ineffective for combat or fast movement and are instead used for digging. Their colorations generally mimic the surrounding sandy or rocky areas. Its back and tail are covered with overlapping plates, each supporting an array of twisted branch-like spines. These creatures seek out low areas with loose ground, where they will bury themselves, twisting their bodies around until nose and tail touch. Here they wait patiently, their spiny camouflage looking like small trees or shrubs desperate for water, and prey are lured by the hope of just such a watery oasis. Sandspine can detect small movements above ground, and will remain motionless until their intended target is close enough in proximity to be ambushed. The reptile will then whip its body around, spines impaling and immobilizing the prey as it loosely constricts around them. The poisoned spines sap what little water remains in its victim's body. Once the prey is dead, a sandspine will rake at the corpse to remove any external armor or clothing, and the remains are consumed.

Breeding is without flair, and with little competition. As males and females are solitary as adults, an encounter between the two during mating season tends to be brief and efficient. A female will lay a clutch of 3-5 eggs, and curl herself around them until they hatch. After hatching, her young will remain with her until they are large enough to hunt prey of their own. An independent juvenile will hunt animals the size of rats or hares while adults hunt larger prey, including adventurers. A brood mother with young will look like a dense oasis, with the larger spine brush of the mother in the center, surrounded by smaller bits of so-called vegetation.

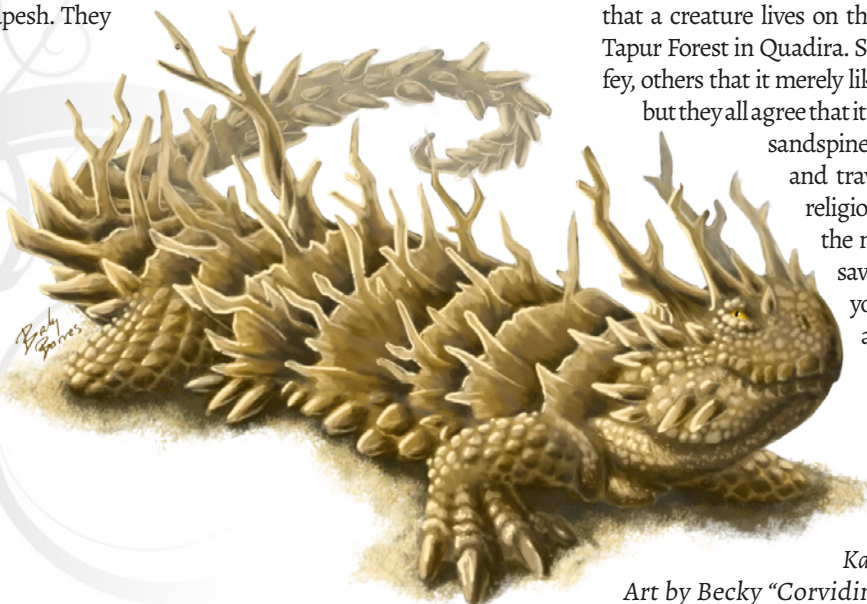
Variant Sandspine

The Ancient One (advanced giant sandspine CR7): It is said that a creature lives on the northern edge of the Southern Tapur Forest in Quadira. Some say it is the pet of a powerful fey, others that it merely likes the abundant prey in the area, but they all agree that it is there, and that it is a much larger sandspine than any ever recorded. Caravans and travelling merchants avoid the area religiously, even when cutting across the northern edge of the forest would save significant time. Occasionally a young warrior will venture into the area to prove their worth by killing the beast. None of these brave souls have ever been heard from again.

By Becky "Corvidimus" Barnes (Wayfinder #10) with additional setting material by

Kalyna Conrad

Art by Becky "Corvidimus" Barnes



SCARAB, GLASS

Light hitting this scarab beetle's carapace paints it in an array of colorful, geometric patterns.

GLASS SCARAB (HALUSCAR)

CR 3
XP 800

N Small magical beast (earth)

Init +6; **Senses** tremorsense 60 ft.; Perception +13

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

hp 30 (4d10+8)

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

Weaknesses vulnerability to sonic

OFFENSE
Speed 20 ft., burrow 20 ft., fly 40 ft. (good)

Melee bite +5 (1d4+1)

Special Attacks prismatic blast

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

Base Atk +4; **CMB** +3; **CMD** 15 (23 vs. trip)

Feats Improved Initiative, Power Attack

Skills Acrobatics +6, Fly +8, Perception +5, Stealth +6

ECOLOGY
Environment warm or temperate deserts

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Prismatic Blast (Ex) Once per day, the haluscar can gather rays from a light source and fire the collected rays as a cone of many colors. This ability works like *color spray* (DC 14 Will negates), except it only works in areas of normal light or brighter. The save DC is Charisma-based.

Glass scarabs, also known as haluscar, are luminescent beetles that live in deserts. Glass scarabs are 2-1/2 feet tall and 3 feet wide, but weigh a slight 60 pounds. These creatures scour wastelands and sand dunes in search of minerals to devour.

Haluscar look like other scarab beetles, save that their shells are reflective, like polished glass. When light hits their carapaces, several geometric designs shimmer along their bodies. No two haluscar have the same designs, and many desert dwellers seek out these beetles as pets or to create jewelry from their shells. However, those who professionally hunt glass scarabs know the creatures can absorb light through their prism-like exoskeletons and fire it in a cone of flashing colors that confuse and blind predators. Many hunters wait until night before

approaching haluscar lairs and digging them out.

Haluscar make their homes in sand dunes and remain hidden at night. During the day, they roam the dunes in search of minerals to eat. In particular, haluscar love the taste of petrified lightning—lightning-struck sand that forms glass-like minerals. Eating petrified lightning rejuvenates glass scarabs, healing 1d8 hit points with each stone devoured.

Haluscar are solitary creatures until they find a mate, and couples mate for life. Mated pairs keep their larvae, which look like like grubs with tarnished gray exoskeletons, in underground lairs filled with minerals for sustenance. The larvae mature in one year, after which they leave their nests in search of their own lairs and minerals.

By Ed "Odraude" Ortiz, Jr. (Wayfinder #10)

Art by Becky "Corvidimus"
Barnes



SCARWALL GUARD

This skeletal minotaur wears the remnants of chain armor. Black tendrils of fog cling to its old, dry bones.

SCARWALL GUARD **CR 6**

XP 2,400

CE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 20, touch 12, flat-footed 17 (+4 armor, +3 Dex, +4 natural, -1 size)

hp 65 (10d8+20); fast healing 5

Fort +5, **Ref** +6, **Will** +9

Defensive Abilities black shroud, channel resistance +4, natural cunning; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk greataxe +11/+6 (3d6+4/x3), gore +4 (1d8+4)

Ranged mwk heavy crossbow +10 (2d8/19-20)

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

Special Attacks powerful charge (gore, 2d8+8)

STATISTICS

Str 17, **Dex** 16, **Con** —, **Int** 7,

Wis 14, **Cha** 15

Base Atk +7; **CMB** +11

(+13 bull rush); **CMD** 24

(26 vs. bull rush)

Feats Deadly Aim, Improved

Bull Rush, Improved

Initiative^B, Power Attack, Rapid

Reload (heavy crossbow), Weapon Focus

(greataxe)

Skills Intimidate +15, Perception +19;

Racial Modifiers +4 Perception

Languages Giant

Gear mwk chain shirt, mwk greataxe, mwk heavy crossbow with 20 bolts

ECOLOGY

Environment any land (Scarwall Castle)

Organization solitary, pair, or band (3-12)

Treasure none (gear only)

SPECIAL ABILITIES

Black Shroud (Su) Clinging darkness surrounds a Scarwall guard. While protected by its shroud, a Scarwall guard gains concealment and fast healing 5. If a Scarwall guard is destroyed, the shroud explodes in a 20-foot burst of necromantic energy, dealing 5d6 points of negative energy damage to living creatures (Will DC 17 half) and healing a like amount of damage to undead. The save DC is Charisma-based. If a Scarwall guard takes damage from positive energy, its black shroud is suppressed for 1d4 rounds.

Natural Cunning (Ex) Scarwall guards retain the minotaur's natural cunning. They are immune to *maze* spells, never become lost, and are never caught flat-footed.

The skeletal remains of Kazavon's elite minotaur guards, the Scarwall guards arose after the hero Mandraivus defeated the blue dragon and cursed its remains. They patrol the castle with undying patience, and their only desire is to eradicate all intruders.

By Russ Taylor (Wayfinder #7)

Art by Chris L. Kimball



SCORPION, GIANT KHOPESH

Until it moves, this giant scorpion with a mottled carapace appears like an outcrop of weathered sandstone. Its tail ends in a razor-sharp chitinous blade that resembles a khopesh sword.

GIANT KHOPESH SCORPION

CR 5

XP 1,600

N Large vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 45 (7d8+14)

Fort +7, **Ref** +3, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), tail +8 (1d8+4/19-20 plus bleed)

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

Special Attacks bleed (1d6), constrict (1d6+4)

STATISTICS

Str 19, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 3

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21

(33 vs. trip)

Skills Climb +12, Perception +4, Stealth +5 (+9 in deserts and within sandstone areas);

Racial Modifiers +4 Perception, +8 Stealth (+12 in deserts and within sandstone areas)

SQ khopesh tail blade

ECOLOGY

Environment warm deserts or mountains

Organization solitary or nest (2-5)

Treasure incidental

SPECIAL ABILITIES

Khopesh Tail Blade (Ex) Instead of a poisonous stinger, a giant khopesh scorpion's tail ends in a curved blade with a keen edge. The scorpion's tail attack has a critical threat range of 19-20 and deals slashing damage like a khopesh sword. Furthermore, the damage a giant khopesh scorpion deals with its tail attack causes persistent wounds that deal an additional 1d6 points of bleed damage.

Unlike most scorpions, a giant khopesh scorpion's tail ends in a chitinous blade capable of inflicting grievous wounds that bleed profusely. A giant khopesh scorpion is an ambush predator that uses its camouflaged carapace to hide among sand and rocks. When prey wanders near, it rushes out to attack with its tail and claws. If

it encounters substantial resistance, a giant khopesh scorpion retreats and waits for its prey to expire from blood loss. Once the scorpion detects no further movement, it returns to claim its meal.

To avoid the heat of the sun, giant khopesh scorpions sometimes lie in wait under rocky overhangs, and can drag their prey short distances to be eaten in the shade. When a shaded area is near a desirable hunting ground and large enough to accommodate several of these large arthropods, giant khopesh scorpions might nest there together for a time. In such cases, the lair might also contain some incidental treasure.

Giant khopesh scorpions weigh up to 3,000 pounds, and their bodies are over 8 feet long.

*By Joe "Ignotus Advenium" Kondrak (Wayfinder #12)
Art by Alex Moore*



SEAGRIP

A mane of tentacles surrounds this sea lion-like creature's gaping mouth, dragging its leathery body forward. Its hind tentacles hang overhead like a two-pronged scorpion tail.

SEAGRIP **CR 1**

XP 400

NE Medium aberration (aquatic)

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

DEFENSE

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

hp 13 (2d8+4)

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

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +4 (1d6+4 plus grab)

Special Attacks crippling grip (DC 14)

Spell-Like Abilities (CL 1st; concentration +2)

1/day—fly

STATISTICS

Str 17, **Dex** 15, **Con** 14, **Int** 6, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +4 (+10 grapple); **CMD** 16 (18 vs. grapple)

Feats Improved Grapple^B, Improved Unarmed Strike

Skills Perception +6, Stealth +7, Swim +15

Languages Aquan

SQ amphibious, watery lure

ECOLOGY

Environment any aquatic

Organization solitary, pair, school (3–15), or snare (10–30 plus 1–2 aboleths or giant squids, or 1 kraken)

Treasure none

SPECIAL ABILITIES

Crippling Grip (Ex) When a seagrip grabs hold of a victim, it wraps its tentacles around every limb and twists. On a successful grapple the target must succeed at a DC 14 Fortitude save or suffer 1d2 Strength damage. The save DC is Strength-based.

Watery Lure (Ex) A seagrip gains a +4 morale bonus to combat maneuver checks and combat maneuver defense when underwater or within 30 feet of water.

This amphibious opportunist prowls the deep sea and isolated coasts hunting sailors and other land creatures caught unawares. An ambush predatory, the seagrip will attempt to strike from the water; resorting to its limited flying ability as needed. It immediately seeks to bring its crippling grip to bear, wrenching its victims arms and legs out of place. Weakened and trapped, the seagrip's victim is dragged down to the depths where water finishes what the seagrip began. Once its victim has drowned, the seagrip feasts.

One popular theory holds that the seagrip is to aboleths as kobolds are to dragons: though hardly comparable in terms of power or influence, evidence suggests kinship between the species must exist, however distant.

Although a fraction of an aboleth's size and magical power, seagrips have claimed enough unsuspecting victims to earn kill-on-sight bounties at major ports and along populated coastlines.

A seagrip is 7 feet long and weighs 800 pounds.
By Ryan Costello, Jr. (Wayfinder #8)
Art by Tyler Clark



SEAL

This tube-shaped beast has four flippers for limbs and a whiskered, dog-like head.

SEAL	CR 1/2
XP 200	
N Medium animal	
Init +1; Senses low-light vision; Perception +5	
DEFENSE	
AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)	
hp 13 (2d8+4)	
Fort +5, Ref +4, Will +1	
OFFENSE	
Speed 15 ft., swim 40 ft.	
Melee bite +2 (1d4+1)	
STATISTICS	
Str 12, Dex 13, Con 15, Int 2, Wis 12, Cha 7	
Base Atk +1; CMB +2; CMD 13 (17 vs. trip)	
Feats Endurance	
Skills Perception +5, Swim +13	
SQ hold breath	
ECOLOGY	
Environment cold and temperate oceans	
Organization solitary, pair, bob (3–6), or colony (20–80 plus 50% noncombatant young)	
Treasure none	
SPECIAL ABILITIES	
Hold Breath (Ex) A seal can hold its breath for a number of minutes equal to six times its Constitution score before it risks drowning.	

Seals, or pinnipeds, are common sea mammals distantly related to bears. They are amphibious, and indeed must return to the shoreline to mate. They are most commonly hunted by the Ulfen, as adult seals yield meat and oil, and pups' fur is soft and warm. Seals are carnivorous, and prefer fish and squid.

Seal Animal Companions

Starting Statistics: Size Medium; Speed 15 ft., swim 40 ft.; AC +1 natural armor; Attack bite (1d4); Ability Scores Str 12, Dex 13, Con 14, Int 2, Wis 12, Cha 7; Special Qualities low-light vision, hold breath.

4th-Level Advancement: Size Large; AC +3 natural armor; Attack bite (1d6); Ability Scores Str +8, Dex –2, Con +4



SEAL, ELEPHANT

This immense, blubbery beast trundles forward on massive flippers, a floppy snout hanging over a tusked maw.

ELEPHANT SEAL	CR 6
XP 2,400	
N Huge animal	
Init –1; Senses darkvision 60 ft., low-light vision; Perception +7	
DEFENSE	
AC 15, touch 7, flat-footed 15 (–1 Dex, +8 natural, –2 size)	
hp 85 (9d8+45)	
Fort +11, Ref +5, Will +4	
OFFENSE	
Speed 20 ft., swim 60 ft.	
Melee bite +14 (2d6+13)	
Space 15 ft.; Reach 10 ft.	
STATISTICS	
Str 28, Dex 9, Con 21, Int 2, Wis 12, Cha 11	
Base Atk +6; CMB +17; CMD 26 (30 vs. trip)	
Feats Dazzling Display, Endurance, Intimidating Prowess, Shatter Defenses, Weapon Focus (bite)	
Skills Intimidate +15, Perception +7, Swim +23	
SQ hold breath (see seal), terrifying	
ECOLOGY	
Environment cold oceans	
Organization solitary, pair, or rookery (3–12 plus 40–80 females)	
Treasure none	
SPECIAL ABILITIES	
Terrifying (Ex) Intimidate is always a class skill for elephant seals.	

Largest of all seal species, the elephant seal is a monstrous brute. Despite its size and fearsome teeth, it eats only squid; its armament is used to defend territory. Bull elephant seals maintain huge harems of females and battle bloodily with other males to control their turf. Their weapons can easily be turned onto other threats, however, including hunters foolish enough to pursue them. Males would rather posture than fight, and charge only if their display goes unheeded. A female elephant seal is much smaller and less aggressive, and can be modeled using the statistics for an ordinary seal with the giant and advanced simple templates.

By Nick "Demiurge1138" Herold (Wayfinder #6)

Art by Mike Lowe

SEGRUCHEN, THE FALLEN KING

At first glance, it seems to be a crumbling statue, wings smashed off by vandals or crumbled over time. But gouts of dark, clotted blood begin spurting out of the wing stumps, and its eyes glow red as it slowly levels its baleful gaze.

SEGRUCHEN, THE FALLEN KING

CR 14/MR 3

XP 25,600

CE Huge undead (earth, mythic)

Init +14; **Senses** darkvision 60 ft.; Perception +27

Aura wing-reaving aura (30 ft.; DC 25, DC 21 against mythic creatures)

DEFENSE

AC 29, touch 15, flat-footed 22 (+7 Dex, +14 natural, -2 size)

hp 214 (20d8+124); regeneration 10 (bludgeoning)

Fort +11, **Ref** +13, **Will** +18

Defensive Abilities block attacks, blood from a stone, channel resistance +4, unstoppable; **DR** 10/epic; **Immune** electricity, undead traits; **Resist** acid 10, cold 10, fire 10

Weaknesses fear of the inheritor

OFFENSE

Speed 40 ft., burrow 40 ft., earth glide

Melee bite +21 (2d6+8 plus 1 Dexterity damage), 4 claws +22 (1d8+8 plus 1 Dexterity damage), gore +21 (1d6+8 plus 1 Dexterity damage)

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

Special Attacks rend (2 claws, 1d8+12), mythic power (3/day, surge +1d6)

STATISTICS

Str 27, **Dex** 24, **Con** —, **Int** 11, **Wis** 18, **Cha** 20

Base Atk +15; **CMB** +25; **CMD** 42

Feats Cornugon Smash^{CEoD}, Critical Focus, Dazing Assault^{APC}, Dazzling Display, Improved Initiative^M, Iron Will, Power Attack^M, Shatter Defenses, Staggering Critical, Weapon Focus (Claw)

Skills Acrobatics +27 (+31 when jumping), Intimidate +28, Perception +27, Stealth +32 (+36 in stony environs); **Racial Modifiers** +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

ECOLOGY

Environment

temperate forest (Barrowood)

Organization

solitary

Treasure standard

SPECIAL ABILITIES

Blood from a Stone (Su) Segruchen's stone body weeps blood from the stumps of his wings. Unlike most undead, he is vulnerable to bleed effects. Any adjacent creature that strikes a Segruchen with a slashing or piercing weapon must

make a DC 25 Reflex save or take 1 point of Dexterity damage.

Fear of the Inheritor (Ex) Segruchen's mortal form was maimed and slain as Iomedae's Third Act, leaving him vulnerable to her essence. Attacks from a worshiper of Iomedae automatically bypass his channel resistance, damage reduction, and regeneration. Eager for vengeance, Segruchen is automatically aware of any worshippers of Iomedae that attack him, and he gains a +4 bonus on attack and damage rolls against worshippers of Iomedae.

Freeze (Ex) Segruchen can hold himself so still he appears to be a statue. When Segruchen uses freeze, he can take 20 on Stealth checks to hide in plain sight as a stone statue.

