



### HYDROKINESIS

Azarketis can manipulate water and moisture in minor ways.

The most powerful azarketi can rehydrate their skin, purify a body of toxins, or forcefully drag the moisture out of an enemy's body, leaving them a drained husk.



## AZARKETI

During the cataclysmic events of Earthfall, a fraction of the Azlanti populace was mutated by their hated alghollthu enemies to survive in the ocean depths. Commonly called “gillmen” or sometimes “Low Azlanti,” azarketis primarily live in the Arcadian Ocean, Inner Sea, and ruins of Azlant. They retain the imperious attitude and violet eyes of their ancestors, but they have hairless bodies, prominent gills, and webbed hands and feet. Most have innate hydrokinetic powers, which they use to make tiny currents, cushion their dives, and read the weather. Whether this power springs from the latent magic of their Azlanti heritage or alghollthu meddling is unknown.

Azarketis endured centuries of alghollthu enslavement and experimentation before being abandoned by their alghollthu masters. In the ages since, azarketis have built their own settlements and societies, traveled the breadth of Golarion's waterways, and explored both the ruins of their shattered empire and the myriad cultures that dot the coasts of the world.

Proud of their heritage, azarketi are secretive and territorial. They don't take kindly to outsiders in their underwater settlements or explorers seeking to pillage the ruins of Azlant. Only a few build relationships with coastal or island settlements, defending them from aquatic dangers or supporting naval trade.



### AZARKETI EXPLORER

This rakish azarketi explores the wrecks and ruins of the Inner Sea's coasts. At home above and below the waves, they fight to protect their discoveries, their life, and their reputation.

### AZARKETI EXPLORER CREATURE 2

CN MEDIUM AMPHIBIOUS AZARKETI HUMANOID

**Perception** +8; low-light vision

**Languages** Alghollthu, Azlanti, Common

**Skills** Acrobatics +5, Athletics +8 (+10 to Swim), Deception +7, Diplomacy +7, Intimidation +7, Nature +4, Society +4

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

**Items** dagger, trident

**AC** 18 (19 with hydraulic deflection); **Fort** +10, **Ref** +7, **Will** +6

**HP** 30

**Attack of Opportunity** 2 (page 304)

**Hydration** An azarketi must regularly submerge themselves in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they take a -1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they struggle to breathe air and begin to suffocate until returned to water.

**Speed** 20 feet, swim 30 feet

**Melee** ♦ trident +10, **Damage** 1d8+6 piercing

**Melee** ♦ dagger +10 (agile, versatile S), **Damage** 1d4+6 piercing

**Ranged** ♦ trident +7 (thrown 20 feet), **Damage** 1d8+6 piercing

**Hydraulic Deflection** ♦ (abjuration, water) Drawing moisture from the surrounding atmosphere, the azarketi explorer creates a disc of hovering water that deflects incoming attacks. They gain a +1 circumstance bonus to AC until the start of their next turn.

**Surface Skimmer** While the azarketi explorer is submerged just below the water's surface, they have cover from attacks made by creatures out of the water.

## AZER

Azers are an elemental people living on the Plane of Fire, often crudely described by mortals as brassy dwarves. They have stout, wide bodies with broad shoulders, shining metallic skin, and heads wreathed in flame.

Azer society is organized into traditional roles inherited along their familial lines, and an azer's role is indicated clearly by the metals they wear in their armored kilts. Their culture focuses on tradition and history, placing high value on obedience and conformity within one's community, and as a result it is slow to change. Many azers take pride in their ancestral roles and in fulfilling their inherited duties, providing needed services within their communities.

Long ago, traditional azer values of self-sufficiency and close community led them to build mighty fortresses across the Plane of Fire, where they isolated themselves from other planar denizens and even other azer communities. These values, sadly, also led to their downfall. Without any connections to or regular communication with other settlements, these fortresses were easily conquered by the efreet of the City of Brass, the dominant power on the Plane of Fire. Now most azer fortresses lie abandoned and ruined, with free holds so few and far between that most think them all lost.

Azers born within the efreeti Dominion of Flame belong to the populations that were conquered and assimilated into the empire ages ago. They live in perpetual service to the empire, disconnected from their history and culture, yet have formed their own close-knit society in the City of Brass under the fire genies' harsh rule.

A handful of azer communities have escaped efreeti conquest, most often by fleeing far from the genies' realms. Some of these azers now reside in hot, volcanic areas of the Darklands on the Material Plane, while others have fled to the remote depths within the Plane of Fire or made strange bargains with conniving allies or unknowable entities to keep themselves hidden. Prying outsiders nevertheless perpetually seek out these settlements, longing for legendary azer-crafted goods.

### AZER

### CREATURE 2

LN MEDIUM ELEMENTAL FIRE HUMANOID

**Perception** +8; darkvision

**Languages** Common, Ignan

**Skills** Athletics +7, Crafting +10, Intimidation +4, Plane of Fire Lore +6

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

**Items** light hammer (5), scale mail, warhammer

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

**HP** 45; **Immunities** fire; **Weaknesses** cold 5

**Heat of the Forge** (aura, fire) 10 feet.

An azer's skin radiates heat like forge fire. A creature that starts their turn in the area must succeed at a DC 16 Fortitude save or become fatigued while they remain in the area. Creatures immune to environmental heat effects or with any fire resistance are immune.

**Speed** 20 feet

**Melee** ♦ warhammer +9 (shove), **Damage** 1d8+3 bludgeoning plus 1d6 fire

**Melee** ♦ light hammer +9 (agile), **Damage** 1d6+3 bludgeoning plus 1d6 fire

**Ranged** ♦ light hammer +7 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning plus 1d6 fire

**Burning Touch** (evocation, fire, primal) The azer's Strikes deal an extra 1d6 fire damage (included above). When the azer successfully performs a Grapple or Shove action, they also deal 1d6 fire damage to their target.

**Scorch** ♦♦ (evocation, fire, primal) The azer shrouds their light hammer in flames and hurls it forward, dealing 2d6 fire damage to each creature in a 20-foot line (DC 16 basic Reflex save).



### AZERS ON OTHER PLANES

While the majority of azers live on the Plane of Fire, a few groups have emigrated to other planes. On Golarion, a number of large communities exist in the Flume Warrens, part of the Darklands beneath the Mindspin Mountains. Another group has taken up residence under the Five Kings Mountains after a harrowing escape from enslavement in the City of Brass. Legends speak of an ancient elemental nation led by an immortal azer who ruled a portion of the Valashmai Jungle on Tian-Xia, but the fate of this nation is unknown, and few of its ruins remain.



#### INTRODUCTION

A-C

D

E-G

H-K

L-N

O-R

S-T

U-Z

#### APPENDIX



### SWAP MEETS

Bauble beasts come together in groups of up to a dozen to share techniques and show off real jewelry they've acquired. They even try to infect one another with their respective skin conditions, as one beast might have sapphire-like warts and another emerald blotches, while a third has gold patches and another silver. The hosts of these social events often show off their wealth by catering expensive meals or sending lavish invitations.

## BAUBLE BEAST

The reclusive and deceptive creatures called bauble beasts create false jewelry as a byproduct of their extremely bizarre magical digestive systems. Two natural skin conditions provide the raw materials for this process: scaly patches of thin layers of metal, and warts that resemble gemstones. By chewing loose these patches and swallowing them, a bauble beast magically constructs the jewelry in its guts. After passing the forgery, it polishes and reshapes the item to make it more convincing. The beast then sneaks into a settlement to place the jewelry somewhere it can be found. A creature who dons this false jewelry is compelled to fetch their real valuables and deliver them to the beast, which it happily collects. Some bauble beasts simply send the confused victim on their way, but other more evil bauble beasts slay them to avoid being found out.

This imitation jewelry fools laypeople, but it's infamous among merchants. Merchant training usually includes a brief course on detecting bauble beast jewelry's subtle but distinctive sweet odor.

