



SIKTEMPORA TREASURE

Siktemporas hold few practical items on them, but they regularly hoard items associated with the events that spawned them. A misery siktempora created by the pain of a mass killing might hunt the perpetrators down and carry the weapon used, while a love siktempora might hold the series of love letters that gave birth to them close to their chests.

SIKTEMPORA

In the Dimension of Time, intense emotions are more than just ethereal feelings. They accumulate over time, from things like the critical mass of emotion caused by a historic event or a settlement passing down a powerful sentiment for generations. These accretions eventually give birth to siktemporas. Each siktempora feels, with all their being, a singular intense emotion linked to the circumstances that spawned them. A rare few, however, are created when an emotionally invested creature attempts to travel to the Dimension of Time or interferes with the flow of time, which can create paradoxes or manipulate past events.

Siktemporas usually isolate themselves on the Dimension of Time in mindscapes infused with the emotion that created them, but some travel to other planes. These wanderers long to indulge in more of their core emotion or to engender more of that feeling, thus perpetuating their own kind.

MISERY SIKTEMPORA

Creatures born of intense pain and suffering, the armless, six-legged misery siktemporas are some of the most numerous of their kind since misery is as ubiquitous an experience as living. They're also the most proactive of siktemporas, seeking to propagate the misery from which they spawn. They delight in opportunities to travel to the Material Plane, where misery is so woefully prevalent and easily multiplied.

MISERY SIKTEMPORA

CREATURE 12

RARE CE LARGE SIKTEMPORA TIME

Perception +25; darkvision

Languages Aklo (can't speak any language); telepathy 300 feet (page 308)

Skills Acrobatics +23, Dimension of Time Lore +26, Intimidation +23, Occultism +22, Stealth +23

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

Temporal Sense A siktempora can always roll Dimension of Time Lore for initiative. When it does, it gains a +2 circumstance bonus to the roll.

AC 32; **Fort** +20, **Ref** +23, **Will** +25

HP 160, regeneration 40 (deactivated by positive, mental, or orichalcum; page 308); **Immunities** disease, emotion, poison

Slash the Suffering Creatures with the confused or stupefied condition are flat-footed to the misery siktempora.

Uncanny Pounce **◆ Trigger** The misery siktempora rolls Dimension of Time Lore for initiative; **Effect** The misery siktempora Strides once and makes a claw Strike, in either order.

Speed 35 feet; air walk

Melee **◆** claw +26 (agile), **Damage** 3d8+13 slashing

Occult Innate Spells DC 29; **6th** blink; **4th** dimension door (at will); **2nd** invisibility (×3); **Constant (6th)** air walk

Inflict Misery **◆** (emotion, enchantment, mental, occult)

Requirements The misery siktempora's last action was a claw Strike that damaged the target; **Effect** The misery siktempora fills the target's thoughts with abject despair. The target must attempt a DC 32 Will save. Regardless of outcome, the target is then immune to Inflict Misery for 1 minute.

Success The target is unaffected.

Failure The target is clumsy 2, enfeebled 2, and stupefied 2 for 1 round.

Critical Failure As failure, but for 1 minute.

Telepathic Wail **◆◆** (emotion, enchantment, mental, occult) The misery siktempora



assails the mind of one creature within 100 feet with a wail of anguish and torment that deals 8d6 mental damage (DC 32 basic Will save). On a failed save, the target is also confused for the first action of its next turn (or for 1 round on a critical failure).

TRIUMPH SIKTEMPORA

Triumph siktemporas embody the emotional satisfaction of overcoming a task that took up much of a creature's mind, be it taking an apple seed from between one's teeth or winning a war. They exult in every victory they attain; however, they value only those successes won fairly not only abiding by the established rules of a competition but also enforcing those rules mercilessly upon other competitors.

These siktemporas appear as small humanoids with four muscular arms and digitigrade legs. They take great joy in draping themselves in golden clothes and medals that commemorate the countless victories which spawned them, and their faces bear proud, dazzling smiles and expressions of success—but these features never move.

TRIUMPH SIKTEMPORA

CREATURE 14

RARE LN SMALL SIKTEMPORA TIME

Perception +24; darkvision

Languages Aklo (can't speak any language); telepathy 200 feet (page 308)

Skills Acrobatics +24, Athletics +30, Dimension of Time Lore +24, Diplomacy +23, Intimidation +27, Medicine +22, Performance +25

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

Temporal Sense As misery siktempora.

AC 35; **Fort** +25, **Ref** +24, **Will** +26

HP 190, regeneration 40 (deactivated by chaos, mental, or orichalcum; page 308);

Immunities disease, emotion, poison

Cheaters Never Prosper (aura, divination, occult) 50 feet. A creature within the aura who uses or benefits from an effect with the fortune trait must succeed at a DC 34 Will save or become slowed 1 for 1 round (slowed 2 on a critical failure).

Clinch Victory **Trigger** A creature within the triumph siktempora's reach uses an action that would restore Hit Points; **Effect** The triumph siktempora makes a glorious fist Strike against the triggering creature. On a critical success, this Strike also disrupts the triggering action.

Uncanny Pounce **As** misery siktempora.

Speed 60 feet; *air walk*

Melee **glorious fist** +30, **Damage** 3d12+16 bludgeoning

Occult Innate Spells DC 32; **7th** *blink*; **4th** *dimension door* (at will);

Constant (7th) *air walk*

Vie for Victory **The** triumph siktempora pushes themselves beyond their limits to secure victory over a chosen foe. They choose one target they can see and reach with a single Stride action. They attempt to Demoralize that target, ignoring the typical limitations on distance and with no penalty for not sharing a language with the target. They then Stride and attempt one Athletics attack action (such as Grapple or Disarm) against the target.

Winning Smile **(emotion, enchantment, mental, occult)** The triumph siktempora flashes their disarming grin at one creature within 15 feet. The target takes 10d8 mental damage (DC 34 basic Will save). On a failure, the target's attacks against the triumph siktempora also become nonlethal until the end of the target's next turn.

LOVE SIKTEMPORA

Acts of great and intense love spawn love siktemporas, kindly creatures bearing intense strength that start and end wars in the name of the love that birthed them. These adept combatants form crossbows and bolts out of their emotional bonds, though



TRIUMPHANT APPEARANCES

Triumph siktemporas find purpose and a sense of self in winning and victory, so when a war rages across the land and one side struggles behind the rest, a triumph siktempora might venture to the Material Plane to join the side of the underdog and grasp victory—or die trying! The same can happen for a major sporting event or even an intense legal battle where a persuasive voice could turn the tide. All that matters to them is victory.



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OTHER SIKTEMPORAS

Almost any intense emotion that exists over time can give birth to a siktempora. What few reports exist of the Dimension of Time give references to siktemporas of anger, joy, and whimsy, while ancient tales tell of creatures similar to siktemporas that hold sway over dedication and discovery, awe and infatuation, or pity and panic.

Some sages even discuss the existence of hybrid siktemporas, created by epoch events that inspired two different emotions in equal intensity.

they typically fight only to protect that which they love. While unable to speak given their featureless faces, they're nevertheless compassionate listeners and savvy communicators.

Each love siktempora takes the form of two small humanoids conjoined at the hip with three legs, two arms, and two heads. Their faces are completely featureless except for a faint, ever present blush spread across their cheeks, and they always appear garbed in stylish garments from obscure civilizations.