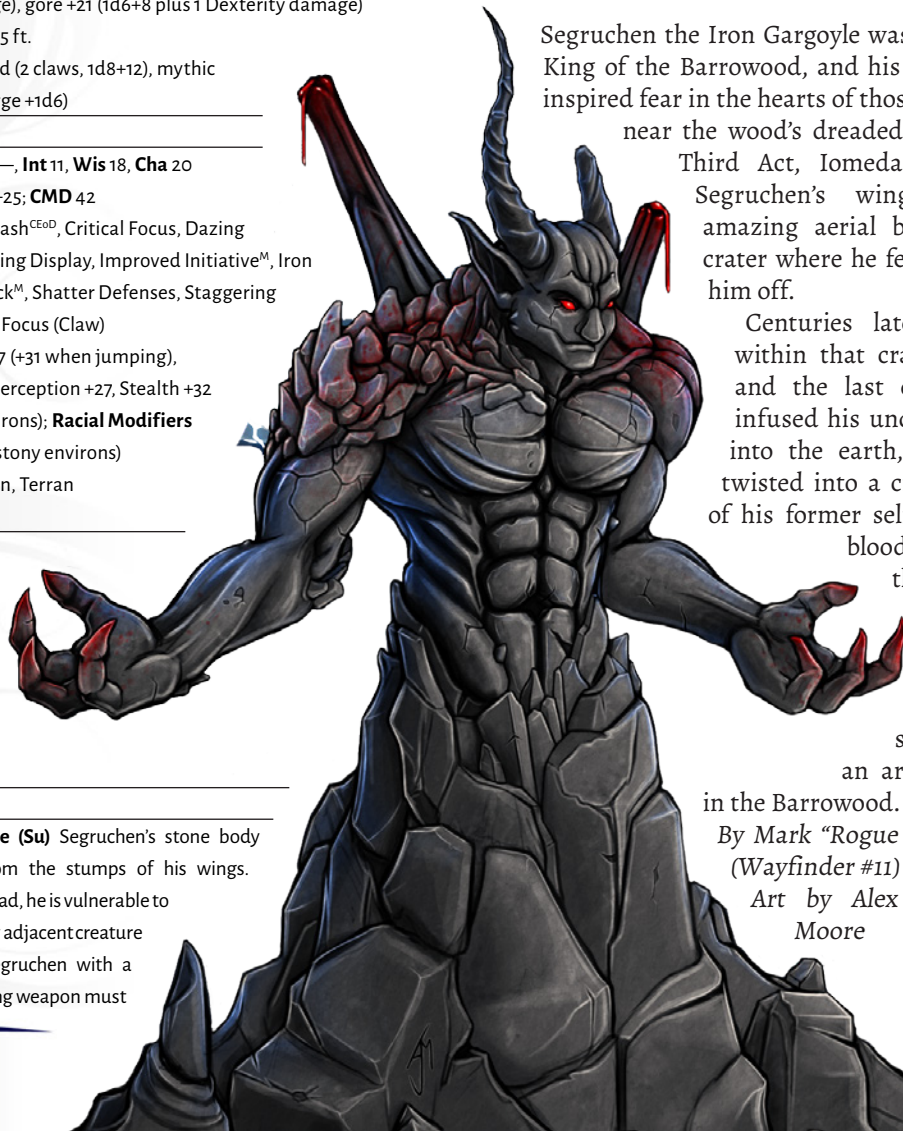
Wing-Reaving Aura (Su) All creatures with a fly speed within 30 feet of Segruchen feel the agony of his last living moments. Creatures and objects with magic, spell-like, or supernatural flight must make a DC 25 Will save or their flight ends as if it by dispel magic. On a successful save, non-Mythic creatures with magic, spell-like, or supernatural flight are shaken for 1 round. Creatures with extraordinary flight must attempt a Fortitude save (DC 25) or have their wings physically ripped from their bodies, permanently losing their fly speed unless they gain the benefit of a regenerate spell or similar effect. On a successful save, a non-Mythic creature with extraordinary flight is sickened for 1 round. If a creature has both extraordinary flight and another source of flight, that creature makes its save as a creature with extraordinary flight. The save DC is Charisma-based.

Segruchen the Iron Gargoyle was once called the King of the Barrowood, and his reign of cruelty inspired fear in the hearts of those who dared live near the wood's dreaded boughs. As her Third Act, Iomedae dismembered Segruchen's wings during an amazing aerial battle, leaving a crater where he fell, then finished him off.

Centuries later, evil stirred within that crater. His hatred and the last of his lifeblood infused his undying vengeance into the earth, and the stone twisted into a crumbling statue of his former self, with gouts of blood oozing from the stumps of his wings. This undead recreation of Segruchen is slowly building an army of followers in the Barrowood.

By Mark "Rogue Eidolon" Seifter (Wayfinder #11)

Art by Alex "Canada Guy" Moore



SHIP'S CAT

This scrawny cat seems quite at home on the ship's deck.

SHIP'S CAT

CR 1

XP 400

NG Tiny magical beast

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

Aura *bless, bane* (DC 12)

DEFENSE

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

hp 11 (2d10)

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

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d2–3), bite +7 (1d3–3)

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

Special Attacks ratcatcher

STATISTICS

Str 4, **Dex** 17, **Con** 10, **Int** 6, **Wis** 15, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +7, Climb +7, Perception +6, Stealth +15; **Racial Modifiers** +4 Climb, +4 Stealth

ECOLOGY

Environment any ship

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Ratcatcher (Ex) Ship's cats are especially adept at hunting rodents.

Against rodents and related creatures (such as wererats), they gain a +2 bonus on Perception and Stealth checks, as well as attack and damage rolls.

Originally appearing on Osiriani sailing vessels, ship's cats bring luck to those who serve on the ships they call home, while causing misfortune for those who attack them. A ship's cat is an unassuming creature, appearing no different from a mangy alley cat, and weighs an average of 10 pounds.

While ship captains routinely take cats onboard their vessels to kill any rodents that would sneak onto the ship and cause irreparable damage to goods they transport across the seas of Golarion, only some of these cats become such an integral part of the ship that they transform into ship's cats. These cats gain vastly improved rodent-hunting abilities and a welcome aura of luck for the ship and those who sail on it. Rare specimens of ship's cats find homes in land-bound caravans, where they provide the same benefits as their ocean-bound cousins.

A character with the Improved Familiar feat who has at least 5 levels in an arcane spellcasting class can gain a ship's cat as a familiar.

By Mike "taig" Welham (Wayfinder #8)

Art by Crystal Frasier



SKINDANCER

This lithe humanoid has bilaterally patterned stripes and spots across her hairless skin. She scrutinizes you with large, dark eyes, her face an impassive mask.

SKINDANCER

CR 1/2

XP 200

Skindancer ranger 1

N Medium humanoid (coleoidean, shapechanger)

Init +3; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+1)

Fort +3, **Ref** +5, **Will** +2

Defensive Abilities deadly flesh, toxic ancestry

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+1/18–20)

Ranged shortbow +4 (1d6/x3)

Special Attacks favored enemy (aberrations +2)

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Weapon Finesse

Skills Bluff +4, Disguise +4 (+4 while using change shape ability), Knowledge (dungeoneering) +4, Perception +4, Stealth +6, Survival +4;

Racial Modifiers +2 Bluff, +2 Disguise

Languages Aklo, Common

SQ change shape (Medium humanoid; *alter self*), track +1, wild empathy +2

ECOLOGY

Environment any temperate, underground, or urban

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

Treasure NPC gear (studded leather armor, shortbow with 20 arrows, rapier, other treasure)

SPECIAL ABILITIES

Change Shape (Su) At will, skindancers can assume the appearance of a Medium humanoid as *alter self*, but do not gain any additional senses, movement abilities, or bonuses to attributes. This ability does not alter gear. The uncomfortable transformation takes 5 rounds to complete, during which the skindancer is considered staggered. A skindancer remains in an assumed form even while unconscious, but reverts to its natural form 6d4+12 hours after death.

Deadly Flesh (Ex) Each round that a living creature consumes a skindancer's muscle tissue or fat, it must succeed at a Fortitude save or become poisoned. (Most animals instinctively recognize the scent and taste.) Creatures that do not ingest the skindancer's flesh are not at risk.

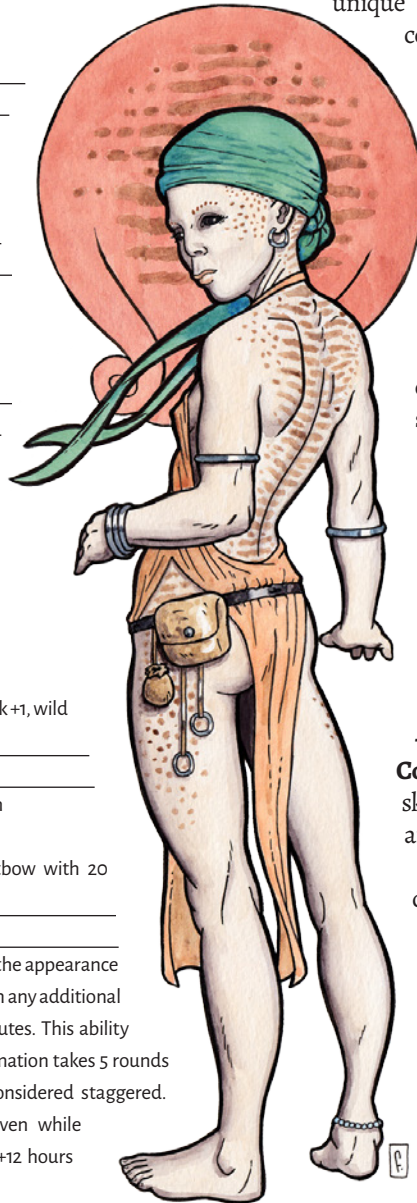
Poison (Ex) Flesh—ingested; *save* Fort DC 10 + 1/2 Hit Dice + Constitution modifier; *frequency* 1/round for 3 rounds; *initial effect* unconsciousness for 1 minute; *secondary effect* 1d2 Wis; *cure* 1 save.

Toxic Ancestry (Ex) Skindancers receive a +4 racial bonus on fortitude saving

throws against spore-based effects, including ones that are non-hostile or beneficial. They also receive a +4 racial bonus to resist fungal-based diseases, infestations, and poisons. Skindancers cannot voluntarily lower this resistance if they so desire. Skindancers are completely immune to russet mold.

Skindancers thrive in most environments but prefer coastal settlements, passing as members of other humanoids' societies. Individualistic, passionate, and curious, they seek unique experiences and cultures but carefully conceal their true appearances and abilities. Skindancers are protective of their adopted communities and treasure unguarded moments socializing with kin.

In their natural form, they are wiry, androgynous humanoids, averaging 5-1/2 feet tall and 140 lbs. They typically live up to two centuries. Naturally hairless, they retain the skin patterning and eyes of their cuttlefish forebears, with streamlined ears and nose. Children are often at least partially human, locked to their mother's natural form until shapeshifting emerges in adolescence.



Skindancer Characters

Skindancers have no racial Hit Dice, gaining their capabilities from class levels. All skindancers have the following racial traits.

+2 Dexterity, +2 Wisdom, –2

Constitution: Perceptive and graceful, skindancers retain some frailty from their ancient aquatic ancestry.

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

Normal Speed: Skindancers have a racial base land speed of 30 feet.

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

Change Shape (Su), Deadly Flesh (Ex), Toxic Ancestry (Ex): See above.

Mental Resistance: Skindancers receive a +2 racial bonus to Will saves.

Infiltrator: Skindancers receive a +2 racial bonus to Disguise and Bluff skill checks.

Languages: Skindancers speak Common and Aklo. Skindancers with high Intelligence scores can choose from the following bonus languages: Aquan, Elven, Goblin, Undercommon, Vegepygmy, and any regional tongues.

By Sarah "Ambrosia Slaad" Counts (Wayfinder #7)

Art by Peter Fairfax

SKINSHROUD

This humanoid-shaped sack of flesh, covered in black blood, walks erratically on sagging legs. Its face consists of gaping holes where eyes and teeth once sat, and leather-like skin appears within the chilling visage.

SKINSHROUD

CR 10

XP 9,600

CE Medium undead

Init +10; Senses lifesense 60 ft.; Perception +20

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 142 (15d8+75)

Fort +10, Ref +11, Will +13

DR 10/slashing and magic; Immune cold, undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (1d6–1 plus 1d6 cold and blood frost)

Special Attacks blood frost, enshroud, skinsway

Spell-Like Abilities (CL 10th; concentration +15)

At will—*cause fear* (DC 16), *inflict moderate wounds* (DC 17),
*ray of frost*3/day—*fear* (DC 19), *mass inflict light wounds* (DC 20), *ray of exhaustion* (DC 18)

STATISTICS

Str 8, Dex 23, Con —, Int 8, Wis 15, Cha 21

Base Atk +11; CMB +17 (+27 grapple); CMD 26 (28 vs. grapple)

Feats Agile Maneuvers, Body Shield^{UC}, Combat Casting, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Weapon Finesse

Skills Craft (leather) +14, Perception +20, Stealth +24

Languages Common (can't speak)

SQ compression, create skinshroud

ECOLOGY

Environment any land

Organization solitary or gang (2–5)

Treasure none

SPECIAL ABILITIES

Blood Frost (Su) A skinshroud's exterior exudes black blood that freezes to skin and clothing on contact. It automatically grapples any creature it hits with a slam attack and gains a +8 racial bonus on all grapple checks. Creatures grappled by the skinshroud take 1d6 points of cold damage each round. If a skinshroud takes at least 15 points of fire damage, the blood melts away, suppressing this ability for 1d4 rounds. The substance breaks down immediately when the creature is destroyed.

Create Skinshroud (Su) A skinshroud with a sharp instrument can spend 4 hours flaying a dead body and use its own black blood as a necromantic catalyst to create another skinshroud. The new skinshroud's creator does not control it.

Enshroud (Ex) A skinshroud that begins its turn grappling with a Medium or Small humanoid can attempt a combat maneuver check as though attempting to pin the opponent. If it succeeds, the skinshroud turns inside-out and enshrouds the creature. The host creature keeps the grappled condition, while the skinshroud loses it. The skinshroud does not need to maintain the grapple each round, but is limited to using its spell-like abilities and skinsway ability. A host that isn't skinswayed can attempt to escape the grapple as normal, and immediately escapes if the skinshroud is turned by channeled energy. The skinshroud and its host can't be targeted individually by attacks, spells, or abilities. Such effects use the host creature's Armor Class, Spell Resistance, and Reflex saving throws as a single entity. Attacks that hit the host affect both creatures, each taking half damage. Attacks that miss but hit the host's touch AC affect only the skinshroud, unless the attack normally targets touch AC. Magic effects work similarly, dealing half the damage to host and skinshroud or affecting both. Positive and negative energy, such as from channel energy, fully affect both host and skinshroud. The skinshroud and its host use their own Fortitude and Will saves and apply their own Damage Resistance, vulnerabilities, and immunities when applicable.

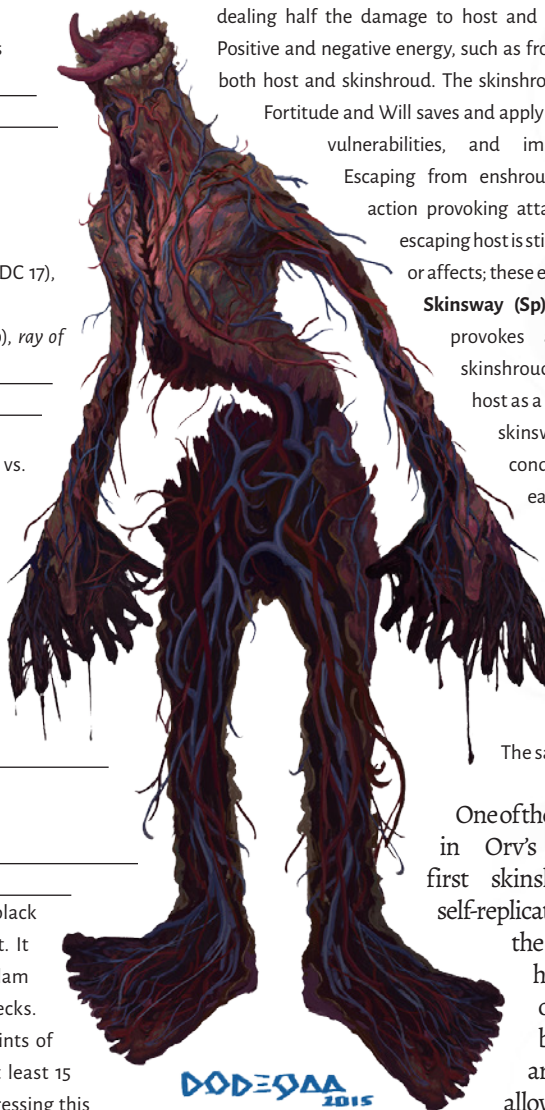
Escaping from enshrouding requires a full-round action provoking attacks of opportunity. Only the escaping host is still affected by any ongoing spells or effects; these effects end for the skinshroud.

Skinsway (Sp) As a standard action that provokes attacks of opportunity, a skinshroud can affect an enshrouded host as a *dominate person* spell (DC 22). A skinswayed host loses the grappled condition. At the beginning of each turn, the host can attempt another Will save to regain control; success restores the grappled condition, and the skinshroud can attempt to skinsway again on its turn. The skinsway ends if the skinshroud is turned.

The save DC is Charisma-based.

One of the grisly drow experiments in Orv's Bloodforge was the first skinshroud, which became self-replicating. A skinshroud is the undead dermis of a humanoid turned inside-out and covered in black blood. Its arms and legs are split down their length, allowing it to cover a living person as a skin suit. Skinshrouds walk vaguely like humanoids, but are eerily silent. Weighing about 30 pounds, they are very flexible and can pass through narrow spaces or grapple with uncanny ability.

By Nick "Phloid" Floyd (Wayfinder #9)
Art by dodeqaa Polyhedra



SKITTERBIRD

A winged, insect-like creature swoops through the air, chitinous talons flashing as it claws for its prey.

SKITTERBIRD

CR 3

XP 800

N Medium magical beast

Init +4; **Senses** darkvision 90 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +3

OFFENSE

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

Melee bite +8 (1d6+1), 2 talons +8 (1d6+1/19–20 plus grab)

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 2, **Wis** 15, **Cha** 5

Base Atk +4; **CMB** +5 (+9 grapple); **CMD** 19

Feats Flyby Attack, Skill Focus (Perception), Weapon Finesse^B

Skills Fly +12, Perception +10, Stealth +8

SQ razor talons

ECOLOGY

Environment any hills

Organization solitary, pair, flock (5–12), or storm (20–100)

Treasure incidental

SPECIAL ABILITIES

Razor Talons (Ex) The talons of a skitterbird are extremely sharp, threatening a critical hit on a roll of 19–20.

Acid Blood (Ex) While this mutated version of the ankheg has lost the ability to spit acid, its innards are still highly acidic. A metal, wooden, or natural weapon that deals slashing or piercing damage to the skitterbird takes 2d6 points of acid damage (Reflex DC 13 half). Further, any grappling of a wounded skitterbird results in 1d6 points of acid damage to the opponent each round the grapple is maintained (Reflex DC 13 half). If the skitterbird is suffering any bleed damage, this is added as a bonus to the damage dealt by its acid blood. The save DC is Constitution-based.

While the resemblance isn't immediately obvious, skitterbirds are not, in fact, birds but a lesser known mutant form of ankheg. They are most commonly found in the hills where ankhegs spend their time. While ankhegs prowl the underground of the regions they hunt in, skitterbirds hunt from the skies. A flock of these deadly creatures can scour an entire herd of bison or other herbivores clean down to

the bone in a matter of moments. They strike quickly, often without warning, tearing their prey apart before feasting on the meat, and then often depart just as rapidly. Their colors are often a dull brown, but hints of bright green can be seen between their armored plates and segments, a sign of their highly acidic blood and innards.

The acidic blood of a skitterbird is a highly sought after resource in the field of alchemy. It is a useful component in many reagents and its ability to rapidly dissolve wood, metal, and bone is somewhat rare. The difficulty of collecting this acid means that even a single vial can fetch as much as 500 gp. A skitterbird is about 5 feet long and weighs 150 pounds.

Variant Skitterbirds

Malicious Skitterbirds (advanced skitterbird CR 4):

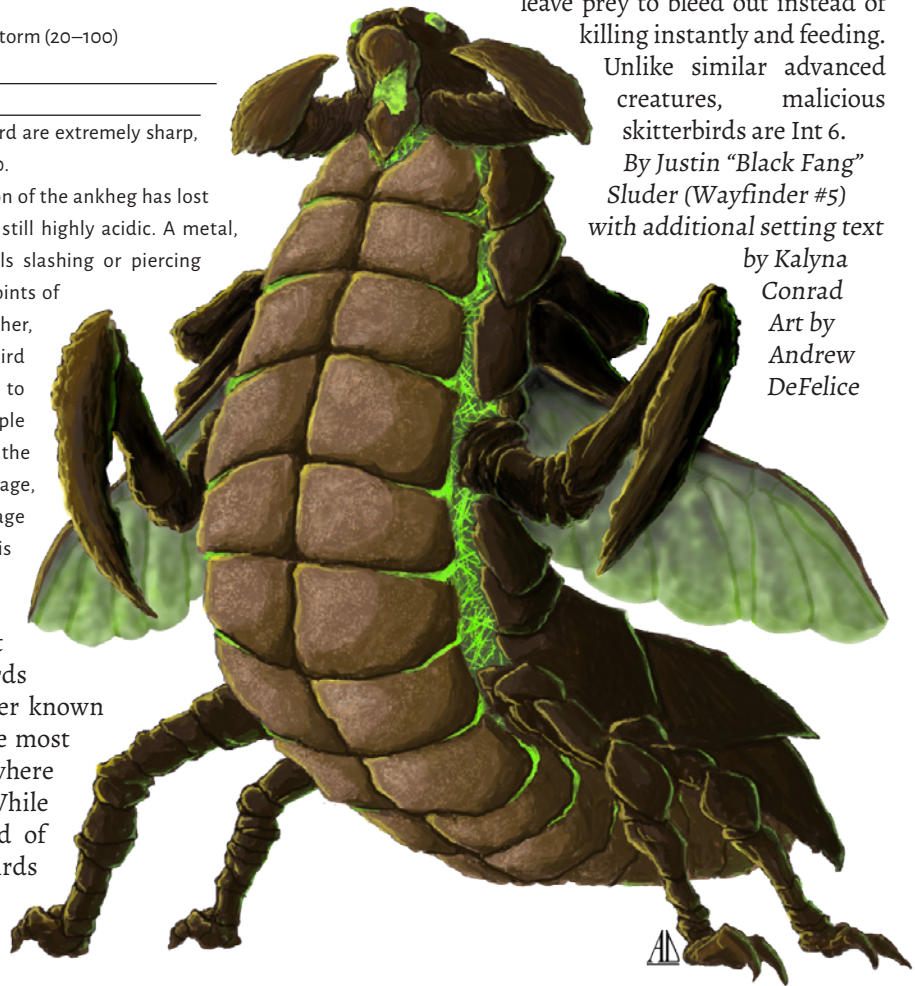
The hills in the northern reaches of Chelixa are said to be home to a different kind of skitterbird, one with a higher intelligence and a wicked mean streak to match. These creatures are known to stalk and torment their prey before striking, sometimes dogging travelers for days. Since these creatures hunt for amusement as

much as hunger, they have been known to leave prey to bleed out instead of killing instantly and feeding.