Though largely solitary, bauble beasts occasionally socialize with others who share their limited interests, primarily merchants, jewelers, earth elementals, and other bauble beasts. Xorns have a particular fondness for bauble beasts—or at least their gems. Though these aren't as nourishing as real gems, xorns find the flavor decadent and eat them as a sort of junk food.

### BAUBLE BEAST

### CREATURE 6

UNCOMMON N LARGE BEAST EARTH

**Perception** +13; darkvision

**Languages** Common, Dwarven, Terran, Undercommon

**Skills** Athletics +14, Crafting +13 (+17 to Craft jewelry), Deception +14, Diplomacy +12, Jewelry Lore +18, Society +11, Stealth +14, Thievery +14

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

**Items** artisan's tools

**AC** 23; **Fort** +15, **Ref** +12, **Will** +15

**HP** 100

**Speed** 30 feet, climb 10 feet

**Melee** ♦ jaws +16, **Damage** 1d8+7 piercing plus 1d6 persistent acid and philanthropic bile

**Melee** ♦ leg +16 (agile), **Damage** 1d10+7 bludgeoning

**Ranged** ♦ bile +16 (acid, range increment 30 feet), **Damage** 2d8 acid plus 1d6 persistent acid and philanthropic bile

**Philanthropic Bile** Exposure to the bauble beast's magical stomach fluids enchants the mind. A creature critically hit by the beast's jaws or bile Strike is subject to a *charitable urge*<sup>APG</sup> spell (DC 23).

**Forge Jewelry** (arcane, enchantment, exploration) The jeweler beast creates imitation jewelry within its own digestive system. This takes about 4 hours. Determining the jewelry is fake works like detecting a forgery (*Core Rulebook* 251), using either Perception or Crafting instead of Perception or Society, with a DC of 25.

The process of creating fake jewelry also places an enchantment inside the item. Anyone who dons the imitation jewelry is targeted with a DC 24 *suggestion* spell with a duration of 1 hour on a failure or 24 hours on a critical failure. A creature that fails learns the location where the fake jewelry was created and is compelled to collect their valuable belongings and bring them to that location. Removing the imitation jewelry ends the spell immediately, but the wearer can't take it off voluntarily.



## BAYKOK

A baykok is the restless remnant of a warrior or hunter, cast out for evil acts and cursed to forever soar through the sky far from its home, unable to ever set foot on the ground again. The creature's despairing, lonely cries at night are audible for miles across the wilderness it haunts. Jealous rage drives it to hunt isolated humanoids, especially warriors and hunters who remind it of the life it once had and squandered. A baykok's invisible arrows carry its soul-freezing loneliness, and its envious touch can steal a helpless victim's vitality.

### BAYKOK

### CREATURE 9

CE MEDIUM UNDEAD

**Perception** +19; darkvision

**Languages** Common

**Skills** Acrobatics +17, Athletics +19, Stealth +17

**Str** +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +4, **Cha** +1

**Items** +1 striking greatclub, +1 longbow

**Banished from the Ground** A baykok can't willingly touch earth or rock surfaces. If forced into contact with such a surface, it becomes enfeebled 2 for as long as it remains in contact.

**AC** 27; **Fort** +20, **Ref** +19, **Will** +15

**HP** 200, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** air 10, bludgeoning 10, earth 10

**Frightful Presence** (aura, emotion, fear, mental) 120 feet, DC 25

**Speed** 30 feet, fly 40 feet

**Melee**  $\blacklozenge$  *greatclub* +21 (backswing, magical, shove), **Damage** 2d10+9 bludgeoning

**Ranged**  $\blacklozenge$  *longbow* +21 (deadly d10, magical, volley 30 feet), **Damage** 1d8+6 piercing plus 1d8 mental and arrow of despair

**Arrow of Despair** (emotion, enchantment, fear, incapacitation, mental, occult) A baykok creates an invisible arrow of bone as it draws its bow. A frightened creature hit by the arrow is stricken with loneliness and despair and must attempt a DC 26 Will save; if the Strike was a critical hit, the target uses the outcome one degree of success worse than the result of its save.

**Critical Success** The creature is unaffected.

**Success** The creature is slowed 1 for 1 round.

**Failure** The creature's frightened value increases by 1 (to a maximum of 4), and it is slowed 1 until its frightened condition ends.

**Critical Failure** As failure, but the creature is paralyzed until its frightened condition ends. At the start of each of its turns, it can end the paralyzed condition early with a successful DC 26 Will save.

**Devour Life**  $\blacklozenge$  (curse, necromancy, occult) **Requirements** The baykok is adjacent to a paralyzed, restrained, or unconscious living humanoid; **Effect** The baykok touches the target and devours part of its life force. The target must succeed at a DC 26 Fortitude save or be afflicted with the baykok's wasting curse. If the target fails and wasn't already affected by the wasting curse, the baykok gains 20 temporary Hit Points that last for 1 hour.

**Wasting Curse** (curse, necromancy, occult) The baykok steals life from its victim and leaves listless dread in its place. If a target fails its save against Devour Life, it becomes drained 1. Each time the target gets a full night's rest, it must succeed at a DC 26 Fortitude save or its drained value increases rather than decreasing. The curse ends if the creature recovers from the drained condition, but if the creature would reach drained 5 from this effect, it dies.



### ENDLESS EXILE

The wind that lets a baykok fly is also its prison, as it is cursed to be blown around forever without rest. The curse holds a baykok even after it's destroyed, as the wind tears away its bones except its skull, which falls to the ground. Its soul is trapped within until the skull is destroyed, the creature is restored to life, or the bones are reassembled to recreate the baykok. If trapped long enough, the soul can call out to sensitive individuals to beg for help.



#### INTRODUCTION

#### A-C

D

E-G

H-K

L-N

O-R

S-T

U-Z

#### APPENDIX



### MORE BEHEADED ABILITIES

Since beheaded are very similar to skeletons or zombies (or at least the heads from those creatures), you can also customize them with abilities from the skeleton (page 236 and *Bestiary* 298) and zombie (page 302 and *Bestiary* 340) entries, though take care to avoid abilities that require bodies or limbs. If you give the beheaded more than one additional ability, you might want to increase its level and adjust its statistics accordingly. Use the guidelines in Chapter 2 of the *Pathfinder Gamemastery Guide* to determine its new statistics.



## BEHEADED

Beheaded are the reanimated heads of decapitation victims. These mindless undead fly through the air or roll around to attack their prey.

### BEHEADED ABILITIES

Beheaded can manifest with a variety of abilities, such as those presented below.

**Bleeding** The beheaded is covered in slimy blood. The target of a successful Strike is splattered with gore and must succeed at a Fortitude save or become sickened 1.

**Entangling** Long, stringy hair clings to the beheaded's scalp. Its Strikes gain the Grab ability (page 305).

**Fiendish** (aura, divine, emotion, fear, mental, necromancy) 30 feet. The beheaded has a twisted, unsettling countenance. Foes that begin their turn in the area must succeed at a Will save or be frightened 1.

**Giant** A beheaded created from the head of a giant is a Medium creature, gaining 2 levels and one or more additional beheaded abilities.

### SEVERED HEAD

The most common beheaded appears simply as a rotting head, barely preserved by the magic that created it.

#### SEVERED HEAD

#### CREATURE -1

NE TINY MINDLESS UNDEAD

**Perception** +6; darkvision

**Skills** Acrobatics +6 (+8 to Maneuver in Flight)

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

**AC** 15; **Fort** +4, **Ref** +6, **Will** +4

**HP** 7, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 1

**Speed** 15 feet, fly 25 feet

**Melee** ✦ jaws +6 (agile, finesse), **Damage** 1d4+1 piercing

**Gnash** ✦ **Requirements** The beheaded's previous action was a jaws Strike that dealt damage to its target; **Effect** The severed head makes a second jaws Strike as it violently shakes itself, trying to rip away a mouthful of flesh. On a success, the target takes an additional 1d4 slashing damage and 1 persistent bleed damage.