LOVE SIKTEMPORA

CREATURE 16

RARE NG MEDIUM SIKTEMPORA TIME

Perception +28; darkvision

Languages Aklo (can't speak any language); telepathy 500 feet (page 308)

Skills Acrobatics +31, Dimension of Time Lore +28, Diplomacy +33, Intimidation +31, Occultism +26, Performance +33

Str +4, **Dex** +9, **Con** +5, **Int** +4, **Wis** +6, **Cha** +9

Telepathic Singer A love siktempora can provide verbal components and auditory performances for their composition spells even though they can't speak. They do so without needing to make noise, as all creatures within range of their telepathy hear the components in their mind. However, the siktempora can do so only as long as at least one other creature with an Intelligence modifier of +0 or higher is within the range of their telepathy.

Temporal Sense As misery siktempora.

AC 38; **Fort** +25, **Ref** +31, **Will** +28

HP 210, regeneration 50 (deactivated by evil, mental, or orichalcum; page 308); **Immunities** disease, emotion, poison

Deflect Aggression \curvearrowright (emotion, enchantment, mental, occult) **Trigger** The love siktempora is targeted by an attack; **Effect** The siktempora glows with compassion, deflecting the attacker's aggression. The siktempora gains a +2 circumstance bonus to their AC and resistance 15 against the triggering attack, and the attacker must attempt a saving throw against the siktempora's heartsong (see below).

Uncanny Pounce \blacklozenge As misery siktempora.

Speed 50 feet; *air walk*

Ranged \blacklozenge emotional bolt +31 (agile, range increment 80 feet), **Damage** 3d10+10 piercing plus 1d10 mental and heartsong

Occult Innate Spells DC 37; **8th** *blink*; **4th** *dimension door* (at will);

Constant (8th) *air walk*

Bard Composition Spells 3 Focus Points, DC 37;

8th *lingering composition* (Core Rulebook 387); **Cantrips (8th level)** *inspire courage* (Core Rulebook 386), *inspire defense* (Core Rulebook 386)

Heartsong (emotion, enchantment, mental, occult) A creature that takes mental damage from the love siktempora's emotional bolt must succeed at a DC 37 Will save or become fascinated by the siktempora until the end of the target's next turn. Hostile actions don't end this fascinated condition.

Love's Impunity The love siktempora's emotional bolt Strike doesn't trigger reactions that normally trigger based off making a ranged attack.

Telepathic Ballad \blacklozenge (emotion, enchantment, mental, occult) The love siktempora casts *inspire courage* or *inspire defense*. It increases the area to a 200-foot emanation and increases the status bonuses the cantrip provides to +2.



HATRED SIKTEMPORA

Spawned by acts and legacies of cold-blooded spite, hatred siktemporas kill indiscriminately out of pure loathing, methodically hunting down and slaughtering anyone who catches their vile attention. Fortunately for mortals, they typically limit their predations to the Dimension of Time, where they hunt down creatures foreign to that realm—and some native to it.

Hatred siktemporas appear roughly humanoid, but their gaunt forms resemble bone and tendon more than flesh and skin. Adding to their unnerving appearance, their legs have an additional segment between their shin and thigh, and likewise for their eerily long arms. Their featureless faces bear only a singular scar, which takes a different form on every hatred siktempora. They clad themselves in immaculate finery chosen from the most vitriolic empires that ever existed, in the past and the future, and they form a magical garrote as a manifestation of their cold malice.

HATRED SIKTEMPORA

CREATURE 18

RARE NE MEDIUM SIKTEMPORA TIME

Perception +33; darkvision

Languages Aklo (can't speak any language); telepathy 500 feet (page 308)

Skills Athletics +35, Deception +32, Dimension of Time Lore +32, Intimidation +32, Stealth +32

Str +9, **Dex** +6, **Con** +4, **Int** +4, **Wis** +7, **Cha** +6

Temporal Sense As misery siktempora.

AC 42; **Fort** +28, **Ref** +30, **Will** +33

HP 240, regeneration 50 (deactivated by good, mental, or orichalcum; page 308); **Immunities** disease, emotion, poison

Impending Dread (aura, emotion, fear, mental, occult) 150 feet. Creatures within the hatred siktempora's aura don't reduce the value of their frightened condition automatically at the end of their turns.

Uncanny Pounce ♦ As misery siktempora.

Punish Flight ↻ **Trigger** A creature attempts to Escape from the hatred siktempora; **Effect** The siktempora makes a loathing garrote Strike against the triggering creature. This Strike doesn't have Improved Grab.

Speed 80 feet; *air walk*

Melee ♦ loathing garrote +35 (cold, reach 10 feet), **Damage** 3d10+17 cold plus Improved Grab (page 305)

Occult Innate Spells DC 40; **9th** *blink*; **4th** *dimension door* (at will); **Constant (9th)** *air walk*

Contorted Clutch The hatred siktempora can have up to two creatures grabbed with their loathing garrote at once.

Vindictive Crush ♦ **Frequency** once per round; **Requirements** The hatred siktempora has a creature grabbed; **Effect** The hatred siktempora tightens their garrote, dealing 5d10 bludgeoning damage to each creature they're Grabbing. Each creature grabbed by the siktempora must attempt a DC 40 Fortitude save.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and can't breathe or speak while it remains grabbed; it must hold its breath or begin suffocating.

Critical Failure As failure, but double damage and the creature becomes restrained and can't speak for 1 round after it's no longer grabbed.



SIKTEMPORA LAIRS

While many siktemporas on the Material Plane seek out the emotions that built them with utmost fervor, after eons of emotional intensity, some claim an area for their respite. A love siktempora might live in the attic of a coffee shop whose employees are skilled matchmakers, while a hatred siktempora might dwell beneath the floorboards of a vindictive organization that seeks to spread injustice.



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SKELETON ORIGINS

Necromancers occasionally add a little something extra to skeletons they animate, but sometimes skeletons can pick up aspects of their environment. Skeletons that spend centuries in an underground cavern with a lava lake often end up blazing. Corpses whose graves become overrun with briars and brambles sometimes rise with life-draining thorns, while skeletons in vermin-infested earth often take some of those vermin with them when animated.

SKELETONS

Almost any creature that had bones in life and leaves them behind in death can become a shambling, undead skeleton—humanoids, beasts, aberrations, fey, and more.

SKELETON ABILITIES

In addition to the special abilities on page 298 of *Pathfinder Bestiary*, you can add these abilities to a skeleton. If you give a skeleton more than one extra ability, you might want to increase its level and adjust its statistics.

Blaze The skeleton is wreathed with fire, which doesn't consume its bones or gear. The skeleton gains immunity to fire and weakness 5 to cold, loses its resistance to cold, and its Strikes deal additional persistent fire damage equal to half the skeleton's level (minimum 1 damage).

Bone Missile ♦♦ The skeleton yanks a rib from its ribcage to use as an arrow or javelin. The skeleton loses HP equal to its level (minimum 1), then makes a ranged Strike. This uses the attack bonus of whichever of the skeleton's other Strikes has the highest attack bonus and deals piercing damage equal to that Strike's damage plus the skeleton's level (minimum 1).

Bone Powder When the skeleton takes physical damage from a critical hit, one of its bones is pulverized into a fine powder. All creatures in a 5-foot emanation that breathe take 1d6 persistent poison damage (plus an additional 1d6 for every 6 levels the skeleton has).

Skeleton of Roses Thick briars have grown through the skeleton's bones, covering it in red roses with inch-long thorns. The skeleton's unarmed melee Strikes deal additional piercing damage equal to 1/3 the skeleton's level (minimum 1 damage). At the end of each of its turns, if the skeleton has caused piercing damage with its thorns, it regains HP equal to its level (minimum 1). Each time the skeleton regains HP in this way, another rose blossoms.