Unlike similar advanced creatures, malicious skitterbirds are Int 6.

By Justin "Black Fang" Sluder (Wayfinder #5) with additional setting text

by Kalyna Conrad
Art by Andrew DeFelice



SLIDE-ROCK BOLTER

This horrific beast is almost all head, with dark, seething eyes and an enormous mouth filled with razor sharp teeth. A muscular, forked tail appears to be its only visible appendage.

SLIDE-ROCK BOLTER

CR 6

XP 2,400

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 120 ft.; **Perception** +13

DEFENSE

AC 21, touch 11, flat-footed 18 (+2 Dex, +1 dodge, +10 natural, -2 size)

hp 52 (5d10+25)

Fort +9, **Ref** +6, **Will** +4

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +9 (3d8+10/19-20)

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

Special Attacks savage bite, swallow whole (1d8+7 bludgeoning damage plus 1d8 acid damage, AC 15, 5 hp)

STATISTICS

Str 21, **Dex** 15, **Con** 20, **Int** 4, **Wis** 16, **Cha** 7

Base Atk +5; **CMB** +12; **CMD** 25 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility[®], Spring Attack[®], Weapon Focus (bite)

Skills Acrobatics +6 (+14 when jumping), Climb +17, Perception +9 (+13 in rocky terrain), Stealth -6 (+2 in rocky terrain); **Racial Modifiers**

+8 Acrobatics when jumping, +4 Perception in rocky terrain, +8 Stealth in rocky terrain

ECOLOGY

Environment temperate hills or mountains

Organization solitary or mated pair

Treasure none

SPECIAL ABILITIES

Savage Bite (Ex) A slide-rock bolter's bite is particularly dangerous. It applies twice its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

High upon the slopes of the steepest mountains lurks the slide-rock bolter. It hunts by patiently waiting at the top of a mountain peak overlooking a valley or gorge, hanging from its prehensile, forked tail.

All day long these creatures will wait until a traveler or other helpless creature passes below it. Once a victim is detected,

it releases its grip, races down the mountainside, oily saliva pouring from the corners of its mouths as it drops, slickening its way down the mountainside. Their bodies are so large and strong that bushes, rocks, and even trees are knocked out of their path as they race downhill. As it reaches the traveler, it swallows the victim whole, and then races up the opposite peak to grab hold and wait for another delectable morsel to stroll below. Nimble when tobogganing downhill, a slide-rock bolter can perform truly amazing leaps to surprise its victims, despite its size.

The slide-rock bolter appears, to the eyes of most, as just a precariously perched boulder atop the crest of a mountain. Up closer, though, the creature's small, black, slit eyes sit atop a mouth that resembles a large gash filled with razor sharp teeth. Their rocky body is ends in a short, prehensile two

fingered tail somewhat like the fluke of a dolphin that the creature uses to clamp onto mountain peaks. It is believed that slide-rock bolters remain, mouths open, in a dormant hibernating state at the tops of steep hills and mountains, waiting for their tremorsense to alert them to someone passing below. At this point, they release, and begin the long plunge downward.

They are at their most dangerous when racing downhill, yet are far from helpless if they are stopped on a flat surface. Their mobility is limited to how fast they can drag themselves along, but they fight viciously, whirling from side to side to attack with their jaws.

Slide-rock bolters mostly hunt on their own, however, they are occasionally found in mated pairs. Their mating is a horrible thing to behold. The bolters slowly clamber backwards up opposite mountain crests, dragging themselves upwards with their massive fingered flukes. Then, both bolters bellow out matching roars and crash down the mountainside to slam into each other somewhere the bottom. They latch together using their flukes and tumble together through trees and over drops, crushing anything in their path. Anyone caught anywhere near them would surely be destroyed. When the mating is finished, each bruised and battered bolter slowly begins the climb back up the mountainside to their opposite peaks. Three months later, their horrid bundle of teeth is spawned, and immediately begins the hunt.

A slide-rock bolter is 15' long and weighs 900 lbs.
By Rich "Rebis Ouroboros" Crotty (Wayfinder #7)
Art by Catherine Batka



SMOTHERSCUM

This onyx-skinned mass stumbles awkwardly on thin stalks that masquerade as legs. The false outline of a man, composed of protruding ridges and hanging folds of skin, shimmers behind outstretched arms ending with pudgy, fingerless hands.

SMOTHERSCUM

CR 3

XP 800

N Medium ooze

Init +2; Senses blindsight 60 ft.; Perception -5

DEFENSE

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

hp 44 (4d8+8)

Fort +3, Ref +3, Will -4

Defensive Abilities amorphous; Immune acid, ooze traits

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +6 (1d6+4 plus 1d6 acid plus grab)

Special Attacks constrict (1d4 Str damage plus 1d6 acid), smothering form, suffocating embrace

STATISTICS

Str 16, Dex 14, Con 15, Int —, Wis 1, Cha 1

Base Atk +3; CMB +6 (+10 grapple); CMD 18

Skills Disguise -5 (+13 when mimicking a creature; see caricatured reconstitution)

SQ caricatured reconstitution, supreme compression

ECOLOGY

Environment any urban

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

Treasure none

SPECIAL ABILITIES

Adhesive Grasp (Ex) A smotherscum can grapple up to four Medium or smaller creatures without any penalty to its grapple check, but it must initiate each grapple separately. Once it grapples multiple creatures, it need only make a single grapple check against all grappled creatures to maintain its grapples.

Caricatured Reconstitution (Ex) When mimicking the form of a creature, the smotherscum receives a +20 on Disguise checks against creatures from which it has concealment.

Smothering Form (Ex) When the smotherscum grapples a creature, its nearly amorphous form and searing, adhesive skin seeps to cover its prey's airways. While grappled by a smotherscum, a creature cannot breathe.

Suffocating Embrace (Ex) When the smotherscum grapples more than

one creature, it converts the motion of each creature into deadly suction. Each action taken by a grappled creature that reduces the number of rounds it can hold its breath also reduces the number of rounds one other randomly decided creature in the grapple can hold its breath by an equal amount.

Supreme Compression (Ex) The smotherscum can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

These acidic oozes have developed the ability to walk upright in an unnerving charade of bipedal movement. Awkward protruding ridges and hanging skin flaps crowd their jet-black skin to create a mockery of clothing, armor, and headwear, though they cannot mimic finer details such as facial features, fingers, and toes. Without a skeleton, a smotherscum moves like a stumbling drunkard, randomly bumping into objects and swaying in place even when not walking.

Smotherscums suffer from light sensitivity and prowl for food at night, seeping into available cracks and crevices before sunrise to wait out daylight.

If a smotherscum finds no living creatures in its directionless ramble, it uses its amorphous, sticky form to ascend walls and seep through seemingly inaccessible points of ingress, including cracks and grates, to find prey, then gracelessly falls upon it. Adhering to the hapless creature with its acidic skin, the smotherscum then burns away its prey's muscles and tendons to prevent it from escaping and covers its airways. If it smothers multiple creatures, it converts their struggles and spasms into suction that accelerates their suffocation.

When at last its prey is motionless and the smotherscum senses no other prey nearby, it continues to slowly absorb the creature's form until only charred patches of acid burns remain.

A smotherscum reproduces 24 hours after consuming a Medium-sized creature or smaller, by dividing into two separate smotherscums that both resemble the outline and shape of the last creature it absorbed.

A typical smotherscum can assume the form of a 5- to 6-foot-tall humanoid and weighs about 200 pounds.

By Christopher "Acre" Lockwood (Wayfinder #13)

Art by Tanyaporn Sangsnit



SNAKE, DEATH'S HEAD COBRA

This black-and-white-colored snake's hissing mouth is open to display its fangs. Embedded atop its head is a gleaming ruby. With its hood open to strike, a distinctive skull-shaped pattern can be seen in its markings.

DEATH'S HEAD COBRA

CR 9
XP 6,400

N Medium magical beast

Init +5; **Senses** low-light vision, scent; Perception +9

Aura fear aura (60 ft., DC 18)

DEFENSE

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +4 shield, +6 natural)

hp 108 (12d10+48)

Fort +12, **Ref** +11, **Will** +7

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +16 (1d6–1 plus poison and *bestow curse*)

Spell-Like Abilities (CL 9th; concentration +11)

 Constant—*shield*

 1/day—*false life*

STATISTICS

Str 8, **Dex** 17, **Con** 19, **Int** 10, **Wis** 13, **Cha** 14

Base Atk +12; **CMB** +11; **CMD** 24 (can't be tripped)

Feats Dodge, Improved Initiative, Iron Will, Mobility, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +17, Climb +17, Perception +15, Stealth +18, Swim +17; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

ECOLOGY

Environment any temperate or warm

Organization solitary

Treasure standard (ruby)

SPECIAL ABILITIES

Death's Head Cobra Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.

Bestow Curse (Su) Any living creature bitten by a death's head cobra must succeed at a DC 20 Will save or suffer from the effects of *bestow curse*. The curse weakens the creature so it suffers from a –4 penalty on attack rolls, saves, ability checks, and skill checks. Creatures can only be affected once by an individual death's head cobra's curse. The save DC is Charisma-based and includes a +2 racial bonus.

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at the death's head cobra must succeed at a DC 18 Will save or become

frightened for a number of rounds equal to the death's head cobra's Hit Dice. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the death's head cobra's Hit Dice. A creature that successfully saves cannot be affected again by the same death's head cobra's aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Long ago, a lich used foul magic to transform his familiar into a depraved creature of scales and fangs. Over centuries of service, the creature sired many generations of young, passing on some of its bizarre magical nature to its descendants. The result is an immense snake whose venom is laced with necromantic power, cursing those who manage to survive its more mundane effects.

Death's head cobras are too intelligent and proud to become familiars, themselves. They prefer to form small communities of up to ten snakes. They seem to be drawn to old ruins, where prey animals hide from the hot desert sun. Although humanoids are usually too large for the snakes to eat, themselves,

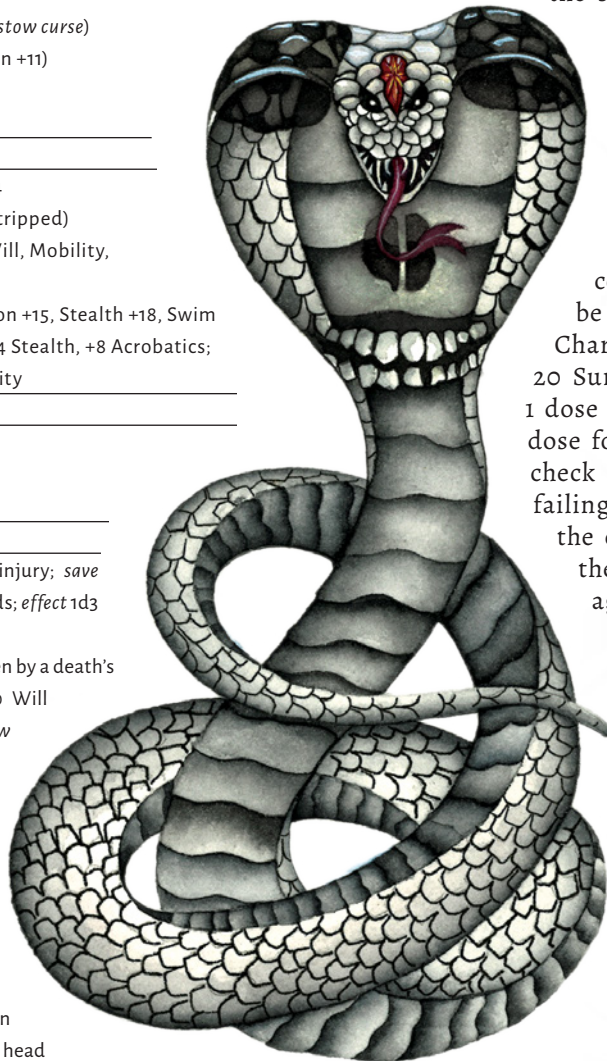
the serpents use the bodies of dead adventurers to draw scavengers that are just the right size for eating.

The necromantic nature of the death's head cobra's venom makes it valuable in certain circles, if it can be properly collected. Characters surpassing a DC 20 Survival check can gather 1 dose of venom, plus another dose for every 5 by which the check succeeds. However, failing the check by 5 means the character is exposed to the venom and must save against its effects. In places like Katapesh's Nightstalls, sell a single dose of the venom for 6,000 gp or more.

A typical death's head cobra measures 10 feet in length and weighs about 15 pounds.

By Joe "Broken" Medley (Wayfinder #10)

Art by Audrey Medley



Snake, Hoop

This dusty brown and tan snake has its tail in its fangless mouth and is curled into the shape of a hoop. It has large scales on its underbelly and the smaller scales on its back curve forward, providing traction in the dirt which propel it forward at an alarming rate of speed. As it approaches, it unclenches its jaw and the venomous stinger on its tail waves menacingly.

HOOP SNAKE **CR 1**

XP 400

N Small animal

Init +6; **Senses** low-light vision, scent; **Perception** +11

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 11 (2d8+2)

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

OFFENSE

Speed 60 ft.

Melee bite +4 (1d4 plus poison)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 1, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12 (cannot be tripped)

Feats Improved Initiative, Weapon Finesse⁸

Skills Acrobatics +14 (+26 when jumping), Perception +11, Stealth +10; **Racial Modifiers** +8 Acrobatics (+20 when jumping), +4 Perception, +4 Stealth

ECOLOGY

Environment any forest

Organization solitary, pair, or nest (3–60)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d6 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +4 racial bonus.

A well-known menace, the hoop snake tucks its tail in its fangless mouth and rolls at incredible speeds while single-mindedly pursuing prey, racing forward and leaping at the last second to strike with its poisonous tail. If it misses, it quickly retreats, only to return again and again until either it, or its prey, is dead.

Hoop snakes can be found in nearly any land based environment, other than in arctic climes; they are extremely adaptable, and thrive anywhere their scales

can gain traction in the soil. They are completely fangless from birth, but their envenomed stinger (which some have likened to a modified rattle) is more than a match for anything they come across. A saying that has become more common in recent years, when referring to someone who is two-faced, is that their words “are more venomous than a hoop snake.”

Hoop snakes are unusual in that they do not climb trees or swim; they exclusively use hoop rolling as their regular form of locomotion. Undoubtedly they could climb or swim, but they seem to have no desire to. Hoop snakes are extremely aggressive and territorial, however they seem to think that any area that they are in is their home territory, and thus attack nearly everything they come across.

Hoop snakes make for temperamental animal companions, but a dedicated animal trainer who works with a hatchling can sometimes find themselves with an excellent battle companion. Hoop snakes decide very early in their lives whether they will take to a given trainer, as such, many trainers will start with a whole clutch of hatchlings, slowly weeding them out until only one remains. In very rare situations, this means a trainer might end up with two (or more) hoop snakes as companions, but much more frequently all of the creatures turn on him, leaving him to start again from nothing.

A typical hoop snake is about 6 feet long and weighs 20 pounds. When it forms a hoop, it is about 2 feet across.

Hoop Snake Companions

Starting Statistics: Size Small; **Speed** 60 ft., **AC** +3 natural armor;

Attack sting (1d4 and poison);

Ability Scores Str 11, Dex 19, Con 12, Int 1,

Wis 12, Cha 2; **Special**

Attacks improved grab; **Special**

Qualities scent

4th Level

Advancement:

Size Medium;

Attack bite (1d6 + poison);

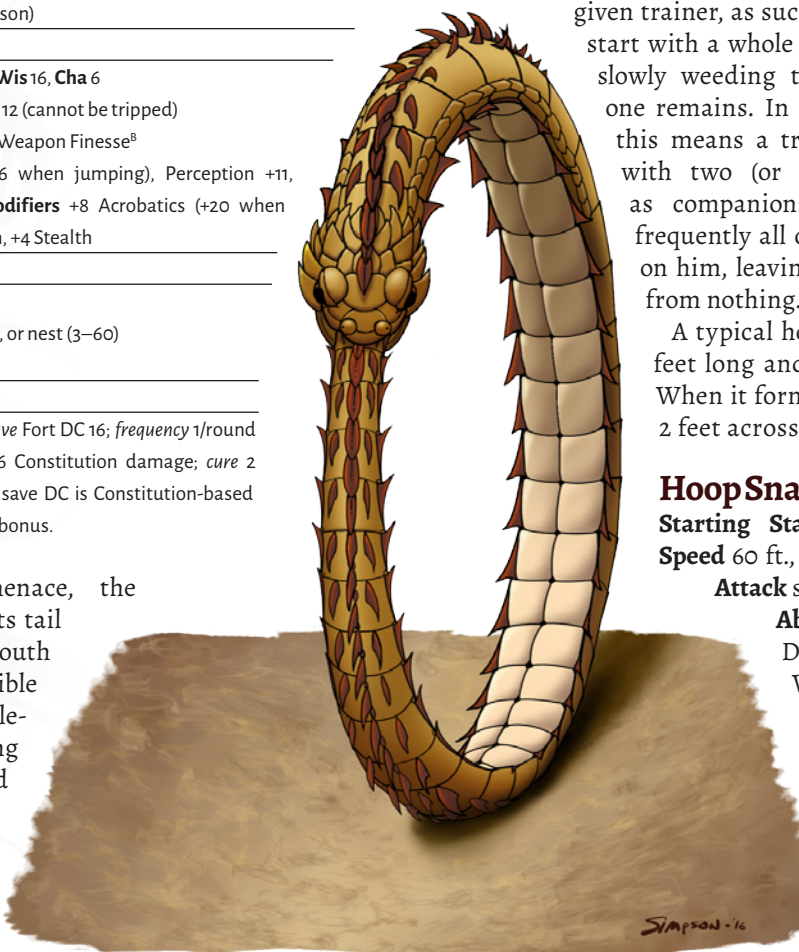
Ability Scores

Str +4, Dex –2, Con +2;

Special Attacks poison (1d6 Con/1d6 Con, Con-based DC)

By Rich “Rebis Ouroboros” Crotty (Wayfinder #7)

Art by Bill Simpson



SPAWN OF APEP

This enormous snake-like creature is shrouded in darkness. Its roiling body shifts and rearranges itself constantly.

SPAWN OF APEP

CR 12/MR 5

XP 19,200

CE Gargantuan aberration (aquatic, mythic)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +20

Aura darkness aura (60 ft.), unnatural aura (60 ft.)

DEFENSE

AC 30, touch 10, flat-footed 26 (+4 Dex, +20 natural, -4 size)

hp 207 (16d8+135)

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

Defensive Abilities unstoppable; **DR** 10/lawful and epic; **Immune** poison; **Resist** negative energy 15; **SR** 25

Weaknesses light blindness, vulnerable to light

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +22 (4d8+21 plus bleed and grab and poison)

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

Special Attacks bleed (2d6), mythic power (5/day, surge +1d8), poison, swallow whole (8d6 bludgeoning damage, AC 20, hp 21), trample (2d6+21, DC 32)

Spell-Like Abilities (CL 16th; concentration +18
3/day—*quicken confusion* (DC 15))

STATISTICS

Str 38, **Dex** 18, **Con** 22, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +12; **CMB** +30 (+38 grapple, +36 sunder); **CMD** 38 (42 vs. sunder, can't be tripped)

Feats Greater Sunder, Improved Initiative^M, Improved Sunder^M, Lightning Reflexes, Quicken Spell-Like Ability, Power Attack^M, Sundering Strike^{APC}, Vital Strike

Skills Acrobatics +15, Intimidate +15, Perception +20, Sense Motive +10, Spellcraft +10, Stealth +11, Survival +16, Swim +26

Languages Aklo, Ancient Osiriani

SQ amphibious

ECOLOGY

Environment warm desert, rivers/lakes, and coastlines

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Chaotic Body (Ex) A spawn of Apep can expend one use of mythic power as an immediate action to become amorphous for 1 round. It may use this ability after an attack is confirmed, but before damage is rolled.