### FLAMING SKULL

More dangerous than simple severed heads, these skulls are wreathed in unearthly flames.

#### FLAMING SKULL

#### CREATURE 2

NE TINY MINDLESS UNDEAD

**Perception** +9; darkvision

**Skills** Acrobatics +8 (+10 to Maneuver in Flight)

**Languages** Common, Necril

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

**AC** 18; **Fort** +5, **Ref** +10, **Will** +7

**HP** 30, negative healing; **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 3

**Fiery Explosion** When destroyed, a flaming skull explodes in a blast of fire and bone that deals 1d6 piercing damage plus 1d6 fire damage to each adjacent creature (DC 18 basic Reflex save).

**Speed** 15 feet, fly 30 feet

**Melee** ✦ forehead +10 (finesse), **Damage** 1d6+3 bludgeoning plus 1d6 fire

**Ranged** ✦ spitfire +10 (agile, fire), **Damage** 1d12+2 fire

**Flaming Shroud** A flaming skull is shrouded in hideous flames. It deals 1d6 fire damage to any unattended item it touches and on a forehead Strike. On a critical hit with a Strike, the target catches fire, taking 1d4 persistent fire damage.

## BETOBETO-SAN

A betobeto-san wanders the highways and byways of the Material Plane, searching for unwilling traveling companions to sustain the spirit's appetite for fear. Though this shadow spirit is invisible in darkness or shade, in light they appear as a formless, shadowy mass with two sandaled feet. These sandals are made of wood or bone that cause the creature's footsteps to make the distinct "beto beto" sound from which they receive their name. A wide, toothy mouth smiles in the middle of their otherwise featureless mass, and they can manifest long, clawed limbs.

Betobeto-san trail behind nighttime travelers, compelled to follow until the creatures verbally offer to let the betobeto-san pass. This compulsion isn't usually malicious by nature and occurs more from a betobeto-san's misguided desire for company and courtesy; unfortunately, they lack of understanding how this behavior can frighten others. Betobeto-san don't attack those they follow, but they often end up in combat because their unwelcome behavior causes those they follow to attack first.

### BETOBETO-SAN

### CREATURE 12

UNCOMMON N MEDIUM INCORPOREAL SHADOW SPIRIT

**Perception** +22; greater darkvision, fearsense (precise) 60 feet

**Languages** Common, Shadowtongue

**Skills** Deception +23, Intimidation +23, Stealth +27

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

**Items** sandals

**Fearsense** (divination, mental, occult) The betobeto-san is aware of all frightened creatures within the listed range.

**AC** 33; **Fort** +19, **Ref** +25, **Will** +22

**HP** 170; **Immunities** disease, paralyzed, poison, precision;

**Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Ominous Footsteps** (auditory, aura, emotion, fear, illusion, mental, occult) 60 feet. The betobeto-san's footsteps seem to draw ever closer, yet the source remains difficult to pinpoint. Each creature that starts its turn within 60 feet of the betobeto-san must attempt a DC 29 Will save.


**Critical Success** The creature is unaffected and is temporarily immune for 1 minute.

**Success** The creature becomes frightened 1.

**Failure** The creature becomes frightened 2.

**Critical Failure** The creature becomes frightened 4.


**Shadow Invisibility** The betobeto-san is invisible unless within an area of bright light.


**Shadow Step**  (conjunction, occult, shadow, teleportation)

**Trigger** A bright light source reveals the betobeto-san;

**Requirements** The betobeto-san isn't already within an area of bright light; **Effect** The betobeto-san Steps briefly into the Shadow Plane and then back again, appearing up to 30 feet away from where they began.

**Speed** 40 feet

**Melee**  claw +25 (agile, finesse, magical), **Damage** 3d12+10 negative

**Stepping Decoy**  (auditory, illusion, occult) **Effect** The betobeto-san Steps. They then create two illusory decoys of sound within 15 feet of them that mimic the sounds of their ominous footsteps. These decoys act independently on the betobeto-san's initiative with 2 actions apiece. They can only Sneak or Stride, and they have a Speed of 35 feet. Use the betobeto-san's Stealth DC (typically 37) against attempts to Seek or disbelieve a decoy. Each decoy lasts for 1 minute. Any existing decoys vanish if the betobeto-san uses this ability again.



### SHADOWY AFTERIMAGES

Betobeto-san are the afterimages of travelers that passed between the Shadow and Material Planes. While few such journeys create betobeto-san, sages posit that certain emotions or intents from those who travel between these planes can create these apparitions during the transit.

#### INTRODUCTION

#### A-C

#### D

#### E-G

#### H-K

#### L-N

#### O-R

#### S-T

#### U-Z

#### APPENDIX





## BISON DRIVES

Hunting bison is a communal endeavor. Centaurs from the plains organize into hunting brigades and run alongside members of a stampeding herd, lancing and shooting at them from close range. Less mobile peoples use disguises to shepherd bison into position before scaring them to rush over sheer drops or into corrals where they can be slaughtered. A single bison herd can provide enough meat, hides, and furs for an entire community.

## BISON

Bison are large bovines with short faces and two horns; they weigh an upwards of 2,000 pounds and stand up to 6 feet at the withers. Bison herds thunder across the grassy plains of Golarion, shaking the earth. They're a common sight along the Whistling Plains east of Taldor and the wide grasslands of the nation of Karazh in Casmaron; they also frequently appear in the cooler northeastern reaches of Avistan, the River Kingdoms through Numeria, and the Realm of the Mammoth Lords and western Sarkoris.

Communal by nature, bison gather in large numbers for the summer mating season before the bulls split off to wander the prairie grasses. Bison have adapted well to harsh prairie winters, as their shaggy fur, which grows thicker in winter, insulates them; in the face of blizzards, they survive by facing steadfastly into the howling winds and hunkering down to reduce their exposure.

The way that bison wallow in dirt or rub against large stones might make it easy to mistake their docile nature for passivity. However, this presumption has been the ruin of many hunting parties. Their plentiful meat and thick furs make bison an appealing bounty, but with the ground thundering beneath them, bison can quickly overpower inexperienced hunters unprepared for a stampeding herd. These hunting parties sometimes hire particularly daring adventures, who can add their spells, steel, and expertise to ensure a successful hunt.

While the bison of the plains are the best known and most numerous, they have cousins both in thick boreal forests and along wide, open steppes. These bison variants stand taller but can't match the speed and aggression of their smaller plains relatives.



## BISON

## CREATURE 4

N LARGE ANIMAL

**Perception** +8; scent (imprecise) 60 feet

**Skills** Athletics +14, Survival +10

**Str** +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -1

**AC** 20; **Fort** +13, **Ref** +11, **Will** +8

**HP** 70

**Cold Adaptation** The bison reduces the effects it suffers from cold environments by one step.

**Speed** 30 feet

**Melee** ♦ hoof +12, **Damage** 2d6+6 bludgeoning

**Melee** ♦ horn +12, **Damage** 2d8+6 piercing plus Knockdown

**Pointed Charge** ♦♦ The bison surges forward at its foe, horns lowered. It Strides twice. If the bison ends its movement within melee range of an enemy, it makes a horn Strike against that enemy. This Strike gains the fatal d12 trait.

**Rolling Thunder** ♦♦♦ The bison kicks up dust and shakes the ground as it charges. The stampeding bison Strides up to twice its Speed in a straight line, dealing 4d6+6 bludgeoning damage (DC 21 basic Reflex save) to any Medium or smaller creature in its path.

Multiple bison can participate in Rolling Thunder by spending this ability's actions and waiting to charge until the herd is ready. Before the beginning of their next turn, they can then charge as a reaction triggered by an adjacent bison beginning its Rolling Thunder charge.

All bison in the combined charge must charge in parallel lines, so the areas can't overlap. The combined charge deals an additional 3d6 bludgeoning damage to creatures in the area, and a creature that fails the Reflex saving throw is also knocked prone.