HARPY SKELETON

A live harpy's song is compelling and captivating; a harpy skeleton's is anything but, rending the target's mind.

HARPY SKELETON

CREATURE 5

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +9; darkvision

Skills Acrobatics +11, Intimidation +13

Str +4, **Dex** +4, **Con** +2, **Int** -5, **Wis** +0, **Cha** +4

AC 22; **Fort** +11, **Ref** +15, **Will** +9

HP 60, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 20 feet, fly 40 feet

Melee ♦ talon +15 (agile), **Damage** 2d6+7 slashing

Melee ♦ club +15, **Damage** 1d6+7 bludgeoning

Ranged ♦ club +15 (thrown 10 feet), **Damage** 1d6+7 bludgeoning

Shriek ♦♦ (auditory, concentrate, emotion, fear, mental) The harpy skeleton emits an unearthly, bone-chilling scream that deals 4d10 mental damage to all creatures in a 30-foot cone (DC 26 basic Will save). A creature that fails its save is frightened 1 (or frightened 2 on a critical failure). The harpy skeleton can't Shriek again for 1d4 rounds.

TYRANNOSAURUS SKELETON

A massive dinosaur predator makes for a fearsome skeleton.

TYRANNOSAURUS SKELETON

CREATURE 9

NE GARGANTUAN MINDLESS SKELETON UNDEAD

Perception +17; darkvision



Skills Athletics +22

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

AC 27; **Fort** +20, **Ref** +13, **Will** +17

HP 140, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

Speed 40 feet

Melee ♦ jaws +20 (deadly d12, reach 20 feet), **Damage** 2d12+9 piercing plus Grab (page 305)

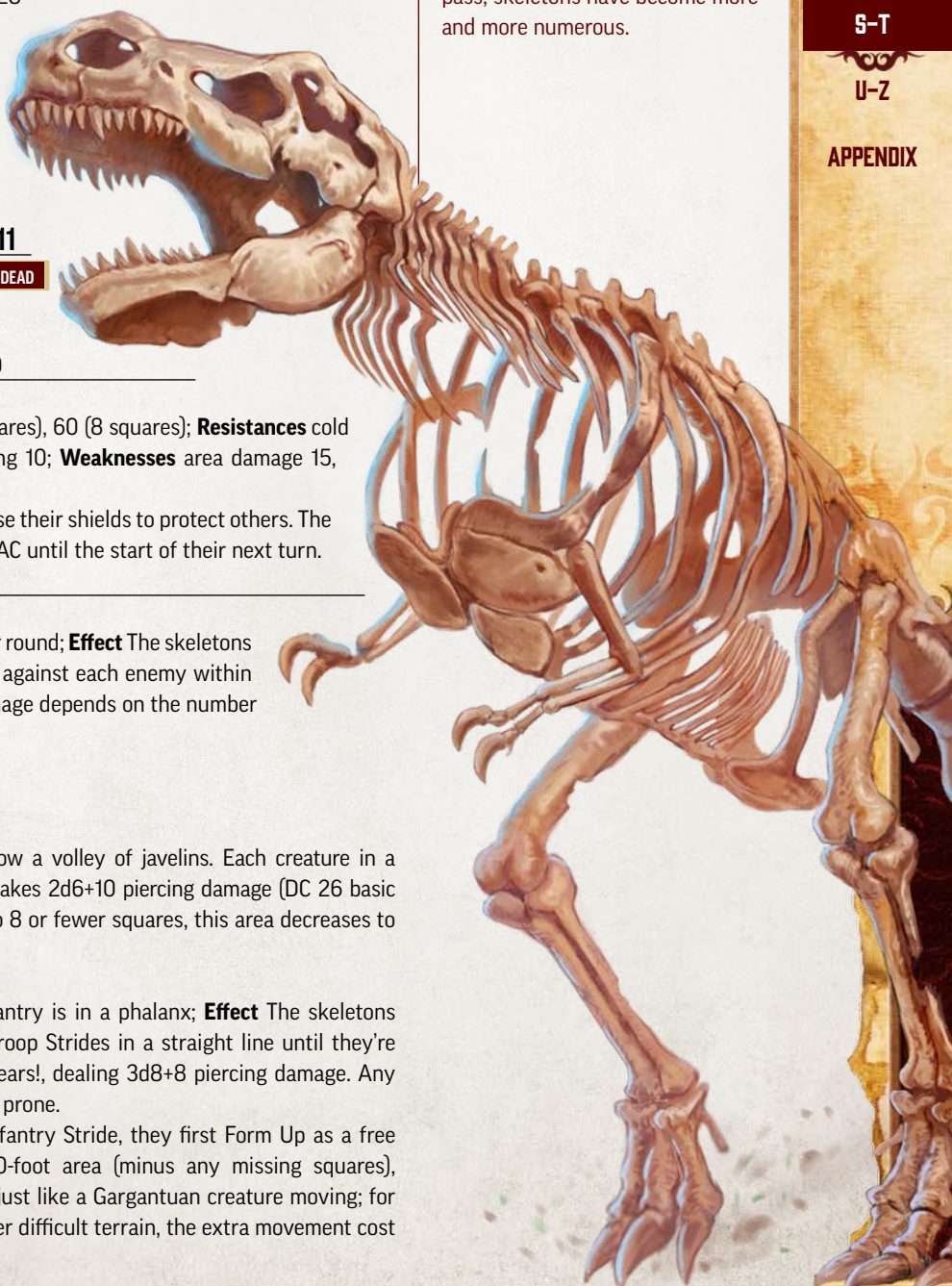
Melee ♦ foot +20 (reach 15 feet), **Damage** 2d10+9 bludgeoning

Rib Skewer ♦ The tyrannosaurus skeleton bends down, attempting to skewer one adjacent creature on one of its massive ribs. The creature takes 2d10+9 piercing damage (DC 28 basic Reflex save). If the creature fails its save and is Medium or smaller, it's also impaled and stuck to the rib. It moves with the skeleton and takes 2d6 persistent bleed damage until it either Escapes or someone uses Force Open to break the rib (either is DC 28).

Trample ♦♦♦ Huge or smaller, foot, DC 28 (page 306)

SKELETON INFANTRY

This troop of skeletons was once a cohort of highly disciplined spear-and-shield infantry from an ancient empire.



SKELETON INFANTRY CREATURE 11

NE GARGANTUAN MINDLESS SKELETON TROOP UNDEAD

Perception +17; darkvision

Skills Athletics +18

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

AC 31; **Fort** +21, **Ref** +18, **Will** +19

HP 180 (16 squares); **Thresholds** 120 (12 squares), 60 (8 squares); **Resistances** cold 5, electricity 5, fire 5, piercing 10, slashing 10; **Weaknesses** area damage 15, splash damage 8

Form a Phalanx ♦ Many of the skeletons raise their shields to protect others. The infantry gain a +2 circumstance bonus to AC until the start of their next turn.

Troop Defenses (page 306)

Speed 25 feet; troop movement

Lower Spears! ♦ to ♦♦♦ **Frequency** once per round; **Effect** The skeletons engage in a coordinated long spear attack against each enemy within 10 feet (DC 27 basic Reflex save). The damage depends on the number of actions.

- ♦ 2d8 piercing damage
- ♦♦ 3d8+8 piercing damage
- ♦♦♦ 4d8+8 piercing damage

Hurl Javelins! ♦♦ The troop's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the troop takes 2d6+10 piercing damage (DC 26 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Form Up ♦ (page 305)

Phalanx Charge ♦♦ **Requirements** The infantry is in a phalanx; **Effect** The skeletons lower their longspear and charge. The troop Strides in a straight line until they're adjacent to an enemy then use Lower Spears!, dealing 3d8+8 piercing damage. Any creature that fails its save is also knocked prone.