Darkness Aura (Su) As a free action, a Spawn of Apep can activate an aura of darkness which reduces the light level within 60 feet by 2 steps. It can expend one use of mythic power to counter each magical light effect within the aura's area as targeted greater dispel magic.

Poison (Ex) bite—injury; *save* Fort DC 24; *frequency* 1/round for 8 rounds; *effect* 1 Wis drain; *cure* 1 save. The save DC is Constitution-based.

The Spawn of Apep are gargantuan snake-like creatures, born of scales and blood spilled on the sands of Osirion by Apep in his conflict with Wadjet at the dawn of the world. Their bodies are shifting masses of flesh and shadow; though serpentine, the chaos they embody causes their organs to move and shift at will. When they are active, they are tremendous forces of destruction and darkness, prowling the waterways of Osirion in search of ships, farms, and even isolated villages to devour.

Spawn of Apep detest all living things, but they have a special enmity toward the cults of Wadjet and the followers of deities that represent law, order, and the sun. Spawn of Apep will stalk the targets of their scorn for dozens of miles through the evening desert, hiding in their personal darkness and hoping that their quarry will lead them to more like-minded victims. However, the chaotic serpents may grow bored and attack their target even if it has not lead them to more prey.

Born of the same blood, Spawn of Apep do not attack each other, but neither do they help one another without the direct instruction of their divine patron. When chance brings two or more of them together they will often attack the same targets, but there is no purposeful coordination in their actions. The only real cooperation between two Spawn of Apep is in their single-minded focus on speeding the rise of their creator, doing all in their power to raise him from the depths.

There are few creatures that present a Spawn of Apep with a credible threat. Spawn of Apep often toy with their foes, biting and poisoning them, bleeding them dry, confounding their prey with confusion, and using sundering strike to destroy anything within reach. Only when seriously threatened will they use their truly devastating attacks, trampling and swallowing foes. They constantly use their aura of darkness ability to keep the battlefield shrouded in comforting shadows.

If a Spawn of Apep is killed but not thoroughly destroyed, it decays over 24 hours. The corpse dissolves into a swarm of poisonous snakes that eventually disperse across the desert. These snakes are larval Spawn, and the few that survive a hundred years in the wild mature into adult Spawn of Apep with all of their progenitor's memories.

By Michael Phillips (Wayfinder #12)
Art by dodeqaa Polyhedra

SPHINX, RIDDLEBORN

This skeletal sphinx is surrounded by a storm of glowing words and maddening whispers.

RIDDLEBORN SPHINX

CR 9

XP 6,400

CE Large undead

Init +8; **Senses** darkvision 60 ft.; Perception +17

Aura riddle aura (30 ft.)

DEFENSE

AC 22, touch 14, flat-footed 17 (+4 Dex, +1 dodge, +8 natural, -1 size)

hp 119 (14d8+56)

Fort +7, **Ref** +8, **Will** +12

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

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

Melee 2 claws +15 (2d6+6/19-20 plus grab)

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

Special Attacks steal riddles

Spell-Like Abilities (CL 9th)

Constant—*comprehend languages, fly, see invisibility*

STATISTICS

Str 23, **Dex** 19, **Con** —, **Int** 8, **Wis** 16, **Cha** 17

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 21 (25 vs. trip)

Feats Alertness, Dodge, Improved Critical (claw), Improved Initiative, Power Attack, Toughness, Weapon Focus (claw)

Skills Bluff +10, Fly +16, Intimidate +10, Perception +22, Sense Motive +22

Languages Common, Draconic, Sphinx

ECOLOGY

Environment warm deserts and hills

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

Treasure double

SPECIAL ABILITIES

Riddle Aura (Su) A riddleborn sphinx is surrounded by a 30-foot storm of glowing riddles written in countless languages. Although these words have no physical form, they make it difficult to see the sphinx and grant it concealment. Creatures standing within the riddle aura hear a cacophony of whispered riddles and answers whirling around them. Every round, each creature within the aura takes 1d4 points of Wisdom damage as the hushed riddles eat away at its mind. A creature can avoid this damage by successfully answering one of the floating riddles with a DC 14 Intelligence check. Alternatively, creatures can attempt to translate the jumble of mixed languages with a DC 14 Linguistics check and pick a correct answer. A correctly answered riddle disappears from the riddle aura and deals 1d6 points of damage to the sphinx.

Steal Riddles (Su) A riddleborn sphinx can pull all knowledge of riddles from a grappled opponent's mind. If the sphinx establishes or maintains a pin, it may inhale deeply and draw glowing words from the victim's mouth, adding them to its riddle aura. This heals the sphinx 1d10+9 hit points or grants it 1d10+9 temporary hit points for 1 hour (up to a maximum number of temporary

hit points equal to its full normal hit points). The victim temporarily forgets all riddles that it has ever known and must also succeed at a DC 20 Will save or become silenced for 1 hour. Silenced creatures cannot answer riddles and always fail their checks for the riddle aura. A creature cannot have its riddles stolen more than once, and killing the riddleborn sphinx immediately ends the silence effect.

Riddleborn sphinxes are undead abominations that thirst for riddles as a vampire thirsts for blood. They derive from particularly cruel gynosphinxes that spent a lifetime asking fiendishly difficult riddles and devouring all whom they deemed too witless. As a gynosphinx's lair becomes littered with bones and treasures, it also fills with the misery of unanswered riddles. This misery manifests itself in negative energy that reanimates the gynosphinx's corpse after its death, leaving little but a savage hunger for riddles.

Due to their penchant for waylaying travelers, riddleborn sphinxes often lair near ancient crossroads in the desert. In particular, the Sahure Wastes are a well-known haunt of riddleborn sphinxes. Riddleborn sphinxes are solitary, although they occasionally congregate to accomplish a common purpose.

By Cole Kronewitter (Wayfinder #12)

Art by Michael Jaecks



SPHINX, SAUROSPHINX

The head of a large crocodile rests incongruously on the body of a winged lion. Its mouth opens in the mockery of a smile, showing dozens of sharp teeth.

SAUROSPHINX

CR 8

XP 4,800

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

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

hp 114 (12d10+48)

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

OFFENSE

Speed 30 ft., fly 60 ft. (poor), swim 20 ft.

Melee bite +18 (2d6+10/19-20 plus grab) and 2 claws +13 (1d6+7)

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

Spell-Like Abilities (CL 12th; concentration +16, +20 when casting defensively)

Constant—*detect animals or plants, speak with plants*

3/day—*entangle* (DC 15), *goodberry*

1/day—*commune with nature, plant growth, summon nature's ally IV* (1d3 crocodiles only), *thorn body*^{APC}

STATISTICS

Str 24, **Dex** 10, **Con** 18, **Int** 14, **Wis** 18, **Cha** 11

Base Atk +12; **CMB** +20 (+24 grapple); **CMD** 30 (34 vs. trip)

Feats Combat Casting, Hover Improved

Critical (bite), Intimidating Prowess, Power Attack, Skill Focus (Knowledge [nature])

Skills Fly +4, Intimidate +16, Knowledge

(nature) +23, Perception +10, Sense Motive +16, Swim +16

Languages Common, Sphinx; *speak with plants*

SQ hold breath

ECOLOGY

Environment warm desert and rivers/lakes

Organization solitary or colony (1 plus 3-12 crocodiles)

Treasure incidental plus 1d3 rare plant species

SPECIAL ABILITIES

Hold Breath (Ex) A saurosphinx can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Lunging Bite (Ex) Once per minute, a saurosphinx can extend the reach of its bite attack by 5 feet. This extended reach applies only to the saurosphinx's bite attack and lasts until the start of its next turn.

Powerful Bite (Ex) A saurosphinx applies 1-1/2 times its Strength bonus on damage rolls.

The least understood of the sphinxes, saurosphinxes are the protectors of nature's secret places. They make their lairs in hidden oases, concealed wadis, and other undiscovered patches of greenery in the desert. Once settled, saurosphinxes attempt to drive away anyone who might exploit the area, using their fierce visages, powerful jaws, and the environment itself. However, those who respect nature might find saurosphinxes willing to keep their company for a short period of time.

Saurosphinxes welcome the company of crocodiles to their oases, and exhibit a kind of calming influence on those crocodiles that remain in the saurosphinx's influence for a long period of time, though both the sphinx and the creatures retain their tendency to snap.

By Jason "Herzwesten" Keeley (Wayfinder #12)

Art by Andrew DeFelice



SPLINTER SWARM

The body twitches, then blurs. A rasping buzz begins, rises, and crescendos as a cloud of pyramidal stones burst free and launch into the air.

SPLINTER SWARM

CR 9

XP 6,400

N diminutive magical beast (swarm)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE

AC 23, touch 21, flat-footed 16 (+5 Dex, +2 dodge, +2 natural, +4 size)

hp 114 (12d10+48)

Fort +14, **Ref** +15, **Will** +7

Defensive Abilities

swarm traits;
Immune weapon damage

OFFENSE

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

Melee swarm

(4d6 piercing and bludgeoning damage plus 1d6 bleed and infestation)

Space 10 ft.; **Reach** 0 ft.

Special Attacks

distraction (DC 20), infestation

STATISTICS

Str 1, **Dex** 21, **Con** 18, **Int** 6, **Wis** 12, **Cha** 3

Base Atk +12; **CMB** +15; **CMD** 22 (can't be tripped)

Feats Dodge, Great Fortitude, Improved Natural Attack, Iron Will, Lightning Reflexes, Wingover

Skills Acrobatics +12, Fly +20, Perception +7, Stealth +21; **Racial Modifiers** +4 Stealth

Languages Undercommon (can't speak)

ECOLOGY

Environment any underground

Organization solitary, pair, infestation (3–6), colony (5–8), or storm (9–14)

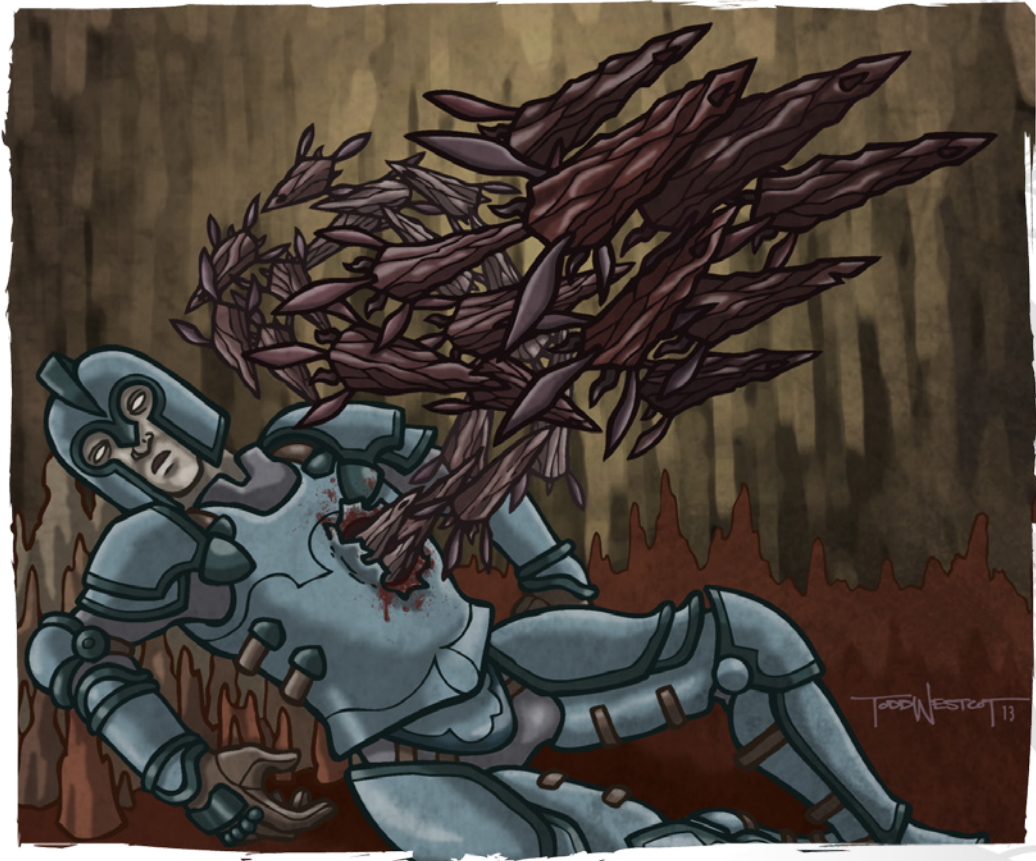
Treasure incidental

SPECIAL ABILITIES

Disease (Ex) *Splinter Infestation*: Infestation—injury; *save* Fort DC 20; *onset* 1 hour; *frequency* 1/hour for 2d6 hours of gestation; *effect* 1d2 Wis damage, at the end of the gestation period, a mature

splinter swarm pours from the body, dealing 6d6 bleed damage to the host; *cure* 3 consecutive saves. The save DC is Constitution-based.

Infestation (Ex) Creatures damaged by a splinter swarm must make a DC 20 Fortitude save. Creatures that successfully save cannot be affected by that swarm's infestation for 24 hours. Creatures that fail are implanted with shards from the splinters' shells. These shards feed upon the host's body, multiplying and growing into fully formed splinters. The infestation behaves like a disease, driving the victim mad over a period of several hours before a new swarm erupts from its body in a horrific, bloody display. *Remove disease*, *heal*, or similar effects destroy the parasites and end the infestation.



An individual splinter is about the size of a human's hand, and its shell resembles a sharp spike of rock. The stony exterior provides perfect camouflage in their subterranean habitat, allowing splinters to ambush passing prey. This shell also serves as a splinter's armor and primary weapon. A splinter has a small hole at its pointed end, and a set of three sharp legs unfolds from its base. In flight, three wings at the creature's base propel it forward with blinding speed to drive it deep into its prey's flesh.

By Fraser "Friend" Nelund (Wayfinder #9)

Art by Todd Westcot

STORM HAG

A small, gnarled, indigo-skinned woman hovers in midair, her blue-black hair blown by wind, her eyes glowing with hate, her twisted arms crackling with lightning. Her mocking laughter invokes thoughts of hurricane and thunder just before a real bolt of lightning strikes from her clawed fingers.

STORM HAG **CR 7**

XP 3,200

CE Small monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 Dex, +1 dodge, +5 natural, +1 size)

hp 85 (10d10+30)

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

Immune electricity, wind-based effects; **SR** 18

OFFENSE

Speed 20 ft., fly 40 ft. (good), swim 30 ft.

Melee 2 claws +12 (1d3+1) and bite +12 (1d3+1) or *shocking grasp* +12 touch (5d6 electricity)

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

Spell-like Abilities (CL 10th, concentration +15, +19 when casting defensively)

At will—*call lightning* (DC 16), *control winds*, *faerie fire*, *gust of wind* (DC 15), *obscuring mist*, *shocking grasp*

3/day—*ball lightning*^{APC} (2 balls, DC 17), *icestorm*, *quicken*, *shocking grasp*

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 15, **Wis** 17, **Cha** 17

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

Feats Combat Casting, Dodge, Improved Initiative, Quicken Spell-like Ability (shocking grasp), Uncanny Concentration^{UM}

Skills Fly +22, Intimidate +20, Knowledge (arcana) +12, Knowledge (nature) +12, Perception +20, Spellcraft +12, Survival +16, Swim +9; **Racial Modifiers** +4 Intimidate, +4 Perception, +8 Swim

Languages Aquan, Auran, Common, Giant

SQ change shape (*alter self*, Small humanoid or child of Medium humanoid race), storm coven, storm mantle

ECOLOGY

Environment any mountains or coastlines

Organization solitary or coven (three hags of any kind)

Treasure standard

SPECIAL ABILITIES

Storm Coven (Su) A storm hag that is part of hag coven grants a cumulative +1 bonus to the caster level of any *control weather* spell-like ability and allows the coven to summon single fiendish large air elemental to serve them for 1 hour as per *summon monster V*. A coven of three storm hags can either summon one half-fiend large air elemental, one huge fiendish air elemental or 1d3+1

large fiendish elementals instead, as if using *summon monster VI*. A coven can have only one summon in effect at any one time. Additionally, a coven composed of three storm hags replaces their individual *call lightning* spell-like abilities with *call lightning storm* (DC 18).

Storm Mantle (Su) A storm hag is constantly shrouded with *endure elements*, *overland flight*, and *water breathing* effects. The storm mantle also grants her a swim speed of 30 feet and a +8 racial bonus on Swim checks and makes the hag immune to mundane and magical electricity and wind-based effects.

Storm hags might be smaller than their more common sisters, but they are no less hateful and vile. Some claim that storm hags are even more malicious than other hags, resenting their dwarfish stature. While storm hags frequent both stormy mountaintops and sea coasts, their favorite dwellings are in regions where mountains reach sea coasts.

Storm hags are known to take the lead of mixed covens with two sea hags, taking advantage of their magical ability to breathe water, but just as often they are found living alone. Occasionally, three storm hags form a coven bathing the surrounding lands in constant storms and gales, lashing with their weather magics against settlements, travelers and passing ships. In rare cases, they grant passage to ship captains willing to pay ransom in valuables and thralls.

Average storm hags stand three feet tall and weigh 50 lbs.

By Wojciech "Drejk" Gruchala
(Wayfinder #8)

Art by Chris L. Kimball



SUN HAG

An emaciated and hideous woman stands in the dunes, her body covered in leathery rags that appear to have holes that make screaming faces, she grins with a mouthful of pebble like teeth.

SUN HAG **CR 8**

XP 4,800

NE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 22, touch 15, flat-footed 17 (+4 dex, +1 dodge, +7 natural)

hp 95 (10d10+40)

Fort +6, **Ref** +11, **Will** +10

DR 5/cold iron; **Immune** fire, thirst; **SR** 21

OFFENSE

Speed 30 ft., fly 15 ft. (poor)

Melee 2 claws +15 (1d4+5 plus desiccation)

Special Attacks desiccation

Spell-Like Abilities (CL 10th; concentration

+16)

Constant—*endure elements*, *pass without trace*, *tongues*

At will—*cup of dust* (DC 19), *daylight*, *feast of ashes* (DC 18), *ghost sound*, *minor image* (DC 18), *dancing lights*, *invisibility*
3/day—*sunburst* (DC 24)

STATISTICS

Str 20, **Dex** 19, **Con** 17, **Int** 14, **Wis** 17, **Cha**

23

Base Atk +10; **CMB** +15; **CMD** 29

Feats Cleave, Cleaving Finish, Dodge, Power Attack, Toughness

Skills Climb +18, Intimidate

+19, Knowledge (any one) +12, Perception +16, Stealth +17, Survival +16

Languages Abyssal, Common, Infernal

ECOLOGY

Environment warm deserts

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Desert Thirst (Su) Any creature that is within 10 ft. of the sun hag, must succeed on a DC 18

Fortitude save or become sickened. Any unattended non-magical liquid in this area becomes sand. Liquid-based magic items receive a Will save at the same DC; if they fail they are destroyed. The save DC is Constitution-based.

Desiccation (Su) A sun hag's claws absorb the water from those she strikes. Each time a sun hag hits a living creature with her claw attack, the victim takes 1d6 points of non-lethal damage and becomes fatigued. A successful DC 18 Fortitude save negates the fatigue and halves the damage. The DC is Constitution-based.

Dried out husks, these vile creatures stalk the dunes of well-travelled deserts. They pass their days waiting for an intelligent humanoid to be lost in the desert so they can torment it until it dies before they consume its dehydrated body. The strange biology of the sun hag means that they do not ever drink anything in their entire lives, as all liquids near them turn to sand. The only way to satisfy their terrible thirst is to absorb moisture from other living beings.

Sun hags are aptly named for their ability to produce incredibly bright bursts of light that can turn the night into day. They are also as persistent and uncaring as the sun; when they turn their attention to an unfortunate victim they slowly but surely will wear them down to the point they will perish from their constant attentions.

Like other hags, sun hags may form covens with other hags, though they rarely do so with any but their own kind. It isn't uncommon to find a trio of sun hags in the desert that is well trafficked by mortals, plaguing the weak and righteous alike.

By Guy
"ulgulanoth" Fox
(Wayfinder #10)
Art by
Tanyaporn
Sangsnit



TAOTAOMONA

Hovering inches over the detritus-covered jungle floor, a translucent warrior lets out a bone-chilling battle cry, twirling a jagged-edged spear.