## BLOOD PAINTER

Simultaneously enamored with the natural world yet too alien to survive in it, blood painters are eight-limbed artists who stalk, kill, and dismember in search of pigment and sustenance alike. Blood painter physiology can't digest typical food, so the creatures feed by harvesting blood and using it to paint and animate something edible.

When not on the hunt, blood painters seek out beautiful vistas, which they placidly admire via the eyes in the hands of their uppermost limbs and then reproduce on canvas. Exceptional art endlessly fascinates these creatures, and skilled dancers and painters alike occasionally escape the aberrations by creating a new work to trade for their lives. Blood painters jealously guard these works, and much of their treasure consists of art. Blood painters tend to mastermind the periodic theft of masterpieces.

### BLOOD PAINTER

### CREATURE 9

NE LARGE ABERRATION

**Perception** +19; **bloodsense** (imprecise) 60 feet, **darkvision**

**Languages** Aklo, Common

**Skills** Art Lore +21, Athletics +20, Craft +17 (+21 for paintings), Medicine +19, Stealth +17

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

**Bloodsense** A blood painter can detect exposed blood as an imprecise sense at the listed range, including from creatures taking persistent bleed damage.

**AC** 27; **Fort** +16, **Ref** +19, **Will** +17

**HP** 155

**Easily Fascinated** When subject to a visual illusion with the incapacitation trait, the blood painter doesn't adjust their degree of success due to the incapacitation trait.

**Speed** 30 feet, climb 15 feet

**Melee** ✦ **claw** +20 (agile, reach 10 feet), **Damage** 3d8+8 slashing plus 1d8 persistent bleed

**Dab** ✦ (enchantment, manipulate, mental, occult)

**Requirements** The blood painter is within reach of an enemy taking persistent bleed damage;

**Effect** The blood painter touches the creature and applies blood to one of their four claws; the blood remains fresh for 1 minute. The target must succeed at a DC 28 Will save or become fascinated with the blood painter.

**Paint** ✦ (concentrate, illusion, manipulate, occult) **Requirements** The blood painter has fresh blood applied to a claw using Dab; **Effect** The blood painter expends the blood on one claw to paint a illusion with the effects of one of the following spells: *illusory creature*, *illusory disguise*, *illusory object*, or *mirror image*. The Paint action gains the traits of the spell it's reproducing, and the blood painter can Sustain a Spell on these effects. They use a spell attack modifier of +20 and DC 28 for these effects, which are heightened to 5th level.

If they have fresh blood applied to two or more claws, the blood painter can expend the blood on all of them to instead produce the effects of *cloak of colors* or *vibrant pattern*.

Any effects produced by this ability have a +2 status bonus to attack rolls, damage rolls, saving throws, skill checks, and AC against the creature whose blood was used to Paint and that creature takes a -2 status penalty to Perception checks and saves against it.



### APOCRYPHAL ORIGINS

Despite blood painters' mysterious origins, the prevailing theory insists the first one arose from overzealous Shelynites so devoted to their art they ceased eating and sleeping, eventually transforming into aberrations that could feed on their own art only. Some believe it possible to "cure" a blood painter, restoring the accursed creature's original memories and form.

#### INTRODUCTION

A-C

D

E-G

H-K

L-N

O-R

S-T

U-Z

#### APPENDIX





### VESSELS OF THE DARK GODS

Evil deities sometimes raise bone ships bound to them. These flagships herald destruction done at the creator's will.

Urgathoa occasionally makes bone ships to carry her revered acolytes to distant lands or cultures at sea.

One of the Four Horsemen of the Apocalypse, Charon the Boatman, counts many bone ships among his followers; some ply the River Styx in Abaddon; while others ferry his apostles to other planes. Charon's bone ships approach slowly rather than speeding toward their quarry, giving more time for the hearts of those who witness them to lose all hope.

Kelizandri, elemental lord of water, holds power over the drowned. He gives them new purpose crewing bone ships, where they can live eternally in the moment of their death under the waves. His ships frequently plumb the depths of great seas, casting ghostly green light down in the blackness.



### PILOTING A BONE SHIP

When a bone ship is defeated without being destroyed, or is commandeered by a more powerful undead, it can be used as a vehicle, following the rules on pages 174–177 of the *Gamemastery Guide*. It uses its normal Speed and defenses, and adds the following statistics.

**Space** 100 feet long, 20 feet wide, 25 feet high

**Crew** 1 pilot, 12 crew; **Passengers** 12

**Piloting Check** Sailing Lore (DC 40), Religion (DC 38); the ship's propulsion is wind if Sailing Lore is used, or magical if Religion is used

**Collision** 9d10 bludgeoning plus 5d6 negative (DC 38)

## BONE SHIP

Rarely does anything living remain after a bone ship's passing—only death, destruction, and waves red as blood that clash and foam in its wake. When a bone ship forms, necromantic magic dredges great bones from the seabed and slowly bends them into place with malicious intent. Whales' ribs typically form the timbers of the hull, and their great spinal columns twist into towering masts. Muscles and tendons lash the ship together, tightening and loosening to precisely turn the ship as it sails.

When a bone ship encounters another vessel or finds some other opportunity to sow death, smaller corpses strewn throughout the ship animate to form a crew and boarding party. Each crew member resembles a humanoid skeleton, but they might be made of bones from multiple creatures. For battle, the ship also creates magical cannons formed of bone that propel bone shards and debris with blasts of magic. The small black gemstones stippled across the ship's structure hold the souls of a drowned crew, for a bone ship is the cursed legacy of dead sailors.

When mass death happens at sea—often from an entire ship sinking far from shore—the anguish of the dying victims can spawn a bone ship. This event might occur when a sailor makes a final plea to a dark god or when a deity takes the opportunity to bind many dead sailors' souls together as a destructive show of divine power. When not created through divine intervention, a bone ship can grow slowly and organically from one of the ships piloted by the undead sailors known as draugr (*Bestiary 2* 102). As draugr ships plague the seas and sink other vessels, they can collect more souls and bones, eventually becoming bone ships. These vessels look different from many other bone ships with patchwork or asymmetrical appearances.

A bone ship is almost gluttonous, possessing an unceasing appetite for death, destruction, and new souls to add to its number. These desires stem from an underlying cause, either placed within the ship by its creator or accreted from the scattered final wishes of its component dead souls. For example, a deity might send a bone ship on a special mission to carry a message or dispose of a particularly persistent adversary or annoyance. Though bone ships usually travel upon the waves, they have no need to breathe and can carry out underwater missions at the behest of their creator.

Bone ships hold a legendary reputation among sailors. These undead can appear out of nowhere to wreak destruction, and if a crew's bodies are absent from a shipwreck, the calamity might be blamed on a bone ship. The sea can bring death suddenly in many ways, but eternal enslavement of the soul presents a more terrifying fate than death alone.

### BONE SHIP

### CREATURE 18

RARE CE GARGANTUAN UNDEAD

**Perception** +32; darkvision

**Languages** Common, Necril (can't speak any language)

**Skills** Athletics +33, Intimidation +31, Sailing Lore +37

**Str** +9, **Dex** +5, **Con** +9, **Int** +1, **Wis** +6, **Cha** +5

**Skeleton Crew** (divine, evil, necromancy) The bone ship is compelled not by a single mind, but by the collective consciousness of dead sailors' souls. The ship is immune to mental effects that target only a specific number of creatures. It's still subject to mental effects that affect all creatures in an area. Any creature that tries to communicate with the ship via telepathy or read its thoughts hears the dying screams and gasps of the crew, and is targeted with a 9th-level *warp mind* spell (DC 41).

The ship animates skeletal crew members out of its own bones, arming them with rusty old cutlasses or other armaments so they can attack anyone who comes next to the ship. These entities have appearances matching those the bound souls had in life but aren't truly individuals; anything that targets them in fact targets the bone ship they're a part of.