Troop Movement Whenever the skeleton infantry Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the infantry enter difficult terrain, the extra movement cost applies to all the guards.



RADIANT REBIRTH

When the powerful lich called the Whispering Tyrant returned from imprisonment, he unleashed the *Radiant Fire* that laid waste to several towns and cities around his prison of Gallowspire. Most of the fallen were left where they died, slowly steeping in necromantic energy. In the early days after these attacks, zombies commonly roamed the area, but as the years pass, skeletons have become more and more numerous.



MOCKERIES OF MASCULINITY

Skelm women don't appear to exist.

The few researchers who have tracked skelm mating behavior have found skelms' offspring are undifferentiated members of the mother's ancestry. The fact that skelms are cruelly manipulative shapeshifters, but all male, has led to the theory that skelms are the mystical male counterpart to hags.

SKELM

Rage-filled skelms are drawn to any settlement with more than a few hundred souls. Using magical disguises and leveraging societal norms to their benefit, these antlered monsters crave fearful respect and brutally punish any who dare disagree with their lofty opinions, even in the slightest degree. Although quite dangerous on their own, skelms are at their deadliest when leading an angry mob. Their cruel and exploitative nature has made their name synonymous with villainy.

An existing skelm can transform any evil humanoid who's overwhelmed with rage into one of their kind. Skelms heap enraging humiliation on potential new brothers as a form of indoctrination, convincing these recruits that some other person or group is responsible for their misery. This practice ensures skelms begin their new existence with sufficient vitriol to plot their revenge.

Many newly forged skelms carry on their lives in the roles they held as mortals; and in fact, these roles often shape the type of skelm they become.

Skelms can arise among members of nearly any ancestry, though they're more common among cultures with deeply entrenched gender roles, unjust hierarchies, and those that don't offer healthy ways to experience and process anger.

STREET SKELM

Street skelms abuse the deference given to elders and the well-to-do in public spaces, appearing as such so they can verbally or physically punish those who dare defy their cruel sensibilities. To excuse his actions or gather allies, a street skelm might rant about a target, building a pretense of some vague threat the target poses to the community's social order. These rantings can rally a mob to carry out the skelm's violence against his target, some of whom even act out of fear against becoming the skelm's next target. Street skelms have little of the magical talents possessed by their more powerful peers, mostly relying on brute force.

Street skelms typically dress in old-fashioned styles, always including a hat or hood that can cover their distinctive features. They often walk with a cane, walking staff, or other prop suitable for bludgeoning those who offend their delicate egos or challenge their tenuous sense of control.

STREET SKELM

CREATURE 3

LE MEDIUM HUMANOID SKELM

Perception +8; scent (imprecise) 30 feet

Languages Aklo, Common

Skills Athletics +9, Deception +9, Intimidation +11, Occultism +8, Stealth +9

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

Items staff

AC 18; **Fort** +10, **Ref** +9, **Will** +8; -1 to all saves vs. emotion effects

HP 55; **Weaknesses** cold iron 3

Attack of Opportunity (page 304)

Speed 25 feet

Melee fist +12 (agile, magical), **Damage** 1d6+6 bludgeoning plus Grab (page 305)

Melee antler +12 (magical), **Damage** 1d10+6 piercing plus Knockdown (page 305)

Melee staff +13 (two-handed d8), **Damage** 1d4+7 bludgeoning

Ranged rock +9 (range increment 20 feet), **Damage** 1d6+6 bludgeoning

Change Shape (concentrate, occult, polymorph, transmutation) The street skelm can take on the appearance of any Medium male humanoid (page 304). This doesn't



change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Frightening Rant ◆ (auditory, concentrate, emotion, enchantment, fear, linguistic, mental, occult) The skelm rants angrily, filling nearby creatures with shame, fear, and anger. Each creature within 30 feet must succeed at a DC 20 Will save or become frightened 1 (frightened 2 on a critical failure). While frightened by this rant, creatures take a -2 status penalty to Strength-based damage rolls against the skelm, but gain a +2 status bonus to those rolls against other creatures.

Punishing Strike ◆ The skelm unleashes his constant rage in a reckless attack that makes him flat-footed until the start of his next turn. He Strikes; if he hits, he increases the number of damage dice by one and adds Push to the effect. This counts as two attacks for his multiple attack penalty.

SHRINE SKELM

The unquestioned authority that a priest wields, with influence over even the most intimate details of a congregation's lives, is the ultimate prize for a shrine skelm. Most shrine skelms insinuate themselves into positions of judgment in powerful religious groups to gain that power for their own use and abuse. Shrine skelms wear the old-fashioned, traditional apparel of whatever faith they've infiltrated, brandishing religious symbols made of precious metals to better blend in and give an impression of age and power.

No matter what religion they infiltrate, a shrine skelm is a master at taking established teachings out of context to justify elaborate, painful, and often humiliating punishments for his victims. He usually targets people with the audacity to question his position or teachings, but also relentlessly harasses anyone he envies.

Shrine skelms are skilled listeners, especially in settings like group prayers where they can learn worshippers' fears or hopes. They exploit whatever information they learn for their own prestige and power, but they also watch for jealousy and the seeds of rage that could be nurtured to make a new skelm. They can even intercept sincere prayers and steal their effects for themselves, and they command several spells to manipulate and control their unwitting, vulnerable victims.

SHRINE SKELM

CREATURE 5

LE MEDIUM HUMANOID SKELM

Perception +11; scent (imprecise) 30 feet

Languages Aklo, Common; telepathy 30 feet (page 306)

Skills Athletics +12, Deception +14, Intimidation +14, Occultism +11, Religion +11, Stealth +12, Thievery +12

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

Items silver religious symbol

AC 22; **Fort** +13, **Ref** +12, **Will** +11; -1 to all saves vs. emotion effects

HP 80; **Weaknesses** cold iron 5

Seize Prayer ☞ (abjuration, concentrate, occult); **Trigger** A creature the shrine skelm can hear within 30 feet Casts a divine Spell with a verbal component; **Effect** The shrine skelm utters an incantation and attempts to counteract the triggering spell (counteract modifier +14, counteract level 3rd). If he successfully counteracts the spell, the skelm and the caster each take 1d8 mental damage per level of the triggering spell, and if the spell had one or more targets, the skelm learns its effect and can allow the spell's effects to continue with himself as the only target (any other effect is still counteracted).

Speed 25 feet

Melee ◆ fist +15 (agile, magical), **Damage** 2d4+7 bludgeoning plus Grab (page 305)

Melee ◆ antler +15 (magical), **Damage** 2d8+7 piercing plus Knockdown (page 305)

Occult Innate Spells DC 22; **3rd command, enthrall, mind reading** (×3), *soothe*

Change Shape ◆ (concentrate, occult, polymorph, transmutation) As street skelm.



SKELM ANTLERS

All skelms have branching antlers resembling those of a stag. Skelms with smaller antlers shame and bully skelms with larger antlers, although they always use some other excuse. However, skelms pretend they don't have antlers at all when dealing with non-skelms, regardless of evidence or argument. Skelms will even gore enemies with their antlers in combat, even if afterwards they deny the action they obviously just took.



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SKELM SOCIETY

Alliances between skelms rarely last long, as it's only a matter of time before one wounds another's incredibly fragile ego, breaking the alliance. Many form hierarchical clubs with mortal members to delay such conflict while also identifying prospective new skelms.