ANUFAT

CR 10

XP 9,600

Male human taotaomona savage barbarian 9 (*Pathfinder RPG: Advanced Player's Guide* 79)

CG Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 21, touch 18, flat-footed 21 (+2 deflection, +3 Dex, +3 dodge, +3 shield)

hp 100 (9d12+36)

Fort +8, **Ref** +6, **Will** +6; +2 vs. fear

Defensive Abilities channel resistance +4, improved uncanny dodge, incorporeal, naked courage +2, natural toughness +1, rejuvenation, uncanny dodge; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee spear +13 touch (1d4 ability drain)

Ranged spear +13 touch (1d4 ability drain)

Special Attacks draining touch (spear), empowering malevolence (DC 16), frightful moan (DC 16), rage 22 rounds/day, telekinesis

STATISTICS

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

Base Atk +9; **CMB** +9; **CMD** 27

Feats Dodge, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (spear)

Skills Fly +23, Knowledge (history) +9, Perception +21, Survival +13, Stealth +23;

Racial Modifiers +8 Perception, +8 Stealth

Languages Polyglot

SQ fast movement, rage powers (disruptive, lesser spirit totem, superstition, witch hunter)

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (+1 ghost touch heavy wooden shield)

Anufat was a mighty warrior in his tribe, surviving countless battles, even a spear blow through his head. Eventually he did fall in combat, the last warrior standing against an attack by a rival tribe. Though his body had failed him, his spirit lifted itself from his corpse and continued to fight on. The sight of his ethereal form was enough to turn back the attackers, saving his village from slaughter and slavery. Since his rebirth, Anufat has watched over his people and his

people have guarded his remains, venerating him with a near god-like fervor.

Creating a Taotaomona

Similar to a regular ghost, taotaomona are tied to the blood of their dead relatives. Taotaomona are free-willed undead who can possess family members—no matter how distantly related—and use this ability to teach important lessons and proper respect for the past.

“Taotaomona” is an acquired template that is added to any living creature that died defending their communities or family and has a Charisma score of at least 6. A taotaomona gains the same abilities as a ghost, with the following exceptions.

Special attacks: The taotaomona gains or modifies the following special attacks, but otherwise uses the rules for a ghost’s special attacks.

Corrupting Touch (Su): Taotaomonas do not possess this ability.

Draining Touch (Su): A taotaomona’s draining touch manifests in the form of whatever weapon they preferred to wield while alive. If the weapon can be used in both melee and ranged combat, then so can a taotaomona’s draining touch.

Empowering Malevolence (Su): Instead of the standard malevolence ability, a taotaomona can only possess members of its bloodline for a number of rounds equal to the taotaomona’s Hit Dice + its Charisma modifier (minimum 1 round). After possessing its kinsman, a taotaomona cannot possess another relative for 60 minutes – 10 minutes per point of Charisma modifier. The taotaomona empowers its host, granting +4 bonuses to Dexterity, Strength, and Wisdom. A host can still control their own body, but rarely does so if they respect their ancestor’s spirit. The possessed creature can resist this effect with a successful Will save (DC 10 + 1/2 the taotaomona’s Hit Dice + the taotaomona’s Charisma modifier).

By Justin “Black Fang” Sluder (*Wayfinder* #4)

Art by Dave Mallon



THESPI

This translucent apparition has a vaguely humanoid shape, with limbs that fade into tattered strands of yellowed cloth. Its face is a shield-shaped mask, with thin curved slits over the eyes and mouth that depict an unsettlingly mirthful expression.

THESPI **CR 4**

XP 1,200

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

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

hp 42 (5d8+20)

Fort +5, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +6 (1d4 Charisma damage plus emotional turmoil)

Spell-Like Abilities (CL 5th; concentration +9)
1/day—*telekinesis* (DC 19)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 20

Feats Alertness, Flyby Attack, Improved Initiative

Skills Fly +19, Intimidate +12, Perception +13, Perform (act) +14, Sense Motive +14, Stealth +11; **Racial Modifiers** +4 Fly, +5 Perform (act), +2 Sense Motive

Languages Common, Infernal (or any one local language)

SQ performer's bane

ECOLOGY

Environment urban

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

Treasure incidental

SPECIAL ABILITIES

Emotional Turmoil (Su) A thespis' incorporeal touch causes overwhelming distress in the target, imposing a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls on any creature with Charisma damage (Will DC 16 negates). Each round, an afflicted creature has a 25% chance of suffering an emotional breakdown, falling prone and taking no actions for one round (the creature is not considered helpless). This prematurely ends any ongoing penalties from this ability. During its turn an afflicted creature may choose to willingly undergo a breakdown, ending the penalties. Penalties from multiple touches do not stack, but touches that occur after a breakdown may reinstitute the penalties. This is an emotion, mind-affecting effect that lasts until the affected creature suffers the breakdown. The save DC is Charisma-based.

Performer's Bane (Su) Whenever a creature uses bardic performance, uses any sonic or language-dependent ability (including spells), or

makes a Perform skill check within 60 feet of a thespis, the thespis gains one additional use of its *telekinesis* spell-like ability for 24 hours, as well as fast healing 5 and a +2 profane bonus to attack rolls and saving throws for one round. During this round, the thespis may attack the performer with its incorporeal touch from a distance of 60 feet as a ranged touch attack. The thespis cannot gain more uses per day of *telekinesis* per day than its Charisma modifier.

When dedicated performing artists are unable to complete their masterpieces due to an untimely demise, their souls sometimes become so frustrated by the unfulfilled ambition that they manifest as malevolent spirits known as thespi. Thespi haunt the places they worked in life, harassing living performers and fomenting superstitions to ease their own unresolved disappointments. Several superstitions are known to provoke most thespi, including:

- Do not say “Good luck” inside the theater.
- Do not speak a thespis’s name from its former life inside the theatre.
- Do not whistle inside the theater.
- Do not walk onstage wearing blue.
- Do not say the last line of the play when rehearsing the full performance if there is no audience present in the theater.

By Christopher Wascko (Wayfinder #11)

Art by Adam Koča



TRIPODERO

This odd-looking three legged bird is all bent legs and straight beak. As its dark eyes consider you warily, there is a puffing noise, and something strikes you in the head.

TRIPODERO **CR 1**

XP 400

N Small animal

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

DEFENSE

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

hp 11 (2d8+2)

Fort +4, **Ref** +6, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +5 (1d4+1)

Ranged clay pellet +5 (1d3+1)

Special Attacks clay pellet

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 1, **Wis** 16, **Cha** 2

Base Atk +1; **CMB** +1; **CMD** 14 (16 vs. trip)

Feats Point-Blank Shot[®], Weapon Finesse

Skills Perception +7, Stealth +11

ECOLOGY

Environment temperate forest

Organization solitary

Treasure none

SPECIAL ABILITIES

Clay Pellet (Ex) Tripoderos create sun-dried balls of clay which they store in their cheeks that can be fired as a ranged attack as a standard action. This attack has a 30 ft. range increment.

Fearless (Ex) Tripoderos are completely immune to fear, and will attack creatures that are much larger or vastly outnumber themselves or their pack.

Tripoderos are small flightless birds which spit dried clay pellets to strike small creatures and humanoids in order to feast upon them. Their heads are nearly all sharpened tubelike beak, but are also squat and solidly built with three multiply jointed legs that they can fold in to hug the ground in long brush and swampy regions.

Tripoderos live in areas of dense bush and undergrowth, hunting for birds and other small animals. They are pack hunters and are surprisingly affectionate with others of their kind. When not out hunting, tripoderos prepare for hunting by scooping clay into their beaks and using their feet to roll out small clay balls, which they leave out in the sun to bake. Tripodero dens can be identified by the hundreds of small clay balls hadening in the sun for future use. When they go out to hunt, Tripoderos gather the shot in their cheeks and move low to the ground to move stealthily through shrubs and grasses until they sense nearby prey.

When attacking, they slowly extend their legs, rising up above any grass or shrubs to spit pellets from their blowgun-like beak which stun or kill nearby prey. Their aim is calculated, extremely accurate, and quite often lethal, as they can adjust for wind, distance and drift when firing. Furthermore, due to its three legged stance and perfect balance, the monster's aim is extremely steady. After the first shot, they sprint in to attack. Their gait is swift but awkward, and they always move to attack, never retreating. Due to their fearlessness, they always fight to the death. They then close in to plunge their beaks into their victim, tearing off and consuming gobbets of bloody flesh.

Tripoderos make excellent animal companions due to their affectionate nature, once the master is accepted as one of the clutch.

Tripodero Companions

Starting Statistics: Size Small, **Speed** 20 ft, 40 with legs extended, **AC** +1 natural armor; **Attack** clay pellet (1d4), or bite (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 1, Wis 16, Cha 2; **Special Qualities** low-light vision

7th-Level Advancement: Size Medium; **Speed** 30ft, 60 with legs extended, **AC** +2 natural armor; **Attack** clay pellet (1d6+4), bite (1d6+4); **Ability Scores** Str +8,

Dex -2, Con +4; **Special Qualities** Weapon Specialization (pellet)

By Rich "Rebis Ouroboros" Crotty (Wayfinder #7)

Art by Carlos Torreblanca



TSEMAUS

From the surface, this creature appears to be an ordinary log with a pointed protrusion on top, but beneath the water, its form is that of a small whale with extremely sharp teeth.

TSEMAUS

CR 6
XP 2,400

N Large magical beast (aquatic)

Init +7; **Senses** low-light vision, mistsight; Perception +9

DEFENSE
AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 76 (8d10+32)

Fort +10; **Ref** +9; **Will** +4

OFFENSE
Speed swim 60 ft.

Melee bite +13 (1d8+5 plus grab), gore +13 (1d8+7)

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

Special Attacks bisect, capsize, powerful charge (gore, 2d8+7)

Spell-Like Abilities (CL 8th)

 At will—*wave shield*^{APC}

 3/day—*hydraulic torrent*^{APC}, *hydrophobia*^{MM} (DC 16)

MM—Pathfinder Player's Companion: Magical Marketplace

STATISTICS
Str 20, **Dex** 16, **Con** 19, **Int** 6, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 24

Feats Impaling Charge, Improved Bull Rush, Improved Initiative, Power Attack

Skills Perception +9, Stealth +10 (can take 20 on Stealth when disguised as log), Swim +15

Languages Aquan

SQ freeze, water dependency

ECOLOGY
Environment any river

Organization solitary

or pair

Treasure none

SPECIAL ABILITIES:

Bisect (Ex) Any creature reduced to negative hit points by the tsemaus's gore attack must succeed at a DC 17 Fortitude save or be sliced in half. Bisecting instantly slays the victim. The Save DC is Dexterity-based.

Freeze (Ex) A tsemaus can hold itself very still, appearing to be a log floating in the water. It can take 20 on its Stealth check to hide in plain sight as this type of object.

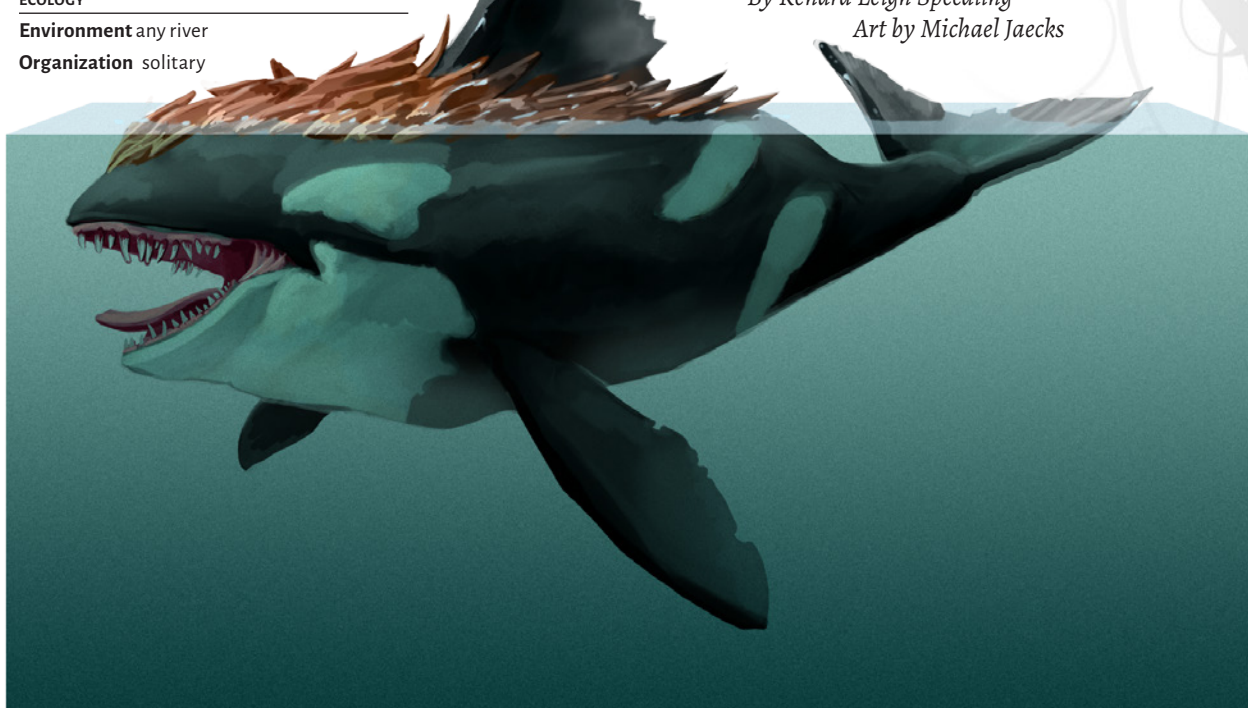
Water Dependency (Ex) A tsemaus can survive on land for a number of hours equal to its Constitution modifier (minimum 1 hour). After that, it begins to drown.

Often referred to by superstitious river folk simply as “the snags,” tsemaus are a perilous hazard for anyone traveling on the river. Though they are not very intelligent, these strange creatures are extremely territorial and exhibit great malevolence toward anyone traversing “their” waterways. They often lurk just underwater with only their stick-like dorsal fins visible, awaiting small boats to prey upon. To the casual eye, tsemaus appear to be floating logs on the water, until they reveal themselves to capsize a vessel. They then attack unfortunate passengers, attempting to rip them in half with their vicious, goring fins.

Some say that the tsemaus view themselves as protectors of their particular segment of waterway and see humanoids as intruders. They rarely attack fey, save for nuckelavees, which they loathe more than any other creature. Charms meant to ward off tsemaus are common items in riverside towns; such charms, alas, are generally ordinary trinkets with no real powers.

By Kendra Leigh Speedling

Art by Michael Jaecks



ULAT-ASHAD

The three-eyed nightmare reaches out with slimy tentacles extending from its barely humanoid body.

ULAT-ASHAD **CR 15**

XP 51,200

CE Large aberration (aquatic)

Init +8; **Senses** darkvision 60 ft., *greater arcane sight*; Perception +30

DEFENSE

AC 30, touch 14, flat-footed 26 (+4 Dex, +1 dodge, +16 natural, -1 size)

hp 220 (21d8+126); fast healing 10 (in salt water) or 2 (in fresh water)

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

SR 26

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +24 (2d6+10) and 4 tentacles +23 (1d6+5 plus corrupting slime)

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

Special Attacks corrupting slime

Spell-Like Abilities (CL 22nd)

Constant—*greater arcane sight*

STATISTICS

Str 30, **Dex** 18, **Con** 22, **Int** 15, **Wis** 19, **Cha** 15

Base Atk +15; **CMB** +26; **CMD** 41

Feats Alertness, Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (tentacle)

Skills Escape Artist +28, Intimidation +26, Knowledge (dungeoneering)

+26, Perception +30, Spellcraft +26, Swim +42; **Racial Modifiers**

+8 Swim

Languages Aboleth, Aklo, Azlanti; telepathy 1 mile

SQ amphibious

ECOLOGY

Environment any aquatic

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aquatic Fast Healing (Ex) An ulat-ashad's body heals quickly while immersed in water. It has fast healing 10 when submerged in salt water and fast healing 2 when submerged in fresh water.

Corrupting Slime (Ex) The blows of an ulat-ashad's tentacles spray thick, viscous slime that sticks to any corporeal creature. As a standard action each round, it can be scrubbed away after 1d4+1 rounds. The slime inflicts 1 point of acid damage per round. Once a creature drops below 0 hit points and begins dying, the slime immediately stabilizes it and grants it the ability to breathe water. A victim stabilized in this fashion is rendered comatose by the slime and suffers 1 point of Charisma drain per day. When the creature's Charisma reaches 0, it transforms into a skum if a humanoid and dies otherwise. The process can be stopped by *heal*, *remove disease*, or any polymorph effect. Each point of electrical damage inflicted to the victim has a cumulative 1% chance of ending the transformation. A creature transformed into a skum by this ability loses all memories and traces of its previous personality. Once complete, such a transformation can

be reversed only by *miracle*, *wish*, or comparable effects.

Telepathy (Su) Ulat-ashad can communicate only with other ulat-ashad, any creature covered with their corrupting slime, or any skum they created.

Ulat-ashad are an abominable hybrid of Azlanti human and aboleth. Thankfully only a few of these creatures were ever spawned and they remain sterile and incapable of reproduction.

Ashad was one of outposts on the outskirts of Azlanti civilization that survived destruction brought by Earthfall. Its denizens were mostly arcanists and sages who studied exotic aquatic life, along with their attending servants and students. After Earthfall, the residents of Ashad found themselves trapped at the bottom of the sea. Prior to the cataclysm, the settlement was partly submerged, with powerful wards preventing ocean's waters from flooding the interior. Miraculously, the disaster failed to breach Ashad's wards, saving the lives of the inhabitants but confining them at depths with no available means of escape. Failed attempts at magical communication and grim portents from various divinations convinced the leaders of Ashad that they were the sole survivors of all of Azlant and prompted frantic research for a way to preserve what remained of human civilization, regardless of the cost.

The answer came from the corpse of an aboleth found in their survey of their new environment. The desperate arcanists hybridized human and aboleth to form a new race, one suited to retaking the flooded remains of Azlant. By combining all the resources of the sunken outposts, they bred a few dozens of these new hybrids to preserve the dwindling human population, and in time beget new hybrids in their own image. What they failed to account for in their plans was the racial memories of the aboleths, passed down from generation to generation, or the strength of the hybrid's inhuman blood. Instead of obedient servants, the survivors found they had bred alien monstrosities bent on eradicating all the traces of their creators.

The struggle between rogue hybrids and trapped humans lasted weeks, during which the ulat-ashad eradicated the humans and transformed the survivors into skum. The overwhelmed Azlanti managed to slew but a few of their creations. Only as their victory became complete did the hybrids realize that the Azlanti experiment had not been fully successful, and that the ulat-ashad were sterile, incapable of continuing their race. The remaining ulat-ashad left the ruined outpost in search of the aboleths, only to find that that

their inhuman parents despised their mixed blood and sought their destruction. At first, some of the hybrids were confident they would gain acceptance among the aboleths with time while others were sure they will succeed where their human parents failed and develop a way to breed true. Neither prediction was fruitful, though. Aboleths were relentless in their hatred toward their bastard offspring, though the long term fallout of the Earthfall prevented them from hunting all of them. Too many aboleths died, too many went into slumber to face physically superior hybrids. Still, their focused hostility led to demise of almost a quarter of the ulat-ashads and forced the remaining survivors to split into small groups and go into hiding. Breeding attempts fared only marginally better. Racial memories inherited from their aboleth ancestors weren't a suitable replacement for actual lore, magical and scientific, necessary for a real breakthrough there. Having to hide from the aboleths prevented gathering of resources and experience needed to change that. One by one, ulat-ashads escaped into slumber, passing centuries or even millennia cycling between dreams of what could be and wakefulness. Thousands of years later, most of the surviving ulat-ashad gave up the vision of propagating their race, contenting themselves with maintaining their apparently ageless individual existence.

An average ulat-ashad is fifteen feet long and weighs 1,000 pounds.

Ulat-Ashad of Inner Sea

A few notable ulat-ashad of Inner Sea region include:

Ul-Zirian (advanced ulat-ashad, CR 16) keeps experimenting on skum lineages of its own creation, believing them to be the key to unlocking ulat-ashad reproduction or a pathway to own divinity. Incapable of learning how to cast actual spells, Ul-Zirian managed to tap the potential of occult rituals, using the smartest and the most capable of skums as acolytes, aides, priests, and occasional sacrifice.

The Hungerer (giant primitive ulat-ashad, CR 17) succumbed to primal hunger, bloating oneself regularly on flesh of lesser creatures and aboleths alike and grew to be the biggest and the most aggressive of its kind, though also the most deranged.

Ill-Ashad succeeded where others failed, though it paid a steep price for that achievement. Now its nameless progeny (young fiendish ulat-ashad, CR 15) roam the waters of the Darklands beneath Western Avistan, while their sire is bound for a thousand year of servitude, swimming the noxious depths of Abyss.

Black Swimmer (CR 16) was heavily tainted with negative energy, gaining negative energy affinity and replacing its tentacles' corrupting slime with energy drain (1 level, DC 22).

By Wojciech "Drejk" Gruchala

(Wayfinder #8)

Art by Michael Jaecks



USTREL

A moment ago this creature was a cooing human infant, but that was only an illusion. It has suddenly transformed into an abomination of rotting, filth-caked flesh, sharp claws, and a maw of jagged, shark-like teeth.