Hundreds of black soul gems decorate the ship's exterior, each holding one soul. These gems can hold souls of creatures whose level was 16th or lower, and they have no value. If the ship is destroyed, all these gems shatter, freeing the souls within.

**Trawl for Bones** (downtime) The bone ship spends 1 day scavenging bones from the sea and restores itself to full Hit Points.

**AC** 42, all-around vision (page 304); **Fort** +33, **Ref** +27, **Will** +30

**HP** 415; **Immunities** death effects, disease, paralyzed, poison, skeleton crew, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

**Blood Wake** (aura, divine, enchantment, fear, mental) 30 feet. The churning water around the bone ship tinges red with seeping blood. A living creature that enters water in the aura sees visions of itself drowning in the blood and must attempt a DC 37 Will save. After attempting this saving throw, the creature is temporarily immune for 1 hour. On a failure, the creature becomes frightened 2 (frightened 4 on a critical failure) and stunned 1, and it takes a -4 status penalty to Athletics checks to Swim.

**Speed** swim 40 feet

**Melee** ✦ hull +35 (reach 20 feet), **Damage** 3d10+17 bludgeoning plus 2d10 negative

**Melee** ✦ skeleton crew +35 (agile), **Damage** 3d6+17 slashing plus 2d10 negative

**Ranged** ✦ bone cannon +35 (brutal, divine, negative, range increment 100 feet), **Damage** 2d12+12 bludgeoning damage plus 2d10 negative

**Cannonade** ✦✦ The bone ship makes four bone cannon Strikes, each targeting a different creature.

**Chain Shot** ✦ The bone ship makes a special bone cannon Strike, firing a chain made of bones. A creature hit by this Strike is grabbed by the chain (Escape DC 41). The bone ship can use Interact actions to reel in a grabbed creature 50 feet per action spent, and when the ship moves, it pulls the grabbed creature along with it.

**Crew's Call** ✦✦ (divine) The crew let out an anguished cry in unison. This is a *wail of the banshee* spell with 100-foot emanation (DC 39). In addition, any creature within 5 feet of the ship is grabbed by the crew. The ship can't use Crew's Call again for 1d4+1 rounds.

**Keelhaul** ✦✦✦ As Trample (Huge or smaller, hull, DC 43, page 306), but the bone ship Swims up to double its swim Speed instead of Striding, and each creature that fails its save is also dragged under the ship. The GM places each creature dragged along in an underwater space adjacent to the bone ship at the end of the ship's movement.

**Pressgang Soul** ✦ (divine) The bone ship casts *bind soul*. The target must have died due to the bone ship's assault or from drowning. The creature's soul becomes part of the ghostly crew. A new soul gem grows on the ship, and the bone ship is quickened for 1 minute. It can use the extra action only to Strike or Swim.



## FAMED BONE SHIPS

Bone ships don't choose names of their own, instead being christened by dread gods who create them or sailors fortunate enough to survive encounters with them. Some names still whispered in seaside taverns follow.

- *Captain Aster's Eulogy*
- *Crimson Mirage*
- *Starved Whale*
- *Horseman's Herald*
- *Wail upon the Winds*





### BORE WORM FARMING

Despite their repulsive appearance, bore worms play an important part in the Darklands ecosystem by transforming rotting plants and animals into rich, loamy soil. Many subterranean farmers lure them to their property but must keep them well fed to avoid the cannibalistic frenzy that creates an empress bore worm. Bore worms also serve as a staple of Darklands cuisine. If properly cooked with fungus and plenty of salt, they become a favored delicacy; uncooked, they prove considerably less appetizing.

## BORE WORM

These Darklands vermin produce corrosive, noxious slime and deliver agonizing bites, whether as a revolting, wriggling swarm of finger-length worms or a single massive, lurching beast. Among Darklands communities, most inhabitants regard bore worms much in the same way surface cultures speak of maggots or cockroaches—with general disdain and revulsion. Children consider catching a single bore worm and using it to torment others a rite of passage, albeit a dangerous one.

### VARIANT BORE WORMS

The humble bore worm is a small and simple creature, both biologically and magically. These qualities allow it to adapt rapidly to different environments, some of them quite extreme, and also makes it susceptible to magical radiation and experimentation. Many a Darklands apprentice takes their first steps in the school of transmutation by practicing on these worms, while variations—both natural and cultivated—are scattered about beneath Golarion's surface.

**Ice Worms:** Found tunneling through the glaciers beneath the Crown of the World, these pale-blue worms behave similarly to their soil-bred cousins, but their frigid acid inflicts marks similar to frostbite on anything they touch. Ice worms still flee from liquid water but are immune to cold rather than to acid, and they substitute cold for acid in all of their attacks and abilities.

**Lava Worms:** Dwelling in the deepest, hottest reaches of the Darklands, these bizarre creatures consume not living matter but minerals and rare earths. They're most often found near volcanoes or open magma and will swim through the lava in pursuit of a meal. Lava worms are immune to fire rather than to acid, and they substitute fire for acid in all of their attacks and abilities.

**Necral Worms:** An undead sorcerer in the ghoul-run Darklands city of Nemret Noktoria developed necral worms about 60 years ago by filling an empress bore worm's abandoned exoskeleton with a unique alchemical paste. These undead bore worms radiate the very energies of death, making them surprisingly sophisticated magical batteries. Less pleasant entities often use them as magical tools. Necral worms have the undead trait and negative healing (page 305). They substitute negative damage for acid damage in all of their attacks and abilities, and they gain a weakness to positive damage in place of their weakness to water.

**Mage-Eater Worms:** These luminous, purple worms present just one more reason to avoid the Mana Wastes between Geb and Nex, where magic is unreliable at best and more often dangerously unpredictable. When a creature fails a save against Swarming Bites or Painful Bite, the worms also attempt a counteract check against a single spell affecting the creature (counteract level 3, counteract modifier +12).

### BORE WORM SWARM

A single finger-length bore worm is unpleasant but mostly innocuous. Ten thousand bore worms, on the other hand, pose a formidable threat to even seasoned adventurers.

The countless worms form a roiling, rancid mass of acid and pain, capable of delivering a hideous death to any person or beast unable to escape them. Unfortunately for any creature other than a bore worm, most encounters involve swarms.



### BORE WORM SWARM

### CREATURE 5

N LARGE ANIMAL SWARM

Perception +12; tremorsense (imprecise) 60 feet

**Skills** Acrobatics +10, Stealth +12

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

**AC** 20; **Fort** +15, **Ref** +12, **Will** +8

**HP** 60; **Immunities** acid, precision, swarm mind (page 306); **Weaknesses** area damage 4, splash damage 4, water 8; **Resistances** bludgeoning 4, piercing 8, slashing 8

**Speed** 15 feet, burrow 30 feet

**Swarming Bites** ◆ Each enemy in the swarm's space takes 3d6 acid damage (DC 22 basic Reflex save). Creatures that fail this save become sickened 1 from the swarm's painful bites.

## EMPRESS BORE WORM

When an area lacks sufficient food, the bore worms in a swarm become increasingly agitated and desperate. Eventually, at some chemical signal, the worms begin to cannibalize each other, devouring one other in a frenzy too gruesome to behold. A single worm emerges from this melee victorious; it rapidly grows larger and more voracious until it reaches an absolutely elephantine size.

This empress bore worm lives only briefly, as it sets out in search of a new feeding ground and eats everything in its path in an attempt to sustain itself. However, the empress bore worm's ravenous metabolism demands more from its body than what it can physically sustain, as it exists only as a vessel for the next generation. Most live only a few days, or weeks at best, traveling and eating nonstop before dying—and in so doing, giving birth to new swarms of bore worms.