PALACE SKELM

Skelms crave power, and the palace skelms who stalk the halls where such power concentrates are among the most dangerous of their kind. They assume titles that allow them maximum freedom to punish or hurt others with minimal oversight: any vindictive guard captain, tyrannical viceroy, or needlessly cruel magistrate could be or become a palace skelm. They delight in the wealth and status of their positions, garbing themselves in ornate finery that reflects their station.

Palace skelms ingratiate themselves with powerful individuals and gather followers by stoking fears of losing long-held or hard-earned power—especially power gained through illicit means. They undermine their enemies by encouraging competition, jealousy, and outright paranoia by way of magic and false messages. These skelms possess an unnatural ability to twist spoken words and worm their manipulative magic into others' speech, sowing confusion and hatred that might explode into violence.

A political upheaval is a palace skelm's greatest fear and opportunity alike, upsetting the balance of power he has built but providing countless new opportunities to sow hatred and evil. This conflicting goal leads palace skelms to self-sabotage and undermine their own efforts more than any other skelm.

PALACE SKELM

CREATURE 8

LE MEDIUM HUMANOID SKELM

Perception +15; **scent** (imprecise) 30 feet

Languages Aklo, Common; *tongues*

Skills Athletics +18, Deception +21, Diplomacy +17, Intimidation +17, Occultism +16, Society +16, Stealth +16, Thievery +16

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

Items signet ring

AC 27; **Fort** +17, **Ref** +16, **Will** +15; -2 to all saves vs. emotion effects

HP 155; **Weaknesses** cold iron 10

Corrupt Speech (auditory, illusion, linguistic, occult); **Trigger** The skelm hears a creature speak within 30 feet; **Effect** The skelm sows paranoia by putting treacherous words on another's lips. The skelm whispers up to 12 words and attempts a Deception check against the Perception DC of a creature other than the triggering creature within 30 feet.

Critical Success The target hears the skelm's words as if they were spoken by the triggering creature. This can alter linguistic effects. The skelm also casts *paranoia* or *suggestion* on the target, if he likes.

Success As critical success, except the skelm can't cast *paranoia* or *suggestion*.

Failure The target doesn't hear the skelm's words, and they have no effect.

Critical Failure The target hears the skelm speak the words.

Speed 25 feet

Melee fist +20 (agile, magical), **Damage** 2d8+9 bludgeoning plus Grab (page 305)

Melee antler +20 (magical), **Damage** 2d12+9 piercing plus Knockdown (page 305)

Occult Innate Spells DC 26; **4th** *clairaudience*, *enthral*, *outcast's curse*, *paranoia* (at will), *private sanctum*, *suggestion*; **2nd** *invisibility* (x3); **Cantrips (5th)** *daze*, *message*; **Constant (5th)** *tongues*

Rituals DC 26; *inveigle*

Change Shape (concentrate, occult, polymorph, transmutation)
As street skelm.

Incite Violence (emotion, enchantment, occult, mental) **Frequency** once per day; **Effect** The skelm gives an impassioned speech calling for his followers to act upon their convictions. Each creature within 30 feet must attempt a DC 24 Will save.



Critical Success The creature can immediately Strike an adjacent creature of its choosing.

Success The creature is unaffected.

Failure The creature immediately Strikes an adjacent creature; if multiple creatures are adjacent, the skelm chooses the target. If no creatures are adjacent, the creature is flat-footed and fascinated with the skelm until the start of its next turn.

SOUL SKELM

Soul skelms arise not from mortal men but from other skelms, as their long-held wrath slowly twists them and replaces lingering fragments of their mortality with even more fiendish aspects. These skelms bully and exploit the souls of the dead, binding souls and undead to keep themselves indefinitely young. They bully living victims as well, stoking regret and shame even from inconsequential minutiae or outright fabrications until these feelings become unbreakable ties that the skelm can leverage from beyond the grave. A soul skelm's attentions can leave a victim isolated from friends and allies, making them all the more susceptible to the skelm's manipulations.

Ambitious soul skelms—often those who arise from palace skelms—search out powerful, high-strung mortals and trick them into bringing ridicule or shame on themselves. After their victim's death, the skelms gleefully remind them of their mortal failings, feeding on their despair.

SOUL SKELM

CREATURE 10

UNCOMMON LE MEDIUM FIEND HUMANOID SKELM

Perception +19; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common

Skills Athletics +22, Deception +21, Occultism +19, Society +19, Stealth +17

Str +6, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7

Items +1 striking ghost touch spiked chain

AC 29; **Fort** +19, **Ref** +17, **Will** +21; -2 to all saves vs. emotion effects

HP 170; **Immunities** possession; **Weaknesses** cold iron 10

Speed 30 feet

Melee ♦ fist +22 (agile, evil, magical), **Damage** 2d8+12 bludgeoning plus Grab (page 305)

Melee ♦ antler +22 (evil, magical), **Damage** 2d12+12 piercing plus Knockdown (page 305)

Melee ♦ spiked chain +23 (disarm, evil, magical, trip), **Damage** 2d8+12 slashing plus Knockdown (page 305)

Occult Innate Spells DC 29; **7th** plane shift (self only; Astral or Material Plane only);

5th harm, illusory creature, mind probe, modify memory; **4th** dimension door (at will); **2nd** invisibility (at will), silence (at will)

Bully the Departed ♦ (auditory, emotion, mental, occult, enchantment) The skelm draws upon the spirit of one of his deceased victims, tormenting their soul beyond the grave. Until the end of his next turn, the soul skelm gains regeneration 15 (deactivated by force or good; page 306), and he deals an extra 1d8 evil damage on his Strikes.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) As street skelm.

Isolating Lash ♦♦ (illusion, occult) The soul skelm makes a melee Strike trailing a wave of shadowy illusions. The skelm is flat-footed until the start of his next turn. If the Strike is successful, the skelm increases the number of damage dice by one, and the target must attempt a DC 29 Will save. On a failure, the target becomes invisible, inaudible, and otherwise imperceptible to its allies for 4 rounds, and it likewise can't see, hear, or otherwise perceive those allies. Regardless of the outcome, the creature is temporarily immune to Isolating Lash for 24 hours.



SKELM ORIGINS

The transformation from man to skelm takes place over a remarkably short period of time—sometimes as little as a few hours—as the physical changes involved are relatively minor compared to the emotional devotion required.





SKITTERSTITCH

Skitterstitches are eight-legged skinstitches crafted to resemble giant spiders. These elite skinstitch variants have different attacks from the standard skinstitch, including a deadly poison. Skitterstitches always house spider swarms within their bodies, which scuttle forth upon their host's destruction.

SKINSTITCH

Skinstitches' hulking frames are made from flayed humanoid skin stuffed with straw and poisonous insects. The dark god Norgorber grants the secrets for creating these monstrosities in disturbing dreams he sends to select adherents, in which the dreamer imagines himself skinning a beloved pet, friend, or family member. Those that accept these teachings become skinstitchers.

The creation of a skinstitch is a crude process compared to the making of a more advanced construct like a golem. Rough stitching, imprecise shapes, and shoddy materials give a skinstitch its patchwork appearance.

While most skinstitches have vaguely humanoid shapes, they often appear monstrous due to various modifications their creators have made to their bodies. Some skinstitches' arms, for instance, might bear jagged metal blades or blunt iron rods. The most talented skinstitchers rarely bother with the humanoid form at all and instead opt to craft skinstitches that resemble other creatures sacred to Norgorber, such as scorpions, centipedes, or spiders. Rumors lurk of skinstitchers who can use exotic materials like steel, daemon flesh, or even magical shadows for their creations.