USTREL **CR 4**

XP 1,200

CE Tiny undead

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)

hp 39 (6d8+12)

Fort +4, **Ref** +6, **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/magic and silver;

Immune undead traits; **Resist** cold 10, electricity 10

Weakness sunlight powerlessness

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6 plus attach) and 2 claws +10 (1d2)

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

Special Attacks blood drain (1d4 Constitution)

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

At will – *disguise self, ghost sound, open/close, spider climb*

STATISTICS

Str 10, **Dex** 19, **Con** —, **Int** 6, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +2 (+10 grapple when attached);

CMD 16

Feats Sow Terror, Stealthy, Weapon Finesse

Skills Acrobatics +13, Escape Artist +15, Perception

+10, Stealth +22; **Racial Modifiers** +8 Escape Artist,

+8 Stealth

Languages Common (can't speak)

SQ shadowless

ECOLOGY

Environment any urban

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Attach (Ex) When an ustrel successfully bite an opponent, its jaws lock into place. An attached ustrel is effectively grappling its prey. The ustrel loses its Dexterity bonus to AC, and has an AC of 14, but holds on with great tenacity and greedily begins to drain blood from its victim. An ustrel has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached ustrel can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the ustrel is removed.

Blood Drain (Ex) An ustrel can suck blood from a grappled opponent; if it establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The ustrel heals 5 hit points or

gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Shadowless (Ex) An ustrel casts no shadow and shows no reflection in a mirror.

Sunlight Powerlessness (Ex) An ustrel caught in sunlight cannot attack and is staggered.

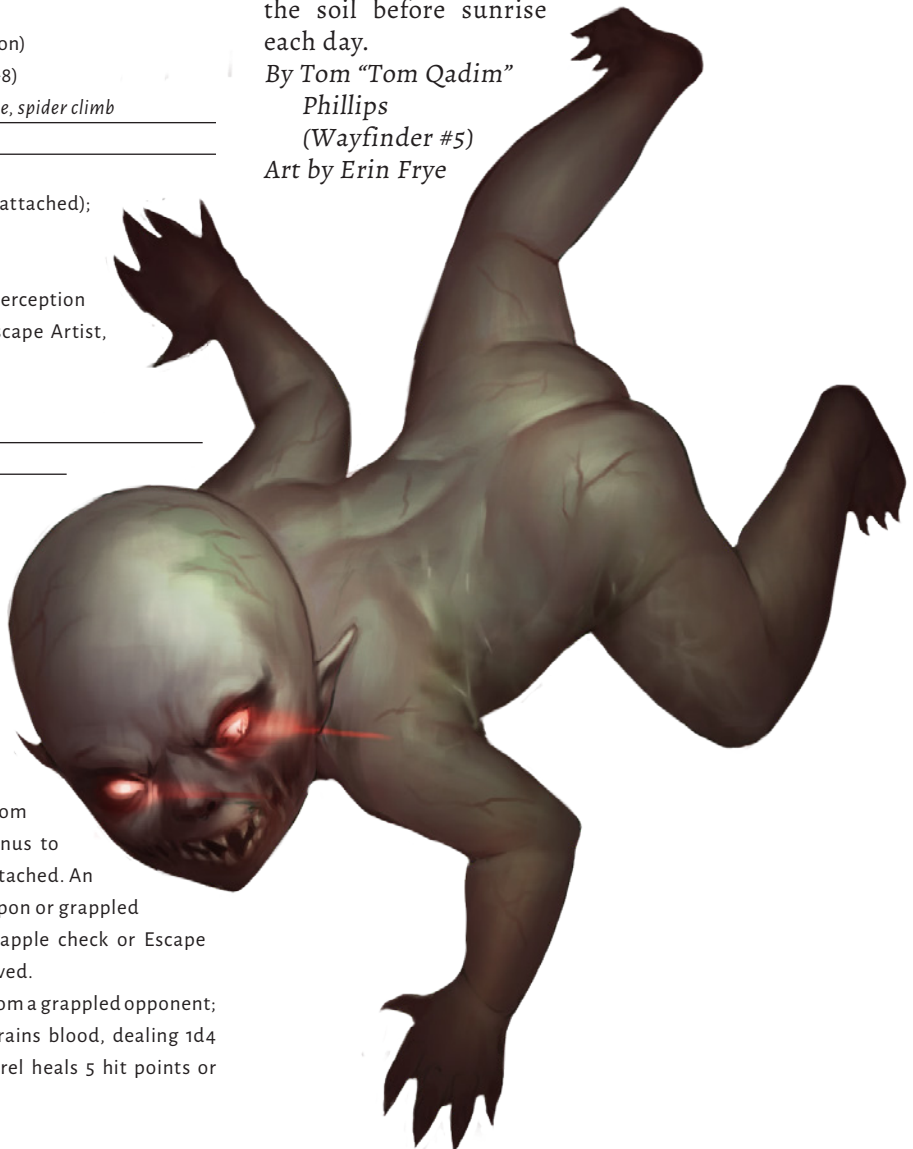
If a stillborn child sired by a vampire is not burned or buried in consecrated ground, they sometimes return from the grave as an ustrel—an undead infant with a vampire's craving for blood. Though not particularly intelligent, ustrels are cunning and stealthy predators. They enjoy terrorizing their victims, and often stalk their prey for hours before finally feasting upon their blood. Ustrels haunt their birth communities by preying on livestock, domestic animals, and human inhabitants. Ustrels are especially driven to slay the living members of their family, though they are strangely protective of their birth mothers. Powerless in sunlight, ustrels are compelled to return to the soil before sunrise each day.

By Tom "Tom Qadim"

Phillips

(Wayfinder #5)

Art by Erin Frye



VARKOLAK

Though obviously a humanoid, the feral, red-eyed creature lopes on all fours like a slaving beast. The creature's hairless, rotting flesh reeks of an open grave.

VARKOLAK

CR 4

XP 1,200

CE Medium undead

Init +6; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

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

hp 45 (6d8+18)

Fort +5, **Ref** +6, **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold 5, electricity 5

Weakness sunlight powerlessness

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+5 plus trip)

Special Attacks blood drain, dreadful howl (DC 15)

STATISTICS

Str 21, **Dex** 14, **Con** —, **Int** 8, **Wis** 14, **Cha** 17

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills Intimidate +10, Perception +11, Stealth +9, Survival +10;

Racial Modifiers +4 Survival

Languages Shoanti (cannot speak)

ECOLOGY

Environment temperate forest, mountains, or plains (Shoanti lands)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blood Drain (Ex) A varkolak can suck blood from a grappled opponent. If it establishes or maintains a pin, deals 1d4 points of Constitution damage.

Dreadful Howl (Su) Three times per day as a full-round action, a varkolak can emit a soul-haunting howl that can be heard up to 1 mile away. Anyone hearing the howl must succeed at a DC 15 Will save or take 1d4 points of Wisdom damage and become shaken for 1 hour. Creatures within 100 feet of the varkolak when it howls also become panicked for 1d6 rounds, and those within 30 feet

also become paralyzed with fear for 1d4 rounds. Any creature that succeeds at the save is immune to that varkolak's howl for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Sunlight Powerlessness (Ex) A varkolak caught in sunlight cannot attack and is staggered.

A creature of Shoanti legend, a varkolak sometimes forms when a Shoanti warrior dies alone in the wilderness after betraying his *quah* through murder or treachery. The disgraced and hateful varkolak transforms into a rotting, vaguely wolf-like beast with a craving for human blood. Varkolakas are bound to their place of death and can never move more than 1,000 feet from it. They continue to haunt this place each night by savagely attacking any living creature that wanders into its territory.

Before sunrise each day, the varkolak burrows into the ground to hide from the light of the sun.

By Tom "Tom Qadim" Phillips (Wayfinder #5)
Art by Bob Greyvenstein



VOIDWASP SWARM

Seemingly coming from a normal hive, these abyss-infused wasps are an already vicious species made even deadlier by the evil taint of chaos.

VOIDWASP SWARM **CR 5**

XP 1,600

CE Diminutive magical beast (swarm)

Init +3 **Senses** darkvision 60 ft.; low-light vision; Perception +9

DEFENSE

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

hp 49 (9d10)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities swarm traits; **Immune** weapon damage; **Weakness** swarm traits

OFFENSE

Speed 5 ft., Fly 60 ft. (good)

Melee Swarm (2d8 plus poison plus distorting venom)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), poison (DC 14), distorting venom (DC 13)

STATISTICS

Str 1, **Dex** 16, **Con** 10, **Int** —,

Wis 12, **Cha** 9

Base Atk +9 **CMB** — **CMD** —

Skills +13 Fly, +9 Perception;

Racial Modifiers +8 Perception

SQ swarm traits

ECOLOGY

Environment temperate forests

Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)

Treasure Value none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save*

Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Distorting Venom (Su) Any creature that fails its save against the swarm's poison ability must make an additional DC 13 Fortitude save or be distorted, inflicting one of four penalties below, determined randomly. A creature that successfully saves against distorting venom cannot be affected by it again for 24 hours, however it may still be affected by the voidwasp's poison ability. These penalties last for 1 day. This is a curse and polymorph effect. The save DC is Charisma-based.

D4 Result

- 1 –2 penalty to one ability score (minimum 1)
- 2 –2 penalty on attack rolls
- 3 –2 penalty on saving throws
- 4 Land speed reduced by 5 feet

Voidwasps were once wasps that had their hives tainted by abyssal influence. Whether by building a hive near a planar rift inside the Worldwound or by simply constructing it with demonically tainted materials, the corrupting energies strongly affected the wasps. They grew slightly larger, and their typical yellow and black coloring changed to mottled greens and blacks.

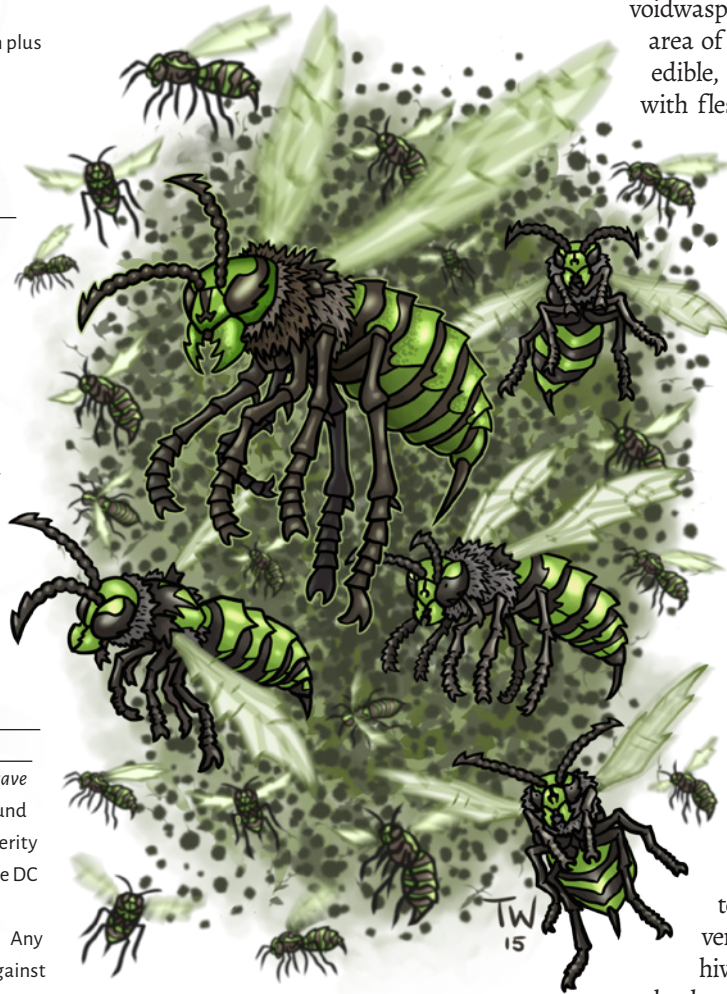
Like their mundane counterparts, voidwasps are carnivorous and work together to take down prey. The increased potency of their venom makes them devastating hunters, and large hives can terrorize entire settlements. Unless something can destroy their hive, a swarm of

voidwasps quickly depletes an area of everything they consider edible, which is nearly anything with flesh. Once they run out of food, the wasps move on to build a new hive.

Voidwasps are highly territorial and aggressively fight other species, even other voidwasp hives, to keep an area. A single female gains control of the hive by killing and eating all other competition, triggering her transformation into a queen. A queen can choose the gender of her offspring, and generally only births another female near the end of her lifespan or when the hive is at risk of imminent destruction.

Demons, being immune to the wasp's poison and venom, enjoy using voidwasp hives as traps, placing them at the bottom of concealed pits or suspending them in tree branches and rigging them to fall on a hapless travelers. In situations where the demons are actively engaged in conflict, they also use the hives as lobbed weapons.

*By Benjamin "Alayern" Fields (Wayfinder #14)
Art by Todd Westcot*



WECHSELKIND

The child, waifishly thin and sickly, steps from the shadows. "What lovely eyes you have....," she says, gesturing with a kitchen knife. "Can I see how they work?"

WECHSELKIND

CR 1

XP 400

CN Small fey

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

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

hp 10 (3d6)

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

OFFENSE

Speed 20 ft.

Melee dagger +4 (1d3–2/19–20)

Spell-Like Abilities (CL 3rd; concentration +7)

At will—*ghost sound* (DC 14), *lullaby* (DC 14)

1/day—*charm person* (DC 15), *innocence*

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 13, **Wis** 14, **Cha** 18

Base Atk +1; **CMB** –2; **CMD** 12

Feats Skill Focus (Disguise), Weapon Finesse

Skills Bluff +10, Climb +4, Disguise +13, Perception +7, Sense Motive +7, Sleight of Hand +8, Stealth +11, Swim +4

Languages Common (plus the native language of its host family)

SQ blood mimicry, tells

ECOLOGY

Environment urban (small towns)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Tells (Ex) Each wechselkind has two of the following giveaways that it is not a human child, chosen randomly:

- Fear of Flame:** The wechselkind screams if any open flame comes closer than 3 feet; gains vulnerability to fire.
- Sickly:** The wechselkind always appears to be wasting away; –2 to Fortitude saves.
- Serious:** The false child cannot understand human humor in any form, responding seriously to even the silliest behavior. A wechselkind must make a DC 10 Will save if confronted with a clearly ludicrous act. If it witnesses a Perform (comedy) check, the Will save DC is equal to the result of the check. On a failed save, the wechselkind must immediately succeed at an opposed Disguise check, with a –4 penalty, to avoid attracting suspicion.
- Promise Bound:** The creature never forgets or breaks a promise and punishes promise breaking from others. Promises can negate the wechselkind's ability to bluff.



Even if the PCs do not expect a wechselkind among the children they are interacting with, triggering a tell gives them an automatic Sense Motive against its Bluff to sense something is amiss.

Blood Mimicry (Ex) The wechselkind counts both as fey and as human for any effect relating to race and take no penalties on Disguise checks to look like a human child.

Common folk who live outside fey-filled woods whisper in fear about the wechselkind. Swapped at birth with a human infant, these fey grow up with no awareness of what they are. Entirely human in appearance, their differences eventually manifest in subtle ways, growing steadily alongside a frequently morbid curiosity about the world and the humans around them.

The origin of the wechselkind is unknown, but many speculate about what they might be: willfully ignorant adult fey; a larval stage in the life cycle of a powerful fey being; an enchanted wooden carving; or a curse visited on those who have displeased the forest folk.

Whatever their origins, these childlike beings possess a compulsion to learn that frequently leads them down a path of dangerous experimentation. While they aren't inherently driven to violence, some take to dissecting animals, and even people, to learn more about their world, while gilding their acts with an aura of innocence.

The fear of these creatures has driven villages into a paranoid frenzy. Families accuse one another of harboring such a being, and many innocent children have suffered terrible tests to root out malicious fey. Not all tests are dangerous, but none are decisive. Some folk suggest performing ludicrous acts, like making soup in an eggshell, to reveal the child's inability to laugh. Others seek signs of illness, or obsession with oaths and promises. But others still will go so far as to try reveal the disguise with fire or worse.

Whatever the means, it can be difficult to find a wechselkind without breaking the law or its adoptive parents' hearts.

By Brendan Ward and Amy C. Goodenough (Wayfinder #14)
Art by Erin Frye

WITCHLIGHT

This finch-sized blue-skinned humanoid floats in the air, fluttering strips of sheer white linen somehow serving it as wings. It clutches a glowing shard of sharp-edged rock crystal, crackling with white light, making the fey itself hard to see. Its laughter fills your mind...

WITCHLIGHT CR 1/2

XP 200

CG Diminutive fey

Init +4; **Senses** empathy, low-light vision; **Perception** +6

DEFENSE

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

hp 3 (1d6)

Fort +0, **Ref** +4, **Will** +2

Defensive Abilities evasion; **DR** 5/cold iron; **Immune** electricity; **Resist** sonic 10

OFFENSE

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

Melee rapier +6 (1d2–4 plus 1d6 electricity/18–20)

Ranged lightning arc +6 touch (1d3 electricity + *faerie fire* for 3 rounds, 30 ft. range)

Space 1 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 1st; concentration +2)

At will—*dancing lights*, *daze* (DC 11), *ghost sound* (DC 11), *know direction*, *lullaby* (DC 11)

1/day—*shocking grasp*

STATISTICS

Str 2, **Dex** 15, **Con** 11, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** –8; **CMD** 6

Feats Weapon Finesse

Skills Acrobatics +6, Fly +18, Knowledge (geography) +4, Knowledge (local) +4, Knowledge (nature) +4, Perception +6, Stealth +18;

Racial Modifiers +2 Fly, +2 Perception

Languages Common, Sylvan

ECOLOGY

Environment cold plains or hills

Organization solitary, dance (3–6), or constellation (5–20)

Treasure incidental (diminutive rapier, other treasure)

SPECIAL ABILITIES

Empathy (Su) Witchlights have blindsense, sensing the presence of living beings within 60 feet. Those in the grip of strong emotions, such as fear or rage, can be detected at twice this range, but those in a dreamless sleep, or unconscious, or able to suppress their emotions (Will DC 15, if the individual thinks of doing so), cannot be detected by this ability. Powerful negative emotions strike them like a blow and another creature succumbing to the effects of a *confusion* spell, fear effect, or entering a rage, causes a witchlight within 30 feet to attempt a DC 15 Will save or be dazed. A witchlight can empathically communicate simple emotions with anyone within 60 feet.

Stormchaser (Su) Witchlights fly into the skies on stormy nights, often being struck by bolts of lightning among the clouds. The tiny blades of iron or crystal they carry become charged, allowing them to use them to strike with a potent electrical jolt, as if the miniscule weapon had the *shock* property, for the next 30 days.

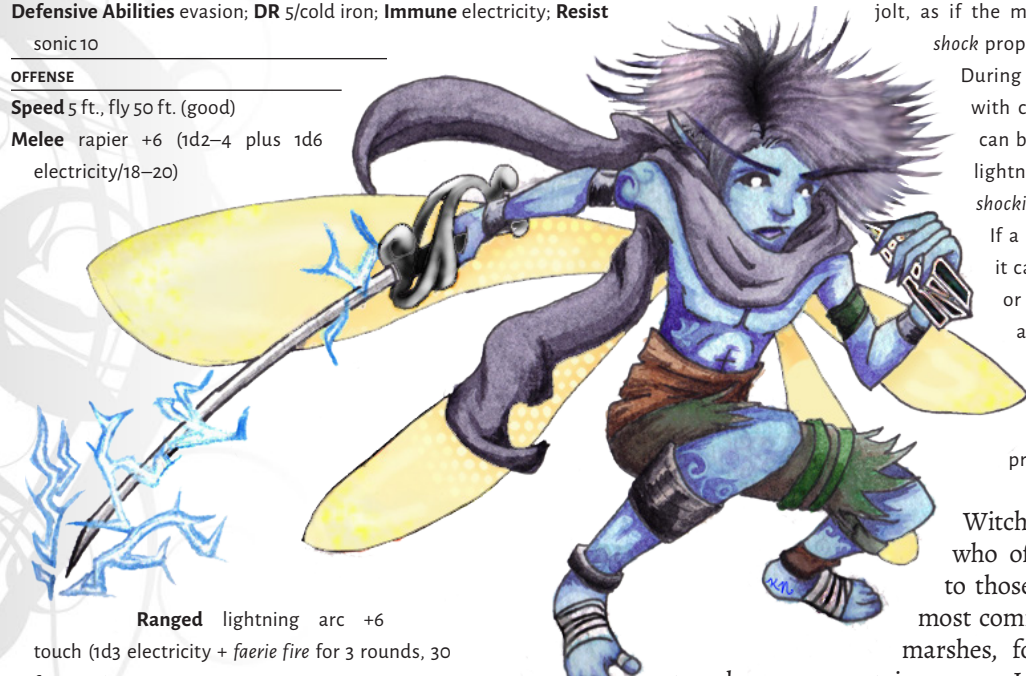
During that time, the blade glows with candle intensity light, and can be used to hurl tiny arcs of lightning at range, or to fuel its *shocking grasp* spell-like ability. If a witchlight loses its blade, it cannot use its lightning arc or *shocking grasp* abilities, and any substitute blade it finds does not have the *shock* property until it can fly into a storm and properly charge it.