## EMPRESS BORE WORM

## CREATURE 7

**N** **HUGE** **ANIMAL**

**Perception** +13; tremorsense (imprecise) 60 feet

**Skills** Athletics +17, Stealth +14

**Str** +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -4

**AC** 23; **Fort** +18, **Ref** +14, **Will** +11

**HP** 140; **Immunities** acid; **Weaknesses** water 10

**Viviparous Birth** When killed, an empress bore worm violently expels the young it carries. These young erupt as a bore worm swarm in the empress bore worm's space. In addition, every creature within 20 feet takes 5d10 acid damage (DC 25 basic Reflex save) from the splatter of caustic viscera.

**Speed** 25 feet, burrow 40 feet

**Melee** ◆ bite +17 (reach 15 feet),

**Damage** 2d6+9 piercing plus 1d6 acid and painful bite

**Borer** An empress bore worm can leave a tunnel behind itself when it burrows, and it usually does.

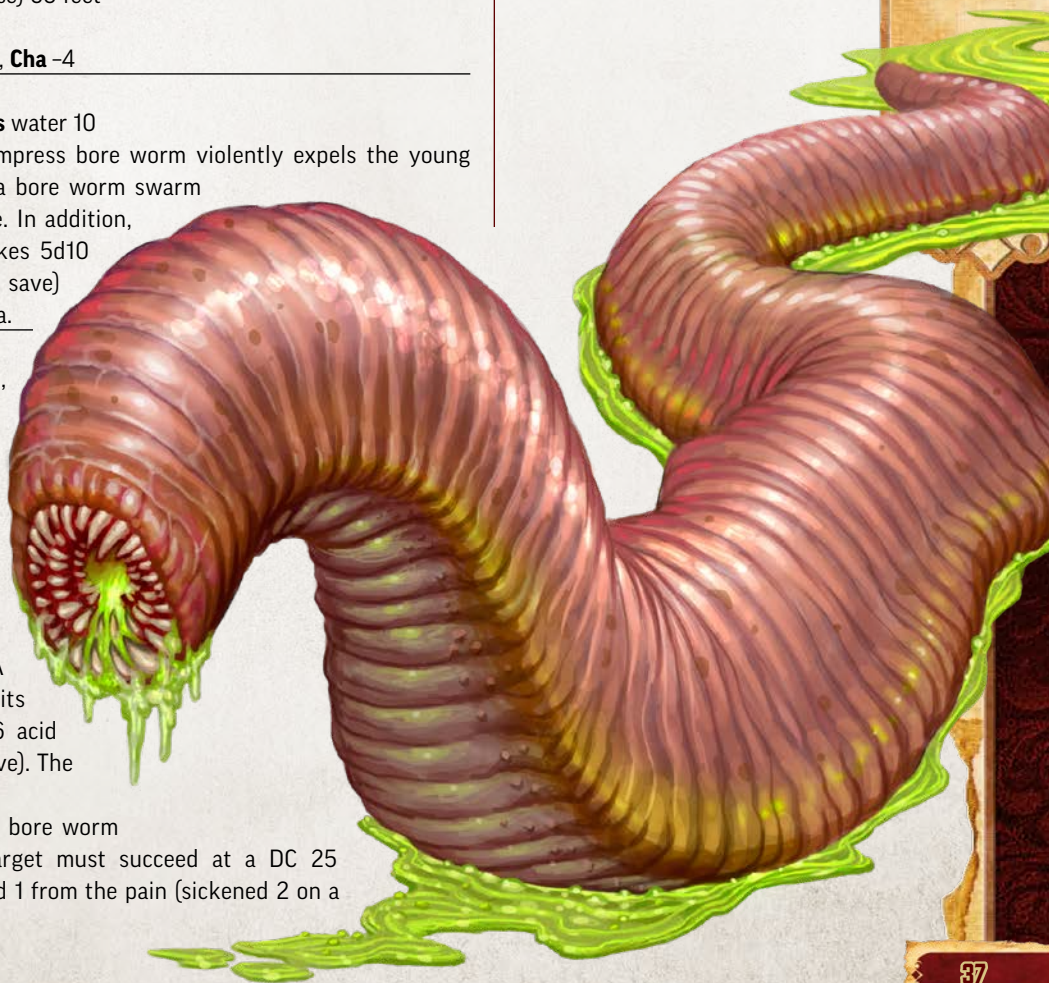
**Corrosive Wake** ◆ The empress bore worm strides, leaving behind dribbles of acid in every square that it passes through. A creature that enters or begins its turn in such a square takes 3d6 acid damage (DC 22 basic Fortitude save). The acid becomes inert after 1 minute.

**Painful Bite** The bite of an empress bore worm causes excruciating pain. The target must succeed at a DC 25 Fortitude save or become sickened 1 from the pain (sickened 2 on a critical failure).



## HYDROPHOBIA

Water causes bore worms to curdle and die—even an empress bore worm will smoke and twitch, its shell eventually turning a dull brown before caving inwards. The secret as to why lies in the chemical composition of the worm's acid. Normally, bore worms are immune to their own acid, but exposure to water alters the acid's nature, and so the worms burn alive in their own secretions.





### SPREADING RUMORS

Brainchildren require setup. Create some rumors the PCs might hear around town, adding more if they Gather Information. Take note of what rumors they share and who believes which ones. Don't include too many—if the PCs believe them all, the brainchild will be too powerful! Examples include “I hear the Beast of Chimney Hill can walk through a fire unburnt” and “Woke with a pounding headache. Old Selby's Dog must be lurking about again.”

## BRAINCHILD

A rumor can become so vivid and so persistent that it comes to life, creating a brainchild—a living illusion that hatches from an intense belief in a remorseless and implacable killer. Often, these rumors swirl around the victims of a *phantasmal killer* spell. A brainchild's capabilities grow when they pursue a believer but deflate against skeptics, making them only as bad as one thinks they are. A simple drive to stalk, terrify, and kill propels a brainchild, but the creature might also exhibit other behaviors ascribed to them through gossip.

### BRAINCHILD

### CREATURE 11

RARE CE LARGE ILLUSION MENTAL

**Perception** +18; darkvision

**Languages** telepathy 100 feet (page 306), universal language

**Skills** Deception +22, Intimidation +24, Performance +22, Society +21, Stealth +20

**Str** +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +7

**Universal Language** Anything spoken by the brainchild is perceived by the listener in its native language.

**Urban Legend** A brainchild is sustained only by the reputation that precedes them. Mindless creatures are immune to a brainchild and can't perceive them. The brainchild's size, features, and items, as well as the appearance of their attacks, match what the

foes perceiving them expect. If foes expect to see different things, the brainchild chooses which to manifest. If any creature that can perceive the brainchild believes the brainchild has one of the abilities below, the brainchild has that ability. A creature can Seek or Sense Motive (against the brainchild's Deception DC) to attempt to disbelieve an individual ability. If at any point no creature perceiving the brainchild believes in the ability, the brainchild loses that ability immediately. If foes expect different particulars, such as one believing the brainchild is immune to fire and another believing they're immune to divinations, the brainchild chooses one to have.

- **Tremorsense** (imprecise) 100 feet (page 306)
- **Immunity** to one damage type, magic school, or condition
- **Weakness** 10 to one damage type other than mental
- **Resistance** 10 to physical damage, with an exception for either cold iron or silver
- **Frightful Presence** (aura, emotion, fear, mental) 100 feet, DC 28
- **1d6 Extra Damage** on Strikes, of a type one foe believes in
- **Additional Spells** *phantom pain* and *shadow blast* at 6th level

**AC** 30; **Fort** +21, **Ref** +22, **Will** +18

**HP** 200; **Immunities** death effects, detection, diseased, doomed, necromancy, scrying; **Weaknesses** mental 10

**Persistence of Memory** (illusion, mental, occult) When a brainchild is destroyed, it returns if anyone still fully believes it exists, re-forming within 100 feet of any believer after 2d4 days.