The rotting materials used to build skinstitches tend to attract vermin, which can in turn form a hive or nest within the creations' bodies.

Skinstitchers consider the presence of such tenants to be a sure sign of Norgorber's approval.



SKINSTITCH

CREATURE 5

UNCOMMON N LARGE CONSTRUCT MINDLESS

Perception +12; darkvision

Skills Athletics +15

Str +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +0, **Cha** +0

AC 22; **Fort** +16, **Ref** +14, **Will** +7

HP 95; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 5

Pest Haven The rotting hides and molding straw stuffing of skinstitches are ideal nesting grounds for vermin and insect swarms. Any animal swarm sharing a space with a skinstitch gains fast healing 3. Additionally, if a creature deals at least 10 piercing or slashing damage to the skinstitch at once, the swarm can use its swarming bites Strike (or similar attack) against the attacker as a reaction.

Speed 25 feet

Melee ✦ blade +15 (agile, sweep), **Damage** 2d4+8 slashing

Melee ✦ cudgel +15 (forceful, reach 10 feet), **Damage** 2d8+8 bludgeoning

Flay ✦✦ The skinstitch makes a blade Strike against an animal or humanoid. On a success, the skinstitch slices a long strip of flesh from the target; if the skinstitch dealt damage, it deals an additional 1d6 persistent bleed damage.

Stitch Skin ✦ (manipulate) **Requirements** The skinstitch hasn't used this ability since the last time it successfully used its Flay ability; **Effect** The skinstitch sews flayed flesh to its body to seal tears and rents. The skinstitch regains 8 Hit Points.

SKULL PEELER

Skull peelers, despite their ferocious and well-deserved moniker, are considered by many to be downright adorable, especially when viewed from a safe distance. Their soft, dappled brown fur helps them hide in forest canopies, and they have shimmering insectile wings and big eyes that draw in the faintest beams of light. At first glance, a skull peeler looks like a cuddly pet or a wizard's familiar. Any illusions of domesticating such a beast are quickly dismissed upon seeing how a skull peeler eats, however.

Skull peelers have evolved to hang motionlessly in treetop canopies as they wait until appropriate prey appears, usually long-necked dinosaurs but also brachiating primates and large birds. The skull peeler then lashes out with its long tongue, severing the creature's head from its body and pulling the detached cranium back into its hungry paws. It then uses its claws to crack open the cranial cavity—hence its name—before lapping up the tasty insides.

Despite skull peelers' gruesome eating habits, some enterprises and individuals can't resist the urge to add these beasts to their menageries. Fey and other creatures with ties to the First World, such as gnomes, can occasionally coax a skull peeler into a form of domestication. While the adorable beasts can never be fully tamed due to their hyper-evolved hunting instincts, they can be bribed with food and, if kept satiated, displayed on a perch or indoor terrarium as an example of their master's cunning and deadliness. As often as not, these pseudo-domesticated skull peelers end up devouring a guest, pet, or their would-be owner, but this possibility doesn't stop up-and-coming crime lords from attempting to domesticate the little predators. Skull peelers kept in well-managed zoos fare somewhat better, but these clever creatures don't always stay in their cages, which has led to wild skull peelers in places travelers might not expect.

SKULL PEELER

CREATURE 6

N **SMALL** **BEAST**

Perception +17; low-light vision

Skills Acrobatics +12, Athletics +15, Stealth +16

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

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

HP 75

Snatch Skull **Trigger** The skull peeler is using Perfect Camouflage and a creature moves into a space within 15 feet of it; **Effect** The skull peeler Leaps toward the triggering creature and Strikes with its tongue. If this Strike is successful, the skull peeler automatically Grabs (page 305) the target with its tongue.

Speed 20 feet, climb 15 feet, fly 10 feet

Melee **◆** tongue +17 (agile, fatal d12, reach 10 feet), **Damage** 2d4+8 slashing plus 1d8 persistent bleed

Melee **◆** claw +17, **Damage** 2d10+8 slashing

Anticoagulant The skull peeler's razor-sharp tongue is coated in an anticoagulant substance that makes wounds it inflicts particularly hard to close. The DC of the flat check to end the persistent bleed damage from a skull peeler's tongue is 16, or 11 with appropriate assistance.

Perfect Camouflage **◆** (concentrate) **Requirements** The skull peeler is in a treetop or standing on a tree limb; **Effect** Until the next time it acts, the skull peeler hangs perfectly still, blending into the treetop surroundings. It has an automatic result of 36 on Stealth checks and DCs to Hide from any creature more than 10 feet away from it.



A GRIM NATURE

While explorers and adventurers who encounter skull peelers in the wild often assume the small beasts resulted from some ill-advised magical experiment by a foolish wizard, they're actually a naturally occurring species. Though their unusual assembly of characteristics might carry some minor First World influence, skull peelers evolved from other tree-dwelling mammals over thousands of years. In their current form, they're successful predators in their environment, mostly feeding on long-necked dinosaurs—prey that other, much larger carnivores still struggle to bring down!



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APPENDIX



SEA SKULLS

Skull swarms are most commonly encountered amid ruins where vast and uncontrolled necromantic energies have erupted, but they can also appear in aquatic environments with clusters of clacking skulls from merfolk and sea devils, feral skulls of fish and cetaceans, or even disembodied shark jaws and cephalopod beaks. Such swarms have a swim Speed, rather than a fly Speed or land Speed.

SKULL SWARM

A skull swarm is composed of reanimated masses of craniums and jawbones, forming a terrifying avalanche of undead fury. Most skull swarms are mindless, though some retain a vestige of wit, awareness, and even magical talents from life, culminating in a highly intelligent swarm mind.

CLACKING SKULL SWARM

Roiling about in seething waves of bleached death, clacking skull swarms arise from the remains of dozens of beheaded humanoids. The horrible clattering of the skulls' onslaught drives their prey to distraction even while they try to flee in terror.

CLACKING SKULL SWARM

CREATURE 10
NE **LARGE** **MINDLESS** **SWARM** **UNDEAD**
Perception +18; darkvision

Skills Acrobatics +19

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

AC 29; **Fort** +20, **Ref** +19, **Will** +16

HP 120, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, cold 10, electricity 10, fire 10, piercing 10, slashing 10

Boneshard Burst When a clacking skull swarm is reduced to 0 Hit Points, it erupts in an explosion of foul energy and bone fragments in a 30-foot burst, dealing 2d12 piercing damage and 2d12 negative damage (DC 29 basic Reflex save).

Chattering Teeth (arcane, auditory, aura, emotion, enchantment, incapacitation, mental) 60 feet. A clacking skull swarm emits a cacophony of chattering. A creature entering or beginning its turn within the area must succeed at a DC 29 Will save or become confused for 1 round. A creature that successfully saves is immune to that swarm's chattering teeth for 24 hours. The swarm can stop or resume this ability as a free action.

Speed 25 feet

Shrieking Scream ◆◆ (auditory, emotion, enchantment, fear, mental) The clacking skull swarm emits a terrifying, painful scream that deals 10d6 sonic damage to all creatures in a 30-foot cone (DC 29 basic Will save). A creature that fails this save is also frightened 1 (frightened 2 on a critical failure). The swarm can't use Frightening Scream again for 1d4 rounds.

Swarming Gnaw ◆ Each enemy in the swarm's space takes 4d8 piercing damage (DC 29 basic Reflex save).