Witchlights are kindly fey who offer aid and comfort to those in distress, and are most commonly found in dank marshes, forbidding forests, or treacherous mountain passes. In Ustalav, they often lead lost travelers to safer grounds and bask in the warmth of their gratitude.

Sadly, their empathic nature makes them susceptible to violent or tormented emotions. If a traveler under their care comes to harm, the trauma can taint a witchlight and lead to it developing a taste for suffering and terror, becoming as evil as they once were good. These tainted witchlights are called corpse candles and appear little different than any other, although they are typically crueler in appearance. Someone familiar with witchlights might recognize the sinister timbre of their emotional communications (Knowledge [nature], DC 20). Such twisted fey gain their emotional nourishment by leading the unwary into danger and feeding off despair, pain, and fear.

By Ian "Set" Turner (Wayfinder #5)

Art by Kate Neve



WRAITH, COIN

A whirling maelstrom of coins and treasure slowly gives form and substance to this evil apparition.

COIN WRAITH

CR 4

XP 1,200

NE Medium undead

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 37 (5d8+15)

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

Defensive Abilities channel resistance +4, disperse;

Immune undead traits

OFFENSE

Speed 30 ft., reform

Melee 2 slams +5 (1d8+2)

Special Attacks coin blast (+6 ranged, 2d6+3)

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

1/day—*hypnotic pattern*

STATISTICS

Str 15, **Dex** 17, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 18

Feats Dodge, Skill Focus (perception),

Toughness

Skills Disguise +2 (+12 dispersed), Perception +12

ECOLOGY

Environment underground or urban

Organization solitary

Treasure standard (coins and non-magical treasure)

SPECIAL ABILITIES

Coin Blast (Su) As a full-round action, the coin wraith launches itself at a target within 20 feet. After the attack, the coin wraith is considered to be in its dispersed state adjacent to the target. This attack does not provoke attacks of opportunity. A coin wraith cannot use this attack when dispersed.

Disperse (Su) A coin wraith can collapse into a pile of treasure occupying a 5-foot square as a move action. In this state, it can be disperse within a 30-foot radius and gains swarm traits, as a swarm of Fine-sized creatures. The coin wraith receives a +8 racial bonus to Stealth checks, which increase to +12 when it is dispersed among other coins and treasure. The coin wraith attacks any creature attempting to move parts of its “body” more than 30 feet from this space. The coin wraith can use its *hypnotic pattern* spell-like ability only while dispersed.

Reform (Su) A coin wraith can reform from its pile of treasure as a move action, gathering the component treasure within 30 feet and appearing in any square within that radius. A coin wraith can be weakened by moving portions of its treasure outside of that area. For every 200 pounds of treasure removed, the coin wraith takes 1 negative level, up to a number of negative levels equal to the coin wraith's total Hit Dice – 1. The coin wraith can remove a negative level by reforming within 30 feet of a 200-lb. portion of its treasure.

Coin wraiths are undead who manifest in a physical body composed of floating coins and treasure. Their upper body can take many possible forms—such a golden dish for a breastplate, silver goblets for arms, and rubies for eyes—but coin wraiths always incorporate coins arranged in a mockery of their mortal appearances. A coin wraith's lower body is a whirlwind of coins and dust. A typical coin wraith's treasure weighs about 1,000 pounds.

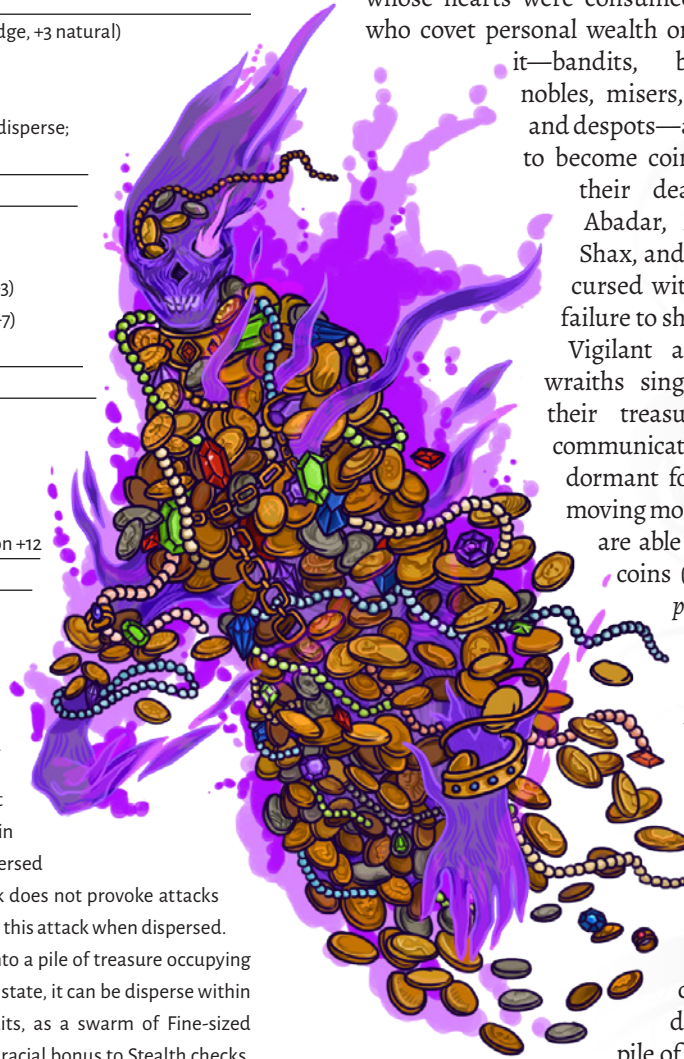
Coin wraiths are the unquiet spirits of individuals whose hearts were consumed by avarice. Those who covet personal wealth or attempted to steal it—bandits, bankers, grasping nobles, misers, profiteers, thieves, and despots—all have the potential to become coin wraiths following their deaths. Followers of Abadar, Besmara, Gyronna, Shax, and Mammon are often cursed with this existence for failure to show proper devotion. Vigilant and merciless, coin wraiths single-mindedly defend their treasure, never tire or communicate, and often lie dormant for centuries without moving more than 100 feet. They are able to animate dancing

coins (as the spell *hypnotic pattern*) to mesmerize intruders and defend their precious treasure by launching a torrent of coins at thieves. In melee, they form fists of rolled coins to punish them. At a moment's notice, the coin wraith can unexpectedly disperse into an inert pile of treasure and reform elsewhere in the room to

continue its assault. Coin wraiths do not pursue retreating looters unless they carry a portion of its treasure with them.

Coin wraiths can be found lurking many places, such as secret family treasuries in Cheliaz, tombs of miserly dwarfs in the Five Kings Mountains, abandoned basements in Kaer Maga, or the stashes of thieves in cities like Katheer and Korvosa.

By Matt “Enderrin” Rupprecht (Wayfinder #11)
Art by Basil Arnould Price



WYRMWING

A tiny serpent with a draconic head flies through the darkness on leathery wings.

WYRMWING **CR 1**

XP 400

N Tiny dragon

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

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 13 (2d12)

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

Immune paralysis, sleep; **Resist** acid 5, fire 5

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee bite +1 (1d3–3)

Ranged corrosive spit +6
ranged touch (1d4 acid and 1d4 fire)

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

STATISTICS

Str 4, **Dex** 14, **Con** 10, **Int** 3,

Wis 13, **Cha** 11

Base Atk +2; **CMB** –3; **CMD** 9
(can't be tripped)

Feats Improved Initiative

Skills Fly +15, Perception +6, Stealth +10

Languages Draconic (can't speak)

ECOLOGY

Environment underground

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

Treasure standard

SPECIAL ABILITIES

Corrosive Spit (Ex) A wyrmwing's primary attack is a glob of burning acidic saliva, which it can spit as a standard action. This attack has a range of 30 feet with no range increment.

Wyrmwings are tiny but aggressive members of dragon-kind that inhabit underground tunnels, caves, and dungeons. Despite their unimpressive size and low intelligence, they can be very dangerous due to their acidic spit, stubbornness, and tendency to gather in larger

groups, often forming unrelenting swarms that fiercely attack anything perceived as a threat or food, including powerful creatures such as true dragons.

Wyrmwings are sometimes befriended by kobolds, who can appeal to the wyrmwing's gluttony and draconic ego, while simultaneously tricking them into following the kobolds' directions. Occasionally, a tribe of kobolds manages to tame a flight of wyrmwings, but rarely does anyone prevail over a whole swarm of them. There are rumors, however, of a powerful spell known only to a few ancient dragons, kobold druids, and dragon-blooded sorcerers that allows its caster to summon and direct a swarm of wyrmwings for a short amount of time.

Wyrmwings, like most Darklands denizens, are indiscriminate and voracious eaters. Like their larger draconic cousins, wyrmwings gorge themselves given the opportunity but lack the refined palate typical to the true dragons and will eat any kind of meat—fresh, stale, rotting, or still living. When denied access to meat, wyrmwings will resort to consuming any organic matter available.

The average wyrmwing is 18 inches long with a 2-foot wingspan, and weighs about 6 pounds.

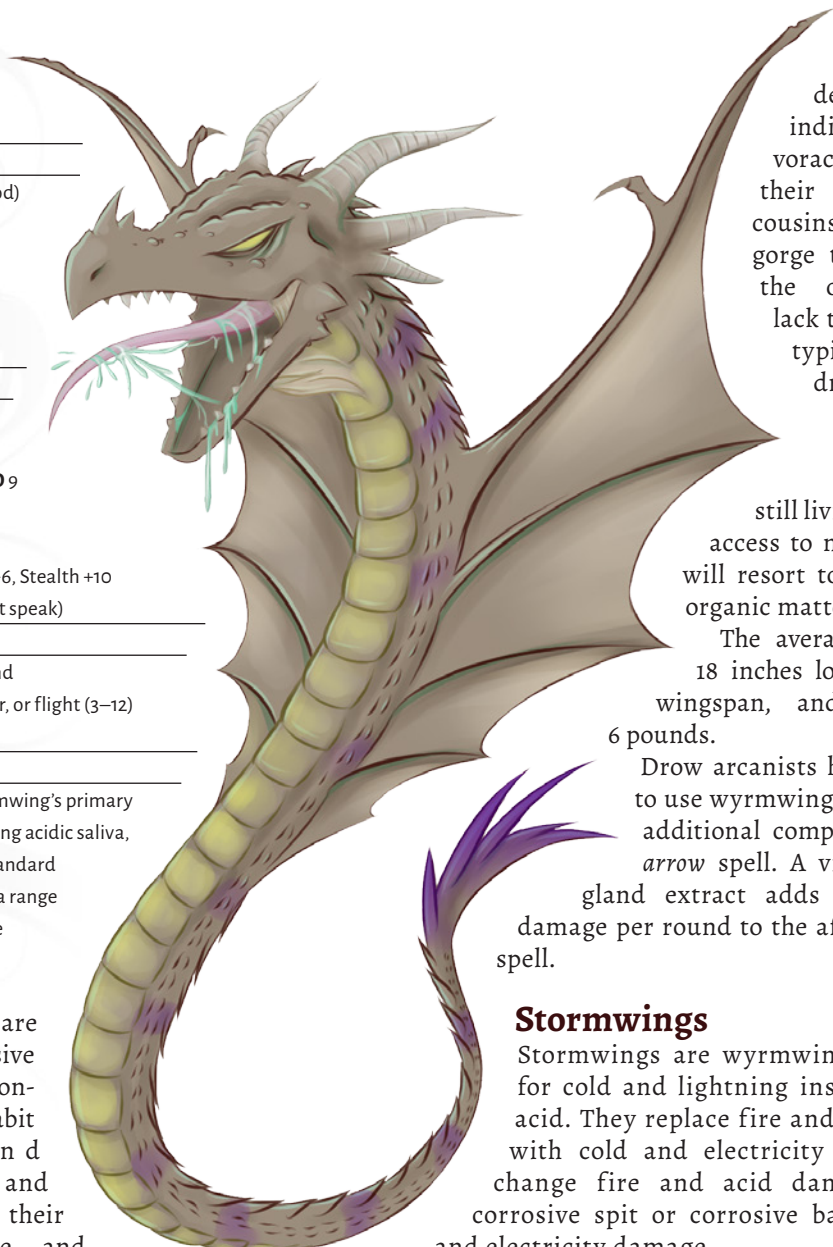
Drow arcanists have been known to use wyrmwing spit glands as an additional component of an *acid arrow* spell. A vial of wyrmwing gland extract adds 1 point of fire damage per round to the affected *acid arrow* spell.

Stormwings

Stormwings are wyrmwings with affinity for cold and lightning instead of fire and acid. They replace fire and acid resistances with cold and electricity resistances and change fire and acid damage caused by corrosive spit or corrosive barrage with cold and electricity damage.

By Wojciech "Drejk" Gruchala (Wayfinder #9)

Art by Jason Kirckof



APPENDIX I

MONSTERS BY TYPE

Aberration: albatrocity, aucturn cat, devouring oasis, druegöbas, heartland castaway, lumen, lumin swarm, mairselath, roperling, sea grip, spawn of apep, ulat-ashad

(Air): galewyrm, sin dragon

Animal: cave camel, creamfoot fennec, elephant seal, hoop snake, nandi bear, seal, tripodero

(Aquatic): aequoreal agathion, arcane anglerfish, deep one, doomed derelict, ginch, kelp fiend, kelp slime, klabauter, marabbecca, pohton, razorweed, sea grip, sea wanderer devil, silt drake, skull crab, spawn of Apep, ulat-ashad

(Cold): blizzard mite, caen aeon, frosted hunting spider, outiko

Construct: basilim, blood golem, cobblestone lurker, dawn grappler, hieroglyph swarm, salt golem, tar golem

Dragon: death's head drake, galewyrm, nycar, silt drake, sin dragon, wyrmwing

(Earth): gargoyle brute, glass scarab, landvaettir, salt golem, Segruchen

(Elemental): landvaettir, marwor swarm

Fey: blizzard mite, dark lad, green maiden, grimolochin, kaulder, keld piskie, klabauter, landvaettir, marabbecca, moon wisp, pheyraoh, polevoi, psammead, wechselkind, witchlight

(Fire): blisterfoot, caen aeon, lumin, lumin swarm, marwor swarm

Humanoid: doprak, ginch, horned kobold, skindancer, vogatemptu

(Incorporeal): charnel pit, landvaettir, obour, taotaomona, thespis

Magical Beast: aaadeem-sahreah, arcane anglerfish, axe handle hound, blisterfoot, bodmin, boltursus, death's head cobra, funtum-denykem, glass scarab, Hephtethnet the Reaver, Mawgetebab'dly, Mediogalti devil, perfektenner, pharonic kamadan, photon, river kraken, rompo, sandspine, saurosphinx, ship's cat, skitterbird, skull crab, slide-rock bolter, splinter swarm, tsemaus, voidwasp swarm

Monstrous Humanoid: agogwe, blood maiden, cave harpy, deep one, dreadling, flue hag, gargoyle brute, harvest hag, storm hag, sun hag

(Mythic): everbloom leshy, Hephtethnet the Reaver, Segruchen, spawn of Apep

Ooze: jungle ooze, kelp slime, predatory sandbar, sandling ooze, smothercum

Outsider: caen aeon

Outsider (chaotic): Guribast

Outsider (cold): outiko

Outsider (elemental): marwor swarm

Outsider (evil): devils

Outsider (extraplanar): aeons, agathions, anubian, devils, Guribast

Outsider (fire): caen aeon, marwor swarm

Outsider (good): agathions, angels, Guribast

Outsider (lawful): anubian, devils

Outsider (native): flameshaped brute, flameshaped skimmer, haywan, marwor swarm, outiko

Plant: blood sapling, cthonic creeper, everbloom leshy, gro'kosh, kennie, needler, kelp fiend, razorweed

(Shapechanger): alchemical dreadnaught, Guribast, skindancer

(Swarm): hieroglyph swarm, lumin swarm, marwor swarm, splinter swarm, voidwasp swarm

Undead: alchemical dreadnaught, aridnyk, bloated devourer ghoul, charnel pit, coin wraith, contra-legem, desert fury, disemboweled prophet, doomed derelict, einherjar, ferrywright, gaunt ascetic ghoul, grave guard, grim harvester, hearth wraith, nachzerer, no-life king, obour, pesh mummy, ravening jackal, riddleborn sphinx, river wraith, rusalka, scarwall guard, Segruchen, skinshroud, taotaomona, thespis, ustrel, varkolak

Template: contra-legem, deep one, einherjar, frosted creature, sin dragon, taotaomona

Vermin: frosted hunting spider, fulgur beetle, giant khopesh scorpion, giant knifewing dragonfly, monstrous lobster, runespinner



APPENDIX Z MONSTERS BY CR

CR 1/4

creamfoot fennec

CR 1/3

horned kobold

CR 1/2

needler, seal, skindancer, witchlight

CR 1

axe handle hound, blood sapling, fulgur beetle, hoop snake, jungle ooze, kaulder, lumin, sea grip, ship's cat, tripodero, wechselkind, wyrmwing

CR 2

aequoreal agathion, cave harpy, cobblestone lurker, everbloom leshy, frosted creature, kennie, outiko, runespinner, sandling ooze

CR 3

agogwe, basilim, bloated devourer ghoul, bodmin, cave camel, flameshaped skimmer, giant knifewing dragonfly, ginch, glass scarab, grimolochin, heartland castaway, keld piskie, kelp slime, klabauter, Mediogalti devil, polevoi, psammead, roperling, silt drake, skitterbird, smotherscum

CR 4

aaadeem-sahreah, anubian, blisterfoot, blizzard mite, blood golem, coin wraith, dark lad (ghille dubh), dawn grappler, doprak, flameshaped brute, flue hag, grave guard, harvest hag, marabbecca, nycar, ravening jackal, river wraith (Foambristles), skull crab, thespis, ustrel, varkolak, vogatemptu

CR 5

addiction devil, albatrocity, chiroptean agathion, deep one (thrall of dagon), einherjar, giant khopesh scorpion, green maiden (glaistig), monstrous lobster, obour, pesh mummy, pharonic kamadan, physician devil, razorweed, salt golem, sandspine, sea wanderer devil, voidwasp swarm

CR 6

aridnyk, elephant seal, ferrywright, galewurm, hearthwraith, lumin swarm, nandi bear, rumor

devil, rusalka, Scarwall guard, slide-rock bolter, tar golem, tsemaus

CR 7

aucturn cat, disemboweled prophet, gargoyle brute, gaunt ascetic ghoul, marwor swarm, rompo, storm hag

CR 8

arcane anglerfish, blood maiden, death's head drake, funtum-denkyem, moon wisp, pohton, saurosphinx, shepherd devil, sun hag

CR 9

death's head cobra, dreadling, haywan, hieroglyph swarm, lilim devil, riddleborn sphinx, splinter swarm

CR 10

caen aeon, desert fury, gro'kosh, perfektenner, skinshroud, taotaomona

CR 11

asashim, doomed derelict, kelp fiend, mairselath, nachzerer, pheyraoh

CR 12

alchemical dreadnaught, boltursus, cthonic creeper, druegöbas, grim harvester, no-life king, predatory sandbar, river kraken, spawn of Apep

CR 13

charnel pit, contra-legem, hellforge devil, Segruchen

CR 15

devouring oasis, Guribast, ulat-ashad

CR 16

landvaettir

CR17

Hephtethnet the Reaver

CR 19

sin dragon

CR 30

mawgetebab'dly

APPENDIX 3

MONSTERS BY TERRAIN

ANY TERRAIN

addiction devil, aucturn cat, basilim, blood golem, caen aeon, charnel pit, contra-legem, dawn grappler, dreadling, gargoyle brute, grim harvester, gro'kosh, guribast, hearth wraith, hellforge devil, kaulder, klabauter, landvaettir, lilim devil, mawgetebab'dly, nachzerer, no-life king, pesh mummy, pheyraoh, physician devil, scarwall guard, sea wanderer devil, shepherd devil, taotaomona, tar golem

COASTLINE

ginch, psammead, storm hag

DESERT (COLD)

einherjar, glass scarab, kaulder, landvaettir, outiko, perfektenner, sandling ooze

DESERT (TEMPERATE)

creamfoot fennec, death's head cobra, flameshaped brute, flameshaped skimmer, glass scarab, hieroglyph swarm, horned kobold, landvaettir, perfektenner, pharonic kamadan, psammead, sandling ooze, runespinner, sandspine, skindancer, spawn of Apep

DESERT (WARM)

anubian, creamfoot fennec, desert fury, devouring oasis, giant khopesh scorpion, glass scarab, haywan, hieroglyph swarm, horned kobold, landvaettir, marwor swarm, Mediogalti devil, pharonic kamadan, psammead, ravening jackal, riddleborn sphinx, salt golem, sandling ooze, sandspine, saurosphinx, spawn of Apep, sun hag

FOREST (COLD)

axe handle hound, blizzard mite, blood sapling, einherjar, frosted creature, heartland castaway, hoop snake, kaulder, kennie, landvaettir, moon wisp, needler, outiko, perfektenner, rusalka