**Speed** 30 feet, fly 30 feet

**Melee** ♦ illusory weapon +24 (illusion, mental, occult),

**Damage** 4d6+10 mental plus urban legend

**Ranged** ♦ illusory weapon +24 (illusion, mental, occult, range 100 feet), **Damage** 4d6+6 mental plus urban legend

**Occult Innate Spells** DC 30; **5th** *phantasmal killer* (×3, image resembles the brainchild); **4th** *dimension door* (×2); **Cantrips (6th)** *ghost sound*, *message*



## BUSO

Busos are tree-dwelling folk with a simmering desire to consume the flesh of others. They to heavily supplement their food with leaves and root crops, possess significant knowledge of agriculture, and boast innate powers over plants and their growth. In regards to meat, however, busos reject the flesh of beasts; they instead consume other humanoids. Not only do they find the taste of other creatures repulsive, but their bodies reject non-humanoid meat since it provides them no nutritional value and consuming it leaves them sickened and weak.

Busos' unusual dietary needs mean they're almost always at odds with neighboring cultures. They typically maintain decent relations only with goblins, who are as a people less prone to judging others based on diet. Other communities fear busos—with some justification—though aside from the occasional forays to harvest someone for their next meal, busos tend to keep to themselves. In some desperate locations, communities faced with famine or other natural disasters might even seek out busos' aid, offering victims in exchange for knowledge or magical assistance that might save their communities from slow and terrible deaths through starvation.

A buso's single eye sometimes leads to them being compared to cyclopes. However, both types of creatures deny any common ancestry, and they first appeared independently in entirely different parts of the world with substantially divergent abilities. For their part, busos believe that their ancestors' deeds gave rise to their single eyes. When faced with a famine that threatened their existence, these ancestors each cut out one of their eyes as an offering to the malevolent spirits of the forest, imploring for their salvation. Busos say that these spirits, whom they call the busaw, gave them their knowledge of agriculture, power over plants, and craving for sentient flesh. Henceforth, they revered the busaw as gods and called themselves buso: those who worship the busaw.

### BUSO FARMER

### CREATURE 3

NE MEDIUM HUMANOID

**Perception** +8; low-light vision

**Languages** Goblin, Sylvan

**Skills** Arcana +8, Athletics +9, Cooking Lore +10, Farming Lore +10, Nature +8

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

**Items** javelin (4), kukri, studded leather

**AC** 18; **Fort** +9, **Ref** +6, **Will** +8

**HP** 48

**Speed** 25 feet

**Melee** ✦ kukri +11 (agile, trip), **Damage** 1d6+6 slashing

**Ranged** ✦ javelin +8 (thrown 30 feet), **Damage** 1d6+6 piercing

**Resize Plant** ✦✦ (arcane, plant, polymorph, transmutation)

**Frequency** twice per day; **Requirements** The buso touches a Small, Medium, or Large plant; **Effect** The plant grows or shrinks by one size, remaining that size for the next 5 minutes. If used on a plant creature, this effect has the effects of *enlarge* or *shrink* (buso's choice). Unwilling plant creatures can attempt a DC 18 Fortitude saving throw to resist this effect.



### BUSO DATU

Occasionally, a busaw spirit who seeks to live a mortal life will possess a buso baby. Such babies are born with the two eyes typical of most humanoid as well as an ivory horn that channels arcane fire. Seen as gods incarnate, they're revered as datu, who rule buso society. When a buso datu dies, their busaw spirit simply retakes their place haunting the forest.



#### INTRODUCTION

A-C

D

E-G

H-K

L-N

O-R

S-T

U-Z

#### APPENDIX



### VANGUARD TRAINING

As soon as a caligni vanguard is old enough to hold a weapon, they're immersed in an intensive training regimen that emphasizes austerity, asceticism, and heavy armor prowess. Though initially painful, the fusion of their armor to their bodies serves as a reminder of their responsibilities, and they eventually grow accustomed to the sensation.

## CALIGNI

Each individual in caligni society serves a specific role. At times, certain roles so rarely find suitable candidates that a community might only see a few individuals fill them in an entire generation.

### CALIGNI VANGUARD

Caligni children born without eyes—an extremely rare occurrence—are considered sacred to their communities. From a young age, they're set aside and groomed to become caligni vanguards, dedicated to rigorous martial training and mental strictures. Other calignis revere vanguards' discipline and combat skill, but wary caution always tinges such respect, as they often have inscrutable motives. Vanguards almost never rebel against their duties or their established role in the community; some claim that those who do are taken by the owbs.

A vanguard's armor is fused to their body in pieces, and they rarely remove those elements that aren't. This armor plating and vanguards' keen sense of hearing render them particularly sensitive to sonic vibrations, which serves as both an asset and a vulnerability.

### CALIGNI VANGUARD

### CREATURE 5

RARE LE MEDIUM CALIGNI HUMANOID

**Perception** +13; echolocation 60 feet, no vision

**Languages** Caligni, Undercommon

**Skills** Athletics +14, Stealth +8

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

**Items** composite longbow (40 arrows), full plate (see death blaze), greatsword

**Echolocation** A caligni vanguard can use their hearing as a precise sense at the listed range.

**AC** 24 **Fort** +14, **Ref** +8, **Will** +11

**HP** 50; **Immunities** visual; **Weaknesses** sonic 5; **Resistances** slashing 5

**Attack of Opportunity** ⤴ (page 304)

**Death Blaze** When the vanguard dies, their body combusts in a blaze of fire and armor shrapnel. All creatures within a 10-foot emanation take 3d6 fire damage and 3d6 piercing damage (DC 19 basic Reflex save). The vanguard's armor is destroyed in the blaze, but their other gear is unaffected and left in a pile where they died.

**Speed** 25 feet

**Melee** ⤴ greatsword +16 (versatile P), **Damage** 1d12+8 slashing

**Ranged** ⤴ composite longbow +10 (deadly d10, range increment 100 feet, volley), **Damage** 1d8+5 piercing

**Call to Arms** ⤴ (auditory, mental) Each caligni within 30 feet of the vanguard gains the Attack of Opportunity reaction until the end of the vanguard's next turn. Once a caligni has used this Attack of Opportunity, that caligni is temporarily immune to the same vanguard's Call to Arms for 10 minutes.

**Shadowed Blade** ⤴⤴ (darkness) The vanguard makes a melee Strike, channeling shadowy essence into their weapon or unarmed attack to envelop the target. If the Strike hits, the target must succeed at a DC 19 Fortitude save or become blinded until the end of its next turn.

### CALIGNI CALLER

Although the mysterious demigods known as the Forsaken disappeared eons ago, many calignis continue to follow their ancient traditions of worship.

Owbs, once the Forsaken's servants, still respond to caligni prayers. Caligni callers serve as the priests of their communities, calling upon these shadowy owb patrons for guidance, favors, and power. Their most



important ceremony, the blanching, determines the potential of most newborn calignis and shapes their eventual forms.

Due to their close ties to the malevolent owbs, most callers exhibit cruel and inscrutable natures. They often lead caligni enclaves alongside caligni stalkers as spiritual advisors. Callers tend to be highly superstitious, seeing omens everywhere, and they avoid revealing details of their rituals even to other calignis.

## CALIGNI CALLER

## CREATURE 6

UNCOMMON CE MEDIUM CALIGNI HUMANOID

**Perception** +11; greater darkvision

**Languages** Caligni, Undercommon

**Skills** Arcana +9, Intimidation +14, Occultism +13, Stealth +15

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

**Items** dagger

**AC** 24; **Fort** +9, **Ref** +15, **Will** +11

**HP** 70; **Weaknesses** light blindness (page 305)

**Death Umbra** (darkness) When the caller dies, an explosion of shadow devours their body. Each creature in a 10-foot emanation must attempt a DC 22 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature is enfeebled 1 for 1 minute.