FERAL SKULL SWARM

Some skull swarms are crafted from the heads of feral and dangerous beasts. These can include predatory cats, bears, dinosaurs, and the like, but just as often they're made from bulls, horses, apes, and other creatures that were gentler in life. In death, a feral skull swarm is bloodthirsty regardless of its origins, with a keen scent for living flesh. Even herbivore skulls diligently chew on the flesh of their swarm's victims.

FERAL SKULL SWARM

CREATURE 12
UNCOMMON **NE** **HUGE** **MINDLESS** **SWARM** **UNDEAD**
Perception +21; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +22, Survival +21

Str +0, **Dex** +4, **Con** +7, **Int** -5, **Wis** +3, **Cha** +4

Feral Trackers A feral skull swarm gains a +2 circumstance bonus to Perception checks to Seek and to Survival checks to Track, both against any creature that has taken damage from the swarm's Feral Gnaw within the previous 24 hours.

AC 32; **Fort** +25, **Ref** +22, **Will** +19


HP 160, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, cold 10, electricity 10, fire 10, piercing 10, slashing 10
Boneshard Burst As clacking skull swarm, but 3d12 piercing and 2d12 negative, DC 32.
Speed 40 feet

Feral Gnaw ◆ Each enemy in the swarm's space takes 2d6 bludgeoning, 2d6 piercing, and 2d6 slashing damage (DC 32 basic Reflex save). A creature that fails its saving throw also takes 1d10 persistent bleed damage.

Frightening Howl ◆ (auditory, emotion, enchantment, fear, mental) The feral skull swarm emits a terrifying howl. Each creature within 60 feet must succeed at a DC 32 Will save or become frightened 2 (frightened 3 and fleeing for 1 round on a critical failure). Whether it succeeds or fails its save, a creature is temporarily immune to Frightening Howl for 24 hours.

SORCEROUS SKULL SWARM

The act of creating a demilich (*Bestiary* 222) sometimes goes horribly awry, leaving behind a shattered remnant of a once-mighty spellcaster constantly leaking eldritch energies. The ruined spirit animates a cloud of debased copies of itself, glittering with cracked crystals in crude imitation, and it hungers constantly for the magical energies denied it in its corrupted immortality.

Some of the spellcaster's personality remains in the swarm, albeit usually unnaturally split between the skulls. As a consequence, the skulls argue among themselves as warring parts of the personality clamor to be heard, resulting in the swarm's fractious, inconstant attitude.

SORCEROUS SKULL SWARM

CREATURE 14

RARE NE LARGE SWARM UNDEAD

Perception +24; darkvision, *true seeing*

Skills Acrobatics +26, Arcana +28, Occultism +28

Str -3, **Dex** +6, **Con** +4, **Int** +8, **Wis** +4, **Cha** +5

AC 34; **Fort** +22, **Ref** +26, **Will** +26; +1 status to all saves vs. magic

HP 190, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, swarm mind (page 306), unconscious; **Weaknesses** area damage 12, splash damage 12; **Resistances** bludgeoning 6, cold 12, electricity 12, fire 12, piercing 12, slashing 12

Boneshard Burst As clacking skull swarm, but 3d12 piercing and 3d12 negative, DC 34.

Consume Spell ☞ **Trigger** The swarm is targeted with a spell; **Effect** The swarm casts *dispel magic* to counteract the triggering spell. If it successfully counteracts the spell, it gains temporary Hit Points equal to twice the level of the counteracted spell that last for 1 minute.

Speed fly 40 feet

Arcane Innate Spells DC 36, attack +26; **7th** *dispel magic* (at will), *spell turning*; **Cantrips (7th)** *detect magic*, *mage hand*, *telekinetic projectile*; **Constant (7th)** *true seeing*

Siphon Magic (arcane, illusion, mental) ◆◆ The sorcerous skull swarm saps magic from nearby creatures. Any creature with the ability to cast spells (including innate spells) in the swarm's space takes 15d6 mental damage (DC 34 basic Will save); on a failure, the creature is also stupefied 2 (stupefied 3 on a critical failure).

Swarming Gnaw ◆ Each enemy in the swarm's space takes 5d8 piercing damage (DC 34 basic Reflex save).



BEHEADED SWARMS

Skull swarms are closely related to the undead creatures known as beheaded (page 30) and are fundamentally little more than a collection of independent beheaded acting in concert toward their shared goals. In addition to the skull swarms detailed here, swarms of other types of beheaded with corresponding abilities can be found in any region plagued by excessive decapitation.





SKUNK MUSK IN ALCHEMY

In a quest to create less lethal bombs, some alchemists have turned to skunks for inspiration.

Reputedly, the resulting stink bombs are vastly more powerful than naturally occurring skunk musk. Few adventuring groups,

however, encourage their alchemists to deploy such devices.

SKUNK

With their distinctive black bodies and white stripes or spots, skunks are instantly recognizable to most creatures. Those who catch a full blast of musk rarely decide to trouble a skunk again, as the revolting stench can linger for hours or even days. Removing the odor is difficult, typically requiring the aid of alchemy or magic.

SKUNK

These omnivores are most active at twilight, feeding on everything from berries to grubs and insects. Some farmers even encourage the animals to live near their farms to keep destructive pest populations low.

SKUNK

CREATURE -1

N **TINY** **ANIMAL**

Perception +5; low-light vision, scent (imprecise) 40 feet

Skills Acrobatics +5, Athletics +2, Stealth +5

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

AC 15; **Fort** +4, **Ref** +7, **Will** +3

HP 7

Speed 20 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d8 piercing

Spray Musk ♦♦ (poison) The skunk propels a stream of acrid musk in a 10-foot line. Each creature in the line must attempt a DC 16 Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 2.

Critical Failure The target is sickened 2 and takes a -2 penalty to Stealth checks from the horrific odor for 24 hours or until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.

SKUNK, GIANT

Giant skunks thrive in places where their larger size and more potent musk allow them to fend off predators their smaller cousins can't. With larger bodies come more powerful appetites, and giant skunks tend to be aggressive and territorial.

GIANT SKUNK

CREATURE 1

N **LARGE** **ANIMAL**

Perception +6; low-light vision, scent (imprecise) 40 feet

Skills Acrobatics +7, Athletics +6, Stealth +7

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

AC 16; **Fort** +8, **Ref** +9, **Will** +4

HP 21

Speed 25 feet

Melee ♦ jaws +8, **Damage** 1d6+3 piercing

Melee ♦ claw +8 (agile), **Damage** 1d4+3 slashing

Spray Blinding Musk ♦♦ (poison) The giant skunk propels potent, acrid musk in a 15-foot cone. Each creature in the line must attempt a DC 17 Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 3.

Critical Failure The target is blinded for 1 round, becomes sickened 3, and takes a -2 penalty to Stealth checks from the horrific odor for 24 hours or until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.



SLITHERING PIT

A slithering pit is a strange, nearly invisible ooze with an extradimensional space for its digestive system, which mimics the appearance of an acid-filled stone pit. It slowly dissolves its captives in stomach acid until they can be digested. A slithering pit can go weeks without feeding, affording it patience.

Thriving in dilapidated areas, slithering pits take up positions among the plentiful potholes where they can easily pass for just another blemish. They crawl across ramshackle cobblestone streets and damp underground complexes, waiting for unwary prey to stumble by and fall in.

SLITHERING PIT

CREATURE 7

RARE N MEDIUM MINDLESS OOZE

Perception +9; no vision, tremorsense (imprecise) 60 feet

Skills Athletics +18, Stealth +10

Str +7, **Dex** -5, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5


Transparent A slithering pit is so clear it's difficult to spot. A successful DC 30 Perception check is required to notice a stationary slithering pit, and a creature must be Searching to attempt this check. A creature that walks into the pit's space might fall into any pit currently in effect due to Dimensional Pit.