FOREST (TEMPERATE)

axe handle hound, blizzard mite, blood sapling, dark lad (ghille dubh), death's head cobra, flameshaped brute, flameshaped skimmer, frosted creature, heartland castaway, hoop snake, keld piskie, kennie, landvaettir, moon wisp, needler, perfektenner, runespinner, rusalka, Segruchen, sin dragon, skindancer, tripodero, varkolak, voidwasp swarm

FOREST (WARM)

agogwe, axe handle hound, blood sapling, galewurm, heartland castaway, hoop snake, landvaettir, marwor swarm, Mediogalti devil, moon wisp, nandi bear, needler, rompo, vogatemtu

HILLS (COLD)

blizzard mite, death's head drake, einherjar, frosted creature, kaulder, outiko, skitterbird, witchlight

HILLS (TEMPERATE)

aaadeem-sahreah, death's head cobra, flameshaped brute, flameshaped skimmer, fulgur beetle, runespinner, skindancer, skitterbird, slide-rock bolter

HILLS (WARM)

aaadeem-sahreah, marwor swarm, Mediogalti devil, riddleborn sphinx, skitterbird

MOUNTAINS (COLD)

blizzard mite, disemboweled prophet, , einherjar, frosted creature, kaulder, outiko, storm hag

MOUNTAINS (TEMPERATE)

death's head cobra, flameshaped brute, flameshaped skimmer, runespinner, skindancer, slide-rock bolter, storm hag, varkolak

MOUNTAINS (WARM)

giant khopesh scorpion, marwor swarm, Mediogalti devil, storm hag, vogatemtu

OCEAN (COLD)

aequoreal agathion, albatrocity, arcane anglerfish, deep one, doomed derelict, elephant seal, klabauter, monstrous lobster, pohton, rusalka, sea grip, skull crab, ulat-ashad

OCEAN (TEMPERATE)

aequoreal agathion, albatrocity, arcane anglerfish, deep one, doomed derelict, ginch, klabauter, monstrous lobster, pohton, razorweed, sea grip, seal, skull crab, ulat-ashad

OCEAN (WARM)

aequoreal agathion, albatrocity, arcane anglerfish, doomed derelict, ginch, klabauter, monstrous lobster, pohton, razorweed, sea grip, skull crab, ulat-ashad

PLAINS (COLD)

death's head drake, moon wisp, polevoi, witchlight

PLAINS (TEMPERATE)

creamfoot fennec, dark lad (ghille dubh), death's head cobra, death's head drake, flameshaped brute, flameshaped skimmer, green maiden (glaistig), harvest hag, heartland castaway, moon wisp, pharonic kamadan, polevoi, runespinner, skindancer, varkolak, witchlight

PLAINS (WARM)

creamfoot fennec, death's head cobra, jungle ooze, marwor swarm, Mediogalti devil, moon wisp, nandi bear, pharonic kamadan, ravening jackal

PLANAR (AXIS – LAWFUL NEUTRAL)

Guribast, Servant of Milani

PLANAR (ELYSIUM – CHAOTIC GOOD)

asashim

PLANAR (HEAVEN – LAWFUL GOOD)

asashim

PLANAR (HELL – LAWFUL EVIL)

addiction devil, contra-legem, hellforge devil, lilim devil, rumor devil, shepherd devil

PLANE (NIVANA – NEUTRAL GOOD)

aequoreal agathion, asashim, chiroptecal agathion

RIVERS/LAKES

aequoreal agathion, deep one, ferrywright, funtum-denkyem, ginch, kelp fiend, kelp slime, predatory sandbar, river kraken, river wraith, rusalka, saurosphinx, silt drake, skull crab, spawn of Apep, tsemaus, ulat-ashad

RUINS

alchemical dreadnaught, aridnyk, bloated devourer ghoul, charnel pit, contra-legem, einherjar, gaunt ascetic ghoul, grave guard, grim harvester, gro'kosh, Hephtethnet the Reaver, jungle ooze, no-life king, obour, pesh mummy, runespinner, Scarwall guard, skinshroud, taotaomona

SWAMP (COLD)

bodmin, einherjar, nycar, outiko, rusalka

SWAMP (TEMPERATE)

bodmin, death's head cobra, flameshaped brute, flameshaped skimmer, fulgur beetle, giant knifewing dragonfly, harvest hag, runespinner, skindancer

SWAMP (WARM)

bodmin, death's head cobra, funtum-denkyem, galewyrm, giant knifewing dragonfly, kelp slime, marwor swarm, Mediogalti devil, rompo

UNDERGROUND

blisterfoot, blood maiden, boltursus, cave camel, cave harpy, chiroptecal agathion, coin wraith, cthonic creeper, deep one, doprak, druegöbas, flue hag, Hephtethnet the Reaver, hieroglyph swarm, horned kobold, lumen, lumen swarm, mairselath, ravening jackal, roperling, salt golem, skindancer, splinter swarm, wyrmwing

URBAN

aridnyk, bloated devourer ghoul, cobblestone lurker, coin wraith, dreadling, everbloom leshy, flue hag, gaunt ascetic ghoul, grave guard, grimolochin, harvest hag, kennie, lumen, marabbecca, obour, rumor devil, Scarwall guard, skindancer, skinshroud, smotherscum, thespis, ustrel, wechselkind



This magazine uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This magazine was not published, endorsed, or specifically approved by Paizo. For more information about Paizo's Community Use Policy, please visit paizo.com/community-use. For more information about Paizo Inc. and Paizo products, please visit paizo.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open

Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order,

or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might, © 2008, Monte J. Cook; All rights reserved.

Anger of Angels. © 2003, Sean K Reynolds.

Advanced Bestiary, © 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

Call to Arms: Fantastic Technology. © 2015, Fat Goblin Games; Author: Garrett Guillotte.

Kobold Quarterly, Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Paizo Blog: Ultimate Cantrips (May 24, 2011; <http://paizo.com/paizo/blog/v5748dy05lc7e>). © 2011, Paizo Inc; Author: Jason Bulmahn.

Pathfinder Adventure Path #11: Skeletons of Scarwall. © 2008, Paizo Inc.; Author:.

Pathfinder Adventure Path #68: The Shackled Hut. © 2013, Paizo Inc.; Author:.

Pathfinder Adventure Path #82: Secrets of the Sphinx. © 2014, Paizo Inc.; Author: Amber E. Scott.

Pathfinder Campaign Setting: Classic Monsters Revisited. © 2008, Paizo Inc.; Authors: Wolfgang Baur, Jason Bulmahn, Joshua J. Frost, James Jacobs, Nicolas Logue, Mike McArtor, James L. Sutter, Greg A. Vaughan, and Jeremy Walker.

Pathfinder Campaign Setting: Guide to Darkmoon Vale. © 2008, Paizo Inc.; Author: Mike McArtor.

Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned Vol. 3. © 2011, Paizo Inc.; Author: Todd Stewart.

Pathfinder Campaign Setting: Inner Sea Gods. © 2014, Paizo Inc.; Authors: Sean K Reynolds, with Amanda Hamon, James Jacobs, John Ling, Mark Moreland, David N. Ross, F. Wesley Schneider, Amber E. Scott, Tork Shaw, James L. Sutter, and Jerome Virnich.

Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Inc.; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortez, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

Pathfinder Chronicles Campaign Setting. © 2008, Paizo Inc.; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortez, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, JD Wiker. Pathfinder Companion: Chelixa Empire of Devils. © 2009, Paizo Inc.; Authors: Jonathan H. Keith, Colin McComb, Steven E. Schend, Leandra Christine Schneider, and Amber E. Scott.

Pathfinder Player Companion: Faiths of Balance. © 2011, Paizo Inc.; Authors: Colin McComb.

Pathfinder Roleplaying Game Advanced Class Guide. © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Inc.; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Inc.; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Inc.; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley,

James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Inc.; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2013, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors (see page 387).

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Inc.; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

The Genius Guide To 110 Spell Variants. © 2011, Rogue Genius Games; Author: Owen K.C. Stephens.

Tome of Horrors Complete. © 2011, Necromancer Games, Inc., Published and Distributed by Frog God Games; Authors: Scott Greene and Erica Balsley; Additional Authors: Kevin Baase, Casey Christofferson, Jim Collura, Meghan Greene, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Bill Kenower, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb, Greg A. Vaughan, and Bill Webb.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Tome of Horrors II. © 2004, Necromancer Games, Inc.; Author: Scott Greene; Additional Authors: Erica Balsley, Kevin Baase, Casey Christofferson, Jim Collura, Meghan Greene, Lance Hawvermale, Travis Hawvermale, Bill Kenower, Patrick Lawinger, Nathan Paul, Clark Peterson, Bill Webb and Monte Cook.

Tome of Horrors III. © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis

Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Wayfinder #1. © 2009, Paizo Fans United; Authors: Adam Daigle, Charles Evans, Clinton J. Boomer, Colter Guthrie, Craig Johnston, Cristian Bodea, Dennis Baker, Eric Morton, Ernesto Ramírez, John E. Joseph Scott, Hal Maclean, Ian Cunningham, Kelly Gragg, Jeff Lee, Jonathan McAnulty, Joshua Blazej, Justin Sluder, Larry Wilhelm, Lissa Guillet, Matthew Stinson, Michael Kortes, Mike Welham, Neil Spicer, Ross Byers, Russ Taylor, Paris Crenshaw, Tae-Bin Gulliver, Theodore Thompson, and Troy E. Taylor.

Wayfinder #2. © 2010, Paizo Fans United; Authors: Thomas Baumbach, Mark Becker, Tom Beckett, Eoin Brennan, Ryan Costello Jr., Liz Courts, Paris Crenshaw, Russell Estes, Crystal Frasier, David Fryer, Scott Gable, Trevor Gulliver, Michael Kortes, Elizabeth Leib, Hal Maclean, Dave Mallon, Jonathan McAnulty, Thomas Morrison, Eric Morton, Dain Nielsen, Ernesto Ramirez, Joseph Scott, Jason Sonia, Neil Spicer, Ian Turner, and Larry Wilhelm.

Wayfinder #3. © 2010, Paizo Fans United; Authors: Aaron Phelps, Adam Daigle, Charles Evans, Clinton J. Boomer, Dain Nielsen, Dennis Baker, Elaine Cunningham, Elizabeth Leib, Dane Pitchford, Eoin Brennan, Eric Morton, Ernesto Ramírez, Guy Fox, Hal Maclean, Israel Reyes, Jeff Lee, John E. Ling Jr., Joseph Scott, Johnathan McAnulty, Jason Boyko, Jesper Haglund, Justin Sluder, Larry Wilhelm, Marc Radle, Matthew Stinson, Matthew Wagner, Michael Kelley, Michael Kortes, Neil Spicer, Nik Geier, Paris Crenshaw, Russell Estes, Ryan Costello Jr., Sean O'Connor, Theodore Thompson, Tim Jenkins, Thomas Morrison, Tim Nightengale, Trevor Gulliver, and Truly Clark.

Wayfinder #4. © 2011, Paizo Fans United; Authors: Adam Strasser, Carl Rossi, Charles Evans, Dane Pitchford, Darrin Drader, Dave Gross, David Schwartz, Dustin Nelson, Elaine Cunningham, Elizabeth Leib, Guy Fox, Jesper Haglund, Jess Door, Jodi Lane Reynolds, John C. Rock, Jonathan McAnulty, Justin Sluder, Michael Kortes, Mike Richards, Mike Welham, Neil Spicer, Oliver von Spreckelsen, Phil Tucker, Robert Andrade, Robert Gresham, Russell Estes, Ryan Costello Jr., Theodore Thompson, Trevor Gulliver, Troy E. Taylor, and Truly Clark.

Wayfinder #5. © 2011, Paizo Fans United; Authors: Ryan Costello, Jr., Liz Courts, Paris Crenshaw, Darrick Dahl, Adam Daigle, Blake Davis, Jess Door, Jeffrey Erwin, J. Russell Estes, Charles Evans, Robert Feather, Dawn Fischer, Christoph Gimmler, Robert Gresham, Jesper Haglund, Eric Hindley, Michael Kelley, Michael Kortes, Michael Lane, Thomas LeBlanc, Jeffrey Lee, Tom McQueen, Kevin Andrew Murphy, Tom Phillips, Dane Pitchford, Marc Radle, John C. Rock, Carl Rossi, Joseph Scott, K. Neil Shackleton, Justin Sluder, Neil Spicer, David Schwartz, Ian Turner, Brandon Waldenberg, and Mike Welham.

Wayfinder #6. © 2011, Paizo Fans United; Authors: Clinton J. Boomer, Craig Cartin, Kalyna Conrad, Ryan Costello, Jr., Rich Crotty, Christopher Delvo, Danielle Doss, Keith

Doughty, Russell Estes, Robert Feather, Dawn Fischer, Guy Fox, Robert Gresham, Karl J. Haglund, Nick Herold, Eric Hindley, Jeff Lee, Rob Little, Nicholas Milasich, Kevin Andrew Murphy, A. Morgaine Newis-Edwards, Dain Nielsen, Tom Phillips, Dane Pitchford, Alex Putnam, Greg Reese, John C. Rock, David Schwartz, Liz Smith, Margherita Tramontano, and Larry Wilhelm.

Wayfinder #7. © 2012, Paizo Fans United; Authors: Thomas Baumbach, John Bennett, Morgan Boehringer, Clinton J. Boomer, Dylan Brooks, Jess Carson, James B. Cline, Will Cooper, Ryan Costello, Jr., Sarah Counts, Paris E. Crenshaw III, Rich Crotty, Ewan Cummins, Matt Drozdowski, Robert Feather, Dawn Fischer, Guy Fox, Caleb T. Gordan, Robert Gresham, Wojciech Gruchala, Eric Hindley, Scott Janke, Michael Kortess, Michael Lane, Thomas LeBlanc, Jeff Lee, Gary McBride, Will McCardell, Kevin Andrew Murphy, Dustin James Nelson, Joseph Prozinski, Matt Rupperecht, Joseph Scott, Liz Smith, Neil Spicer, Russ Taylor, and Margherita Tramontano.

Wayfinder #8. © 2012, Paizo Fans United; Authors: Anthony Adam, Bryan Barnes, Morgan Boehringer, Dylan Brooks, Will Cooper, Ryan Costello, Jr., Paris Crenshaw, Rich Crotty, Andrew Eakett, Russell Estes, Robert Feather, Aaron Filipowich, Dawn Fischer, Guy Fox, Jason Garrett, Christoph Gimmler, Caleb T. Gordan, Rob Gresham, Wojciech Gruchala, Eric Hindley, Scott Janke, Derek Johnson, Jeff Lee, Thomas LeBlanc, John Leising, Gary McBride, Will McCardell, Kevin Andrew Murphy, Alexandra Pitchford, John C. Rock, Liz Smith, Ashton Sperry, Jeffrey Tadlock, Margherita Tramontano, Mike Welham, Jim Wettstein, Larry Wilhelm, Nick Volpe, and Sheldon Zamora-Soon.

Wayfinder #9. © 2013, Paizo Fans United; Authors: Scott Abercrombie, Anthony Adam, Liam Allman, Elaine Betts, Morgan Boehringer, Robert Brookes, Jess Carson, Kalyna Conrad, Will Cooper, Ryan Costello Jr., Paris Crenshaw, Chris Crowe, Nick Floyd, Jason Garrett, Mark Garringer, Christoph Gimmler, Frank Gori, Robert Gresham, Wojciech Gruchala, Taylor Hubler, Derek Johnson, Jeff Lee, Andrew Marlowe, Gary McBride, Nicholas Milasich, Yanick Moreau, Fraser Nelund, Alex Putnam, John C. Rock, Christopher Rowe, Matt Rupperecht, David Schwartz, Liz Smith, Neil Spicer, Robert W. Thomson, Margherita Tramontano, Sean Venning, Mike Wallace, Mike Welham, and James Wylie.

Wayfinder #10. © 2013, Paizo Fans United; Authors: Scott Abercrombie, Anthony Adam, Becky Barnes, Will Cooper, Sarah Counts, Venus De Coy, Robert Feather, Dawn Fischer, Guy Fox, Mark Garringer, Christoph Gimmler, Frank Gori, Eric Hindley, Shaun Hocking, Kiel Howell, Jason Keeley, Thomas LeBlanc, Jeff Lee, John Leising, Joe Medley, Jacob Michaels, Alex Moore, Yanick Moreau, Aaron Motta, Dain Nielsen, Ed Ortiz, Jr., John C. Rock, Matt Rupperecht, Liz Smith, Neil Spicer, Todd Stewart, Christina Stiles, Margherita Tramontano, Ian Turner, Tanith Tyr, Kris Vanhoyland, Mike Welham, and Larry Wilhelm.

Wayfinder #11. © 2014, Paizo Fans United; Authors: Charlie Bell, Janet Bell, Robert Cameron, Ryan Costello, Jr., Sarah

Counts, Guy Fox, Mark Garringer, Christoph Gimmler, Wojciech Gruchala, Jesper Haglund, Sam Harris, Kiel Howell, Chris Jarvis, Joseph Kellogg, Joe Kondrak, Thomas LeBlanc, John Leising, Anthony C. Li, Nathanael C. Love, Ron Lundeen, Damien McGurrell, Jacob W. Michaels, Yanick Moreau, Ed Ortiz, Jr., Matt Roth, Matt Rupperecht, *Russell Schneider, Mark Seifter, Margherita Tramontano, James Tyner, Christopher Wasko, Neil Spicer, Todd Stewart, Tanith Tyr, and Linda Zayas-Palmer.

Wayfinder #12. © 2014, Paizo Fans United; Authors: Anthony Adam, Clinton J. Boomer, Calder CaDavid, Kalyna Conrad, Sarah Counts, Paris Crenshaw, Kat Evans, Robert Feather, Dawn Fischer, Aaron Filipowich, Wojciech Gruchala, Bran Hagger, Andrew Hoskins, Kiel Howell, Jason Keeley, Joe Kondrak, Cole Kronewitter, Jeff Lee, John Leising, Nathanael C. Love, Jacob W. Michaels, Dain Nielsen, Michael Phillips, Max Rich, Matt Roth, Liz Smith, Neil Spicer, Jacob Sprunck, Matthew Starch, Todd Stewart, Jeffrey Swank, Robert Swanston, Margherita Tramontano, Ian Turner, Tanith Tyr, and Mike Welham.

Wayfinder #13. © 2015, Paizo Fans United; Authors: Charlie Bell, Dylan Brooks, Jake Burnett, Jeremy Clements, Ryan Crossman, Kalyna Conrad, Sarah Counts, Matt Duval, Jeff Evans, Christoph Gimmler, Wojciech Gruchala, Garrett Guillotte, Bran Hagger, Andrew Hoskins, Kiel Howell, Jason Keeley, Joseph Kellogg, Joe Kondrak, Cole Kronewitter, Thomas LeBlanc, Jeff Lee, Christopher Lockwood, Nate Love, Ron Lundeen, Ben Martin, Matthew Medeiros, Alex J. Moore, Matt Morris, Mark Nordheim, Nicholas S. Orvis, Michael Riter, Matt Roth, Laura Sheppard, Joe Smith, Neil Spicer, Stephen Stack, Jessie Staffler, Jacob Trier, Ian Turner, Andrew Umphrey, Christopher Wasko, Nick Wasko, and Scott Young.

Wayfinder #14. © 2015, Paizo Fans United; Authors: Anthony Adam, Gabriel Almer, Danny Atwood, Clinton J. Boomer, Jake Burnett, Dixon Cohee, Denis Faupel, Robert Feather, Benjamin Fields, Aaron Filipowich, Nik Geier, Amy C. Goodenough, Wojciech Gruchala, Phoebe Harris, Andrew Hoskins, Scott Janke, Jenny Jarzabski, J.J. Jordan, Joe Kondrak, Isabelle Lee, John Leising, Matteo Lorenzi, Ron Lundeen, Nicholas Milasich, Matt Morris, Patchen Mortimer, Michael Riter, Daniel Rust, Jeff Sexton, Liz Smith, Kendra Leigh Speedling, Margherita Tramontano, Ian Turner, Nick Volpe, Brendan Ward, Ben Warren, and Christopher Wasko.

Wayfinder #15. © 2016, Paizo Fans United; Authors: Charlie Bell, Landon Bellavia, Charlie Brooks, Russ Brown, Dixon Cohee, Chuck DiTusa, Matt Duval, Robert Feather, Benjamin Fields, Aaron Filipowich, Nikolai Geier, Spencer Giffin, Amy Goodenough, Garrett Guillotte, Bran Hagger, Kiel Howell, Dana Huber, Joe Kondrak, John Laffan, Thomas LeBlanc, Jeff Lee, John Leising, James McTeague, Jacob W. Michaels, Brian Minhinnick, Tim Nightengale, Mark Nordheim, Kelly Pawlik, Matt Roth, Jeff Sexton, Elliot Smith, Kendra Leigh Speedling, Jeffrey Swank, Ian Turner, Brendan Ward, Steven Lloyd Wilson, Alexander Wreschnig, and Scott Young.