**Failure** The creature is enfeebled 2 and slowed 1 for 1 minute.

**Speed** 25 feet

**Melee** **◆** dagger +15 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus 1d6 negative

**Occult Innate Spells** DC 24, attack +16; **5th** *shadow walk*;

**4th** *darkness*; **3rd** *chilling darkness* (×2), *grim tendrils* (×3); **2nd** *darkness* (at will); **Cantrips (3rd)** *chill touch*, *detect magic*

**Rituals** DC 24; *owb pact* (see below)

**Sneak Attack** The caller deals an additional 2d6 precision damage to flat-footed creatures.

## OWB PACT

Caligni callers can work together to request aid from the mysterious owbs they worship.

## OWB PACT

## RITUAL 3

UNCOMMON CONJURATION

**Cast** 1 day; **Secondary Casters** 2

**Primary Check** Occultism (expert)

You call upon an owb (page 196) to assist you in a goal. Only caligni callers can use this ritual with relative safety. If a different type of caligni attempts this ritual, they use an outcome one degree of success worse than the result of their check. If a non-caligni attempts this ritual, the result is an automatic critical failure.

**Critical Success** You conjure the owb. It decides your goals closely match its own and doesn't request a favor in return.

**Success** You conjure the owb. It isn't eager to pursue the task, so it requires a favor in return.

**Failure** You don't conjure an owb.

**Critical Failure** You conjure an owb, but it deems you unworthy and siphons away some of your soul energy. All casters become doomed 2.



## CALIGNI FAITHS

Some calignis have abandoned their traditional faith in favor of more active deities; evil individuals favor Norgorber or Zon-Kuthon, while the less malevolent might follow Nocticula or Pharasma. Perhaps unexpectedly, Desna also has a small caligni following, particularly among those who frequently travel.

## INTRODUCTION

### A-C

### D

### E-G

### H-K

### L-N

### O-R

### S-T

### U-Z

## APPENDIX





### CALIKANG ORIGINS

Legend holds that an ancient Vudrani god failed to protect an important treasury from a raid by asuras (page 22). In shame, he severed his fingers and cast them down upon the world. Calikangs arose from the fingers, and, as penance, they've sought to protect worldly holdings from robberies or invasions ever since.

## CALIKANG

Calikangs are giant, blue-skinned, six-armed guardians of ancient tombs and treasuries. They each feel a deep, inherent drive to protect and guard, making them highly sought after as wardens and bodyguards. Because most serve as solitary guardians, few calikang societies exist.

Calikangs' unique physiologies enable them to absorb and manipulate electrical magic as well as other energies. They can live for 200 years—though they can further extend their lives via suspended animation. For this reason, many are chosen to guard tombs or other sealed sites where living guardians would perish and constructs would deteriorate.

### CALIKANG

### CREATURE 12

UNCOMMON LN LARGE HUMANOID

**Perception** +22; darkvision, *true seeing*

**Languages** Common, Jotun

**Skills** Athletics +25, Intimidation +24

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

**Items** +1 striking longsword (2)

**Suspended Animation** (concentrate) By concentrating for 5 minutes, the calikang can enter a state of suspended animation, freezing in place and becoming motionless but remaining aware of their surroundings. While in this state, the calikang gains a +4 status bonus to Fortitude saves; doesn't age; and is immune to disease, inhaled toxins, poison, starvation, and thirst. The calikang can exit suspended animation as a free action. If they exit this state to attack, the calikang gains a +2 circumstance bonus to their initiative roll.

**AC** 31; **Fort** +23, **Ref** +22, **Will** +20; +1 status to all saves vs. magic

**HP** 235; **Immunities** electricity

**Energy Conversion** (abjuration, arcane) Whenever the calikang is hit by an electricity spell's attack roll or rolls a successful save against a spell that deals electricity damage, they absorb the energy. This heals the calikang for an amount of HP equal to quadruple the spell's level and recharges their Breath Weapon. A calikang can't absorb their own spells this way.

**Speed** 35 feet

**Melee** ✦ *longsword* +28 (magical, reach 10 feet, versatile P), **Damage** 2d8+15 slashing

**Melee** ✦ fist +25 (agile, nonlethal, reach 10 feet), **Damage** 3d8+13 bludgeoning

**Arcane Innate Spells** DC 28; **6th** *chain lightning*; **1st** *magic weapon* (at will); **Constant** *true seeing*

**Breath Weapon** ✦✦ (acid, arcane, cold, electricity, evocation, fire, sonic) **Frequency** once per day;

**Effect** The calikang breathes a blast of energy that deals 13d6 energy damage to creatures in a 60-foot line (DC 28 basic Reflex save). The calikang can choose the damage type each time: acid, cold, electricity, fire, or sonic. Increase the die size to d8 if the calikang chooses electricity.

**Sixfold Flurry** ✦✦ The calikang makes up to two longsword Strikes and up to four fist Strikes. Each Strike must be against a different target. These attacks count toward the calikang's multiple attack penalty, which doesn't increase until after all the attacks are complete. For 1 round, the calikang gains a circumstance bonus to their AC equal to the number of Strikes they choose not to take, to a maximum of +4 for taking only two Strikes.



## CAMEL

For generations untold, nomads and traders have relied on sure-footed camels to cross the harsh deserts and trackless wastes around the world. Thriving where other animals wither and perish, camels are well-adapted to their homes with tough skin and the ability to store nutrients within their bodies. Properly cared for, these “ships of the desert” can trek for weeks between oases without trouble.

Camels have three eyelids to protect them from desert sands and other blowing debris. One lid is completely clear, which allows them to see and travel during high winds. When sandstorms strike, camels completely close their nostrils to protect their lungs. Their underbellies also sport a thick, specialized skin, allowing them to lay down safely on burning hot sands.

Contrary to popular belief, fatty tissue comprises a camel’s humps rather than water. This stored energy allows the animals to survive long distances between feedings. These herbivores can also readily digest hardy scrub brush inedible to other species, making them one of the hardest desert survivors. Strong as a warhorse, camels can run fast and even sprint for short periods of time when they feel threatened, though they prefer a slow, plodding pace to conserve energy.

One-humped camels, also called dromedaries, are more common in the deserts of northern Garund, while the two-humped variety are native to the dry steppes of Casmaron. Both species have tall and lanky builds, standing about 6 feet at the shoulder and weighing around 2,000 pounds. They can be ornery when mishandled, and they don’t hesitate to bite, kick, or even spit a noxious substance on riders who don’t treat them well.

In addition to transporting people and goods, camels are a key source of fiber for clothing and tents as well as milk. Their meat is highly nutritious and surprisingly tasty, but given the creatures’ utility, this use is reserved for special occasions or truly dire situations.

### CAMEL

### CREATURE 1

**N** **LARGE** **ANIMAL**

**Perception** +4; low-light vision, scent (imprecise)  
30 feet

**Skills** Acrobatics +6, Athletics +7, Survival +6

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

**Desert-Adapted** A camel is well-adapted to heat and deserts. If allowed to drink and eat its fill, (roughly 40 gallons), it can Subsist for 2 weeks without needing to attempt Survival checks, and it treats environmental heat as if it was one step less severe.

**AC** 15; **Fort** +9, **Ref** +8, **Will** +4

**HP** 20

**Speed** 35 feet

**Melee** **◆** jaws +7, **Damage** 1d6+4 piercing

**Ranged** **◆** spit +6, **Effect** camel spit

**Camel Spit** To drive away enemies, the camel spits the partially digested contents of its stomach at a creature within 10 feet. On a hit, the target is dazzled for 1 round and must succeed at a DC 17 Fortitude save or become sickened 1. The camel can’t use its camel spit Strike again for 1d4 rounds.

**Sand Stride** **◆◆** The camel Strides twice. It has a +5-foot circumstance bonus to its Speed during these Strides, ignoring difficult terrain caused by rubble, sand, and uneven ground made of earth and stone.



### CAMEL COUSINS

Rumors in the high desert tell of an ancient species related to both camels and llamas that still lives in sheltered mountain valleys and hidden rivers: the camelops. Larger and stronger than domesticated camels, camelops remain wild creatures. No living examples exist in captivity, though fables of their luxurious coats and indomitable endurance lead some riders to seek them out regardless.