AC 14 (10 from inside the Dimensional Pit); **Fort** +18, **Ref** +6, **Will** +11


HP 220; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Breach Vulnerability Ingesting an extradimensional space like that found in a *bag of holding* deals 6d8 force damage to the slithering pit and its occupants. The slithering pit then immediately uses Out You Go.


Speed 10 feet

Melee  pseudopod +18 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Improved Grab (page 305)

Flurry of Pods  The slithering pit makes a single pseudopod Strike against each target within range it doesn't already have grabbed. These attacks count toward the slithering pit's multiple attack penalty, but the penalty doesn't increase until after all of these attacks.

Dimensional Pit  (conjuration, extradimensional, occult) The slithering pit opens an extradimensional, 20-foot-deep pit that covers its own space and all adjacent squares unless they're walls or similar blocking terrain. Any other creature occupying or entering pit spaces must succeed at a DC 22 Reflex save or fall into the pit, taking damage from the fall (typically 10 bludgeoning damage). Any creature grabbed by the ooze falls in and is no longer grabbed, even if it was outside the pit squares.

While a dimensional pit is open, the slithering pit is immobilized, can't be forced to move, and can make pseudopod Strikes originating from the walls of the pit. A creature that starts its turn at the bottom of the pit takes 2d6 acid damage. Climbing the walls of the pit requires a DC 22 Athletics check. When the slithering pit dies, the dimensional pit closes and creatures inside are ejected, with the effects of Out You Go.

Out You Go  The slithering pit closes all pit spaces it created using Dimensional Pit, ejecting all its occupants onto the ground into random free spaces where the pit opened. Each occupant takes 4d6 bludgeoning damage (DC 22 basic Reflex save).



A LIVING PIT, REALLY?

Slithering pit lore is as strange and confusing as the creature itself. Was it created by a wizard in need of a handy garbage disposal? Did it result from some unfortunate accident involving hungry oozes and one *bag of holding* too many? Why do its insides mimic the appearance of stone, but without the same toughness? Is it some form of camouflage, letting them pass for an oft-ignored hazard? So many questions...

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APPENDIX





SLOTHS, MOTHS, AND MOSS

Sloths tend to gain a green tinge to their fur as they age, a result of a peculiar strain of mossy algae that grows only on these arboreal creatures. This algae, in turn, feeds a unique species of moth that also makes its home exclusively in sloths' fur—along with other parasites, such as beetles and cockroaches.

SLOTH

Despite their long, hooked claws being one of their most distinctive features, sloths are herbivorous creatures. Smaller sloths use their claws to climb from tree to tree, seeking fruits and young leaves among the canopy. Larger species can reach up to 20 feet tall and weigh more than 10,000 pounds.

THREE-TOED SLOTH

The diminutive three-toed sloth is a solitary, tree-dwelling creature. Possessing a gentle nature and unassuming countenance, it has little to defend itself with other than its surprisingly fearsome climbing claws. These sloths are sometimes used as lookouts by secretive druid enclaves, as the symbiotic algae in their fur makes them difficult to spot in tree canopies, though their slow speed leaves them vulnerable on the ground.

THREE-TOED SLOTH

CREATURE -1

N **TINY** **ANIMAL**

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Athletics +5 (+7 to Climb), Stealth +5 (+7 to Hide and Sneak while in a tree), Survival +4

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

AC 14; **Fort** +7, **Ref** +5, **Will** +3

HP 10

Speed 5 feet, climb 10 feet

Melee ✦ claw +6, **Damage** 1d6+2 slashing

Rend ✦ claw (page 306)

MEGATHERIUM

Megatheriums dwell deep within ancient forests and humid jungles. Fiercely territorial, these immense creatures are often smelt before seen. Though they travel on all fours, megatheriums can reach foliage 20 feet above the forest floor by standing on their hind legs and short, thick tails. Their enormous foreclaws, used to bend tree limbs within reach of their mouths, can cleave a horse in two and crush its rider.

The musk of the megatherium serves as a warning to potential predators and other megatheriums that they're too close. Adult megatheriums are so territorial that most don't reproduce more than twice in their lifetime. Though the creatures regularly patrol their territory for intruders, they tend to avoid settlements unless food has become scarce. When they do stray into towns, they've been known to devour entire orchards in a day.

MEGATHERIUM

CREATURE 5

N **HUGE** **ANIMAL**

Perception +13; low-light vision, scent (imprecise) 60 feet

Skills Athletics +16, Stealth +9, Survival +11

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

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Musk (aura, olfactory) 20 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 19 Fortitude save or become sickened 1. While inside the aura, affected creatures take a -1 circumstance penalty to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, climb 10 feet

Melee ✦ claw +15 (reach 10 feet), **Damage** 2d8+8 slashing plus Knockdown (page 305)

Melee ✦ foot +15 (agile), **Damage** 2d6+8 bludgeoning

Rend ✦ claw (page 306)



SNAKE

While normally solitary creatures, snakes sometimes congregate in large masses. Whether gathered in the depths of a cave for warmth, a craggy mountainside for breeding, or through magical means for inscrutable purposes, these slithering swarms shouldn't be underestimated.

RAT SNAKE SWARM

A solitary snake might be no cause for alarm, but a hissing mass of frenzied snakes can make even seasoned adventurers shudder. Rat snakes can reach lengths of up to 10 feet, and they gather en masse to hibernate as well as to breed. Though nonvenomous, these territorial snakes will strike anything that threatens them.

RAT SNAKE SWARM

CREATURE 2

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

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10, Stealth +8

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

AC 16; **Fort** +8, **Ref** +10, **Will** +6

HP 20; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 3, piercing 5, slashing 5

Mass Wriggle **Trigger** The rat snake swarm takes damage from a melee Strike; **Effect** Snakes slither up and around the creature's weapon and limbs. The target must succeed at a DC 15 Will save or become frightened 1.

Speed 20 feet, climb 20 feet, swim 20 feet

Swarming Strikes **◆** Each enemy in the swarm's space takes 1d8 piercing damage (DC 17 basic Reflex save).

VIPER SWARM

The frightening mass of shining scales, gleaming eyes, and fangs dripping with venom that comprise a viper swarm has brought an end to many an unlucky adventurer. Normally nocturnal, these notoriously aggressive snakes strike at anything that comes within reach, be it limb or weapon. Their venom is a potent toxin that leaves victims shaky and weak.

VIPER SWARM

CREATURE 4

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

Perception +12; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +13, Stealth +11

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

AC 18; **Fort** +11, **Ref** +13, **Will** +10

HP 50; **Immunities** precision, swarm mind (page 306);

Weaknesses area damage 5, splash damage 5;

Resistances bludgeoning 5, piercing 5, slashing 3

Speed 30 feet, climb 30 feet, swim 30 feet

Venom Spritz **◆◆** The vipers spray venom from their fangs in a defensive display. Each creature in a 10-foot cone is exposed to viper swarm venom but gains a +2 circumstance bonus to its initial saving throw against the poison.

Venomous Fangs **◆** Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) plus viper swarm venom.

Viper Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round); **Stage 3** 2d4 poison damage, clumsy 2, and enfeebled 1 (1 round)



SLITHERING PACKS

Despite their solitary natures, snakes come together in swarms for purposes of hibernation or mating. However, a few species have learned to stick together and coordinate their hunting efforts, leading to slithering packs of predatory snakes.

